

SCARRED LANDS

—PLAYER'S GUIDE—



Everything you need to play the 5th Edition
of the world's most popular roleplaying game
set in the newly revised Scarred Lands

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SCARRED LANDS

—PLAYER'S GUIDE—



A setting guide for the Scarred Lands,
focusing on the continent of Ghelspad

TR

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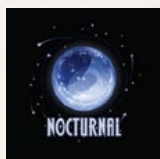
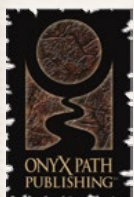
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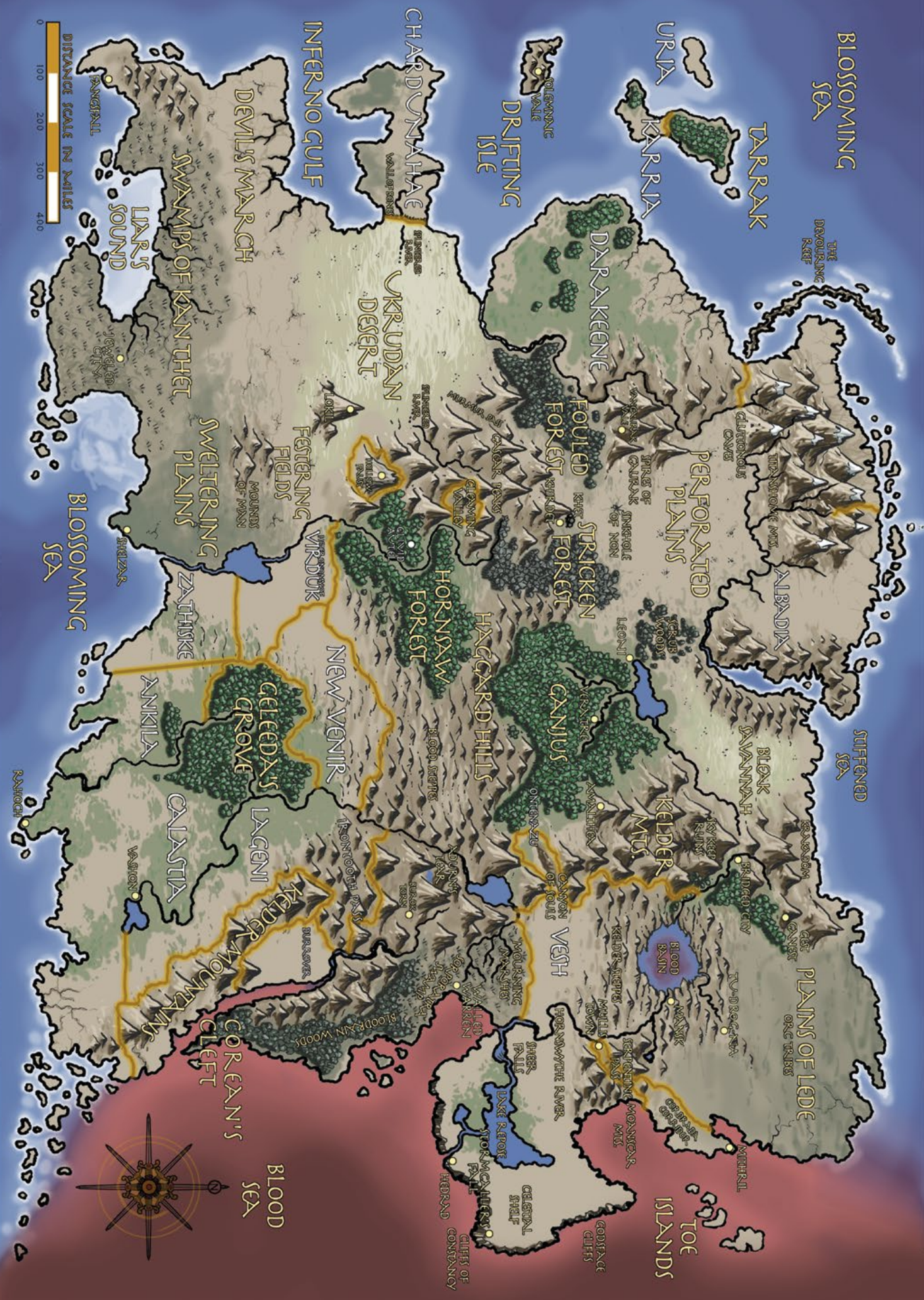
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BLOSSOMING SEA

TARPAK

URIA

KARRIA

DARAKEENE

DRIFTING ISLE

CHARDONAHAE

INFERNO GULF

DEVILS MARCH

SWAMPS OF KANTHET

LAR'S SOUND

BLOSSOMING SEA

DISTANCE SCALE IN MILES



THE DEVOURING RAFT

PERFORATED PLAINS

FOULLED FOREST

STRICKEN FOREST

HAGGARD HILLS

HORNAXW FOREST

NEW VENIR

CELEEDA'S GROVE

LA GENI

ANKILA

CALASTIA

RAVIOGH

STIFFENED SEA

BLOK SANNAXH

KELDER MTS.

CANYUS

NEW VENIR

LA GENI

ANKILA

CALASTIA

RAVIOGH

PLAINS OF LEDE

BLOOD BASIN

VEGH

VEGH

VEGH

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BLOOD SEA

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chapter one: Introduction to the Scarred Lands

Welcome to Scarn. This world is not what it once was. Broken and battered, it was mauled in a great conflict that raged across its surface for years. The titans — primal beings, forces of nature that created and shaped Scarn — warred with their children, the gods, who had learned to draw power from the faith of lowly mortals wandering the face of Scarn.

They clashed across the world, amassing armies using the creatures they created or who worshipped them. On one side were the “titanspawn,” twisted monsters and foul creatures loyal to the titans; on the other, the “divine races,” the mortals, banded together to aid the gods. Over time, the gods were successful and the titans subdued, but never destroyed. The gods are the sole rulers of Scarn now, fueled by the devout worship of their mortal followers.

Yet though the war is over, the damage remains, and it is for this reason that Scarn is now known as the Scarred Lands. That great conflict, known as both the Divine War and the Titanswar, has been over for a century and a half, but the healing process has only just begun. Much of Scarn’s topography has been twisted and warped in unnatural ways. And the titans, though dormant, are not dead. Yet hope remains.

The Geography of Scarn

Though this book focuses primarily on one continent of the Scarred Lands, Ghelspad, the world is filled with diverse places, all of which were affected in some way by the Titanswar. Listed below are some of the major landmasses of Scarn.

Ghelspad

Though it is not the largest, Ghelspad is the most populous continent of Scarn. Because of its dense population,

this continent bore the brunt of the titans’ attacks on the armies of the gods. Much of its landscape shifted during the Divine War; verdant savannahs were smashed into desolate wastelands, and magnificent forests shriveled to lonely stands of blighted trees. Large portions of the land still crawl with titanspawn and other dangerous creatures that the divine races struggle to comprehend, let alone face.

The nations of Ghelspad have spent the last century and a half rebuilding, and in some cases building new societies from scratch. Though a tentative peace among the nations existed for decades following the Titanswar, this armistice eventually eroded. The continent today is largely in turmoil; in recent decades, King Virduk, called the Black Dragon, has sent his armies on a mission of conquest into nearby nations and has amassed a mighty empire known today as the Calastian Hegemony.

See Chapter 8 for an extended tour of Ghelspad.

Termana

The continent of Termana, perhaps two months’ journey from Ghelspad to the south and east, across the Blood Sea, is not densely populated. However, it is a landmass several times larger than Ghelspad. A land of lush jungles and verdant forests, Termana also hosts blighted wetlands and treacherous mountains. Some of the continent has been tamed, although other areas remain bleak and impenetrable, such as the Blood Bayou and the Isle of the Dead.

The Charduni Empire is Termana’s most prominent nation, an empire of grey-skinned dwarves loyal to their severe god Chardun, the Slaver. Gnomes and terali (a race of catfolk) populate the southern jungles, while courtly elves — cousins to the wild woodland elves of Ghelspad — inhabit ancient, graceful forest cities. Humans dwell in a few small kingdoms in the northwest or, elsewhere, in tribes scattered throughout many of the continent’s jungles and plains.

Asherak

Asherak is known as the “Cradle of the Gods.” Stories tell that the titans used this barren land to birth their divine creations, at least initially. An arid continent dominated by deserts and scrubland, Asherak produces people who are rugged and canny, acclimated to the harsh environment in which they live. Its most prominent feature is the Desert of Onn, which comprises a large portion of the land and is home to the cunning halflings known as the Ubantu.

Asherak is also home to the Godspire Mountains, the most treacherous mountain range on Scarn and host to some of the tallest peaks of all the Scarred Lands.

Fenrilik

The continent of Fenrilik is the most barren and desolate land of Scarn. Blinding snow, howling winds, and frigid temperatures are pervasive. Few choose to inhabit this land, and for good reason: Not only is the land a frigid wasteland, but legions of foul creatures dwell here. Titan worship is still prevalent throughout the continent, particularly among the druids known as the ice-walkers and among the winter gnomes, who eke out a bare existence on the tundra.

Dragon Lands

At the far southern tip of Scarn rests a cluster of islands known as the Dragon Lands. Little has ever been known about these isles, even well before the Divine War. Few people from other continents have dared venture there, and of those, none have ever returned. Rumors and legends suggest the islands are ruled by mythical dragons whose power rivals even that of the gods.

A History of Scarn

Aside the political and geographical, there are cosmic repercussions of the Divine War. The history of that conflict is outlined here.

The Divine War

A little over 150 years have passed since the Divine War concluded. For those mortals with relatively short lifespans, such as humans and halflings, the Divine War occurred well before their time, many generations ago. Yet for many members of the other divine races, those who live for many centuries, the Titanswar is a fresh and bitter memory. Regardless, every mortal in Scarn deals with the aftereffects of this cataclysmic war to this day.

Before the War

The titans ruled Scarn with impunity for millennia, the land and its people subject to their whims and caprices. They forged new lands from nothing, shaping and twisting the surface of Scarn as they desired. They created new life as

well, populating Scarn with new races and creatures. Thus it was the titans who created the sentient races – humans, orcs, elves, and more – as well as the monsters that roamed throughout the land.

But the titans were not content. Impetuous and fickle, they grew bored with such lesser creations. They next created the djinn, beings of intense elemental and magical powers, and then the lesser elemental creatures who served the djinn. These beings were more interesting to the titans, to be sure, but still they were found lacking. The titans wanted beings that could approach or even match their own virtually limitless power. So they tried again.

The first of their new children was Vangal. Other gods followed, sired by the titans in a myriad of combinations. Some resembled one or more of their parents in terms of temperament and disposition; Enkili the Trickster, for example, emerged from the union of two forces of wild chaos, Lethene and Gulaben. Others rejected and opposed their parents’ nature; Madriel’s divine radiance, for instance, is in stark contrast to her mother Mormo, the Serpent Mother.

Regardless of their relationship to the gods, the titans knew that they had finally created beings of similar, though lesser, stature. However, the gods did not always approve of their parents’ desires. In some cases, the gods resented them.

Perhaps more importantly, though, the young gods did not draw their power from the world in the same way as their parents: Instead of relying on ties to the earth and its natural and mystical forces, the gods gathered their strength from a deep connection with mortal creatures, their fellow titanic creations. Titans, for the most part, viewed mortals merely as playthings or pests, but the gods took a special interest in these lowly creatures. They aided and guided the mortal races, granting them blessings and bits of power in return (even if only, as in the case of Vangal, through sponsoring acts of violence and cruelty) and as time went on, more and more mortals worshipped these new divine beings.

The gods grew stronger and then stronger still. In time, taken together, their might truly rivaled that of their parents.

Rebellion

The titans were not oblivious to their children’s growing power. They saw the devout men and women of Scarn worship the gods, and they quickly deduced that the gods’ power increased with every new follower. And as their children grew more powerful, the titans discovered a new emotion – jealousy.

As a result, several of the titans mocked and tortured their children relentlessly. Chardun suffered continual, horrific torment at the hands of his parents, Mormo and Gormoth. Madriel and Belsameth, the twin children of Mormo and Mesos, suffered similar fates, poisoned by the Queen of Serpents and battered persistently with arcane magic by their sire.



The gods also witnessed wanton destruction of faithful mortals on Scarn. Titans thought nothing of killing mortals by the thousands as they tinkered and shaped the natural forces on Scarn, and now that the link between god and worshipper was understood, this destruction became crueler and more common. After a few centuries of these crimes, the gods could take no more.

Though accounts vary, the gods' first true act of rebellion was a response to a heinous crime. Hrinruuk the Hunter grew bored with hunting mortal beings on Scarn and turned his sights on more difficult prey: He decided to hunt his own daughter, Tanil. After successfully tracking and catching her unaware, he raped her and left her to die. She was strong, though, and she survived.

Tanil's violation infuriated the gods. They convened in the Crucible Lands on Asherak – a desolate place free from surveillance – and plotted rebellion. They were not strong enough to defeat the titans one on one, perhaps, but they had to react to the Hunter's atrocity. They formed a plan: Enkili would mock and taunt Mesos, the Sire of Sorcerers, who was physically one of the weakest titans, leading him

into a trap. It worked. The gods subdued Mesos, and Vangal hacked him into bits, after which they dispersed his essence across Scarn.

The first titan had fallen, and the gods now knew that they could defeat their parents.

The War Rages

With this open act of rebellion, the great conflict began in earnest. The titans, caught off guard by Mesos' defeat, were not prepared. Yet the gods, though victorious against Mesos, were not powerful enough to defeat all of their mighty parents. Their solution was to create armies from among their most loyal races. These mortals, though weak on their own, could bolster the power of the gods; better yet, the religious fervor created by their holy war would foment broader and more intense devotion among the mortals on Scarn. This devotion, in turn, would increase the gods' personal power, both temporal and celestial.

On the other side of the war, the titans formed their own armies. They had the power to create new beings and races from nothing, or to bend existing creatures to their will, and

they soon had legions of followers on Scarn. Each titan pieced together battalions from the monstrous creatures and wicked races that titan had created in its own image.

Battles raged across Scarn. The divine armies clashed against the titanspawn legions in an open proxy war. Titans and gods manifested regularly on Scarn to lead their battalions in person. These fierce confrontations tore the face of Scarn asunder, leaving desolation in their wake. Thousands of mortals perished, both divine races and titanspawn alike. Nowhere in Scarn was safe from the conflict.

Yet over time, the young gods proved stronger. One by one, they overcame the titans, though nearly every battle inflicted dreadful casualties among the mortals. None of the highest gods were killed in the war, but many minor gods and demigods perished, often suffering cruel deaths at the hands of the titans themselves. As the titans fell, their armies broke and scattered across the face of Scarn. After countless mortal years, the final titan, Lethene, was defeated, and the gods were victorious. Yet victory came at an awful price.

Postbellum

The landscape of Scarn was battered and torn, scarred by many years of cataclysmic conflict. Nations were ruined, and many of the gods' worshipers had fallen in the war. The titans' broken and scattered armies, while defeated, still roamed throughout the Scarred Lands, though they were generally relegated to the newly desolate areas. And the titans, though beaten, torn to pieces, and banished, were not dead; such primal, ineffable beings might still come back if the gods do not remain vigilant.

The mortal survivors were left to rebuild what remained, though doing so would not be a simple task. The gods formed a peace among them, resolved to keep a tentative alliance at first, and each god agreed to keep their own divine squabbles hidden from their followers. This alliance has grown increasingly shaky over the years, and conflicts have begun to erupt between gods and their followers across Scarn, though on a very small scale relative to that of the Divine War.

Titans

Before all else, there were the titans. Generally, it is accepted as fact that they created the world, and that various aspects of the world match aspects of their natures.

Denev [deh-NEV]

Title: Earth Mother

Perhaps the mightiest of the titans, Denev is the only one of her kind to have survived the Divine War intact. Her survival was due to her decision to turn away from her fellow titans and to aid the divine cause. Some believe that Denev had always taken a more benevolent view of mortals than her fellow titans. Others believe that attributing benevolence

The Garden of Denev

In the garden of Denev, flanking her earthen throne, grow two singular trees. The two are alike in size and shape, indistinguishable to mortal eyes. The same is said of the fruit they bear, until it is tasted. One tree produces a sweet, refreshing fruit; the other's fruit taste of bitter ash. The first tree is named Fortune. The second is Despair. Only Denev can tell these trees apart.

To every man and woman born, the Earth Mother gives a harvest taken from these trees. With Fortune, she is sparing and inconsistent: Some few receive a bounty, but many receive none. Yet to each she gives from the tree of Despair. Though some may take the lion's share, no mortal goes without a harvest of the bitter fruit.

Thus each life born into Scarn suffers the ills and the defeats of life, while some few receive good fortune in unequal measure.

to any titan is folly, and that she simply did not want to see her precious earth and its firmament torn asunder.

Theological and cosmological considerations aside, today Denev is venerated openly by druids and other mortals who work with the earth and nature. A few find this titan worship troubling, despite Denev's relative benevolence, but most people consider it a necessary evil, at worst.

Chern [CHURN]

Titles: Great Sickness, the Scourge

The creator of plagues and any number of equally unpleasant creatures, Chern delighted as much in observing life fester and die as in creating new creatures and diseases that could kill other living things. Chern is also held to have participated in a bizarre titanic coupling with two of his kin; the result of that union was the violent god Vangal, said to be the first god.

Gaurak [GOW-rock]

Titles: Glutton, the Ravenous One, Voracious

Insatiable consumption and intemperate cold are the hallmarks of the Glutton, whose dispassionate hunger knew no limits and went eternally unfulfilled. His symbol, a massive tooth surrounded by countless other teeth, speaks both to his immense appetite and his eventual defeat. The gods systematically removed his teeth before banishing him to the void. His teeth are said to have formed entire mountain ranges when they fell to earth.

Golthagga [gul-THAH-gah]

Titles: Golthagga of the Forge, Shaper

Golthagga might have been the entity to whom craftspeople and blacksmiths whispered prayers prior to the Divine War. His interests lay less in creating new life than in manipulating the raw substances brought into existence by his fellow titans. However, he is known to have shaped the troll race, and he is the most likely progenitor of any species renowned for great resilience.

Golthain [GOL-thane]

Titles: Blind One, the Faceless One

If one may refer to any titan as a tragic figure, then that description would best fit Golthain. At the outset of the Divine War, in fact, Denev said that Golthain joined her in voicing support for the gods. This earned him the wrath of his fellow titans, who blinded and beat him. His role in the war from that point forward resembled little more than that of a victim bullied into acting against his will.

In the end, Golthain accepted defeat by allowing himself to be subsumed into the body of Denev. If nothing else, the creatures spawned by this celestial being give us great insight into his personality: While some of his later spawn posed a threat to mortals, he is most known for developing the gentle race of deryth, whom the angry titans eradicated as a punishment for Golthain's disloyalty.

Gormoth [GOR-muth]

Titles: Warper, the Writhing Lord

Gormoth was among the most spiteful of the titans, and he particularly hated his sister, Mormo, who once poisoned him and left him isolated in agony for centuries. Known as the Writhing Lord for the periodic spasms that wracked his body ever more, Gormoth was the first of the titans to create life. Unlike Mormo, he was more interested in manipulating his creations than wantonly destroying them.

Gormoth's body was split from head to groin by Vangal and Corean during the Divine War, and both pieces were placed on opposing ends of a giant chasm. To this day, the titan still writhes, seeking to piece his body together across the great divide.

Hrinruuk [RRIN-roo-ick]

Titles: Hunter

Perhaps the most sadistic and cruel of the titans aside from Mormo, Hrinruuk loved nothing more than to hunt for sport. Though he showed some concern on occasion for mortals, particularly the catfolk, his love of the hunt superseded any fondness he might have held in his heart. The Hunter would often create new monstrous beings simply to sate his desire to hunt, and those he grew bored with were left to roam freely on Scarn. Hrinruuk's passions, however,

turned sinister when he raped his daughter, the goddess Tanil. The goddess got her revenge, however, when she lured her father into a trap and helped to dismember his body.

Kadum [KAH-doom]

Titles: Bleeding One, Mountainshaker, Sire of Monsters

Kadum fashioned many races of giants and behemoths. Each bore a resemblance to some aspect of his own being — impatient, petulant, strong beyond words, and conceited to the point of distraction — although many of his creations otherwise resemble each other only in their enormity. Kadum's temper was the stuff of legend, and even mountain ranges and deep chasms bore the brunt of his unrelenting wrath. When his titanic counterparts were making gods in their image, he joined with the peaceful Earth Mother, Denev, and the result of their inexplicable union was the mighty god of honor and duty, Corean the Champion.

Kadum was gravely wounded in the Divine War during a battle known to every storyteller on Scarn; unable to break the chains the gods forged for him due to his wounds, he was bound to a great boulder and hurled into the sea. To this day, his body remains chained to that boulder at the bottom of the Blood Sea, which derives its name and its color from the ichor ever pumping from the open wound in his chest.

Lethene [leh-THEE-nuh]

Titles: Dame of Storms, Untamed One

Of the two mothers of the trickster god Enkili, the more overtly brutal was Lethene, who also joined in the creation of Vangal, bestowing some measure of her nature in his lust for battle and slaughter. She was less interested in creating mortal races than other titans, and she manifested in a physical form only very rarely. Her raw power was such that even her fellow titans gave her a wide berth when she was angry; in fact, the other titans are said to have permitted Lethene free reign to destroy any of their creatures without repercussion.

In the Great War, Lethene was banished to an otherworldly realm of chaos. Given her turbulent nature, it is unknown whether the punishment fit the crime or simply the criminal.

Mesos [MAY-zohs]

Titles: The Dismembered, the Disrupted, Sire of Sorcery

Mesos' driving passion was the study of magic in all its forms, and the myriad races he created were all designed to pursue magical knowledge or wield arcane power in some way. Mesos was as quick to destroy his creations as to create them in the first place. Countless races were eradicated off-hand simply because they did not live up to his expectations regarding their magical potency.

Mesos was the first true casualty in the Divine War, and with his defeat, immeasurable arcane magic was released into

Lesser Titans

Other titanic beings existed in Scarn's past, although they were not as prominent or powerful as the "greater" titans. Whether these other beings were truly titans or instead powerful native outsiders created by the titans (which might mean they are, in fact, more closely related to genie-kind or the gods than to the titans) is unknown.

These lesser titans were nonetheless formidable beings in mortal terms. Existing somewhere in that murky place between god and titan, each of them controlled or represented some aspect of Scarn's primal energies or the natural world. One of the better known of these lesser titans, the vengeful, eight-armed Spiraggs, was renowned for his use of traps and ambush tactics, though he ultimately proved no match for Vangal, who defeated him early in the Divine War.

The gods offered some lesser titans a chance to join their side during the Divine War, but almost invariably the titans refused. Like the greater titans, these entities seemed unable (or unwilling) to draw power from the faith of mortals, and thus perhaps they had nothing to gain from siding with the gods. This choice proved their undoing, as the Eight Victors destroyed them handily.

the world. Now, this arcane power is unbound (though it is thought that wisps of the titan's weakened spirit yet reside and yearn, mindlessly, to reform).

Mormo [MOR-moh]

Titles: Hag Queen, Mother of Serpents, Queen of Witches

Virtually any reptilian creature can trace its origins back to Mormo. Of equal note, however, was Mormo's partiality towards witches, hags, and her parenting of several gods. Her children include the opposing twins, Madriel and Belsameth, and the wicked Chardun, the Slaver.

Mormo's interests seem to have been fairly broad, as she played the role of patron to witches and hags while simultaneously delighting in acts of espionage and assassination. Poison remains a specialty of those assassins today who feel some allegiance to her.

Mormo was dismembered and her pieces strewn across Scarn by her son Chardun, whom she tortured relentlessly before the Divine War.

Thulkas [THOOL-kahs]

Titles: Father of Fire, Iron God

Thulkas is said to be an extension of the earth itself, an immovable force of animate lava, metal, and fire. Destructive by nature, he is also progenitor of numerous creatures throughout Scarn, particularly those tied to iron or fiery elements. Along with Kadum, Thulkas was one of the deadlier gods in the Divine War, spewing lava and fiery metal throughout the face of Scarn in retribution for the gods' impudence. He was finally defeated, however, when his essence was bound into an arrow, which Tanil then shot into the sun itself.

Gods

The gods were the children of the titans, though the titans' motivations in creating such powerful beings is unclear. For many of the gods, their relationship with their titanic parents was strained from the outset, and sometimes openly hostile. These divine children were not the primal forces their parents were, but they were powerful and immortal just the same.

The one thing the gods had that their forebears never demonstrated was empathy, especially for the mortal races of Scarn. In exchange for their favor and their understanding, mortals began to worship the gods, placing their faith in these divine beings. This devotion in turn tied the gods to Scarn and its nations, but it also strengthened the gods, providing the power they needed to eventually overcome their parents and establish themselves as the divine rulers of the Scarred Lands.

Below is a list of the major deities of the Scarred Lands. There are numerous other minor deities, demigods, and even local powers to be found throughout Scarn, but these eight, called collectively the Divine Victors, are known and revered everywhere.

Belsameth [BEL-za-meth]

Titles: Assassin, Shifter, Slayer, Witch

Twin sister to Madriel, Belsameth is the daughter of Mormo and Mesos. Where Madriel is an angelic being of light and compassion embodied, Belsameth is a vulture-winged thing of shadow and ill intent, cunning and dangerous. When they manifest on Scarn, the two sisters appear as opposites in virtually every physical respect: Belsameth usually appears as either a dark, voluptuous, strikingly beautiful lady, or else a

wretched, hideous crone. She changes forms at will, though, and is the goddess of lycanthropes and other evil shapeshifters.

Belsameth is also the favored deity of assassins, cutthroats, spies, evil necromancers and witches, and others who prefer to reside or act in the shadows.

Chardun [char-DOON]

Titles: Great General, Overlord, Slaver

Chardun is selfish and egotistical, but not mindlessly violent like Vangal. He always seeks to rule, by any means necessary, and he attracts followers who seek dominion over both foes and fellows alike (including through animating them as undead). Chardun is rarely cruel without purpose, however. He wishes only to establish power over others, and as long as his control is accepted, he is a strong, decisive, and fair leader.

While he espouses slavery and the liberal use of corporal punishment as a teaching method, Chardun does not tolerate gratuitous brutality; in fact, because of his unwarranted punishment at the hands of Mormo and Gormoth, Chardun is just as likely to punish a mistress for unfairly mistreating her slave as he is a slave for disobeying his master.

Chardun is also a master strategist and battlefield commander, revered among soldiers and warlords, particularly those of the ruling class.

Corean [KOR-ay-un]

Titles: Avenger, Champion, Forgefather, Shining One

The god of honor, duty, bravery, and physical prowess, Corean led his kin to victory during the Divine War; it was he who landed the final blow against several titans himself. Corean was born of Denev, sired by Kadum, and it is said that he gained both empathy from his mother and strength from his father.

As with all deities, Corean attracts followers who exhibit personalities similar to his own. Corean eschews compromise, favoring the rigidity of law. Though he is not the arbiter of justice – for that mantle belongs to his brother, Hedrada – Corean is frequently the instrument of its delivery. Yet, as the champion of good as well as fair dealing, he favors punishment tempered by mercy and understanding. He tolerates any followers who demonstrate fairness, decency, honesty, and general goodwill.



The Birth of Enkili

When Enkili was an infant, he experienced a great hunger. He cried until his mother, Lethene, could bear the sound no more. She raised her hand, but before it fell, the infant god cried out, "Do not strike me, Mother, for I am your ward, and I only desire to be fed. Your power is immense, your strength unmatched. Surely the effort is a trifle for one such as you? Why, you could see me fed forever with a wave of your hand and be rid of my cries more with more ease than a swat."

The Dame of Storms stayed her hand. Young Enkili smiled, sure his argument had been won. But the titan's momentary hesitation turned to wrath, and she tumbled the infant's crib, sprawling the Trickster naked to the floor. "Ungrateful thing, horrible wretch! You seek to sway me with honeyed words. New to the world you are, and already you show yourself to be a coward and a manipulator. You carry the stink of Gulaben's ways. I will tolerate no such weakness in my house. I cast you out. May you die upon the rocks of the sea, as all imperfect things."

Lethene scooped the infant up and hurled him miles away with the force of a hurricane, onto the jagged shore. He fell upon rocks, cracking boulders and sending up a spray of stones. Enkili cried out again, though not from broken bones (for he was only bruised), but from despair and from the hunger still in his stomach.

The winds carried his cries to his mother, Gulaben. She appeared and picked the child up in her arms, a breeze to Lethene's gust. "Hush," said the titan. "Why do you cry? And why were you expelled from the house of tempests so soon?"

Young Enkili replied, "I cry because I am defenseless and hungry. I am banished because I have only words to protect me, which the Lady of Typhoons deemed weakness. Do not cast me out as well, Mother, for I am helpless."

The Lady of Winds laughed. "You are my son. You are neither weak nor helpless. I do, however, believe you are hungry. Look to the rocks over there. You will find a swan's nest. The creature is cherished by me, so you may take only two of her eggs. No more. The rest you will leave in the nest. Take these stones, and replace them for the eggs. She will not notice the theft."

With that, Gulaben set the child god down and placed a small, smooth stone in each of his hands. Young Enkili crept toward the swan, his stomach growling in hunger. He reached a hand under the swan, and the creature did not stir. Upon feeling the size of the swan's eggs, the young god frowned. He pulled his hand back and said, "Mother says I am to have two of your eggs, but they are small, and my hunger is great. This will not do. I will not take more eggs, as my mother commanded. However, favored swan, you have a great deal more to give."

Then, hoisting up one of the smooth stones, he struck the swan in the head, killing it. He fell upon the creature and began plucking it, but in moments the furious Gulaben had returned and snatched him away in her arms. She screamed in his ears, "Horrible thing, Disobedient child! You have wit and words, the tools to make others give willingly. Yet you would rather disobey to take what you want."

"I would banish you from my sight, but all the world exists beneath my gaze. Instead, I curse you now to forever carry that hunger, never to be filled. No food, drink, or comfort will sate you. You will be forever a slave to it, despite your mothers' gifts."

With that, the Wind Mistress pushed young Enkili away, off toward the world of mortals. From that day on, he cried no more honest tears. His hunger gnaws at him still.

Enkili [en-KEE-lee]

Titles: Shapeshifter, Storm God (or Goddess), Trickster, Unlucky

Enkili is an enigma, even to the other gods. Though he was born male, he does not identify as such. In truth, Enkili does not seem to have a preference either way, and often presents as either gender, sometimes as both, and sometimes neither.

Known by many names, Enkili is ambitious in nearly everything, but is also well known for greed and gluttony. The Trickster attracts rogues, thieves, gamblers, and other arguably unsavory types. Enkili is also a favored deity of sailors, who invoke the Trickster's blessing in the hopes of smooth seas and safe passage. Doing so is a risky business, of course, as one can never be sure if the Unlucky will impart a blessing or a curse (and in any case, it is said that such a blessing may feel like a curse, and vice versa).

Hedrada [heh-DRAH-dah]

Titles: Judge, Lawgiver

Son of Denev and Golthain, even-handed Hedrada is the unflinching exponent of justice in its purest form. During the Divine War, his willingness to engage in open conflict was a key signal to his fellow gods that the titans had abused their authority once too often. He is not at all merciful, but neither is he needlessly cruel; devotion to Hedrada means accepting a rigidly dispassionate world view.

Hedrada is the protector of the city of Hedrad, whose citizens espouse his virtues; his devout are sought after as impartial arbiters of justice.

Madriel [MAD-ree-el]

Titles: Angel of Mercy, Archangel, First Angel, Redeemer

Madriel is the polar opposite of her twin sister, Belsameth the Slayer. Though her intention is always to bring succor to those who need it, she is a very capable warrior when combat cannot be avoided. Her armor shimmers with divine light, and her spear is made from sunlight itself. Still, she is inclined to believe that no creature is beyond redemption. If she feels she can help a wretched creature overcome its own wickedness without resorting to violence, she will seek a way to do so.

Tanil [TAHN-il]

Titles: Archer, Chaste, Huntress

The goddess of travel, good fortune, hunting, and personal freedom, Tanil is the very essence of being a free spirit. Her followers likewise embrace simplicity in following their own path, often dwelling in nature and particularly loving forest surroundings. She is fond of taking the form of an elf warrior-maiden or a fierce mantichora when she is not in

human guise. Tanil fought bravely in the Divine War, and her peerless skills at archery and tracking were instrumental in defeating many of the titans.

Vangal [VAN-gahl]

Titles: Reaver, Ravager

The eldest of the gods, Vangal is more like his titanic parents than any of his siblings and cousins. He thrives on the spilling of blood, caring little for the lip service and devotions that seem to sustain other deities. He cherishes only the violence of battle, yet he is not greatly impressed with victory (even though he certainly disdains defeat); he is worshipped not in churches, but on the battlefield, when blades run red and villages are sacked and burned. For Vangal, violence itself is the ripest fruit of divine labor, and his followers are of a similar mind: ruthless, vicious, cruel, and often sadistic.

Your Scarred Lands Campaign

Scarn is a broken world, one torn apart by catastrophe. It is a hostile place, a land beset by horrors and atrocities. But it is also a hopeful one. Though the land is in tatters, there is redemption to be found: The gods have proven that fact. Now, a century and a half after the divine victory, the Scarred Lands may be starting to heal.

This book should provide you with the basic information you'll need to run a campaign in the Scarred Lands.

Chapter 2 provides you with all the information you need about the player races of Scarn, both those who have ever been loyal to the gods and the former titanspawn races.

Chapter 3 offers many new class archetypes, primal paths, sacred oaths, arcane traditions, and more, as well as a few prestige classes for players to choose from.

Chapter 4 details the new starting backgrounds and optional feats available to characters on Ghelspad.

Chapter 5 provides new weapons, armor, and equipment for Scarred Lands characters, complete with racial starting packages.

Chapter 6 offers new spells and true rituals unique to Scarn (and to Ghelspad specifically).

Chapter 7 contains many new magic items, magical tattoos, and wondrous boons.

Chapter 8 comprises a wide-ranging overview of the continent of Ghelspad, including rare and magical sites of divine, titanic, or eldritch power.

And finally, **Chapter 9** details organizations that might be found in Ghelspad, and also includes a list of some noteworthy groups to consider for your campaign.





chapter two

Races of Ghelspad

When the last titan fell, the gods and their faithful among the divine races were victorious. However, the victory quickly presented a new problem: What should be done regarding the enemy survivors, collectively referred to as titanspawn? The victors debated eradicating all of the titans' foul creatures, but the wiser among them knew that this would be a long and costly affair, if not perhaps an act of outright evil.

Ultimately, Hedrada and Denev reflected upon this problem and found a solution.

The Divine Races and the Redeemed

After the war, the gods, under the auspices of the Lawgiver, offered asylum to any titanspawn who sought it, as long as they abandoned their loyalty to the titans, agreed to worship the gods instead, and sought peace with the divine races of Scarn. Many titanspawn scoffed, wishing to continue the war rather than defect to the other side. Yet a surprising number sought peace.

Those who agreed to these terms were known as the Redeemed, and as far as the gods are concerned, they have equal standing with the divine races. This law is recognized in most cities and nations of Ghelspad. One notable exception is the Calastian Hegemony, where people of nearly any race other than human are considered second-class citizens, if they are allowed citizenship at all (or not imprisoned or even slain outright).

On Ghelspad, there are four races from which most of the Redeemed hail: asaatthi, ironbred, orcs, and slitherin.

Out of habit, these races are collectively referred to as the Redeemed, though in fact there are many individuals and groups among them who remain loyal to the titans. There are still tribes and sects of rogue serpentfolk, orcs, and slitherin, for example, who serve the titans and oppose the gods and their worshipers. Yet any former titanspawn who forsakes the titans and swears Hedrada's vows may claim the title, so there may also be former titanspawn individuals or groups of other less common races that call themselves Redeemed.

On Core Races

The various peoples of the Scarred Lands are necessarily a hardy bunch. Most of the races from the core rules that appear in this chapter (dwarves, elves, and halflings) have been given one or more extra racial traits. In addition, the new races appearing here – asaatthi, hollow legionnaires, manticora, orcs, and slitherin – are built to be similarly powerful, each in their own way.

If you plan to use the new races from this chapter in another non-Scarred Lands campaign, be sure to look closely at their relative power, and consider removing one or two racial traits to balance them with other standard races.

Similarly, if you decide to allow characters of other races that appear in the PHB, such as half-orcs or gnomes, you should alter them by adding one or two appropriate racial traits to make them similarly powerful. For instance, for a half-orc, you might add either Orcish Weapon Training or the orc's Aggressive trait.



Asaatthi

Aside from the slitherin, asaatthi are the most prominent of the Redeemed races. Created by Mormo millennia ago, the asaatthi were one of the first races to conquer Ghelspad. For years, they served Mormo and lived to propagate the Serpent Mother's wishes throughout the Scarred Lands. But following her defeat, the asaatthi were freed from Mormo's fell will for the first time, a prospect both invigorating and terrifying, and today many asaatthi still struggle with their freedom among the divine races.

Physical Description: Shaped in the image of the Serpent Mother, an asaatthi stands upright on two legs, but has a snakelike head and a long tail. Roughly the size of humans, asaatthi are thinner and have looser musculature. Asaatthi skin is scaled, with dark coloration throughout. The serpentfolk also have large fangs, and it is said that they could once secrete venom with their bite. Most asaatthi prefer loose clothing, such as dark-hued silk robes or tunics cut to allow for a tail.

Society: As a people, asaatthi are clannish, and they live and travel in large social units. Politics play an important role in asaatthi life, since numerous varieties and philosophies exist among the many clans found throughout Scarn. Each is governed according to strict hierarchies, and larger clans are often feudal in nature. Their culture was splintered during the Divine War, though, and today, in many places, the old clan structures are failing. In their larger cities, the most famous of which is the Jeweled City – known to many non-asaatthi as the “Great Lost City” – this traditional feudal control has not been prevalent for many centuries; instead, their urban society is calcified into very strict social classes governed by a robust and elegant bureaucracy, often serving either a monarch or an elected prime minister.

Although the race itself is fractured, or perhaps because it is, asaatthi tend to live a rigidly structured life. For the serpentfolk after the death of the Serpent Mother, perhaps structure is the only way to keep from devolving into chaos.

Relations: Other races still tend to view most asaatthi with varying degrees of apprehension, although that sentiment has softened somewhat in recent decades. Asaatthi leaders have identified and challenged this issue among

their people, and the serpentfolk have made efforts to assimilate themselves into other cultures throughout the continent. Most view the divine races' doubt as a fissure in their social order.

Relations with the other Redeemed races may have aided the serpentfolks' efforts, for the asaatthi were able to test their diplomatic acumen on less entrenched races, such as the slitherin and the ironbred. Of particular interest to the asaatthi are the ironbred, whom the snakefolk view as a fascinating breed of disorderly rebels waiting to be tamed.

Alignment and Religion: For millennia, the asaatthi worshiped Mormo to the exclusion of every other deity. But Mormo is silent now, a fact that has caused no few crises in faith for serpentfolk. Since ancestor worship was always prevalent among them, most Redeemed asaatthi have turned to this spirituality as their personal form of worship. Others have come to follow Chardun, the son of Mormo, or else Denev, the last remaining titan. And some remain intent on finding Mormo and piecing her back together, viewing Denev as a hated traitor and the gods her fawning lapdogs.

The asaatthi can have a variety of alignments, although since social order is highly valued among them, they tend to be lawful.

Adventurers: Asaatthi adventurers are common. For many asaatthi, travel provides a great opportunity to explore one's own identity, as well as (re)discover the lands of the asaatthi empires of yore. In fact, many asaatthi seek out ancient ruins to recover the relics of their ancestors and expand their knowledge of the ancient world. Other asaatthi perceive adventuring as a diplomatic exercise, providing exposure of their tribes to the other races in an effort to blend in better with the other peoples of Ghelspad.

Still, for some asaatthi, the Divine War is not truly over, and while they are usually careful not to engage the divine races openly, there are still some scores to settle and injustices to remand.

Male Names: Chissen, Deisham, Jimaalo, Luotthu, Niviindo, Ssuvo, Torutaa, Vanashuuk, Zuovun

Female Names: Banaso, Funao, Hosaan, Kiirtenta, Noyaom, Ssyusa, Tendaa, Yovui, Zomanja

Asaatth Racial Traits

Mormo created the asaatthi to share numerous similar traits.

Ability Score Increase. You increase your Dexterity score and your Intelligence score, one by 2 and the other by 1.

Age. Asaatthi mature slightly slower than humans, reaching adulthood at around 20 years. An asaatth can live to be over 200 years old.

Size. Asaatthi are typically 5 to 6 feet tall, and they average 145 pounds. (See the Random Height and Weight table at the end of this chapter if you wish to roll randomly for those features.) Your size is Medium.

Speed. Your base walking speed is 30 feet. Due to your long, sinuous body, you can swim at the same speed. You don't need to spend extra movement to swim.

Asaatthi Resistance. You have advantage on saving throws against poison, and you have resistance to poison damage.

Asaatthi Weapon Training. You have proficiency with the falchion, scimitar, and war fan. Asaatthi monks can treat the war fan as a monk weapon.

Bite. You have a bite attack that acts as a finesse weapon with which you have proficiency. This attack deals 1d4 piercing damage.

Darkvision (30 ft.). You can see in dim light within 30 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Keen Senses. You have proficiency in the Perception skill.

Reptilian Mind. You have advantage on saving throws against being charmed.

Languages. You speak Asaatth and any one other language.

Dwarves



The dwarves of Scarn are one of the divine races, having fought bravely on the side of the gods during the Divine War. Most dwarves live a long life; there are still plenty who remember the war and even some who fought alongside their divine leaders, though they may not wish to talk about those days. They are renowned for their crafting skills, especially stonework, smithing, and gemcrafting.

There are two main ethnicities among dwarves on Ghelspad: the charduni and the Kelder dwarves (also known as mountain dwarves).

Physical Description: Dwarves are short and stocky, regardless of their ethnicity or origin, and they are known for their great fortitude and toughness. The most important part of a dwarf's appearance is facial hair, especially one's beard. Males and females alike cultivate and groom their facial hair with delicate grace, often adorning it with elaborate braids, brooches, or bands.

Society: Dwarf society is built upon artisans and craftspeople (although the charduni favor conquest as well). They pride themselves on the complexity and ornateness of their products, ranging from elaborate structures to the most deftly crafted tools, weapons, and suits of armor on Ghelspad. Burok

Torn, the largest dwarf settlement, is a testament to this fact. It is unknown outside of dwarven society how deep the halls of Burok Torn go, but tales suggest that the underground dwelling is filled with miles and miles of exquisite dwarven craftsmanship.

Relations: Other races tend to perceive dwarves as gruff or serious-minded. Kelder dwarves, in general, still relate well with most races.

Charduni, on the other hand, came to Ghelspad as cruel imperialists when they first arrived from Termana; for some races, particularly the halflings and the orcs, who were the main victims of charduni slavery, bad blood remains. Yet the charduni have made strides toward repairing this relationship. In most places today, charduni are not considered an immediate threat to personal liberty, even if they do still seem harsh, ill-tempered, or even cruel to the other races.

Alignment and Religion: The main deity of the Kelder dwarves is Goran, a dwarven hero from centuries ago who rose to godhood. Some foreign religious scholars consider Goran to be nothing more than an aspect of Corean or

an exaggerated legend. As a whole, dwarves are good or neutral, tending toward lawful neutral.

Nearly all charduni worship Chardun, whom they regard as the most important of the gods. He is both their progenitor (at least according to charduni origin myths) and their namesake. This is not to say, though, that charduni are exclusively evil. Since the Divine War, the Slaver is content with their maintaining order in their own lands, without the rampant expansionism of bygone ages. Some charduni have come around to a more neutral alignment, depending on how progressive their outlook.

Adventurers: Kelder dwarf adventurers are fairly common. Oftentimes, a dwarf chooses to join an adventuring party as a means to hone her skills in battle or to seek out some new (or ancient) magical knowledge. Others view adventuring as a chance to escape their underground cities and see the vast world around them. Regardless of motivation, mountain dwarves are common in adventuring parties and often provide a critical skill set for these groups.

Charduni adventurers are common as well, though sometimes for different reasons. Some seek to please Chardun by eliminating the remaining titanspawn infesting the land. Others seek the fame and fortune that might grant them a higher station within their strict society. Still others, the more conventional among them, view the world as a thing to be dominated and possessed, extending the reign of Chardun into new corners of the world.

Charduni

The charduni originate from the continent of Termana. They first arrived on Ghelspad in the centuries before the Divine War, and for a time before that great conflict broke out, the Charduni Empire ruled most of the continent. As their name suggests, the charduni revere Chardun, but they are not a universally evil race. Rather, theirs is a brutally strict society in which every person knows his or her place.

Charduni are renowned for their adherence to order and station. Their society is very hierarchical. Social mobility is possible, but it is usually accomplished only through conquest, violence, or political cunning. Slavery, especially of other races, is practiced widely. However, like Chardun himself, charduni do not treat their slaves cruelly without good reason, nor do they tolerate such behavior from their peers.

Charduni have dark, ruddy skin, usually some shade of ash or charcoal gray with just a hint of reddish or amber; they have light-colored hair ranging from pure white to dirty blond. Their eyes range from flint grey through dark hazel.

Male Names: Aarixthic, Cuathl, Ezyutli, Ixel, Mazach, Ochuli, Tlaaxitel, Xiuuthic, Yaaratl

Female Names: Atiel, Cualla, Elatli, Itotia, Nahuat, Patla, T'lala, Xoxi, Zanayu

Kelder Dwarves

Members of the most common racial stock among the dwarves found on Ghelspad are referred to as Kelder dwarves, or sometimes just “mountain dwarves” (although the latter designation is often inadequate). In truth, these dwarves can be found throughout much of the land, but they find a common ancestral home in the Kelder Mountain range, and especially Burok Torn, a vast city carved out of the rock beneath the Kelders. Still, many reside in other cities and nations throughout Ghelspad, perhaps the most prominent of which is Krakadom.

Burok Torn is currently besieged by two enemies, including the armies of the Calastian Hegemony and the drendali (also called “deep elves” or “dark elves”) of Dier Drendal, who wage a prolonged guerilla war in the abandoned tunnels linking their city to Burok Torn. The dwarves have held firm thus far, rallying in the names of King Thain the Just and Goran, their god-hero, but it is unclear how long they will be able to fend off attackers on two fronts.

Kelder dwarves are short and stocky, with rough skin ranging from a rich, coffee brown to pale olive. Hair and beard colors vary as do those of humans, though the majority of them are dark-haired; blond hair is uncommon, and red-haired dwarves are rare.

Male Names: Borl, Dragh, Eken, Goran, Hroth, Mollyn, Noraim, Turen, Umar

Female Names: Arla, Borla, Eshelle, Hallene, Krysara, Lucella, Mrisha, Rashilde, Venne

Dwarf Racial Traits

Dwarves have an inborn nature and a rich culture, as borne out by their traits.

Ability Score Increase. Your Constitution score increases by 2.

Age. Dwarves mature at the same rate as humans, but they're considered young until they reach the age of 50. On average, they live about 350 years.

Size. Dwarves stand between 4 and 5 feet tall and average about 170 pounds. (See the Random Height and Weight table at the end of this chapter if you wish to roll randomly for those features.) Your size is Medium.

Speed. Your base walking speed is 25 feet. Wearing heavy armor doesn't reduce your speed.

Darkvision (60 ft.). Accustomed to life underground, you can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage.

Dwarven Armor Training. You have proficiency with light and medium armor.

Stonecunning. You have advantage on any Intelligence (History), Intelligence (Investigation), or Wisdom (Perception) check you make when examining stonework or trying to determine the origin of such construction.

Tool Proficiency. You gain proficiency with one set of artisan's tools chosen from among brewer's supplies, jeweler's tools, mason's tools, or smith's tools.

Languages. You speak Dwarvish and any one other language.

Charduni Dwarves

Charduni originated on the continent of Termana, and they have traits different from those of other dwarves on Ghelspad.

Ability Score Increase. Your Strength score increases by 1.

Charduni Combat Training. You have proficiency with the light hammer, warhammer, warscepter, and spiked chain.

Dense Flesh. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Kelder Dwarves

Kelder dwarves are natives of Ghelspad, and they have traits distinct to their kind.

Ability Score Increase. Your Wisdom score increases by 1.

Dwarven Combat Training. You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Steadfast. You have advantage on saving throws against being charmed or frightened.

Elves



Elves are the race dearest to Denev's heart, a fact that irks some of the divine races in the years after the Titanswar. Elves live very long lives, often many hundreds of years. As Denev's chosen, they are tied to the earth and the life that exists throughout Scarn. Though they can live peacefully with other races, most elves prefer natural landscapes such as mountain caves or forests, and they often exist in seclusion from other races.

There are several enclaves and racial types of elves across Scarn, although only two are common on Ghelspad: the pale-skinned drendali and the wood elves of the Ganjus.

Physical Description: Elves are about as tall as humans, though considerably more slender. Tattoos are common among them, and many cover their skin with elaborate, graceful arcane patterns. Wood elves prefer fine leathers and cloths in their clothing, often dyed in bright colors and stark tones. Drendali are so pale they seem almost albino; they also wear leather and cloth garments, but favor deep hues richer in tone than their Ganjus cousins.

Society: Many of the nations and city-states of Ghelspad are home to some number of elves. Though they prefer the wilderness, they adapt easily to city life; ideally, though, they seek to retain and support nature in their urban development. Elven settlements and towns within Vera-Tre grow in conjunction with the sacred forest, demonstrating a harmony with nature that the other divine races have never attained.

Drendali culture is known for its wealth and its magical might. The few drendali encountered outside of their city, Dier Drendal, tend to be seeking asylum, or else they are unfortunate prisoners in Burok Torn. There are some small drendali enclaves in the valleys of the Kelders, particularly around the Bridged City, but these are small villages, not particularly welcoming to outsiders. The druidism so favored by their woodland kin is uncommon among the drendali, abandoned long ago in favor of arcane pursuits.

Relations: The Ganjus elves have maintained good relations with most of the divine races on Ghelspad, although this relationship has grown fraught since the Druid War. However, elves as a whole are wary of former titanspawn, especially the asaathi and the ironbred. While the wood elves maintain a cordial relationship with the drendali, the two elven peoples are not closely aligned.

Some drendali, particularly those who worship Nalthalos, hate the dwarves passionately; among the dwarves, at least those of Burok Torn, the feeling is mutual. Other races view drendali with suspicion, even though the pale elves have never been hostile to them. Some people, particularly factions among the wood elves and the more empathetic among the Kelder dwarves, seek to welcome as many drendali refugees and children as possible, hoping to understand their culture and allow it to flourish away from the twisted religion of Nalthalos.

Alignment and Religion: Almost universally, the wood elves worship the Earth Mother. Most show an unwavering loyalty to the last titan, their progenitor and protector, a fact which some of the divine races find unsettling. Due to their reserved nature among the other races, wood elves tend toward neutrality, whether along the ethical (law/chaos) or the moral (good/evil) axis.

Many drendali worship Nalthalos, the mad god-king who rules in Dier Drendal. Of the rest, a considerable number worship Denev. Others, especially those who have escaped the underground tunnels to live abroad, tend to worship either Belsameth or Madriel, as their nature dictates. As a whole, drendali are neutral toward others in terms of the chaos and law spectrum, and their moral alignment varies from good to evil. Most tend toward true neutrality.

Adventurers: Many Ganjus elves seek adventure at some point in their lives, especially in their younger years. This urge comes from a need to explore new lands and meet new people. The wood elves call this passion for adventure “the Mother’s Call.” Some take this calling as an opportunity to leave the forest and dwell in busy cities or in foreign ports. Others seek to serve Denev by reclaiming her lost treasures or fighting those who would harm the land.

Though drendali are unusual outside of Dier Drendal, those few who were raised outside of their homeland or who have lived among other races are the ones most likely to begin adventuring. Theirs is a quest for acceptance and belonging, and they often travel for many years in search of a true home. They often face mistrust or outright hostility, when they are recognized as not being wood elves, but most grow accustomed to such behavior. Some dark elves still loyal to Nalthalos, or at least to Dier Drendal, might also join adventuring groups, though their motives for doing so are vague at best and might vary widely.

Drendali

The drendali, called dark elves or deep elves because they live underground in elaborate cave networks beneath the Kelder Mountains, reside primarily in and around the subterranean city of Dier Drendal. Once mighty and prosperous, that city is now a shell of its former self, led to squalor by Nalthalos, the drendali’s afflicted god-king. The deep elves wage a half-hearted war against the dwarves of Burok Torn, in a decades-long standoff fought along abandoned tunnels beneath the Kelder Mountains.

Not all drendali support this war, however. In fact, many of the long-lived drendali had fruitful relationships with the dwarves until this war was declared. Some resist the war effort, carefully denouncing Nalthalos and the war fought by their drendali kin. Drendali refugees and objectors have appeared here and there throughout Ghelspad as a result.

Drendali have a noble bearing, carrying themselves with a dignity – some would say arrogance – unusual even among other elves. They are tall and slender, with soft white-gold hair and skin so pale as to make them seem almost pure white. Their eyes, however, are not those of an albino, but the same rich, lustrous blues, greens, golds, and violets of their surface elf cousins.

Male Names: Abilon, B’yaro, Jorien, L’thair, Nihel, S’lanche, V’lanti, Zech

Female Names: Carsette, Eliel, Jehira, Maghiel, Neve, Odariel, Sashara, Zolara

Ganjus Elves

The Ganjus elves of Ghelspad are much more widespread than the drendali, with a significant number residing in most major nations of the continent. The largest concentration of Ganjus elves can still be found in the forest that is their namesake, the Ganjus (“divine forest”), which hides their secretive nation of Vera-Tre.

The elves of Uria, renowned for their aerial cavaliers, are also descended from the Ganjus elves. Instead of worshiping Denev solely, though, the Urian elves give Corean primacy, worshiping Denev by extension as the Holy Champion’s Mother. Thus, druidic circles are still found on Uria, but more common are clerics and paladins who follow the Defender.

Ganjus elves are as tall as drendali, but tend to be a bit broader of shoulder and heavier (though still slimmer than humans on average), with skin ranging from light caramel to nut-brown. They are often darkly tanned from the sun and usually covered in brilliant tattoos. Renowned for their magic, particularly druidic magic, their craftspeople also boast peerless leatherworking and woodworking skills. Most of them unabashedly worship the titan Denev.

Male Names: Ahaenu, Elsuen, Haniel, Joraphus, Mokim, Sema, Unadoki

Female Names: Arelei, Dyani, Imalia, Nutah, Seyahto, Usdina, Yenei

Elf Racial Traits

An elf has traits based on unique physiology and traditional elven values.

Ability Score Increase. Your Dexterity score increases by 2.

Age. Elves reach physical maturity as quickly as humans do, but among elves a child becomes an adult only when mature enough to take on adult responsibility, which takes an elf more than century, and some nearly two. An elf can live over 700 years.

Size. Elves are from 5 to over 6 feet tall, but they are slender and usually weigh only around 125 pounds. (See the Random Height and Weight table at the end of this chapter if you wish to roll randomly for those features.) Your size is Medium.

Speed. Your base walking speed is 30 feet.

Keen Senses. You have proficiency in the Perception skill.

Elven Poise. When you select skill proficiencies from your class during character creation, add Acrobatics and Persuasion to your list of choices.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Meditation. Elves need no sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. While meditating, you remain aware of your surroundings but also drift in a state of reverie, so you have disadvantage on Wisdom (Perception) checks. After meditating, you benefit as if you had 8 hours of sleep. You can then undertake other light activity while finishing a long rest.

Tattoo Mystic. You have proficiency with tattooist's supplies (see Chapter 5). You can activate one magic tattoo you possess one extra time per day without completing a rest, provided that tattoo can be used again after you complete a short or long rest.

Drendali Elves

Long separated from their surface kin, dendrali elves have unique traits.

Ability Score Increase. Your Charisma score increases by 1.

Darkvision (60 ft.). Drendali are accustomed to living in the dark subterranean world. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Drendali Combat Training. You have proficiency with the light crossbow, rapier, shortbow, and shortsword.

Drendali Magic. Elves of Dier Drendal have a strong affinity to magic, especially illusion magic. You know the *mage hand* and *minor illusion* cantrips.

Languages. You speak Drendali and any one other language.

Ganjus Elves

The elves of the Ganjus, and wood elves elsewhere, have particular traits.

Ability Score Increase. Your Wisdom score increases by 1.

Speed. Your base walking speed increases to 35 feet.

Darkvision (30 ft.). Ganjus elves are accustomed to living in shadowy forests, as well as working and playing at night. You can see in dim light within 30 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Ganjus Combat Training. You have proficiency with the longbow, quarterstaff, shortbow, and spear.

Natural Stealth. You have proficiency in the Stealth skill. In addition, you can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Languages. You speak Elvish and any one other language.

Halflings



Halflings must once have had a place to call home on Ghelspad, but unfortunately, their ancient history is all but lost. In living memory, they have squatted upon the lands of others, keeping their collective head down to avoid drawing notice. Sadly, though, a great number have also served as slaves to uncaring nobles and cruel tyrants.

Much of that changed with the founding of the Heteronomy of Virduk (see Chapter 8), where halflings have a home and a sense of purpose. Although the Heteronomy's halfling leaders know Calastia's favor could easily turn sour, they are determined to prove that halflings make good allies. These matters may be largely irrelevant to some halflings who live outside of the Calastian Hegemony, but the promise of a homeland has caught the imagination of halflings all across the continent.

Physical Description: Halflings are small, about the size of a young human child, but thin and wiry, hardened by adversity and physical labor. They possess the same hair, skin, and eye colors found among humans. Many who suffered under the yoke of slavery possess lasting scars and an owner's brand, typically located behind the left earlobe. The stereotypical image of the barefoot, gaunt halfling is something most still associate with slavery (which is why a halfling with only two coins to scrape together spends the first on food and the second on a sturdy pair of shoes).

Society: The Heteronomy has inspired halflings all across Ghelspad. They can now own property, travel without restriction, and pass their property on to their children. Halfling slaves in the Calastian Hegemony can buy out their contracts in return for a decade of military service in the Heteronomy's standing army. And those halflings who qualify for the Black Dragoons, the Heteronomy's famed cavalry regiment, can halve their service time in return for being "First into the Maw," as the regiment's motto proclaims.

Beyond the Heteronomy, most halflings eke out a living in agrarian villages of a few hundred souls or less. These villages tend to be somewhat insular and fearful of strangers. Some few halflings have managed to make homes among larger folks in various cities around the world, but these are unfortunately all too rare.

Relations: Halflings are generally seen by most others as inconsequential. Human nations that oppose the Heteronomy have learned in recent years to respect them in large numbers on the battlefield, while rulers with a sizeable amount of halfling slaves constantly worry of rebellion. Some dwarves hold halflings in contempt, viewing them as weak and cowardly, either capitulating or complicit, whether in manacles or under Virduk's banner.

Where Are the Half-Elves and Half-Orcs?

Humans can conceive children with elven or orcish partners. Although such children are rare in the Scarred Lands, they occur with more frequency as age-old boundaries between elven, human, and orcish cultures have thinned throughout the past century. If your GM agrees to it, you can play a half-elf or half-orc character from the 5th Edition core rules.

Calastia has a peculiar relationship with halflings. Though halflings remain a strong part of their workforce, tilling their lands and preparing their food, Calastians view the free halflings of the Heteronomy with a strange commingling of pride and condescension. This attitude is best encapsulated in *Our Little Cousins*, a popular Calastian play about the Heteronomy's formation, which – without any sense of irony – casts halfling slaves in the key roles.

Alignment and Religion: Halfling religion is more a practical matter than one of unwavering faith. Halfling communities have traditionally worshiped the same gods as their more powerful neighbors in an effort to avoid conflict. They provide offerings to deities in exchange for specific blessings or benefits, having a rather businesslike approach to faith. “The littlest prayers are the most answered,” as the old halfling saying goes.

Some halfling travelers pay homage to Enkili or Tanil, while many halfling communities have an alcove shrine to Madriel. Hwyrdd is revered throughout the Heteronomy of Virduk, as is Hedrada. Halflings from agrarian communities tend away from lawful alignments, while those from the Heteronomy tend toward them.

Adventurers: Halfling adventurers often feel they have something to prove, perhaps to a former master, to the world, or to themselves. They are proud, remarkably self-sufficient, and optimistic about a future in which they have a prominent role and a place of their own. Halflings who are told they can't do or be something tend to take it as a challenge, making their victories all the sweeter.

Male Names: Affon, Dylan, Erc, Horrel, Luc, Merwyn, Rinn, Tuwen, Wyll

Female Names: Brynwen, Ceri, Glinys, Iorwan, Magwin, Orwena, Rhienne, Telyn, Wianne

Halfling Racial Traits

Each halfling has a number of traits in common with all other halflings.

Ability Score Increase. Your Dexterity score increases by 2, and your Constitution score increases by 1.

Age. A halfling reaches maturity about as quickly as humans do, but most halfling communities consider a halfling to be an adult at age 25 to 30. Halflings can live well into their second century.

Size. Halflings average about 3 feet tall and weigh a little over 30 pounds. (See the Random Height and Weight table at the end of this chapter if you wish to roll randomly for those features.) Your size is Small.

Speed. Your base walking speed is 25 feet.

Lucky. When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Brave. You have advantage on saving throws against being frightened.

Halfling Combat Training. Halflings are proficient with blowgun, dart, sling, and spear.

Halfling Nimbleness. You can move through the space of any creature that is of a size larger than yours.

Halfling Stealth. You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Halfling Talent. When you select skill proficiencies from your class during character creation, add Acrobatics, Deception, Persuasion, and Stealth to your list of choices.

Languages. You speak Calastian, Ledean, or Veshian (choose one), as well as one other language.



Hollow Legionnaires

The spirits of heroes who fall when stakes are highest can linger in the world for centuries. But for the past few decades, the peculiar spirit constructs known as the hollow knights of the Gleaming Valley have been collecting lost souls into five great spires at the heart of their realm. From there, by means of some powerful and esoteric ritual, those souls who desire another chance to complete their duties or roles are imbued with new life and welcomed into the fold of the Gleaming Legion. Following the example of their own creation by Corean, the hollow knights build every gleaming legionnaire by fusing a soul with a bound suit of armor.

Though legionnaires have no clear memory of their previous life, they have distinct personalities and a general knowledge of how the world works. They also have hopes, fears, wants, and needs, like any other living being. Whereas hollow knights tend toward restraint and caution, for good or ill, legionnaires have no such restrictions.

Physical Description: A hollow legionnaire exists as a soul bound to a suit of armor, which provides most of the legionnaire's physical form. Gaps in the armor reveal faint outlines of pale flesh made of spirit matter just as tangible as the flesh of any other living beings. The legionnaire's face is similar to the one he or she bore in life, and the legionnaire's movements, stance, and gait are often identical to those of that previous self.

Legionnaires always bear an obvious, distinct, unique armor pattern covering the torso and at least one armored limb. The primary color of a legionnaire's armor pattern always matches that of the spire where he or she was reborn — adamantine, gold, iron, mithril, or silver — as does the

legionnaire's blood. Armor patterns can incorporate abstract markings, stylized objects or creatures, and even elaborate images.

Society: Hollow legionnaires have existed for only a few decades, so for many of them, the Gleaming Valley is the only home they can recall. They often form a bond with other legionnaires from their home spire, with whom they feel a profound kinship. Gold Spire legionnaires tend toward forthright interactions with others, seeing themselves as part of

a great whole. Those of the Silver Spire are more careful in placing their trust and tend to be circumspect in general. Iron Spire legionnaires can be brash, preferring a direct approach in all things, and they disdain those who speak in half-truths. Legionnaires of the Mithril Spire are quick to judge, as well, but they also avoid writing off anyone as irredeemable without proof. Good-natured Adamantine Spire legionnaires stand beside their comrades, offering their loyalty on the battlefield or at the negotiating table.

Relations: A hollow legionnaire's reception depends on how locals view the Gleaming Valley and the hollow knights that rule there (and for whom the legionnaires are sometimes mistaken). Legionnaires are generally accepted by the dwarves of Burok Torn and the people of Mithril and distrusted by the necromancers of Hollowfaust. They are viewed with the same idle curiosity by the Shelzari as those folk tend to view most everything, while they are considered meddling spies by the leadership of the Calastian Hegemony. Most followers of Corean respect them, while adherents of the titans fear and despise them. Interestingly, the clergy of Vangal loathe them.

Alignment and Religion: The hollow knights do not require their legionnaires to worship Corean, although many are inclined to do so. Legionnaires with a strong calling to another god usually feel that their veneration is a holdover from their previous lives.

While hollow legionnaires are predominantly lawful, and most are neutral or good, they are not restricted in alignment. However, even the occasional chaotic or evil soul found among the legionnaires would never seek to harm the Gleaming Valley itself—rather, she might seek to expand her influence through underhanded means, profit unreasonably from her successes, or gain allies in disreputable circles.

Adventurers: Perhaps more than characters of any other race, hollow legionnaires exist to adventure. The hollow knights send legionnaires to all corners of Ghelspad, whether alone or in groups. At any time, a legionnaire may be asked (but rarely required) to perform a task on behalf of the hollow knights, be it reporting on titanspawn activity, aiding a beleaguered city-state, or simply following their noses toward adventure.

Those few legionnaires who want nothing to do with their benefactors are sent away with the hollow knights' blessing, asked only to return to the Gleaming Valley if called upon in times of dire need.

Male Names: Alar, Brec, Edern, Heol, Mayze, Nevan, Perr, Tant, Yann

Female Names: Anic, Doni, Erwien, Gwin, Janeh, Meli, Rivana, Seiva, Terfin

Hollow Legionnaire Racial Traits

Hollow legionnaires are similar to one another in many ways, sharing the following racial traits.

Ability Score Increase. Two different ability scores of your choice increase by 1.

Age. A hollow legionnaire is created mature, but legionnaires rarely leave the Gleaming Valley before 5 to 10 years have passed. It is unknown how long they might live, as the oldest among them are not yet 40 years old.

Size. Hollow legionnaires average about 6 feet tall but weigh little more than 100 pounds. (See the Random Height and Weight table at the end of this chapter if you wish to roll randomly for those features.) Your size is Medium.

Speed. Your base walking speed is 30 feet.

Armor Bound. Your soul is bound within a suit of armor, which makes up much of your physical form. You have proficiency with light armor. The armor you start the game with is the armor to which you are initially bound, and this armor has markings you define as your inherent style. You can be bound to only one suit of armor at a time.

During a short or long rest, you can take 1 hour to bond with any suit of armor with which you have proficiency, provided it is constructed in such a way that it covers most of a Medium humanoid's body. (Most armor does.) Armor to which you bind yourself takes on your inherent style. If you bond to magic armor that needs attunement, the attunement can occur as part of the bonding process. You bond and gain attunement during the same hour.

Construct Body. You are humanoid, but you do not need to breathe, eat, drink, or sleep unless you wish to do so to gain some beneficial effect. Magic can't put you to sleep. During a long rest, you remain awake and can engage in light activity for the entire 8 hours while still benefiting from the rest. Your nature is semi-living, though: You are susceptible to death, disease, exhaustion, and poison, but you have advantage on saving throws against these threats, including death saving throws. In addition, you have resistance to poison damage.

Construct Mind. You have advantage on saving throws against being charmed, and magic can't put you to sleep. Other creatures have disadvantage on Wisdom (Insight) checks made to determine your emotions or intentions.

Legion's Price. If you die, your spirit fades from your bound armor after 1 minute, and then the armor loses your inherent style. After you fade, nothing is left behind that can be considered to be part of your body, and you cannot be brought back to life via *raise dead*, but only with a *resurrection* spell.

Past-Life Knowledge. You remember bits of your past life, but usually little more than scattered bits, and those bits are most often related only to your previous death(s). However, when you select skill proficiencies from your class during character creation, add any one skill to your list of choices.

Languages. You speak Ledean and one other language.

Humans



Above all else, humans adapt and abide. Nations might fall and empires crumble, but humanity is almost certain to rebuild upon the ashes. As a whole, humans are ambitious, and they are a force for change – whether for good or ill.

There are four main phenotypes or ethnicities among humans on Ghelspad: Albadian, Elzean, Gascari, and Ledean.

Physical Description: Humans come in myriad shapes, sizes, and colors, most often influenced by the climate in which their ancestors were raised. Some elves believe humans' mild physical adaptability must be of divine provenance, but there is no compelling evidence to support this belief. On Ghelspad, humans range from the broad, tall, pale stock of the northern Albadians and Karriars to the wiry, dark-skinned, curly black-haired islanders of the continent's south and east coasts.

Society: Human cultures vary even more than does their appearance. The closest thing to a singular human society exists in Calastia, but even the Calastian empire brims with exceptions. Many other races are thankful that humans identify most clearly with their places of origin, rather than with other humans, for if it were otherwise, their sheer number might easily overwhelm.

Historically, human insularity tends to lead to conflict, until one culture is ultimately destroyed or subsumed by another. Scarn's history is littered with these social amalgams, giving credence to the asaatthi saying, "Humans live on the ruin of their ancestors."

Relations: While elves recount their past accomplishments, humans speak of the future. When dwarves talk fondly of ancient mountain homes, humans discuss plans for what they will someday build. In many ways, humans view their past as being of little importance, as merely a foundation for what they might one day accomplish. This peculiar forward-focused quality can be equally inspiring or infuriating to those of most other races.

Alignment and Religion: Like most people of the Scarred Lands, humans worship the entire pantheon of gods. The general who needs to win a battle whispers prayers to Chardun. The uncle of a sick niece prays to Madriel for healing. Those going on a sea voyage whisper supplications to Enkili. However, several societies do tend to be more devoted to one god or another; the city of Mithril is highly Coreanic, while Hedrad is a holy site devoted to the Lawgiver. Even in these cities, though, those faithful to all the gods can be found.

Tales of Mount Helliath*

"The people of Albadia stepped from the cradle of genesis into the fierce northlands and began their struggle to survive. The titans looked upon them with favor and granted them gifts of endurance and tenacity. From Denev they received the strength of the land; from Lethene the swiftness of the biting north wind; from Mormo the gift of witchery to their women."

* Most Albadians today recognize this tale as metaphorical, for it is ill-omened to claim any links to the slain titans.

Humans don't favor any particular alignment.

Adventurers: Humans from every corner of Ghelspad can live lives of adventure. Traveling to distant places and leaving one's mark upon them is a recognizably human quality. Whether due to the sheer pragmatism of having nothing left to lose or a desire to spread their culture far beyond their homes, many humans prefer to seek out adventure rather than stagnate.

Albadian

People of Albadian blood are the least numerous and most isolated of the four main human ancestries on Ghelspad, found primarily in Albadia and to a lesser extent in Karria and Darakeene. These tall, fair folk of Ghelspad's northwest are known for their great height and strength of body. Pure Albadian blood is today quite rare outside of Albadia proper; in Darakeene and Karria, most people are of mixed Albadian and Ledean heritage.

Male Names: Adun, Dag, Frohi, Hekk, Iver, Knud, Olfe, Stigg, Tuir

Female Names: Beorild, Erkka, Gunla, Herlvi, Jarun, Nanya, Runne, Sikny, Tyra

Elzan

Descended from the swarthy, black-haired people of the ancient empire of Elz, the modern Elzan bloodline can be found throughout Ghelspad. The people of Zathiske and Shelzar (and the Sweltering Plains) are clearly descended from those of ancient Elz, but in some cases they demonstrate a mix of Elzan and Ledean heritage, as do commoners throughout much of the Calastian Hegemony. Regardless, they tend to be dark-skinned and dark-eyed, with hair colors ranging from deep auburn to raven black.

Elzan people are graceful and tall, though not as tall as the Albadians.

Male Names: Aremmu, Conescas, Gabru, Istar, Kassis, Namitar, Rabbun, Taggil, Zebel

Female Names: Alela, Birit, Guja, Mylis, Nuriya, Rabisa, Siruya, Tismet, Zyran

Gascari

Those humans native to the western and central portion of the continent, surrounding the Gascar Peaks, are known for their pale-skinned, dark-haired historians, naturalists, and philosophers. Shorter and slimmer than the Albadians, they still inhabit the regions in and around Chardunahae, Hollowfaust, Khirdet, Hollowfaust, and throughout the eastern and

southern reaches of Darakeene. The nomadic tribes of the Ukrudan Desert exhibit a mix of Gascari and Elzan ancestry, being short and wiry, but with dark skin tones and black hair.

Male Names: Bilun, Drago, Jarek, Matjan, Perun, Stribok, Voloz, Yori, Zdraga

Female Names: Brisnava, Danik, Grania, Iskjun, Karisda, Morun, Pratila, Vesbor, Zarya

Ledean

The native folk of eastern Ghelspad have olive skin tones, though some can be quite pale, while others can be quite dark, particularly when tanned by the sun. They can vary widely in terms of height and weight. Most have either brown or black hair, although blond hair is not unknown. They are famed for their clever hands and their general surliness.

Today, people of Ledean descent can be found from Vesh, Mithril, and Hedrad to Mullis Town, Ontenazu, and Amalthea, throughout the Kelders and along the Blood Sea, and even south into Lageni and New Venir. For the most part, though, only among the nomadic horse-tribes of Mansk, the folk of the Bridged City, and the people of Durrover can pure Ledean bloodlines be traced. Several of the ruling families in Calastia also claim to descend from noble Ledean houses, and there may be some truth to this claim.

Male Names: Aulek, Cuinte, Kavi, Laris, Marcu, Pesna, Thresu, Teuce, Virduk

Female Names: Arazia, Carsei, Hasdia, Lersina, Nerini, Pinaria, Samni, Thiphinia, Vela

Human Racial Traits

Humans are diverse. They share only a few traits in common.

Ability Score Increase. Increase each of your ability scores by 1.

Age. Humans reach adulthood in their late teens, and most live less than a century.

Size. Humans can range from under 5 feet to well over 6 feet tall, and weigh from under 100 pounds to well over 200. (See the Random Height and Weight table at the end of this chapter if you wish to roll randomly for those features.) Your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You speak the dominant tongue of your homeland (Albadian, Calastian, Darakeene, Dunahn, Ledean, Ontenazu, Shelzari, Ukrudan, Veshian, or Zathisk), plus one other language.



Ironbred

The vicious, bloodthirsty raiders known as sutak still plague the Ukrudan Desert and its surrounding environs, but none hate them more than the self-styled “ironbred” – sutak who have renounced the titan that created them and joined the ranks of the Redeemed. Now these ironbred seek to redefine themselves in a world that still tends to view them as enemies.

Physical Description: The hulking ironbred are taller than most humans, as well as brawnier. An ironbred has an emaciated, horse-like head and a harsh braying voice. The creature’s two legs are also like a horse’s from the knee down, with backward-canted heels that lead down to hooves. The rest is akin to the body of a beefy human. An ironbred has short fur, ranging from brown-black to rust-colored, or in some cases dappled, but ironbred dye, tattoo, and even scarify themselves in elaborate, personalized patterns. Most ironbred prefer clothing that other races see as garish, such as the feathered half-capes that are currently popular in the Iron Court.

Society: The Iron Court is the most notable society of ironbred in Ghelspad. Although slow to trust, the ironbred cherish loyalty and thus take great care in their interactions with outsiders. Another prominent group of ironbred are the Iron Riders, a cavalry unit based out of the Gleaming Valley; descended from Divine War captives of the sutak, these converts to Corean are often found with hollow legionnaires.

Many other ironbred are hermits, solitary travelers, or wanderers content to blend into city-states that care more for trade itself than the race or ethnicity of those who do business there.

Relations: Ironbred dread the hatred that comes when they are confused for sutak, for they know all too well that such hatred is justifiable. They are often relieved to find

they are merely feared or mistrusted by others, for they know those attitudes can be changed with extended interaction.

As for the savage sutak themselves, the ironbred loathe them universally. Captured sutak are offered a single chance to recant Thulkas before being put down like rabid beasts.

Alignment and Religion: Ironbred are defined by the moment they rejected Thulkas, a fact that affords them complicated views on religion. Some are wary of ever again placing their faith in any primordial or divine being. Others find a profound connection to a god that was never possible when they were thralls of the Iron Lord. As a whole,

ironbred are tolerant of whatever deity their fellows might worship – “each to your own divine” is a very common ironbred saying – but titan worship is anathema. In particular, honoring the Iron Titan is a blasphemy worthy only of a swift death.

Ironbred who follow a particular god have similar alignments to that god, like most worshipers, and the rest of them tend toward neutral alignments.

Adventurers: Those ironbred who travel without ironbred companions are seen as equal parts courageous and mad by their fellows. Ironbred adventurers take great pains to ensure they are not confused with the vile sutak. Fortunately for them, they often find that the further they travel from the Ukrudan, the less people know of the reputation of the vicious titanspawn.

Names: Ironbred reject their sutak names completely as part of their oath of redemption. They take on titles or names of their choosing, often absorbing them from among the cultures in which they find themselves. They love to work colors into their names (for example, Iridescia, Red Ixis, or Malachite Jho).

Ironbred Racial Traits

Ironbred share a number of traits, as designed by their creator, Thulkas.

Ability Score Increase. Your Dexterity score increases by 2, and your Constitution score increases by 1.

Age. Ironbred reach adulthood in their late teens, and most live less than a century, reaching decrepitude a little faster than humans do.

Size. Most ironbred are around 6 feet tall and weigh close to 200 pounds. (See the Random Height and Weight table at the end of this chapter if you wish to roll randomly for those features.) Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision (30 ft.). You can see in dim light within 30 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fire Born. You have advantage on saving throws to avoid exhaustion due to extreme heat or thirst. In addition, you have resistance to fire damage.

Ironbred Combat Training. You have proficiency with the cestus, flail, maul, and warhammer.

Tough Hide. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Tool Proficiency. You gain proficiency with one set of artisan's tools chosen from among leatherworker's tools, smith's tools, or tinker's tools.

Unnerving. You have a grating voice and an unsettling manner, and you know how to use these traits to your benefit. You gain proficiency in the Intimidation skill.

Languages. You speak Sutak and any one other language.

Manticora



The manticora are a race of sentient lionfolk, a humanoid cross between great cats and humans. They hail originally from the Blood Steppes, and many still dwell there, but today they can be found elsewhere across Ghelspad, though particularly on the Perforated Plains and in the Haggard Hills.

This race was once the chosen of Vangal, and the manticora fought ably beside their father during the Divine War. With the titans defeated and Vangal more or less having left them to their own devices, the manticora have begun to civilize themselves, engaging with the divine races and settling into semi-permanent towns and cities. They are a race in transition, ready to take the next step forward as a people.

Physical Description: The manticora are a graceful, yet fearsome combination of feline and human. They stand upright on two feet, with a long, lion's tail swishing between their digitigrade legs. The torso is humanoid, and the whole is covered in tawny or russet-gold fur. The manticora's head shares features of both species: catlike eyes and nose, but humanlike ears, and a foreshortened leonine snout filled with sharp feline teeth. Male manticora have a thick mane, while females have more fur covering the face than the males.

Manticora wear rustic tunics and simple cloth robes for clothing, though being furred, they tend to wear as little clothing as possible, climate permitting.

Society: The manticora are a traditionally nomadic people. Each pride is led by the strongest male in the group (although some powerful females have turned this rule on its head). Some of the more civilized prides have begun to settle in the Haggard Hills, forming small towns and villages and engaging in regular trade with the other races. Some of the more violent manticora tribes of the Perforated Plains, still somewhat loyal to Vangal, have formed a loose union, or at least a peace pact, with the Bleak Savannah's "proud" (a race of savage, centaur-like leonine creatures). Yet other manticora, particularly in the Blood Steppes, remain fiercely independent.

The manticora admire storytellers and keepers of history, perhaps because the race has not existed for a very long time relative to many others. Skalds and bards are common among them, valued by their prides. The manticora prefer oral traditions over written ones.

Relations: As a former servitor race to one of the gods (even if that god was Vangal the Reaver), the manticora do not face the same stigma as many of the Redeemed. That said, most other races still consider the catfolk to be dangerous and

untrustworthy, citing stories of bloodthirsty mantichora raids on settlements and villages all around the Blood Steppes, and even as far off as Vesh, New Venir, and Hollowfaust.

However, a number of contemporary mantichora are making great strides to repair their tarnished reputations. The mantichoras' greatest success thus far has been with the Ganjus elves, who have established a number of treaties and trade agreements with peaceable factions among the lionfolk. Elsewhere, the mantichora have established relations with the orcs of the Plains of Lede and the slitherin of the Walled Warren.

More than one sage has observed that the mantichora must be related to the panther-like terali catfolk of Termana.

Alignment and Religion: Since their formation during the Divine War, and until it ended, the mantichora were loyal to Vangal, acting as his prized raiders and warriors on Scarn. They hunted titanspawn, primarily, but were also known to turn on the other divine races (and it is even said that some of them developed a taste for human and elven flesh). With the war over and Vangal's attention turned elsewhere, some lionfolk see this new era as a time of reawakening, spiritually and culturally. Some have chosen to follow Enkili or Tanil, while others view Madriel or (more likely) Belsameth as their spiritual guide.

A mantichora's alignment can vary, although they tend toward the chaotic. Many are evil by human standards, although a growing number have shifted toward a neutral alignment. Good mantichora are not unheard of, but they are rare.

Adventurers: The mantichora were raiders and scouts for Vangal during the Divine War. The thought of adventuring for one's own gain was very far from their understanding. In recent decades, however, having watched the other races, some mantichora have chosen to leave their pride to seek glory on their own. Part of this newfound sense of agency may also have to do with a growing need to understand other cultures in order to thrive in a post-war world. Still, many mantichora maintain their natural hunting instincts and view adventuring as a means to slake their bloodthirst.

Male Names: Akul, Choo, Garghi, Hepto, Klah, Megdak, Otahk, Tocho, Yasi

Female Names: Boona, Elu, Isi, Maruna, Pezi, Sihu, Terha, Woki, Zola

Mantichora Racial Traits

Mantichora are skilled hunters and trackers, as demonstrated by their common traits.

Ability Score Increase. Your Dexterity score increases by 2, and either your Wisdom or your Charisma score increases by 1.

Age. Mantichora mature in their late teens, and few live over a century.

Size. The typical mantichora is just under 6 feet tall and weighs around 160 pounds. (See the Random Height and Weight table at the end of this chapter if you wish to roll randomly for those features.) Your size is Medium.

Speed. Your base walking speed is 30 feet. Provided your hands are empty, you can choose to move on all fours. If you do so, your land speed increases to 40 feet.

Darkvision (60 ft.). Your catlike eyes can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Keen Senses. You have proficiency in the Perception skill.

Mantichora Combat Training. You have proficiency with claw gauntlets and shortbows.

Natural Hunter. When you select skill proficiencies from your class during character creation, you add Stealth and Survival to your list of choices.

Natural Weapons. You have fangs and claws you can use in combat. Both are finesse weapons with which you have proficiency. Your Bite attack deals 1d4 piercing damage, while your Claws attack deals 1d4 slashing. If you deal improved unarmed damage, such as from the monk's Martial Arts class feature, you can deal your normal unarmed strike damage with your Claws attack instead.

Languages. You speak Leonid and any one other language.



Orcs

The orcs are perhaps the most misunderstood of the Redeemed.

Long viewed by the divine races as brutal, barbaric raiders, the orcs have lived in and around the Plains of Lede, on the outskirts of human society, for millennia. However, appearances can be deceiving.

While it's true that the typical orc is large and hulking relative to a human, orcs are not mindless, evil brutes. Rather, they have a complex, rich society filled with unique customs and traditions that extend just as far back as those of the dwarves of Burok Torn. While it is true that they fought alongside the titans in the Divine War, the orcs are not and have never been mindless pawns. They just chose the wrong side.

Physical Description: Orcs are larger even than the Albadians, averaging a foot taller than most humans and much bulkier. The divine races tend to view them as ugly or vulgar; to orcs, the other races seem puny, effete, and underfed. Orcs have dark, leathery skin, ranging from a deep, ruddy tone into dark browns, but regardless often mixed with a greenish cast. They stand stoop-shouldered, their tusked faces lowered nearly to that of the average human until they stand upright.

Orcs are renowned for their leatherworking, and orcish clothing can often seem ornate, even exquisite, to other races. Only the dwarves can outshine the orcs in metalworking, though some races prefer the severe, efficient style of fine orcish blades to any intricate, ornate gem-encrusted dwarven axe.

Society: Orcish society is semi-nomadic, based on a complex web of tribal politics interconnected by a few small but industrious villages and towns. They are plains-dwellers, renowned for their riding ability, especially of dire wolves and their great orc hounds (also called red hounds, wolf hounds, or *skrakol*, meaning “prey-chaser” in Orcish). Orcs place great emphasis on proper riding etiquette. They often form strong bonds with their mounts, treating them as honored allies as much as beasts.

Most orcs live in the Plains of Lede or have settled in the Perforated Plains, with a few smaller tribes scattered around the Bleak Savannah. Traces of ancient orc activity, such as battlegrounds and short-lived settlements, can be found throughout Ghelspad's north. An orc clings to her tribal identity as fiercely as she does her sword or axe, and the customs,

Orcish Celestial Tattoos

Orcs decorate their skin with vibrant white- and gold-tinted tattoos resembling constellations or starscapes. An orc tattoos a new white-gold star after the achievement of a significant life milestone, or a red star for a noteworthy failure. These dark stars remind of past tribulations to motivate toward success. By the end of an orc's life, these star tattoos form a personal tale woven with stars and constellations crisscrossing the body.

traditions, and superstitions of the tribe are prominent in orcish behavior.

Because their society spends so much time out in open grasslands, peering up at the night sky on the open plain, the orcs have always had a fascination with astrology. As a result, orcish magic is often revered as both mystical and celestial, leaning toward astrological or shamanistic traditions.

Relations: The orcs were the first of the Redeemed races to surrender near the conclusion of the Divine War. Though they fought fiercely, the orcs' involvement in the Titanswar was mercenary at best and ambivalent more often than not. The divine races were quick to make peace with them, knowing they made better allies than enemies. Orcs have since spread rapidly throughout the nations of Ghelspad, and most cities and nations of the north, particularly, now have at least small (and growing) orcish populations.

Orcs prefer a simple life with a few great luxuries over an opulent life of excess mediocrity. They are a very proud, yet surprisingly open people, and their tribes are welcoming to outsiders, despite historic accounts to the contrary. Orcs seem most comfortable with the manticora, who have little trouble keeping up with orcish riders and who share the orcs' love of the open plains and grasslands. In the south, on the Sweltering Plains, the Urkhadi orcs have made great strides in fraternizing with both the humans of Shelzar and the ironborn, who see the orcs as friends, allies, and liaisons between them and the humans.

Alignment and Religion: Orcs have historically been wary of both gods and titans. They believe in the divine, but they've been given little reason to trust in it. Instead, the orcs prefer to practice a more animistic or shamanistic form of spiritualism. However, if forced to acknowledge a deity as her own, an orc often chooses Denev, seeing a kinship with her due to the Earth Mother's actions during the Divine War.

Most races assume orcs to be chaotic and evil by nature, simply due to stories of their savage battle prowess during the Divine War, but that portrayal is not accurate. Like humans, orcs naturally gravitate toward neutral alignments, although they can be of any alignment.

Adventurers: Assimilation into the wider cultures of Scarn has provided a welcome opportunity for orc adventurers. As other races become more acquainted with them, orcs find it easier to join adventuring parties than ever before. Indeed, this is a burgeoning time for orcish adventurers, who have taken this opportunity to showcase orcish craftsmanship, battle prowess, and magical power across Ghelspad.

Male Names: Brakaw, Dagmyr, Gugong, Jujogg, N'tsugan, Okrangur, Tsendur, Urgrosh, Zorlung

Female Names: Byurba, Cureel, Forthoum, Harrawn, Lulu, Pratchya, Qizzu, Saroul, Yula

Orc Racial Traits

Orcs share a number of traits that make them formidable warriors.

Ability Score Increase. Your Strength score increases by 3, and your Constitution score increases by 1.

Age. Orcs can reach adult size and status in their mid- to late-teens. They seldom live to be more than 50.

Size. Most orcs stand between 6 and 7 feet tall, and orcs commonly weigh over 200 pounds. (See the Random Height and Weight table at the end of this chapter if you wish to roll randomly for those features.) Your size is Medium.

Speed. Your base walking speed is 30 feet.

Aggressive. As a bonus action, you can move up to your speed toward a hostile creature you can see.

Darkvision (30 ft.). Traditionally a nocturnal race used to life under the stars, you can see in dim light within 30 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Menacing. You have proficiency in the Intimidation skill.

Orcish Combat Training. You have proficiency with the battleaxe, greataxe, handaxe, and lance.

Savage Attacks. When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Languages. You speak Orcish and any one other language.

Slitherin



The slitherin, or ratfolk, are among the youngest races on Scarn. Born amid the Titanswar, the first slitherin were little more than mindless beasts, frenzied and predatory, created by the titan Chern's foul vitality and desire for revenge. Within a surprisingly short time, though, they had evolved into an intelligent, cunning, and deadly army for the titans.

As the great titans fell, one by one over the course of decades of war, the slitherin found themselves freed, whole groups of them at a time, from their ichor-induced madness. Most ratfolk used this as an opportunity to elevate themselves above barbarism. Slitherin enclaves sprang up throughout Scarn, especially in cities near the Mourning Marsh, the slitherin birthplace.

The divine races, for the most part, still occupied by the war, paid little attention to this diaspora at first. In some cases, the ratfolk were actually welcomed as a form of cheap labor. As a result, today the slitherin are probably the best assimilated of the Redeemed races, even if they are not always trusted on an individual level.

Physical Description: Slitherin are human-sized rat people, but a bit shorter than most humans on average. Standing upright, most have a crouching posture that makes them seem even shorter than they are. Aside from their muscular legs, slitherin have a lithe, wiry build, particularly in the upper body, with relatively wide hips and narrow shoulders. A slitherin face is more ratlike than human, and a slitherin has a long, agile tail like that of a rat. Most of a ratfolk's body is covered in short, coarse fur, which ranges widely in color from white and gray to black and brown; in some cases their fur is a patchwork of these colors.

Ratfolk often wear clothing similar to that of humans, with some modifications to account for their tails. Slitherin pride themselves on their tails, adorning them with rings or other ornate decorations and tattoos.

Society: The ratfolk have little culture or history of their own, and as a race, they are still adjusting to being more than slaves of the titans. As a result, many slitherin do not care much about order or structure. The prevailing theme among the ratfolk is novelty; theirs is a culture of the new. Slitherin are not ones to care about tradition, and their society reflects this worldview.

Various enclaves of slitherin, therefore, may have wildly different approaches to government or economics, based on whatever concept is in vogue at the moment. Fashion trends, music tastes, and even fighting techniques come and go with a flurry. This attitude makes some slitherin seem disorganized and scatterbrained, but for the ratfolk, the expression of new ideas, discoveries, talents, and identities is the most important contribution to society.

This attitude also gives each slitherin enclave its own unique identity, distinct and possibly at odds with other slitherin groups. From the outside, slitherin enclaves seem to be havens for chaos, with a mildly anarchist attitude. But for the slitherin, this way of life is efficient and honest. To foreigners, the Walled Warren – probably the most authoritarian slitherin outpost on Ghelspad – still seems chaotic and indulgent, especially for a supposedly military city.

Relations: The slitherin have established a notable presence in many nations across Ghelspad. Though not universally welcomed, they are at least tolerated by most major governments and societies. Because the ratfolk have very little in the way of their own culture, and they value new things and new ideas, they often find it very easy to acclimate to new ways of living and new social fabrics.

In recent years, slitherin have become sought after for their engineering prowess and building skills, especially since their construction of the Walled Warren. Slitherin engineers count as some of the most advanced of the Scarred Lands, due primarily to their willingness to work with nontraditional materials or use unproven theories and practices. Even the dwarves have on occasion come to marvel at ratfolk engineering talent.

Alignment and Religion: Slitherin fought alongside the titans during the Divine War, but they do not maintain any allegiance to the fallen ones. Their obedience was an accident of birth. In fact, many slitherin do not revere the Eight Victors, either – not out of anger or faithlessness, but out of pragmatism. If slitherin do embrace a god, they most likely choose Enkili for her ambiguous nature or Tanil, whose strength and courage in the face of adversity some find admirable. Other slitherin have chosen to follow Hedrada, the god of civilization, for his guidance in engineering and construction.

Fierce individuality is normal among the ratfolk, and the typical slitherin is more likely to look out for herself than to worry about the common good. As a reflection of their ambivalence, many slitherin hold to chaotic or neutral alignments across the spectrum.

Not all slitherin have shaken off the titans' yoke. Some wandering tribes of titan worshipers still infest the Mourning Marshes and even wander the Sorporata Swamp. Most of these tribes avoid civilized lands, and even other ratfolk view them as dangerous lunatics. Some have also found a home among the titan-worshiping sects of asaathi in the Desert Paradise.

Adventurers: As a new race, ratfolk have been adventuring for almost as long as they've existed. Slitherin are skilled at entering places where other races have never even dared venture, particularly ruins, marshes, and swamps. In modern times, many adventuring parties relish the addition of the slitherin, especially those skilled in stealth and trap-finding. And the ratfolk are eager to oblige, particularly if doing so means personal glory or riches, both of which are highly prized in slitherin society.

Male Names: Abap, Dinesh, Gerdaht, Lashkim, Malakwar, Oprit, Sidatru, Varaj, Yurdet

Female Names: Balaka, Choonish, Garesh, Ithrin, Noomya, Rrdip, Sivun, Timprut, Wafek

Slitherin Racial Traits

Slitherin make exceptional rogues and scouts due to their racial traits.

Ability Score Increase. Your Constitution score increases by 2, and either your Dexterity or your Intelligence score increases by 1.

Age. Slitherin are mature by their mid-teens but might not complete training until a few years later. At 60, a slitherin is truly ancient among its kind.

Size. With their hunched postures, slitherin rarely stand much above 5 feet tall. They average around 100 pounds. (See the Random Height and Weight table at the end of this chapter if you wish to roll randomly for those features.) Your size is Medium.

Speed. Your base walking speed is 30 feet. You climb at the same speed; climbing costs you no extra movement.

Darkvision (60 ft.). You are used to dwelling underground, in lightless burrows and tunnels. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Bite. You have a bite attack, which is a finesse weapon with which you have proficiency. This attack deals 1d3 piercing damage.

Contortionist. You have advantage on Dexterity checks to escape from bonds or being grappled, as well as Dexterity checks to squeeze through tight spaces.

Disease Resistance. You have advantage on saving throws against disease.

Rodent Empathy. You can converse with rodents through body language and simple sounds, communicating simple ideas to such beasts.

Sure-Footed. When you select skill proficiencies from your class during character creation, you add Athletics, Acrobatics, and Stealth to your list of choices.

Slitherin Combat Training. You have proficiency with light crossbow, shortbow, and shortsword.

Languages. You speak Slitherin and any one other language.

Random Height and Weight

To determine height randomly, roll the height modifier dice and add the total, in inches, to the base height. To determine random weight, roll the weight modifier dice and multiply the result by the height modifier result, then add the sum to the base weight.

For example, to determine the height of his dwarf character, Howard rolls 2d4, for a total of 6; he adds 6 to the base height of 3 feet, 9 inches, getting a starting height of 4 feet, 3 inches. To determine the character's weight, he rolls the weight modifier dice, 3d4, and gets a 7. Multiplying the height modifier (6) by the weight modifier (7), he gets 42, so the character's starting weight is $130 + 42 = 172$ pounds.

RANDOM HEIGHT AND WEIGHT BY RACE

RACE	BASE HEIGHT	HEIGHT MOD.	BASE WEIGHT	WEIGHT MOD.
Asaath	4 ft. 9 in.	+2d8	100 lb.	×(2d4) lb.
Dwarf	3 ft. 9 in.	+2d4	130 lb.	×(3d4) lb.
Elf, Drendali	5 ft. 0 in.	+2d8	95 lb.	×(1d4) lb.
Elf, Ganjus	4 ft. 11 in.	+2d6	105 lb.	×(1d6) lb.
Halfling, male	2 ft. 7 in.	+2d4	20 lb.	×(1d3) lb.
Hollow Legionnaire	5 ft. 0 in.	+2d10	60 lb.	×(1d8) lb.
Human, Albadian	5 ft. 5 in.	+2d6	125 lb.	×(2d4) lb.
Human, Elzan	5 ft. 0 in.	+2d8	115 lb.	×(2d4) lb.
Human (other)	4 ft. 8 in.	+2d10	100 lb.	×(2d4) lb.
Ironbred	5 ft. 4 in.	+2d8	125 lb.	×(2d4) lb.
Manticora	5 ft. 2 in.	+2d8	120 lb.	×(1d6) lb.
Orc	5 ft. 6 in.	+2d12	140 lb.	×(2d6) lb.
Slitherin	4 ft. 4 in.	+2d6	75 lb.	×(1d6) lb.

Languages

Some of the numerous languages spoken on Ghelspad are related. If you hear or read a language related to one you understand, as indicated by the superscript notations on the Languages of Ghelspad table, a successful DC 10 Intelligence check might allow you to decipher the basic meaning. You understand enough to get the gist and, in conversation, to make halting replies. Spending time dealing in this way with a related language might count as some downtime training in that language if the GM allows it.

Understanding a particular related language in one instance is no guarantee you can do so in the future. Different speakers, context, subject matter, degree of urgency, and other factors can affect one's understanding of a related language. Your Intelligence check must be made for each new conversation, although the GM can grant you advantage when dealing with a familiar speaker or written source.

LANGUAGES OF GHELSPAD

LANGUAGE	TYPICAL SPEAKERS	ROOT ALPHABET
COMMON LANGUAGES		
Albadian	People of Albadia	Ahna
Calastian	People of the Calastian Hegemony	Ledean
Darakeene ^{Le}	People of northwest Ghelspad	Ledean
Drendali ("Low Elvish") ^{El}	Elves of Dier Drendal	Ahna
Dunahn ^{El}	People of Chardunahae and the Gascar Peaks	Ahna
Dwarvish ^{Dw}	Dwarves, including charduni	Dwarvish
Elvish ^{El}	Elves	Ahna
Ledean ("Common") ^{Le}	Diplomats and merchants across Ghelspad	Ledean
Ontenazu ^{Le}	People of Ontenazu	Ledean
Orcish ^{Ti}	Orcs	Primordial
Shelzari ^{Ez}	People of Shelzar	Elzan
Slitherin ^{Ti}	Ratfolk	Primordial
Ukrudan ^{Ez}	People of the Ukrudan region	Elzan
Veshian ^{Le}	People of eastern Ghelspad	Ledean
Zathisk ^{Ez}	People of Zathiske	Elzan
EXOTIC LANGUAGES		
Asaath ^{Ti}	Asaatthi	Primordial
Celestial	Denizens of Upper Planes	Celestial
Giantish ^{Pr}	Giants	Primordial
Goblin ^{Ti}	Goblins	Primordial
Hedraic	Denizens of Moderate Planes	Hedraic

^{Dw} This tongue is related to Dwarvish.

^{El} This tongue is related to Elvish.

^{Ez} This tongue is related to Elzan.

LANGUAGE	TYPICAL SPEAKERS	ROOT ALPHABET
EXOTIC LANGUAGES (CONTINUED)		
Infernal	Denizens of Lower Planes	Infernal
Leonid	Manticora, some proud	—
Orafaun ^{El}	Inhabitants of the Drifting Isle	Ahna
Piscean ^{Pr}	Pisceans and some other sea creatures	Primordial
Sutak ^{Ti}	Sutak, ironbred	Primordial
Sylvan ^{El}	Most fey, some druids and elves	Ahna
Vangalite ^{Ez}	Horsefolk of Vangal	Elzan
OLD LANGUAGES		
Ahnae (High Elvish) ^{El, Ti}	Elf scholars, sages	Ahna
Ancient Ledean ^{Le}	Sages	Ledean
Elzan ^{Ez}	Sages	Elzan
Primordial ^{Pr}	Genies, elementals, some titanspawn	Primordial
Titan Speech ^{Ti}	Titans, titanspawn	Primordial
SECRET OR DEAD LANGUAGES		
Draconic	Dragons	Draconic
Druidic ^{Ti}	Druids	—
Erikimi (Old Dwarvish) ^{Dw}	Some scholars of Dwarvish	Ahna
Hammertongue	Dwarves	—
Kraken	Blood krakens	Kraken
Santasha (Old Tribal Halfling)	Some halfling lore-keepers	—
Slarecian	Slarecians	Slarecian
Vaeratha (proto-Elvish)	Some scholars of Elvish	Ahna

^{Le} This tongue is related to Ledean.

^{Pr} This tongue is related to Primordial.

^{Ti} This tongue is related to Titan Speech.



chapter three

Classes

The powers and mysteries of Scarn are many and varied. Throughout its history, Ghelspad has seen the rise of numerous champions and teachers who have cultivated a variety of fighting styles, magical practices, and ways of understanding the universe, from the ancient War Colleges of Darakeene to the gynocratic lore of the Witchmount.

This chapter covers how the various classes fit within the Scarred Lands, specifically on Ghelspad, and presents many new class archetypes, paths, and disciplines. While these rules are meant for the Scarred Lands setting, most function just as well in other campaigns.

CLASS	NEW CLASS OPTIONS
Barbarian	Path of the Huror, Path of the Tailfighter, Path of the War Shaman
Bard	College of Choristers, College of Mourners
Cleric	Death Domain, Dominion Domain, Justice Domain, Liberty Domain, Magic Domain
Druid	Circle of the Fallen, Circle of the Jordeh
Fighter	Martial Archetypes (Knight of the Oak, Unfailing)
Monk	Monastic Tradition (Way of Mercy)
Paladin	Oaths of Adamant (Order of Gold, Order of Iron, Order of Mithril, Order of Silver)
Rogue	Roguish Archetypes (Knife-Fighter, Scout)
Sorcerer	Sorcerous Origins (Blessed Bloodline, Elemental Kinship, Titanic Corruption)
Warlock	Pact Boons (Pact of Blood, Pact of the Sea), Otherworldly Patron (The Genie Monarchs)
Wizard	Arcane Traditions (Battlemage, Ornamancer)
PRESTIGE CLASSES	DESCRIPTION
Adamant Champion	Elite knights of the Coreanic Church
Banneret	Skilled riders with bonded mounts
Incarnate	Reincarnated shapechangers who worship Denev
Rune Caster	Spellcasters who specialize in runic magic
Spellbow	Warrior-spellcasters skilled in archery
Tattoo Adept	Spellcasters who specialize in tattoo magic

Barbarian

Wild folk who live beyond the fringes of urbane society can be found across Ghelspad. While many picture the oft-romanticized, scantily clad Albadian when they think of barbarians, there are others who consider instead the terrifying Riders of Vangal or the vile deathbringer slitherin of the Mourning Marshes. Yet as a class of warriors who rely on sheer ferocity and raw talent rather than finesse and skill at arms, barbarians can be found in any number of places, from the relatively civilized orcs of the northern plains to the roving pirates of the Blood Sea.

Primal Paths

Many barbarians of the Scarred Lands, from the tribal warriors of Albadia, the Ukrudan nomads, the mounted horsemen of the Blood Steppes and the Kelder Steppes, various orc and manticora tribes of the wastes, and so on, can be captured handily using the Path of the Berserker from the core rules.

Others, such as the lodge warriors of the Ganjus elves and the human people of the Peregrine tribe in western Albadia, worship totem spirits; they, like the ferocious dwarven axe-ragers hailing from Krakadom and other small, clannish settlements in the northern Kelders, may be better conveyed using other primal paths.

Alternatively, barbarians of the Scarred Lands may choose from among the following new primal paths.

Path of the Huror

Much like the mighty *huror* (great, magical beasts akin to polar bears), some of the tribal warriors who live among the people of Albadia combine fearsome strength with the unforgiving cold of winter itself to vanquish their enemies.

Spirit of the Huror

When you take this path at 3rd level, you ignore difficult terrain created by ice or snow. While you are raging, you have resistance to all types of damage except fire.

Further, whenever you are moving at travel pace in arctic terrain, you have advantage on Wisdom (Survival) checks to avoid becoming lost, and even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you still contribute your Wisdom (Perception) to noticing threats.

Huror's Embrace

Starting at 6th level, your carrying capacity (including maximum load and maximum lift) is doubled, and you have advantage on Strength checks made to break, push, pull, or lift objects.

Breath of Winter

Starting at 10th level, you can use your action to exhale a gust of biting cold. Each creature in a 15-foot cone must



BARBARIAN LEVEL	CANTRIPS KNOWN	SPELLS KNOWN	SPELL SLOTS PER SPELL LEVEL			
			1st	2nd	3rd	4th
3rd	2	3	2	—	—	—
4th	2	4	3	—	—	—
5th	2	4	3	—	—	—
6th	2	4	3	—	—	—
7th	2	5	4	2	—	—
8th	2	6	4	2	—	—
9th	2	6	4	2	—	—
10th	2	7	4	3	—	—
11th	3	8	4	3	—	—
12th	3	8	4	3	—	—
13th	3	9	4	3	2	—
14th	3	10	4	3	2	—
15th	3	10	4	3	2	—
16th	3	11	4	3	3	—
17th	3	11	4	3	3	—
18th	3	11	4	3	3	—
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1

make a Constitution saving throw (DC equal to 8 + your proficiency bonus + your Constitution modifier). A creature takes cold damage equal to 4d8 + your barbarian level on a failed saving throw, and half as much on a successful one. You can't use this feature again until you finish a long rest.

A creature killed by this attack is frozen solid.

Soul of Winter

At 14th level, you emit a palpable aura of cool air. You have resistance to cold.

While raging, you become one with the cold and your aura becomes wintry and chill. You are immune to cold, and whenever a creature within 5 feet of you deals damage to you, your aura crystallizes sharply about them. The attacker takes 2d4 cold damage.

Path of the Tailfighter

Originally developed by the first savage slitherin warriors, the frenzied, spinning method of tailfighting can only loosely be described as a martial style. By using their tails as both defensive aids and lethal weapons, the tailfighter can catch even the most seasoned opponent off guard.

Restriction: Race (Asaatth, Slitherin)

Asaatthi or slitherin can follow the Path of the Tailfighter, since they have the physiology to support it. At the GM's

option, other creatures with long, heavy tails, such as lizard-folk, might also be able to follow the Path of the Tailfighter.

Tail Adept

When you take this path at 3rd level, your tail is considered to be a light weapon with which you have proficiency. Your tail deals 1d4 bludgeoning damage. At 5th level, this damage increases to 1d6. At 11th level, it increases to 1d8, and at 17th level, it increases to 2d4. When you use a tail blade or a tail mace (see Chapter 5), you deal your tail damage or the weapon's damage, whichever is better.

You can also attack with your tail as a bonus action. If you do, you don't add your Strength modifier to the damage for that attack, unless that modifier is negative.

You develop considerable coordination with your tail, allowing you to manipulate or hold simple items such as a lantern or a pitcher with it. You cannot make fine movements or manipulate tiny objects with it, such as picking pockets, using thieves' tools, or turning a key in a lock. If you are holding an item in your tail, you cannot make a tail attack.

Lashing Defense

Starting at 6th level, you have learned to use your lashing tail and your wild, spinning combat style to protect yourself. While you are raging, when an opponent makes a melee attack against you, you can use your reaction to

impose disadvantage on the attack roll. If the opponent's attack misses, you may make a tail attack against one target within reach as part of the same reaction.

Quick Stand

At 10th level, your tail is so much a part of your movement that it acts much like an extra leg and can even prop you up when you've fallen. You have advantage on saving throws against any effect that would knock you prone or force you to move by pushing or pulling. Standing from prone costs you only 5 feet of movement.

Wild Defense

Starting at 14th level, your furiously lashing tail acts almost with a mind of its own to protect you from missiles. While you are raging, creatures attacking you with ranged weapons have disadvantage to hit you, and your Lashing Defense applies to ranged weapon attacks as well as melee attacks.

Path of the War Shaman

From the ragebringers of Albadia to the wild furies of the manticora and the ancestral warriors of the oldest asaatthi clans, the Path of the War Shaman is known and feared across Ghelspad. This power is ancient, said by some to have first been practiced by warrior-druids during the Epoch of Kadum.

Barbarians who follow this primal path have spellcasting ability to augment their considerable combat prowess. Like druids, war shamans may be shunned in some societies or by certain worshipers of the gods, who consider all titan worship anathema. Elsewhere, particularly if they worship Denev, they may be accepted, if not treated with respect and deference.

Spellcasting

When you choose this path at 3rd level, you gain the ability to cast a limited selection of druid spells. While you cannot cast spells while raging, you can maintain concentration on druid spells while doing so.

For multiclassing, if you have the Spellcasting feature from another class, add a third of your barbarian levels to any other spellcasting class levels to determine your total spell slots.

Cantrips: You learn two cantrips of your choice from the druid spell list. You learn an additional druid cantrip at 11th level.

Spell Slots: The War Shaman Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spells Known of 1st Level and Higher: You know three 1st-level druid spells of your choice. The Spells Known column on the War Shaman Spellcasting table shows when you learn new druid spells of 1st level or higher. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 13th level in this class, you can learn one new spell of 1st, 2nd, or 3rd level.

Whenever you gain a level in this class, you can replace one druid spell you already know with another spell of the same level from the druid spell list.

Spellcasting Ability: Wisdom is your spellcasting ability for your druid spells. You use Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a druid spell you cast, or when you make an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Share Rage

Starting at 6th level, as part of the same bonus action you use to enter a rage, you can expend a spell slot of 1st level or higher. If you do so, choose a willing creature you can see within 30 feet of you. Provided your target can see or hear you, and it isn't wearing heavy armor, it also rages. It gains the effects of the Rage feature, including your Rage Damage bonus, for as long as your rage lasts. The target's rage can also end early for any of the reasons detailed in the Rage feature, such as the target falling unconscious or failing to attack a hostile creature. The target can also use a bonus action to end its rage early.

Ragecaster

At 10th level, you can cast druid spells while raging. The range of your Share Rage feature increases to 60 feet.

Ragebringer

Starting at 14th level, if you expend a spell slot of 2nd level or higher when you use Share Rage, you can choose one additional target for each slot level above 1st.

Keepers of culture and history, bards have been a part of most Ghelspad cultures since before the written word. It is said that Gormoth the Life-Giver first created the now-extinct race of viren because he wished to hear something other than Lethene sing. Whether or not this origin tale is true doesn't really matter: It makes for a good story, and that is the essence of the bardic traditions.

Bardic Colleges

Ranging from the rather solemn Baerovian chanters and the Lo-resingers of Lokil to the famed operatorios of the civilized world, most bards can be created adequately using the College of Lore. Others, such as the deadly Moonsingers of Belsameth, the mysterious Treesingers of Vera-Tre, or the ferocious orcish "Shamans of Lede," may be better represented by some other Bardic College.

Regardless, the various colleges are often referred to as "Bardic Traditions," rather than Bardic Colleges, by inhabitants of Ghelspad – even though some traditions might actually be taught at a specific college, as with the War Harpists of Darakeene.

Bards of Ghelspad may also choose from among the following Bardic Colleges (or Traditions).

College of Choristers

Almost universally respected as the chroniclers of Ghelspad's history, members of the Order of High Choristers are welcomed by all those who would seek to preserve favorable memories (and assiduously avoided by those who would rather their deeds go unnoticed). Choristers are able to tap directly into a shared collection of memories, passed down through the generations, ensuring an unbroken world story since the beginning of their order.

Restriction: Faith (Denev)

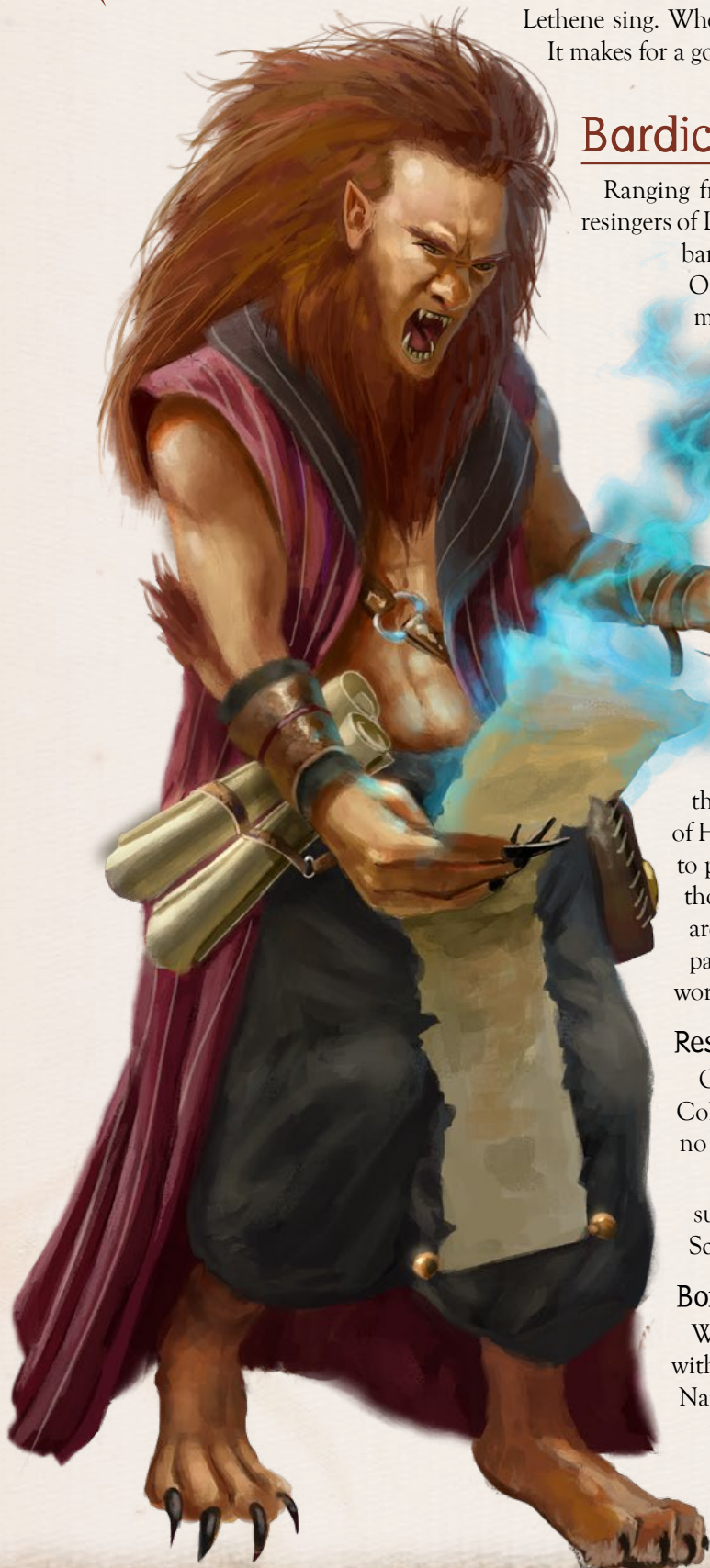
Only those who worship Denev, the last titan, can join the College of Choristers. The Order of High Choristers accepts no other applicants.

Your GM can lift this restriction, since it might not be suitable to your GM's setting or your GM's version of the Scarred Lands.

Bonus Proficiencies

When you join this college at 3rd level, you gain proficiency with two skills of your choice from among Arcana, History, Nature, and Religion.

You also learn to speak Ahnae, the old High Elvish tongue.



Mindvault

Also starting at 3rd level, you have advantage on any ability check you make that uses Arcana, History, Nature, or Religion to recall lore about a particular historical topic or area of study.

In addition, you can use a bonus action to expend one use of your Bardic Inspiration and tap into the collective mind of the choristers. When you do, choose any one skill or tool: For 10 minutes, you have proficiency with the chosen skill or tool.

Impose Doubt

At 6th level, you may use your knowledge of famed historical personages and events to make unfavorable comparisons to others, causing enemies to suffer misgivings regarding their own ability. You can use an action to expend one use of your Bardic Inspiration and impose doubt on a creature within 60 feet of you that you can see and that can hear you. The target must make a Charisma saving throw or be charmed by you for 1 minute. While it is charmed, the creature is also unable to take reactions and has disadvantage on all Charisma checks.

At the end of each of its turns, the target can make another Charisma saving throw. On a success, the effect ends on the target.

Groupthink

At 14th level, you add *telepathic bond* to your spells known. It counts as a bard spell for you but doesn't count against the number of bard spells you know. You can grant Bardic Inspiration dice via the link provided by your *telepathic bond*.

College of Mourners

Beyond their duties to the community, helping people cope with the deaths of loved ones and the continuous presence of the dead all around them, Hollowfaust's College of Mourners can put their skills to terrifying effect in combat. Their woeful dirges and steely gaze strike fear into living and undead alike.

Resolute Stare

When you join this college at 3rd level, you have advantage on saving throws against being frightened.

Whenever you make a Charisma (Intimidation) check, you are considered proficient in the Intimidation skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Stirring Word

Also starting at 3rd level, you may use the defeat of an ally or loved one to inspire those around you and avenge the fallen. When a friendly creature you can see within 30 feet of you is rendered unconscious or killed, you can use your reaction and expend one use of Bardic Inspiration. Choose any creatures within 30 feet of you. Provided it can hear you, a chosen creature gains one Bardic Inspiration die. Duration and use of this die otherwise conforms to the parameters in the Bardic Inspiration feature.

Soul Speech

Beginning at 6th level, you can communicate by telepathy with any undead creature you can see within 60 feet of you. You add *speak with dead* to your spells known; it doesn't count against the number of bard spells you know.

Whenever you make a Charisma (Persuasion) check against an undead, you are considered proficient in the Persuasion skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Hymn of Life

Starting at 14th level, you add *death ward*, *prayer of healing*, and *revivify* to your spells known. They count as bard spells for you but don't count against the number of bard spells you know.

When you use *Song of Rest*, you may roll the die twice and use the better result to determine how many hit points are healed.

Clerics are a part of virtually every aspect of life in Ghelspad. More than simply healers and warriors, clerics inform the populace as to the will of the gods. Hedradan clerics act as judges in most civilized societies. Chardun's clerics advise even good kings on the right and proper ways to rule. Madrielite priests protect commoners and officiate over weddings. Coreanic clerics form a bulwark against the titanspawn and other enemies, while Tanil's disciples manage the natural world so that it may be cultivated to serve both the Earth Mother and those who would harvest its riches.

Thanks to the longstanding Divine Truce, most clerics maintain a tenuous peace with one another, meaning that clerics of dark gods and goddesses, such as Belsameth the Slayer, are generally accepted even in polite society. However, as the Divine War slowly fades into history, this tradition is becoming less certain, leading to more friction between the followers of the more widely accepted good and neutral gods and those who follow the evil gods.

A full list of gods and domains for Scarn appears on the Deities and Domains table. Five new domains – Death, Dominion, Justice, Liberty, and Magic – are described fully in the following section.

Divine Domains

Clerics of the Scarred Lands can choose from among the following cleric domains, in addition to those listed elsewhere.

Death Domain

The Death domain is associated with life-interrupting energies and with magic that causes death directly, siphons life, or allows one to animate, control, and augment the undead.

In the Scarred Lands, the Death domain is available to clerics of Chardun and Vangal. Nemorga, often thought of as the God of Death, is in truth the protector of the underworld, and he does not condone animating the dead; rather, he seeks to shield both living and dead from such unnatural fates.

DEATH DOMAIN SPELLS

CLERIC LEVEL	SPELLS
1st	<i>animate undead minion</i> *, <i>inflict wounds</i>
3rd	<i>bleeding sickness</i> *, <i>ray of enfeeblement</i>
5th	<i>animate dead</i> , <i>vampiric touch</i>
7th	<i>blight</i> , <i>inflict susceptibility</i> *
9th	<i>aura of death</i> *, <i>antilife shell</i>

Bonus Proficiency

When you choose this domain at 1st level, you gain proficiency with martial weapons and heavy armor.

Disciple of Death

Also at 1st level, you learn the *chill touch* cantrip. It counts as a cleric cantrip for you and does not count against your number of cantrips known.

Channel Divinity: Compel Undead

Starting at 2nd level, you can use your Channel Divinity to control the undead. You suggest a course of activity (limited to a sentence or two) and magically influence an undead creature you can see within 30 feet of you that can see and hear you. The compulsion must be worded in such a manner as to make the course of action sound reasonable. Asking the target to pour acid on itself, immolate itself, or do some other obviously harmful act ends the spell.

The target must make a Charisma saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for up to 24 hours. If the suggested activity can be completed in a shorter time, the effect ends when the subject finishes what it was asked to do.

You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a ghoul kill but not eat the next armored humanoid it sees. If the condition isn't met before the spell expires, the activity isn't performed.

If you or any of your companions damage the target, the spell ends. When this effect ends, if the undead has an Intelligence score of 8 or higher, it knows it was compelled by you.

Channel Divinity: Bolster Undead

At 6th level, you can use your Channel Divinity to heal the undead. As an action, you present your holy symbol and summon a burst of negative energy that can restore a number of hit points equal to five times your cleric level. Choose any undead creatures within 30 feet of you, and divide those hit points among them. This feature can restore an undead creature to no more than half of its hit point maximum.

Divine Strike

At 8th level, you gain the ability to infuse your weapon attacks with harmful negative energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 necrotic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

DEITIES AND DOMAINS

PRIMARY DEITIES	AL	PORTFOLIO	SUGGESTED DOMAINS	WEAPON [†]	SYMBOL
Belsameth	NE	Lycanthropy, moon, murder, madness, witchcraft	Magic, Trickery	Shortsword	A tiny silver circle bound by a larger silver circle against a black backdrop
Chardun	LE	Command, conquest, dominion, pain, rulership, undead	Death, Dominion	Morningstar	A bloody golden morningstar with a thorny wreath on its head
Corean	LG	Chivalry, craft, fire, guardianship, smithing, valor	Light, War		Longsword The "Fourfold Sword" or "Sword Rose": four swords joined at the pommel, like compass points
Denev	N	Growth, plants, nature, the earth, the firmament	‡	Sickle	A stone sickle with flowers or leaves growing from the handle
Enkili	CN	Fate, luck, sailors, storms, trickery	Tempest, Trickery	Flail	A sky blue actor's mask with lightning descending from the eyes
Hedrada	LN	Civilization, knowledge, law, wealth, wisdom	Justice, Knowledge	Greathammer (maul)	A stylized greathammer with a face on either head
Madriel	NG	Compassion, healing, motherhood, redemption, sky, sun	Life, Light	Spear	A spearhead pointing upward, with a tassel of peacock feathers
Tanil	CG	Animals, freedom, good fortune, hunting, victims, wilderness	Liberty, Nature	Longbow	Three parallel arrows of bronze, the middle one pointing opposite the outer two
Vangal	CE	Bloodshed, destruction, disaster, pestilence, terror	Death, War	Battleaxe	A cloven grey shield dripping blood against a midnight blue field

Death's Master

Starting at 17th level, you learn the *finger of death* spell. It counts as a cleric spell for you. You always have it prepared, and it doesn't count against the number of spells you can prepare each day.

When you cast *finger of death*, you may add your Wisdom modifier to the necrotic damage you deal. You apply this extra damage after the target makes its saving throw.

When you kill a humanoid using *finger of death*, it rises under your command as any appropriate type of undead up to CR 4 that you choose, rather than rising as a mere zombie.

Dominion Domain

Chardun secretly believes it is his divine right to rule as the chief of the gods, and his clerics and worshipers similarly believe they should be preeminent on Scarn. Haughty and proud, they nonetheless understand that not all can rule. Those who are weaker must serve. Clerics of Chardun consider conquest, enforced servitude, and despotism to be the natural order of things. Pain, fear, degradation, torture,

starvation, imprisonment, cruelty – these are all perfectly acceptable tools in the arsenal of the despot.

In Chardun's cosmology, all of existence, including the afterlife, is a great, incredibly meticulous hierarchical order, the Divine Chain of Rule. In broad strokes, the gods are at the top (Chardun foremost); the angels, fiends, and other such beings beneath them; then the divine races and certain sapient undead below that; next, the Redeemed; below them, titanspawn and beasts; then plants and mindless undead; and finally, the inanimate.

DOMINION DOMAIN SPELLS

CLERIC LEVEL	SPELLS
1st	<i>charm person, inflict wounds</i>
3rd	<i>detect thoughts, suggestion</i>
5th	<i>bestow curse, fear</i>
7th	<i>banishment, compulsion</i>
9th	<i>dominate person, geas</i>

DEITIES AND DOMAINS (CONTINUED)

MINOR DEITIES	AL	PORTFOLIOS	DOMAINS	WEAPON†	SYMBOL
Drendari	CN	Rogues, shadows, thieves	Trickery ¹	Dagger	The silhouette of a left hand against a grey field
Erias	CN	Dreams, prophecy	Knowledge ²	Quarterstaff	A stylized white crescent moon surrounded by eight stars
Goran	LG	Battle prowess, mountain dwarves, stewardship	War	Greataxe	Two silver axes, heads facing opposite, against a russet field
Hwyrdd	N	Halflings, protection, roads	Liberty	Shortsword	An acorn against a green field
Idra	CG	Culture, health, secrets, sexuality	Knowledge ³	Mace	A golden grail with a dagger in it, point downward
Manawe	CN	Music, oceans, sea creatures	Tempest	Trident	The "Seaclaw": the stylized head of a trident against a blue sea
Nalthalos	LE	Drendali elves, illusion, magic	Trickery	Rapier	A wavy black serpent with a stinger on its tail
Nemorga	LN	Communion, death, portals, underworld	Life	Longsword	A closed book with a sheathed sword as a bookmark
Sethris	NE	Hidden things, poison, revenge, spiders	Trickery ⁴	Dagger	A wavy silver dagger against a white spiderweb on a black field
Syhana	NG	Clouds, fair weather, fey, rainbows	Light ⁵	Rapier	A rainbow against a blue sky

† Clerics in the Scarred Lands are always proficient with their deity's favored weapon, even if it would not normally be granted by their class and domain choice.

‡ The Earth Mother is worshiped by druids, not clerics.

¹ Drendari's clerics replace some of the usual Trickery domain spells, as follows: At 1st level, change *charm person* to *awareness ward**; at 5th level, *dispel magic* becomes *banish shadow**; and at 7th level, *polymorph* becomes *confusion*.

² Erias' clerics replace some of the usual Knowledge domain spells as follows: At 1st level, change *command* to *silent image*; at 3rd level, *suggestion* becomes *detect thoughts*; at 5th level, *nondetection* becomes *tongues*; at 7th level, *arcane eye* becomes *phantasmal killer*; and at 9th level, *scrying* becomes *dream*.

³ Idra's clerics replace some of the usual Knowledge domain spells as follows: At 1st level, change *command* and *identify* to *charm person* and *healing word*; at 3rd level, change *augury* to *lesser restoration*; and at 5th level, *speak with dead* becomes *remove curse*.

⁴ Sethris' clerics replace some of the usual Trickery domain spells as follows: At 1st level, change *charm person* to *bane*; at 3rd level, change *mirror image* to *darkness*; at 5th level, change *dispel magic* to *conjure animals* (spiders only); at 7th level, change *dimension door* and *polymorph* to *blight* and *wall of darkness**; and at 9th level, change *dominate person* to *insect plague*.

⁵ Syhana's clerics replace some of the usual Light domain spells as follows: At 1st level, change *burning hands* to *fog cloud*; at 3rd level, change *flaming sphere* and *scorching ray* to *enthrall* and *gust of wind*; at 5th level, *fireball* becomes *gaseous form*; at 7th level, change *wall of fire* to *conjure woodland beings*; and at 9th level, change *flame strike* to *commune with nature*.

Acolyte of Authority

At 1st level, you learn the *thaumaturgy* and *vicious mockery* cantrips. *Vicious mockery* is a cleric cantrip for you. These cantrips do not count against your number of cantrips known.

Student of Authority

Also at 1st level, you gain proficiency in any one of the following skills: Deception, Intimidation, or Persuasion.

Channel Divinity: Overawe

Starting at 2nd level, you can use your Channel Divinity to unnerve and stupefy enemies around you. As an action, you present your holy symbol and invoke the name of your deity. Choose any number of hostile creatures within 30 feet of you that can hear and understand you. Each target must make a Wisdom saving throw. If a target fails the saving throw, it is frightened of you for 1 minute or until it takes damage. While it is frightened by you in this way, a creature's speed is 0, and it can't benefit from any bonus to its speed. At the end of each of its turns, a target can make another Wisdom saving throw. On a success, the effect ends on that target.

Channel Divinity: Charm the Flock

At 6th level, you can use your Channel Divinity to charm those around you. As an action, you present your holy symbol and invoke the name of your deity. Choose a number of fiends and humanoids equal to your Charisma modifier (minimum one creature) within 30 feet of you. Each target must make a Wisdom saving throw. If a target can't hear and understand you or if it has an Intelligence of 3 or lower, it is unaffected.

If a target fails its saving throw, it is charmed by you for 1 minute or until you or your companions do anything harmful to it. While it is charmed by you, it is friendly to you and other creatures you designate. When the effect ends, the creature knows it was charmed by you.

Potent Spellcasting

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

Dominus

At 17th level, you gain the ability to dominate creatures around you. While creatures are charmed by your Charm the Flock feature, you can take a bonus action on your turn to verbally dictate what each of those creatures will do on its next turn.



Justice Domain

In the Scarred Lands, the Justice domain is available to clerics of Hedrada the Lawgiver and Nemorga, Lord of the Dead. This domain deals with powers of weal and woe, curses, mind reading, and discerning the truth.

JUSTICE DOMAIN SPELLS

CLERIC LEVEL	SPELLS
1st	<i>bane, bless</i>
3rd	<i>detect thoughts, zone of truth</i>
5th	<i>bestow curse, remove curse</i>
7th	<i>divination, locate creature</i>
9th	<i>commune, geas</i>

Bonus Proficiencies

At 1st level, you gain proficiency with martial weapons.

Acolyte of Justice

Also at 1st level, you learn the *true strike* cantrip. It is a cleric cantrip for you and does not count against your number of cantrips known.

Blessing of the Truthsayer

Starting at 1st level, you can use your action to touch a willing or helpless creature and compel it to speak only truth. For 1 minute, the affected creature can't speak a deliberate lie. The creature is aware of the effect and can thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as it remains within the boundaries of the truth.

Channel Divinity: Lawgiver's Brand

Starting at 2nd level, you can use your Channel Divinity to brand a creature with your god's symbol for lawbreakers and transgressors. As an action, you present your holy symbol and invoke the name of your deity. One creature you can see within 60 feet of you must make a Wisdom saving throw. On a failed save, the target is cursed and bears a visible, faintly glowing rune or sigil for 1 hour.

While cursed, the target suffers disadvantage on all ability checks. Each time it hits another creature with a weapon attack, it must make a Charisma saving throw against your spell save DC. On a failed save, the cursed creature takes psychic damage equal to half the damage it dealt with its attack.

You may remove your brand as a bonus action as long as you can see the target.

Channel Divinity: Detect Thoughts

At 6th level, you can use your Channel Divinity to cast *detect thoughts* without using a spell slot. When cast in this

way, *detect thoughts* counts as a cleric spell for you, and you require only your holy symbol as a material component.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you deal an extra 1d8 damage of the same type dealt by the weapon. When you reach 14th level, the extra damage increases to 2d8.

Percipient Master

At 17th level, you have advantage on saving throws against illusions and against being charmed or frightened. You gain darkvision to a range of 60 feet if you do not already have it.

As a bonus action, you can enhance your vision with divine acuity. For 10 minutes, you gain truesight to a range of 60 feet. You can't use this feature again until you finish a long rest.

Liberty Domain

This domain embraces powers of liberation and mobility, allowing its clerics unhindered access to most locations as well as freedom from divination, detection, and observation.

In the Scarred Lands, clerics of Tanil and Hwyrdd have access to the Liberty domain.

LIBERTY DOMAIN SPELLS

CLERIC LEVEL	SPELLS
1st	<i>awareness ward</i> *, <i>expeditious retreat</i>
3rd	<i>knock</i> *, <i>misty step</i>
5th	<i>nondetection, remove curse</i>
7th	<i>freedom of movement, private sanctum</i>
9th	<i>greater restoration, passwall</i>

Freedom Fighter

At 1st level, you gain proficiency with all martial weapons.

Freedom's Step

Also at 1st level, as a bonus action, you can invoke your god's blessing to gain a supernatural lightness of step. If you do so, you ignore difficult terrain for the rest of your turn. You can also move across the surface of any liquid as if it were solid ground. This feature does not protect you from damage the liquid deals. If you end your turn upon a fluid surface, you sink.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Channel Divinity: Be Free

Starting at 2nd level, you can use your Channel Divinity to allow yourself or another creature to break free of all

constraints or bindings. As a bonus action, you present your holy symbol and invoke the name of your deity. For 1 round, you or one creature within 30 feet that you can see gains *freedom of movement*, as the spell.

Blessing of Liberty

At 6th level, you have advantage on ability checks and saving throws against spells or effects that would cause you to be grappled, paralyzed, or restrained.

Divine Strike

At 8th level, you gain the ability to infuse your strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you deal an extra 1d8 damage of the same type dealt by the weapon. When you reach 14th level, the extra damage increases to 2d8.

Aura of Liberty

Starting at 17th level, you and creatures of your choice within 10 feet of you can't be grappled or restrained while you are conscious.

Magic Domain

The Magic domain deals with raw arcane power, and its adherents share many of the spells normally available only to arcane spellcasters. In the Scarred Lands, only clerics of Belsameth the Witch have access to the Magic domain. So adept are they that clerics with the Magic domain are often thought of as witches or warlocks.

MAGIC DOMAIN SPELLS

CLERIC LEVEL	SPELLS
1st	<i>identify, magic missile</i>
3rd	<i>arcaneist's magic aura, metamagic mimicry*</i>
5th	<i>counterspell, glyph of warding</i>
7th	<i>arcane eye, inflict susceptibility*</i>
9th	<i>legend lore, planar binding</i>

Initiate of Magic

At 1st level, you learn any two wizard cantrips of your choice. They are cleric cantrips for you and do not count against your number of cantrips known.

Student of Magic

Also at 1st level, you gain proficiency in the Arcana skill, and your proficiency bonus is doubled for any ability check you make that uses that skill.

Channel Divinity: Spell Channel

Starting at 2nd level, you can use your Channel Divinity to cast a domain spell you know without using a spell slot. As an action (or a reaction if the spell is normally cast as a reaction), you present your holy symbol and invoke the name of your deity. As part of the same action (or reaction), you cast any Magic domain spell you know. If the spell normally has a casting time longer than 1 action, then you use that casting time instead. The spell is cast as if you had used a spell slot of the highest level you are able to cast, to a maximum of 5th level.

Magical Knowledge

Upon reaching 6th level, you have been granted magical knowledge through your divine connection to the arcane. Choose two spells from the wizard spell list. A spell you choose must be of a level you can cast, as shown on the Cleric table, or a cantrip. The chosen spells are cleric spells for you.

You may choose one additional spell from the wizard spell list at 8th level.

Potent Spellcasting

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

Arcane Master

At 17th level, you choose four spells from the wizard spell list, one from each of the following levels: 5th, 6th, 7th, and 8th. The chosen spells are cleric spells for you.

Practitioners of the old ways, religions from the dawn of time, druids of the Scarred Lands hold a special position of either reverence or revulsion, and sometimes both. Only followers of Denev are welcome among the civilizations of the divine races and the Redeemed. All other druids find themselves hunted or relegated to places like Khet, Titanshome, or other similarly dread lands, where worship of the fallen titans is still tolerated. In such places, and in particular among titanspawn and Unredeemed asaatthi and slitherin, the opposite is true: Denev's druids are sometimes persecuted, while other druids are widely accepted.

Druid Circles

Most of Denev's druids are of the Circle of the Land. Ganjus elf druids might also be members of the Circle of the Jordeh, described here.

Many other druids on Ghelspad are part of the Circle of the Fallen, worshipping the fallen titans, and are thus hated, feared, and reviled, if not hunted openly, in all civilized lands. Druids who worship the fallen titans are thought of as misguided, at best, and more often sick, twisted, and evil.

Circle of the Fallen

The majority of druids of this circle tend toward chaotic and evil alignments. In some cases, though, a Circle of the Fallen druid might be of a neutral alignment, particularly one who worships Golthagga, Golthain, or Mesos.

Druids of the Circle of the Fallen are a disparate bunch, usually gathering together in smaller groups based on the specific titan they worship. Most associate freely with titanspawn as well. While they gain powers that connect them to Scarn's wilderness, much like druids of the Circle of the Land, they also learn magic that stems from their connection to a specific titan.

This circle is similar with the Circle of the Land, granting Bonus Cantrip, Natural Recovery, Land's Stride, Nature's Ward, and Nature's Sanctuary. It differs only as noted below.

Restriction: Faith (Titans)

Only those who worship the fallen titans can join this circle.

Mark of the Titanspawn

You are considered to be titanspawn for any spell, class feature, or effect that specifically targets or affects titanspawn.

Circle Spells

Your connection to the titans grants you access to certain spells. Choose one of the fallen titans listed below. At 3rd, 5th, 7th, and 9th level, you gain the following spells, as determined by your titan.



Circle of the Fallen Spells

CHERN

Level Spells

3rd *bleeding sickness**, *acid arrow*

5th *fear*, *stinking cloud*

7th *blight*, *hallucinatory terrain*

9th *aura of death**, *contagion*

GAURAK

Level Spells

3rd *alter self*, *enhance ability*

5th *protection from energy*, *vampiric touch*

7th *stone shape*, *stoneskin*

9th *commune with nature*, *wall of stone*

GOLTHAGGA

Level Spells

3rd *heat metal*, *shatter*

5th *dispel magic*, *protection from energy*

7th *fabricate*, *fire shield*

9th *creation*, *lavaform**

GOLTHAIN

Level Spells

3rd *blindness/deafness*, *locate animals or plants*

5th *animal spy**, *meld into stone*

7th *beast rider**, *locate creature*

9th *awaken*, *telepathic bond*

GORMOTH

Level Spells

3rd *protection from poison*, *rend the sovereign soul**

5th *bestow curse*, *slow*

7th *confusion*, *shadow traitor**

9th *antilife shell*, *contact other plane*

HRINRUUK

Level Spells

3rd *locate animals or plants*, *longstrider*

5th *nondetection*, *speak with plants*

7th *hallucinatory terrain*, *locate creature*

9th *commune with nature*, *tree stride*

KADUM

Level Spells

3rd *enhance ability*, *enlarge/reduce* (enlarge only)

5th *protection from energy*, *water breathing*

7th *dominate beast*, *giant insect*

9th *commune with nature*, *hold monster*

LETHENE

Level Spells

3rd *misty step*, *pass without trace*

5th *chill wind**, *wind wall*

7th *ice storm*, *lightning shield**

9th *cloudkill*, *conjure elemental* (air only)

MESOS

Level Spells

3rd *blur*, *magic weapon*

5th *counterspell*, *magic circle*

7th *arcane eye*, *mana spear**

9th *animate objects*, *contact other plane*

MORMO

Level Spells

3rd *barkskin*, *spike growth*

5th *animal spy**, *conjure animals* (reptiles only)

7th *blight*, *inflict susceptibility**

9th *geas*, *tree stride*

THULKAS

Level Spells

3rd *flame blade*, *heat metal*

5th *fireball*, *protection from energy*

7th *stone shape*, *wall of fire*

9th *conjure elemental* (earth or fire only), *lavaform**

Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Circle of the Jordeh

Whispering through the trees of the Ganjus, the *Jordeh* (El. "Tree Ghosts") have the sacred duty of watching over the elven lands, acting as ambassadors and scholars to the outside world. Their love of the forest grants them preternatural powers within woodlands and the ability to take some of the forest with them when they venture abroad.

Restrictions: Faith, Race (Denev, Elf)

Only elves who worship Denev, the last titan, can join the Circle of the Jordeh, which fills a very specific role within Ganjus elven culture.

Druid's Companion

When you choose this circle at 2nd level, you gain a beast companion that is no larger than Medium and that has a challenge rating of 1/4 or lower, or alternately, an awakened tree companion (see sidebar). Add your proficiency bonus to your companion's AC, attack rolls, and damage rolls, as well as to any saving throws and skills it is proficient in. Its hit point maximum equals its normal maximum or four times your druid level, whichever is higher.

The companion obeys your commands as best as it can. It takes its turn on your initiative, although it doesn't take an action unless you command it to, except as noted below. If not explicitly directed, it moves each turn to remain as close as possible to you, taking the Dash or Disengage action as needed to stay with you. On your turn, you can command the beast where to move (no action required by you). You can use your action to command it to take the Attack, Dash, Disengage, Dodge, or Help action. Once you have the Extra Attack feature, you can make one weapon attack yourself when you command your companion to take the Attack action. (If you can make three attacks using the Extra Attack feature, then you can make two weapon attacks yourself when you command your companion to take the Attack action.)

While traveling through forest terrain with only your companion, you can move stealthily at a normal pace.

If your companion dies, you can obtain another one by spending 8 hours magically bonding with another eligible beast or awakened tree that isn't hostile to you, either the same type of creature as before or a different one.

Circle Spells

Your connection to the forest of your homeland grants you access to certain spells. At 3rd, 5th, 7th, and 9th level, you gain the following spells.

Awakened Tree Companion

Awakened Tree Companion

Medium plant, unaligned

Armor Class 12 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (-1)	15 (+2)	8 (-1)	10 (+0)	5 (-3)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Senses passive Perception 10

Languages Druidic, Elvish

Challenge 1/4 (50 XP)

False Appearance: While the tree remains motionless, it is indistinguishable from a normal tree.

ACTIONS

Slam: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) bludgeoning damage.

Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Druid Level Spells

3rd	<i>barkskin, spider climb</i>
5th	<i>plant growth, speak with plants</i>
7th	<i>conjure woodland beings, hallucinatory terrain</i>
9th	<i>commune with nature, tree stride</i>

Extra Attack

Beginning at 6th level, you can attack twice with a weapon, instead of once, whenever you take the Attack action on your turn.

Share Spells

Starting at 10th level, when you cast a spell targeting yourself, you can also affect your companion with the spell if the companion is within 30 feet of you.

Companion Link

Starting at 14th level, on any of your turns when your companion doesn't attack, you can use a bonus action to

command it to take the Dash, Disengage, Dodge, or Help action on its turn.

You can also perceive the world through your companion's senses. As long as your companion is within 60 feet of you, you can use your action to see through its eyes and to hear what it hears. You continue to do so regardless of the

companion's distance from you, as long as it remains on the same plane. You can return to your own senses at any time using a bonus action. While perceiving through your companion's senses, you gain the benefits of any special senses possessed by that creature, although you are blinded and deafened to your own surroundings.

Wild Shape: Beasts of Ghelspad

There are numerous strange magical beasts and bizarre animals born from the chaotic magic of the Scarred Lands. Since there is no *Creature Collection* or conversion guide yet for the fifth edition rules, you can use the following guidelines to emulate such creatures in your game.

The creatures listed below are those taken from the *Creature Collection Revised* and that can be found on the continent of Ghelspad. Since the druid's Wild Shape feature limits beast forms by Challenge rating and movement speeds, that information is also included here for ease of reference.

BEAST	FLY OR SWIM	CHALLENGE	NOTES
Albadian battle dog	–	1/4	as mastiff, but its bite attack grapples (escape DC 11) and it gains resistance to piercing damage from nonmagical attacks
Albadian wolf	–	1/2	as wolf, but its bite attack also grapples (escape DC 11) targets it knocks prone, and it gains resistance to piercing damage from nonmagical attacks
Crescent elk	–	1/2	use giant goat
Desert falcon	fly	1	use giant eagle
Ebon eel	swim	1/2	as reef shark, but loses Pack Tactics and gains Ink Cloud (as an octopus)
Gore beetle	–	1/8	as giant fire beetle, but loses Illumination and gains Stench (as a ghost, save DC 11)
Hill howler	–	1	as ape, but Cha 13 and gains Frightful Howl (as a blight wolf, see appendix; range 60 feet, save DC 11)
Miser jackal	–	1/8	as jackal, but loses Pack Tactics; instead, it gains resistance to poison damage, and its bite deals an extra 1d4 poison damage
Night singer	–	1/2	use giant wasp, but size Small
Night terror	–	1/2	use ape
Ratrou	–	0	use weasel
Sentry crow	fly	0	use raven, but Int 6 and speaks one language, usually Dwarvish
Shadow raven	fly	1/4	new monster (see appendix)
Swamp gobbler	swim	1/8	use baboon, but loses Pack Tactics and gains swim speed of 20 ft., plus Hold Breath as a crocodile
Tanil's fox	–	0	use deer, but size Tiny, and gains proficiency in Stealth skill (+5 bonus)
Valraven	fly	1	as giant eagle
Vrail	fly	0	as raven

Fighter

All societies have their martial champions. Most have established militaries. From the tactically minded graduates of Darakeene's war colleges to the battle-hardened veteran soldiers of eastern Ghelspad – in Vesh, Mithril, Calastia, Burok Torn, Durrover, and elsewhere – there are countless martial traditions and forms across Ghelspad. Those shown here are but a small sampling.

Martial Archetypes

Most of the fighters across Ghelspad can be built using one of the martial archetypes from the core rules, from the scale-clad Feldar Guardsmen of Durrover to the famed warriors of the Legion of Ash, headquartered in Arboth.

The following two martial archetypes, though, are unique to Ghelspad.

Knight of the Oak

Serving as the front line in the ongoing struggle to protect the elven nation of Vera-Tre, the Knights of the Oak have a deep-rooted connection to the mighty trees of the region. When they pass their initiation at the Oaken Citadel, these stoic soldiers are blessed with the ability to call on wood spirits for both protection and the power to strike down their enemies. Through a profound bond with the spirits of the forest, a Knight of the Oak can actually draw forth living weapons from the trees without causing any damage to them.

Restriction: Race (Elf)

Only elves can become Knights of the Oak, who fill a very specific role within Ganjus elven culture.

Treerunner

When you choose this archetype at 3rd level, you gain remarkable agility from your many hours of practice climbing, leaping, and balancing along tree limbs. You can add half your proficiency bonus (round up) to any Strength or Dexterity check you make that doesn't already use your proficiency bonus. When you make a running long jump, the distance you can cover increases by a number of feet equal to your Strength modifier.

In addition, you are adept at traveling and surviving in forested regions. Whenever you are moving at travel pace in forest terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you still contribute your Wisdom (Perception) to noticing threats.
- If you are traveling alone, you can move stealthily at a normal pace.



- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

Living Armor

Also at 3rd level, you learn a special magical ritual to cover yourself in light armor made of living wood. As an action, you can conjure wooden armor for yourself that remains until you use another action to dismiss it. While you are covered in this living armor, your base AC is 13 + your Dexterity modifier. You cannot use this feature if you are wearing armor.

Living Weapons

Starting at 7th level, you learn a special magical ritual to summon a living weapon. As an action, you conjure a javelin, longbow, quarterstaff, shortbow, or spear of living wood that functions as a normal weapon of its type. You may have only one living weapon at a time, and it withers away to a dry twig 1 minute after it leaves your hand. As long as you hold it, your living weapon is treated as magical.

In addition, as a bonus action, you can conjure as many arrows as you can fire in a single turn. These arrows last for only 1 round and are magic weapons.

Furtive Warfare

At 10th level, when you attack from concealment or from higher ground, such as atop a wall or from the bough of a tree above your enemy, you have advantage on weapon attack rolls.

Improved Critical

Beginning at 15th level, your weapon attacks score a critical hit on a roll of 19 or 20.

Oaken Bulwark

Starting at 18th level, while you are wearing your living armor, you also have resistance to bludgeoning, piercing, and slashing damage.

Unfailing

It would be impossible to find a more dedicated bodyguard than one of the Unfailing, the incredibly resilient order of warriors charged with protecting Hollowfaust's high-ranking necromancers. Unwilling to let even death impede them from performing their duties, they continue to serve their masters well beyond the point when other mortals would succumb to their wounds. Many of their abilities arise through their close association with the necromantic powers of their homeland.

Harm's Way

When you choose this archetype at 3rd level, you may place yourself in harm's way to protect an ally or ward. When a friendly, willing creature within 5 feet of you is attacked, you can use your reaction to switch places with that creature and become the target of the attack instead. You must be able to see the target and the attacker to use this ability.

Unnatural Toughness

Also at 3rd level, each time you finish a long or short rest, you gain a number of temporary hit points equal to 5 + your fighter level.

Deathless

Starting at 7th level, while you are wearing heavy armor, any bludgeoning, piercing, or slashing damage that you take is reduced by an amount equal to your Constitution modifier. This feature is not cumulative with similar abilities from feats, magic, or other sources.

You also have advantage on saving throws against any spell or effect that would kill you instantaneously without dealing damage, including death saving throws.

Fortified

Beginning at 15th level, you have resistance to necrotic damage. When you roll initiative and have no temporary hit points, you gain a number of temporary hit points equal to your fighter level.

Undying

At 18th level, you possess an unnatural vigor akin to that of the undead. At the start of each of your turns, you gain temporary hit points equal to 5 + your Constitution modifier.

You don't gain this benefit if you have 0 hit points.

Some believe the first monks came to Ghelspad from the far-flung land of Asherak, where in the crucible of Onn they learned at the feet of Hedrada's god-kings. Others aver that the first monk, the Perfected One, was sent to Termana and thence to Ghelspad from the Dragon Isles, at the behest of Hedrada. In any case, since those shrouded days, numerous monastic traditions have grown across Scarn, espousing a wide variety of beliefs and doctrines.

For instance, on Ghelspad, Coreanite monks seek to perfect the art of swordplay; meanwhile, Belsamite monks concoct nefarious plots in the shadows, and the Hedradan monks of Lokil, called the Order of the Closed Book, labor alongside the library's loremasters to preserve knowledge of all kinds.

Monastic Traditions

Most orders of monks in the Scarred Lands can be represented using the monastic traditions from the core rules, whether as written or perhaps with one or two minor changes. For example, the Exemplars of Hedrada study the Way of the Open Hand. The Coreanic order known as the Disciples of Steel, a sect within the larger Adamantine Church, are also Open Hand monks, but they are proficient with only the dagger, shortsword, and longsword, all of which they treat as monk weapons.

Chardunite monks of the Sacred Chain are perhaps the best known followers of the Way of the Four Elements, focusing on earth, stone, and thunder powers; they are proficient with all simple weapons and with the spiked chain, and they can use spiked chains as monk weapons.

The Blades of Belsameth, monks and assassins closely aligned with the Cult of Ancients, are known to follow shadow-magic traditions in keeping with the dark nature of their goddess. Other less well know sects may follow a similar tradition.

However, at least two independent orders of monks on Ghelspad practice a unique monastic tradition, the Way of Mercy, described below.

Way of Mercy

Monks who pursue the Way of Mercy believe the ability to heal others is the pinnacle of spiritual and physical enlightenment. The discipline required of this monastic tradition is severe, for balancing the ability to do harm with the desire to heal is often a difficult path. Most who follow the Way of Mercy

are pacifists by nature, preferring to placate, disarm, or perhaps subdue opponents seeking physical confrontation, rather than harm or kill them.

On Ghelspad, two orders of monks in particular follow this tradition. The more common of the two is the holy Order of the Dawn Spear. For Dawn Spear adepts, the warmth and grace of the First Angel, Madriel the Redeemer, is a path toward personal perfection. Wielding their goddess's favored weapon, the spear, they wander the Scarred Lands defending those who cannot defend themselves and restoring the sick and wounded to health. It is through this selflessness, they feel, that Madriel will grant them true enlightenment.



The second group to follow the Way of Mercy calls itself the Order of the Scarred Hand. After the devastation of the Titanswar, many among both the divine races and the titanspawn had tired of constant warfare. A particular sect of Redeemed, whose members worshiped the gentler titans Denev, Golthain, and Mesos, dedicated itself to repairing the harm done by the war. Today, adherents of the Order of the Scarred Hand use their unique abilities to undo the harm wrought by the titans and the Titanswar.

Healing Discipline

Starting when you choose this tradition at 3rd level, you learn magical healing disciplines based on your understanding of the unity of mind, body, and spirit. These disciplines require you to spend ki points each time you use them.

Casting Healing Spells. To cast any of these healing spells, you use standard spellcasting rules, with Wisdom as your spellcasting modifier, but you don't need to provide material or verbal components.

Once you reach 5th level in this class, you can spend additional ki points to increase the level of a Healing Discipline spell that you cast, provided that the spell has an enhanced effect when cast at a higher level, as *cure wounds* does. The spell's level increases by 1 for each additional ki point you spend. The maximum number of ki points you can spend to cast a spell this way (including its base cost plus any additional ki points) is determined by your monk level, as shown on the table below.

SPELL AND KI POINTS

MONK LEVEL	MAXIMUM KI POINTS
5th-8th	3
9th-12th	4
13th-16th	5
17th-20th	6

Healing Discipline: Merciful Touch

When you choose this tradition at 3rd level, you can spend 2 ki points to cast *cure wounds*, *gentle repose*, or *lesser restoration*. Additionally, you learn the *spare the dying* cantrip.

Way of the Merciful Hand

Starting at 6th level, you can manipulate your enemy's ki. Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can impose one of the following effects on that target:

- It must succeed on a Constitution saving throw or be knocked prone.
- It must make a Strength saving throw. If it fails, you can push it up to 15 feet away from you.
- It can't take reactions until the end of your next turn.

Healing Discipline: Touch of Spirit

Starting at 11th level, you may remove curses and restore the flow of ki to a fallen creature. You can spend 3 ki points to cast *remove curse* or *revivify*.

Healing Discipline: Restorative Touch

Beginning at 17th level, you can spend 5 ki points to cast *greater restoration* or spend 7 ki points to cast *heal* with a range of touch.

Phoenix Spirit

Also at 17th level, you have advantage on saving throws against any spell or effect that would kill you instantaneously without dealing damage, including death saving throws.

In addition, when you are unconscious, you can spend 6 ki points to cast *revivify* on yourself (no action required). You can't use this feature again until you finish a long rest.

Corean, Lord of Valor, first blessed the mortal races with wisdom and courage. He then chose the most righteous of warriors, uplifted them, and exalted them with holy might. Thus were the first paladins born, and thus have they been sworn to serve as lights in these dark times, guiding the divine races until the day when the Scarred Lands are whole again.

While those rare paladins who venerate other gods above Corean (such as paladins of Goran among the dwarves, or the swan knights of Madriel) do not swear the same oaths, many of their goals and vows coincide.

Sacred Oaths

On Ghelspad, it is rare to find a paladin who does not serve Corean. By far the most common paladins on Ghelspad, those who serve the Champion swear the Oath of Adamant, as outlined below.

Some knights on Ghelspad follow other oaths outlined in the core rules, however. Perhaps the best example is that of Madriel's swan knights, a loose order of itinerant holy warriors who temper their strength of arms with compassion. Nothing angers a swan knight more than the abuse or violation of innocence; once a swan knight gives a victim her word that she will bring the perpetrators to justice, her oath is nigh unbreakable, and she will prefer death to failure. Other knights who might swear such vengeful oaths include the Knights Pursuivant, who can serve any of the Eight Victors and make it their sacred duty to wipe all titanspawn and titan worshipers from existence.

Other paladins do exist, although they are quite rare. Most notably, some of the noble elves of Uria, who serve both Corean and Denev equally, are sometimes called green knights, swearing ancient oaths as much affiliated with nature as they are with Corean's holy teachings.

Oath of Adamant

The four knightly orders of Corean, known also as the Adamantine Orders—the gold knights, iron knights, mithril knights, and silver knights—are beloved by the forces of good and feared by evil. All knights of the Adamantine Church adhere to a strict code of honor and valor. Yet while they all swear oaths to Corean, having certain beliefs and practices in common, there are some differences among the specific oaths of the orders.

Restriction: Faith (Corean)

Only paladins who worship the Champion can swear the Oath of Adamant.

Tenets of Corean

All paladins of the Lord of Valor share similar beliefs and practices, as follows.

Compassion. The meek and the helpless are your wards, as are the just and the righteous. Safeguard the lives and livelihoods of those in your care.

Duty. Be responsible for your actions and their consequences, and obey those who have just authority over you. Serve the Adamantine Church as the church serves Corean.

Honor. Let your word be your pledge. Treat others with fairness, and let your honorable deeds be an example to them. Do as much good as possible while causing the least amount of harm.

Mercy. Show mercy to your foes, but temper it with wisdom. For unrepentant servants of evil, a swift death is a mercy.

Valor. Never fear to take action when it is called for, even though discretion is also a virtue. Protect all those of good character, and punish those who would harm or threaten them.

Order of Gold

During the Divine War, the gold knights were Corean's frontline healers. Today, they have become an order devoted to wandering Ghelspad, helping individuals and communities alike to cope with atrocities, disease, ailments, and other misfortunes. The gold knights are the least militant of the four Adamantine Orders, yet they remain excellent medics and warriors in their own right.

Tenets of the Order of Gold

In addition to the general Coreanic tenets, gold knights also adhere to the following.

Grace. Withhold succor and healing from no just creature in its suffering. Those who do not worship in the Adamantine Church may still deserve your compassion.

Purity. Root out and destroy disease, pestilence, and any other form of unwholesomeness.

Oath Spells

You gain oath spells at the levels listed.

ORDER OF GOLD SPELLS

PALADIN LEVEL	SPELLS
3rd	<i>healing word, sanctuary</i>
5th	<i>lesser restoration, prayer of healing</i>
9th	<i>beacon of hope, mass healing word</i>
13th	<i>death ward, locate creature</i>
17th	<i>mass cure wounds, greater restoration</i>

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Bolster Life. As an action, you present your holy symbol and evoke a wave of healing energy. Choose up to three creatures you can see within 30 feet of you. Each target regains hit points equal to 1d8 + your paladin level.

This feature has no effect on undead or constructs.

Turn Undead. As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Disciple of Life

Beginning at 7th level, your healing spells are more effective. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Aura of Life

Starting at 15th level, while you are conscious, all friendly creatures within 10 feet of you have advantage on all death saving throws.

In addition, when you are reduced to 0 hit points and are not killed outright, you can choose to drop to 1 hit point instead. Once you use this ability, you can't use it again until you finish a long rest.

Blessed Aura

At 20th level, as an action, you can emanate warm, golden light that lasts for 1 minute. The aura produces bright light in a 15-foot radius around you, and dim light 15 feet beyond that. While this light lasts, at the start of each of

your turns you heal 10 hit points and are cured of one disease or poison affecting you. Whenever an ally starts its turn in the bright light, that creature also regains 10 hit points and is cured of one disease or poison affecting it.

Once you use this feature, you can't use it again until you finish a long rest.

Order of Iron

Astride their noble steeds, iron knights are the righteous captains of Corean's armies, being equal parts deadly commander and skilled forge-master. Known for both their tactical expertise and their skill as engineers and smiths, these knights often lead (or advise leaders of) righteous armies. They can be found in chapterhouses across Ghelspad, from Darakeene to Mithril to Shelzar.



Tenets of the Order of Iron

In addition to the common tenets of Coreanic knights, the Order of Iron adheres to the following.

Industry. Always seek to make war against all titanspawn, without mercy. Those who serve the gods deserve your devotion and your tireless service.

Nobility. To lead is to serve; to serve is to lead. Make war honorably. Be just in all conflict, and ensure good service and worthy conduct from all beneath you.

Oath Spells

You gain oath spells at the levels listed.

ORDER OF IRON SPELLS

PALADIN LEVEL	SPELLS
3rd	<i>identify, shield of faith</i>
5th	<i>aid, magic weapon</i>
9th	<i>hand of justice*, protection from energy</i>
13th	<i>fabricate, freedom of movement</i>
17th	<i>commune, weapon of light*</i>

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Champion's Blessing. When you or a creature within 30 feet of you makes an attack roll, you can use your reaction to grant that creature advantage on the roll.

Denounce the Unclean. As an action, you present your holy symbol and speak a prayer of denunciation. Choose one fiend, titanspawn, or undead within 60 feet that you can see. That creature must make a Wisdom saving throw. Titanspawn have disadvantage on this saving throw.

On a failed save, the creature is incapacitated for 1 minute or until it takes any damage. At the end of each of its turns, the target can make another Wisdom saving throw. On a successful save, the creature is no longer incapacitated, but it is frightened until the end of the duration instead.

Inspiring Tactician

Starting at 7th level, you can inspire others in combat through stirring words and exhortations of valor. As a bonus action, choose up to three creatures within 10 feet of you that can see and hear you. For 1 minute, whenever one of those targets makes an attack roll, the target can roll a d4 and add the number rolled to the attack roll.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Soul of Iron

Starting at 15th level, you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

Champion of Battle

At 20th level, as an action, you become a paragon of leadership and an unstoppable force in battle. For 1 minute, you gain the following benefits:

- At the start of each of your turns, you regain 10 hit points.
- Allies within 10 feet of you gain advantage on all weapon attack rolls.
- When you use Extra Attack, you can attack three times whenever you take the Attack action on your turn.

Once you use this feature, you can't use it again until you finish a long rest.

Order of Mithril

Across Ghelspad, the four knightly orders of Corean are beloved by the forces of good and feared by evil. Yet of these four, one stands out as a paragon of Corean's heroic courage and virtue, knights errant who wander Ghelspad ever seeking evil foes to vanquish. These are the mithril knights, so named for the sacred metal of the Mithril Golem that once held Kadum the Mountainshaker immobile.

Mithril knights are the most common type of paladin on Scarn today, and they use the Oath of Devotion from the core rules.

Tenets of the Order of Mithril

In addition to the standard tenets of the Adamantine Church, mithril knights also hold to the following.

Courage. Never balk or hesitate in the face of evil. Stride forward fearlessly; on any battlefield, always seek out the greatest evil.

Perseverance. Never yield nor falter in serving the Lord of Valor. No persecution is too severe, no hurt too grave, and no obstacle too wide nor too high.

Order of Silver

The Divine War saw many horrors unleashed across the world. The dark gods were not the only ones who commanded demons. In addition, most elementals sided with the titans, as did the djinn. Corean formed his silver knights to hunt these unclean things and keeping Ghelspad safe from rogue outsiders.

Tenets of the Order of Silver

In addition to the universal Coreanic tenets, silver knights also adhere to the following.

Hope. Be steadfast and undaunted by evil. Let others be inspired by your example. Hunt down all unnatural horrors and unclean things and smite them without mercy.

Prudence. Be wise and wary, and seek always to unravel the stratagems of fiends and horrors. Break the chains of bondage from those held thrall to darkness.

Oath Spells

You gain oath spells at the levels listed.

ORDER OF SILVER SPELLS

PALADIN LEVEL	SPELLS
3rd	<i>hunter's mark, protection from evil and good</i>
5th	<i>see invisibility, zone of truth</i>
9th	<i>dispel magic, protection from energy</i>
13th	<i>banishment, inflict susceptibility*</i>
17th	<i>commune, greater restoration</i>

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Denounce the Unholy. As an action, you present your holy symbol and speak a prayer of denunciation. Choose one elemental, fiend, or titanspawn within 60 feet that you can see. That creature must make a Wisdom saving throw. Fiends have disadvantage on this saving throw.

On a failed save, the creature is incapacitated for 1 minute or until it takes any damage. At the end of each of its turns,

the target can make another Wisdom saving throw. On a successful save, the creature is no longer incapacitated, but it is frightened until the end of the duration instead.

Silvery Weapon. As an action, you can imbue one weapon that you are holding with positive energy. For 1 minute, you add your Charisma modifier to attack rolls made with that weapon (with a minimum bonus of +0). The weapon also emits bright light in a 20-foot radius and dim light 20 feet beyond that. If the weapon is not silvered, it functions as if it were silver for the duration.

If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

Aura of Devotion

Starting at 7th level, you and friendly creatures within 10 feet of you can't be charmed while you are conscious.

At 18th level, the range of this aura increases to 30 feet.

Purity of Spirit

Beginning at 15th level, you are always under the effects of a *protection from evil and good* spell.

Holy Nimbus

At 20th level, as an action, you can emanate an aura of silvery white light. For 1 minute, bright light shines from you in a 30-foot radius, and dim light shines 30 feet beyond that. Whenever an enemy creature starts its turn in the bright light, the creature takes 10 radiant damage.

In addition, for the duration, you have advantage on saving throws against all spells and effects originating from elementals or fiends.

Ranger

Rangers are often “lone wolves” who brave the wilds of the Scarred Lands for various purposes. Others may band together to form unions or loose organizations united in a common cause. Whatever their origins and outlooks, rangers are intense, dedicated individuals whose zeal and rough ways sometimes intimidate those who do not understand them. It is only natural that some rangers should seek out others who share their devotion.

The uninitiated do not recognize our vocation for what it truly is: the culmination of centuries – nay, millennia – of human history. From the ancient days when our forefathers served as great chieftains and protectors of the druids, during the rise and fall of the Ledean dynasties, and through the Divine War and into the present day, there have always been individuals such as we.

Currently, we may share neither the same beliefs nor the same methods as those who came before us. In some cases, we find their actions repugnant to all we hold dear. Yet, there can be no question in our shared heritage, for wherever men and women braved the wilderness, leading their fellows through its obstacles and defending them from its dangers, we find kindred spirits. We must never forget that, lest we also forget the wisdom to which we are heirs and transmitters.

–Serturi Arkads, Historian, Beltanian Vigil

There are untold numbers of lone rangers scattered throughout the various wild places of Ghelspad, with any number goals and dispositions. Similarly, a number of brotherhoods, sisterhoods, unions, and groups exist, ranging from the wicked Union of the Crimson Temple and the feral Hornsaw sentinels, all of whom serve the titan Mormo, to the loose organization of the Kelder Guild, the King’s Foresters of Calastia, and the Renewers of the Hornsaw Forest (mostly rangers and barbarians). Nearly all of them are lone hunters, although some may share the hunt with beasts as companions.

Surely the most well-known order of rangers upon Ghelspad – and perhaps in all the Scarred Lands – is that of the Vigils of Vesh. The vigilants who serve in the various vigils are elite members of the Veshian

Favored Enemy: Titanspawn

Rangers in the Scarred Lands can take *titanspawn* as a favored enemy in place of one of the usual enemy types. See the appendix for a list of titanspawn.

military, as well as serving as field agents both domestic and foreign. Part diplomat, part scout, part marshal, and part ferocious warrior, a vigilant is the hand of Vesh upon Ghelspad, and an experienced vigilant is given a remarkable amount of autonomy in executing missions for the gods and country. Many vigilants multiclass as rogues, particularly if they are stationed in urban locations.



Rogue

As long as there have been people, there have been thieves, bandits, and rogues. They take many forms and many roles – from the merchant princes of House Asuras to the spymasters of Calastia and the shadow walkers of Drendari. Their reasons for doing what they do, whether they're fences, charlatans, thieves, cutpurses, secret agents, or shadowy warriors, are as varied as their stories and their affiliations.

Roguish Archetypes

The most common sorts of rogues in the Scarred Lands are thieves. However, a number of solitary killers and spies, as well as members of established groups such as the Cult of the Ancients, are assassins. Magic-using rogues are the least common type, except perhaps among groups such as the Scaled.

Roguish archetypes from other official sources are appropriate as well, such as among the noble masterminds behind the Kilharman League or the deadly swashbuckling rogues who practice the graceful, light-footed fencing style widely known as “Shelzari dancing.”

In the Scarred Lands, the following two new archetypes are also options: Knife-Fighter and Scout.

Knife-Fighter

The people of Shelzar have always demanded a higher caliber of entertainment, beyond the bloody slave brawls or grisly beast-baiting seen in lesser arenas across Scarn. For their money, there is no greater spectacle than the precise, graceful, yet furious duel between two elite warrior-slaves who have mastered the quick, graceful art of the fighting dagger – and thus the Knife-Fighter was born.

Crowd Pleaser

When you choose this archetype at 3rd level, you gain proficiency in Performance and Sleight of Hand.

Knife Mastery

Also at 3rd level, you gain proficiency with the roundknife. When you are wielding a dagger or a roundknife and no other weapons, you gain a +2 bonus to damage rolls with the weapon.

When you are wielding two daggers or roundknives, or a dagger and a roundknife, you can add your ability modifier to the damage of the second attack.

Deceptive Grace

At 9th level, you have advantage on Dexterity (Sleight of Hands) checks made to conceal a dagger on your person. In addition, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hands) check.

Flawless Feint

At 13th level, you are extremely skilled at feinting and slipping a small weapon through an opponent's defenses. While wielding



a dagger or a roundknife, you can feint as a bonus action. Make a Charisma (Performance) check contested by your target's Wisdom (Insight) check. If you win the contest, you gain advantage on your next attack against that same target this turn.

Deadly Thrust

At 17th level, you make deep, accurate cuts that have a lasting effect on your enemy. When you hit with Sneak Attack while wielding a dagger or roundknife, you can impose one of the following effects on that target:

- It can't take reactions until the end of your next turn.
- It must make a Dexterity saving throw. If it fails, its speed is reduced by half until the end of your next turn.
- It must make a Constitution saving throw. If it fails, blood runs into its eyes so that it is blinded. At the end of each of its turns, the target can make another Constitution saving throw. On a success, it is no longer blinded.

Where any of the effects above require a saving throw, the DC is 8 + your proficiency bonus + your Dexterity modifier.

Scout

The scout is a wilderness reconnoiterer adept at infiltration. Most large militaries have special units of forward scouts who follow this archetype, including the secretive "vigil stalkers" of Vesh. Masters of tracking and wilderness survival, these clever rogues will go to any length to secure the information they require.

Bonus Proficiencies

When you choose this archetype at 3rd level, you gain proficiency in Nature and Survival.

Natural Explorer

Also at 3rd level, you are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, or swamp. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in your favored terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you still contribute your Wisdom (Perception) to noticing threats.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

You choose an additional favored terrain type at 13th level.

Ambush Mastery

At 9th level, you are particularly deadly when attacking suddenly from surprise. You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit.

Seasoned Wanderer

Starting at 13th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the *entangle* spell.

Stalker's Reflexes

When you reach 17th level, you have become adept at laying ambushes and quickly escaping danger. You can take two turns during the first round of any combat. You take your first turn at your normal initiative and your second turn at your initiative minus 10. You can't use this feature when you are surprised.

Sorcerer

The first mortal magic-users, sorcerers appeared in Scarn's distant past due to the blessing or gift of titanic magic, or the intermingling of blood (or the taint of blood magic) from their more powerful creations, such as demons, elementals, and celestials. In the earliest days, sorcerers were widely regarded as priests, and together with the druids, they ruled ancient cults dedicated to the titans.

Today, in most places on Scarn, sorcery isn't considered a form of titan worship, but most civilized folk nonetheless treat sorcerers with a certain degree of suspicion and trepidation.

Sorcerous Origins

Neither of the two Sorcerous Origins from the core rulebook fits into the cosmology of the Scarred Lands. Either is possible, of course, but players and GMs alike are encouraged to use one of the following new origins instead: Blessed Bloodline, Elemental Kinship, and Titanic Corruption.

Other origins from different official sources might also be appropriate for particular sorcerers, such as the Stormborn, favored by Enkili.

Blessed Bloodline

The Blessed Bloodline origin is known by many names among various cultures on Scarn, including Celestial, Deific, and Fiendish. None of these names is necessarily more accurate or appropriate than any other, for in actuality, this sorcerous origin can arise from numerous sources or causes. Such a sorcerer might truly be descended from a demigod of antiquity or, more likely, from a powerful outsider such as one of the angels who serve Madriel, the devils who serve Chardun, or the intercessors that dwell in Hedrada's Vaults of Eternity.

In most cases, though, the sorcerer has been blessed by a deity, demigod, or powerful celestial or fiend, or she is the scion of someone so blessed, and not actually descended from a divine being. More rarely, such a bloodline has been known to take root in an individual of pure intent who has been touched by a holy (or unholy) relic or who dwells in a special place sacred to a particular deity.

Gift of Health

At 1st level, you have advantage on saving throws against disease, poison, and exhaustion.

Magical Source

Also at 1st level, you choose one type of extraplanar being or deity as the source of your magical power. You have resistance to one damage type based on your source.

This choice also affects other features you gain later.

MAGICAL SOURCE	ASSOCIATED DEITY	DAMAGE TYPE
Anarchon	Enkili	Lightning
Angel	Madriel	Radiant
Custodian	Corean	Fire
Daemon	Belsameth	Poison
Demon	Vangal	Acid
Devil	Chardun	Necrotic
Intercessor	Hedrada	Psychic
Wardenal	Tanil	Thunder

Blessed Affinity

At 6th level, when you cast a spell that deals damage of the type associated with your magical source, you can add your Charisma modifier to one damage roll of that spell. In addition, you gain a number of temporary hit points equal to 1 + the level of spell slot you used to cast the spell.

Gift of Wings

At 14th level, you gain the ability to sprout a pair of large wings from your back, gaining a flying speed equal to your current speed. You can create these wings as a bonus action. They last until you dismiss them as a bonus action. The wings have an appearance appropriate to the source of your magical gift.

You can't manifest your wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.

Blessed Aura

Starting at 18th level, whenever you or a friendly creature within 10 feet of you must make a saving throw, the creature gains a bonus to the saving throw equal to your Charisma modifier (with a minimum bonus of +1). You must be conscious to grant this bonus.

Elemental Kinship

You claim descent from an elemental being or an inhabitant of one of the four infinite elemental planes. Due to this ancestry, you have the gift of sorcery, but your magic is particularly strong when dealing with your associated element.

The four elemental planes within the cosmology of the Scarred Lands are as follows:

Air. One of the true wonders of the outer planes is the Deepest Sky, the source of all air that flows through the

ELEMENTAL SYMPATHY

ELEMENTAL SOURCE	PRIMORDIAL DIALECT	PRIMARY DAMAGE TYPE	SECONDARY DAMAGE TYPE
Air	Auran	Thunder	Lightning
Earth	Terran	Acid	Bludgeoning
Fire	Ignan	Fire	Radiant
Water	Aquan	Cold	Piercing

other planes. Every atmospheric condition is present here, from calm, warm summery weather to fierce storms capable of shearing flesh from bone and powdering rock. It is inhabited by the djinni, along with all manner of winged beings.

Earth. The Vault of Earth is an oppressive expanse. Those rare visitors from the Scarred Lands have referred to it instead as the Infinite Tomb. Fertile dirt, desert sands, rare ores, swamp muck, sun-baked dust — every variety of earth, soil, or mineral that exists in the Scarred Lands is present too within the Vault of Earth. It is home to the dao, but countless burrowing creatures and earth elementals can be found there.

Fire. The Great Inferno is the most forsaken of the elemental planes. In some places, the pure fires of the Great Inferno are tainted with the other elements, creating pockets of scorching winds, molten lava, and scalding, blinding steam. The cruel efreeti rule here, subjugating all lesser fire elemental creatures.

Water. The Endless Deep is a sea without end in an infinite orb of sparkling sapphire, floating serenely in the white void of eternity. All the waters of the various planes can be found here, fresh, salt, and stagnant. Fish and other sea creatures of all sizes and shapes swim within, including humanoids such as the merfolk and the sea elves and other inhabitants such as the marid and other water elemental beings.

Elemental Sympathy

At 1st level, you choose one type of elemental being as the source of your power. You have resistance to two types of damage (primary and secondary) based on your element. This choice also affects other features you gain later.

You can speak, read, and write Primordial, plus a unique Primordial dialect according to your elemental source. Additionally, whenever you make a Charisma check when interacting elementals of your type, your proficiency bonus is doubled if it applies to the check.

Elemental Bond

Starting at 6th level, when you cast a spell that deals the primary damage type associated with your elemental source, you can add your Charisma modifier to one damage roll of that spell. At the same time, you can spend 1 sorcery point to gain immunity to that damage type for 10 minutes.

Elemental Surge

At 14th level, when you cast a spell of 5th level or lower that deals the primary damage type associated with your elemental source, you can spend 1 or more sorcery points to deal maximum damage with that spell. The number of sorcery points you must spend to gain this benefit are based on the level of the spell slot you use to cast the spell, as shown on the following table.

SPELL SLOT LEVEL	SORCERY POINT COST
1st	1
2nd	2
3rd	4
4th	5
5th	6

Elemental Travel

Starting at 18th level, you gain a new movement mode and possibly other special abilities based on your elemental source.

Air. You gain a fly speed equal to your base speed and can hover.

Earth. You gain a burrow speed equal to half your base walking speed (round down to the nearest 5 feet). You can burrow through nonmagical, unworked earth and stone. While doing so, you don't disturb the material you move through.

Fire. Your base speed increases by 10 feet. You gain proficiency in Dexterity saving throws.

Water. You gain a swim speed equal to your base speed. You can breathe both air and water.

Titanic Corruption

Sorcerers who gain their powers through Titanic Corruption are not children or descendants of the titans, who never bred with mortals as have some gods and goddesses. Instead, such sorcerers have been blessed or cursed by the titans by some means, possibly as the result of some rite or through an association with a powerful artifact or place of power sacred to the titans. Others are descendants of magically gifted titanspawn, such as hags and high gorgons.

Mark of the Titanspawn

You are considered to be titanspawn for any spell, class feature, or effect that specifically targets or affects titanspawn.

Visible Corruption

At 1st level, as magic flows through your body, it causes physical evidence of your titanic corruption to emerge. Parts of your skin are covered by chitin, membrane, bony ridges and horns, thick fur or blubber, scales, or some other indication of your corruption. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

Additionally, your hit point maximum increases by 1, and it increases by 1 again whenever you gain a level in this class.

Titanic Connection

You can speak, read, and write Titan Speech. Additionally, whenever you make a Charisma check when interacting with titanspawn, your proficiency bonus is doubled if it applies to the check.

Minor Gift

At 6th level, you gain one of the following features of your choice. Some of these features have the name of one or more titans in parentheses, indicating a titanic lineage; this lineage affects other features you gain later.

Arcane Savant (Mesos, Mormo). You learn the *eldritch blast* cantrip, which is a sorcerer cantrip for you and does not count against your number of cantrips known. You can spend 1 sorcery point to cast *detect magic* without expending a spell slot.

Beast Affinity (Denev, Golthain). You gain proficiency in the Animal Handling skill; if you are already proficient in Animal Handling, your proficiency bonus is doubled for any ability check you make that uses that skill. You can spend 1 sorcery point to cast *animal friendship* as a 1st-level spell without expending a spell slot.

Behemoth's Scion (Denev, Kadum). You learn the *true strike* cantrip, which does not count against your number of cantrips known. You can spend 1 sorcery point to cast *enlarge/reduce* (enlarge, self only) without expending a spell slot.

Cruel Adept (Gormoth, Hrinruuk). You gain proficiency in the Intimidation skill; if you are already proficient in Intimidation, your proficiency bonus is doubled for any ability check you make that uses that skill. You can spend 1 sorcery point to cast *inflict wounds* as a 1st-level spell without expending a spell slot.

Flame Crafter (Golthagga, Thulkas). You learn the *produce flame* cantrip, which is a sorcerer cantrip for you and does not count against your number of cantrips known. You can spend 2 sorcery points to cast *continual flame* without expending a spell slot.

Lightning Rod (Denev, Lethene). You learn the *shocking grasp* cantrip, which does not count against your number of cantrips known. You can spend 1 sorcery point to cast *witch's lightning* as a 1st-level spell without expending a spell slot.



Monstrous Physique (Kadum, Thulkas). You gain proficiency in the Athletics skill; if you are already proficient in Athletics, your proficiency bonus is doubled for any ability check you make that uses that skill. You can spend 2 sorcery points to cast *enhance ability* (Bull's Strength or Bear's Endurance only) as a 2nd-level spell, without expending a spell slot.

Nature Walker (Denev, Hrinruuk). If you are traveling alone in natural surroundings, you can move stealthily at a normal pace. You can spend 2 sorcery points to cast *pass without trace* without expending a spell slot.

Obscene Appetite (Gaurak, Kadum). You are immune to disease from anything you eat or drink and also to being poisoned by anything you ingest. You grow fangs and gain a bite attack that acts as a finesse weapon with which you have proficiency. The bite deals 1d6 piercing damage.

Phase Shifter (Gormoth, Mesos). You gain proficiency in the Acrobatics skill; if you are already proficient in Acrobatics, your proficiency bonus is doubled for any ability check you make that uses that skill. You can spend 2 sorcery points to cast *misty step* without expending a spell slot.

Psychic Savant (Golthain, Mesos). You learn the *message* cantrip, which does not count against your number of cantrips known. You can spend 2 sorcery points to cast *detect thoughts* without expending a spell slot.

Ruthless Hunter (Gaurak, Hrinruuk). You gain proficiency in the Survival skill; if you are already proficient in Survival, your proficiency bonus is doubled for any ability check you make that uses that skill. You can spend 1 sorcery point to cast *hunter's mark* as a 1st-level spell without expending a spell slot.

Shaper's Craft (Golthagga, Thulkas). You gain proficiency with one set of artisan's tools; if you are already proficient with those tools, your proficiency bonus is doubled for any ability check you make that uses those artisan's tools. You can spend 2 sorcery points to cast *magic weapon* as a 2nd-level spell without expending a spell slot.

Storm Child (Lethene). You have resistance to lightning and thunder damage. You can spend 2 sorcery points to cast *levitate* without expending a spell slot.

Toxin Adept (Chern, Mormo). You learn the *poison spray* cantrip, which does not count against your number of cantrips known. You can spend 2 sorcery points to cast *protection from poison* without expending a spell slot.

Unnatural Acuity (Golthain, Mormo). You gain proficiency in the Insight skill; if you are already proficient in Insight, your proficiency bonus is doubled for any ability check you make that uses that skill. You can spend 1 sorcery point to cast *comprehend languages* without expending a spell slot.

Viral Host (Chern, Gormoth). You are immune to disease. You can spend 2 sorcery points to cast *bleeding sickness* * as a 2nd-level spell without expending a spell slot.

Major Gift

At 14th level, you gain one of the following features of your choice, or you can take another Minor Gift. If you choose a Major Gift, it must share a titanic lineage (as indicated by the names in parentheses) with the Minor Gift you chose at 6th level.

Beast Master (Denev, Golthain, Mormo). You can spend 4 sorcery points to cast *dominate beast* as a 4th-level spell without expending a spell slot.

Crafter's Gift (Golthagga, Gormoth). You can spend 4 sorcery points to cast *fabricate* without expending a spell slot.

Dimensional Gate (Lethene, Mesos). You can spend 4 sorcery points to cast *dimension door* without expending a spell slot.

Earth's Cloak (Denev, Kadum, Thulkas). You can spend 4 sorcery points to cast *stoneskin* without expending a spell slot.

Fire Shroud (Golthagga, Mesos, Thulkas). You can spend 4 sorcery points to cast *fire shield* as a 4th-level spell without expending a spell slot.

Flame Architect (Golthagga, Thulkas). You can spend 4 sorcery points to cast *wall of fire* as a 4th-level spell without expending a spell slot.

Flesh-Shaper's Gift (Golthagga, Gormoth, Kadum). You can spend 4 sorcery points to cast *polymorph* without expending a spell slot.

Forceful Stomp (Denev, Kadum, Lethene). You can spend 4 sorcery points to cast *thunderwave* as a 4th-level spell without expending a spell slot.

Ghastly Appetite (Chern, Gaurak). You can spend 4 sorcery points to cast *vampiric touch* as a 4th-level spell without expending a spell slot.

Glacial Form (Gaurak). You can spend 4 sorcery points to cast *frostform* * without expending a spell slot.

Horrid Affliction (Chern, Hrinruuk, Mormo). You can spend 4 sorcery points to cast *blight* as a 4th-level spell without expending a spell slot.

Impose Vulnerability (Gormoth, Mesos, Mormo). You can spend 4 sorcery points to cast *inflict susceptibility* * as a 4th-level spell without expending a spell slot.

Mind Slayer (Golthain, Hrinruuk, Mesos). You can spend 4 sorcery points to cast *phantasmal killer* as a 4th-level spell without expending a spell slot.

Predator's Cloak (Gaurak, Hrinruuk, Mormo). You can spend 4 sorcery points to cast *greater invisibility* without expending a spell slot.

Sea Singer (Denev, Lethene). You can spend 4 sorcery points to cast *control water* without expending a spell slot.

Sensory Impulse (Golthain, Mesos). You can spend 4 sorcery points to cast *compulsion* without expending a spell slot.

Storm Caller (Denev, Lethene). You can spend 4 sorcery points to cast *call lightning* as a 4th-level spell without expending a spell slot.

Warp Vermin (Chern, Gormoth, Kadum). You can spend 4 sorcery points to cast *giant insect* without expending a spell slot.

Grand Gift

At 18th level, you gain one of the following features of your choice, or you can take another Minor Gift or Major Gift.

If you choose a Major Gift or a Grand Gift, it must share a titanic lineage (as indicated by the names in parentheses) with one of your Minor Gifts.

Aura of the Slayer (Kadum, Mormo): You can spend 5 sorcery points to cast *aura of death** without expending a spell slot.

Call the Voracious (Chern, Gaurak): You can spend 5 sorcery points to cast *insect plague* as a 5th-level spell without expending a spell slot.

Crucible of Mind (Golthain, Mesos): You can spend 5 sorcery points to cast *modify memory* as a 5th-level spell without expending a spell slot.

Grasp of the Predator (Hrinruuk): You can spend 5 sorcery points to cast *hold monster* as a 5th-level spell without expending a spell slot.

Hand of the Behemoth (Gaurak, Kadum): You can spend 5 sorcery points to cast *arcane hand* as a 5th-level spell without expending a spell slot.

Imbue the Semblance of Life (Denev, Golthagga): You can spend 5 sorcery points to cast *animate objects* as a 5th-level spell without expending a spell slot.

Impose the Dominant Will (Golthain): You can spend 5 sorcery points to cast *dominate person* as a 5th-level spell without expending a spell slot.

One with Nature (Denev, Hrinruuk): You can spend 5 sorcery points to cast *commune with nature* without expending a spell slot.

Scion of the Iron God (Thulkas): You can spend 5 sorcery points to cast *lavaform** without expending a spell slot.

Sphere of Power (Mesos, Mormo): You can spend 5 sorcery points to cast *circle of magic resistance* without expending a spell slot.

Storm of Smiting Flames (Lethene, Thulkas): You can spend 5 sorcery points to cast *flame strike* as a 5th-level spell without expending a spell slot.

Tempest of the Untamed (Gaurak, Lethene): You can spend 5 sorcery points to cast *ice storm* as a 5th-level spell without expending a spell slot.

Touch of the Shaper (Golthagga, Gormoth): You can spend 5 sorcery points to cast *creation* as a 5th-level spell without expending a spell slot.

Writhing Mists of Pestilence (Chern, Gormoth): You can spend 5 sorcery points to cast *cloudkill* as a 5th-level spell without expending a spell slot.

Warlock

Warlocks' patrons can be rather capricious fey monarchs like the Jack of Tears or even powerful undead rulers such as the Ghoul King of Huros, but also all manner of powerful outsiders and even stranger beings. Some witches and warlocks never know who their patrons are truly, while others know full well whom (or what) they serve. Because warlocks can get their power from such inscrutable, if not outright evil sources, they are usually regarded with deep suspicion.

There are exceptions, however. In some parts of Ghelspad, witches and warlocks are respected, such as in Albadia, where the Hellianns are treated as wisewomen. The wind-walkers of Ontenazu are time-honored within their culture, for they guide people through the dangerous (and otherwise impassable) canyons in the Kelders. Similarly, the Zaar spiritualists, widely accepted in Shelzar, find communion with old powers through willing possession, likening their practice to intercourse with a spirit.

Pact Boons

In addition to those found in the core rules and other official sources, you can choose either of the following pacts when you choose your Pact Boon at 3rd level.

Pact of Blood

Choose one Metamagic option that you can use from the list available to sorcerers. When you take a long rest, you may exchange this Metamagic option for another one from that list. The new Metamagic option remains available to you until you change it.

You have a number of blood points equal to half your warlock level, rounded up. You may use

these blood points to apply Metamagic to your spells as you cast them, just as a sorcerer uses sorcery points to do so. You regain all spent blood points when you finish a long rest.

Pact of the Sea

You learn the *dancing lights* and *mending* cantrips, which are warlock cantrips for you and do not count against your number of cantrips known. You also gain proficiency with vehicles (water) and navigator's tools.

In addition, you can use your action to magically assume the shape of an aquatic beast that you have seen before. This ability functions like the druid's Wild Shape class feature, except as follows.



WARLOCK LEVEL	MAX. CR	LIMITATIONS	EXAMPLE
3rd	1/4	Swim speed only	Quipper
6th	1/2	Swim speed only	Reef shark
10th	1	Must have swim speed	Giant octopus

Otherworldly Patrons

In the Scarred Lands, warlocks having the Archfey as a patron might be gaining powers from any number of ancient beings, whether native to Scarn or extraplanar, more often malevolent than benign. Beings of this sort include the Jack of Tears, Illkuthsra the Autumn King, and Queen Ran, but also various rulers of the Occult Planes, such as Vextious the Shadow Lord.

Warlocks across the Scarred Lands might also form pacts with the Fiend, including any powerful general or archfiend among daemons, demons, and devils who owe allegiance or fealty to Belsameth, Vangal, and Chardun, respectively. Some archfiends are independent of the gods, though, such as the great devil Zaamrathem, formerly a servant of Chardun, ever seeking to win the Great General's trust once again. Yet other fiends still serve the fallen titans or other eldritch, cosmic powers.

Warlocks of the Great Old One in the Scarred Lands are very rare. Those who do follow this patron tend to gain their powers from secretive, inscrutable beings that prefer to keep their true nature and identities hidden. It has been suggested by some that these strange beings may be related to the Ancients, known to some as slarecians.

Finally, other official sources provide new patrons that are highly suitable. Certain powerful undead beings certainly can act as Otherworldly Patrons: The Ghoul King on Termana certainly grants power to warlocks, for example, as does the Emperor Laeren, the great lich-sorcerer that dwells on the Plane of Dreams.

In addition to all those, warlocks in the Scarred Lands can choose the following new patron, the Genie Monarch.

The Genie Monarch

In the latter years of the Titanswar, the gods and their followers laid siege to the genies and imprisoned all of genie-kind, in an event known as the Great Sealing. Locked within their four great citadels upon the Fundamental Planes of the four elements, the genies fume and grumble, but they cannot leave unless summoned by a powerful spellcaster.

However, this does not mean that the most powerful among them, the four great princes of the genies, cannot still influence matters upon Scarn. A warlock may strike a pact with one of these ancient beings, and in doing so gain great power.

At 1st level, you choose one of the four Genie Monarchs as your otherworldly patron: the Dao Khan, the Djinni Caliph,

the Efreeti Sultan, or the Marid Padisha. This choice also affects other features you gain later.

PATRON MONARCH	ELEMENT	ELEMENTAL PLANE	CITADEL
Dao Khan	Earth	Deepest Sky	Wall of Winds
Djinni Caliph	Air	Vault of Earth	Citadel of Stone
Efreeti Sultan	Fire	Great Inferno	City of Brass
Marid Padisha	Water	Endless Deep	Castle of Currents

Expanded Spell Lists

Your Genie Monarch lets you choose from an expanded list of spells when you learn a warlock spell. Depending on which of the four you choose as your patron, the following spells are added to the warlock spell list for you.

DAO KHAN

SPELL LEVEL	SPELLS
1st	<i>create or destroy water, longstrider</i>
2nd	<i>spike growth, pass without trace</i>
3rd	<i>meld into stone, slow</i>
4th	<i>conjure minor elementals (earth only), stone shape</i>
5th	<i>conjure elemental (earth only), wall of stone</i>

DJINN CALIPH

SPELL LEVEL	SPELLS
1st	<i>fog cloud, thunderwave</i>
2nd	<i>gust of wind, levitate</i>
3rd	<i>call lightning, wind wall</i>
4th	<i>conjure minor elementals (air only), resilient sphere</i>
5th	<i>commune with nature, conjure elemental (air only)</i>

EFREETI SULTAN

SPELL LEVEL	SPELLS
1st	<i>burning hands, flash*</i>
2nd	<i>continual flame, flame blade</i>
3rd	<i>fireball, haste</i>
4th	<i>conjure minor elementals (fire only), wall of fire</i>
5th	<i>conjure elemental (fire only), seeming</i>

MARID PADISHA

SPELL LEVEL	SPELLS
1st	<i>create or destroy water, fog cloud</i>
2nd	<i>corrode metal*</i> , <i>protection from poison</i>
3rd	<i>water breathing, water walk</i>
4th	<i>conjure minor elementals (water only), control water</i>
5th	<i>cloudkill, conjure elemental (water only)</i>

Devious Glamour

Starting at 1st level, you learn the *minor illusion* cantrip. It does not count against your number of cantrips known.

Additionally, you can cast *disguise self* without expending a spell slot. Once you use this ability, you must finish a short or long rest before you can use it again.

Elemental Bond

At 6th level, you gain resistance to one type of energy based on your genie monarch, as shown on the table below.

PATRON MONARCH	DAMAGE RESISTANCE
Dao Khan	Acid
Djinni Caliph	Thunder
Efreeti Sultan	Fire
Marid Padisha	Cold

Elemental Ward

At 10th level, you can create a brief ward of elemental energy, tapping into your understanding of the Fundamental Planes. As a reaction, when an attacker that you can see hits you with an attack that deals acid, cold, fire, lightning, or thunder damage, you can use your reaction to halve the attack's damage against you. If the attack's damage type is the same as that of the damage resistance you gain from your Elemental Bond, then you take no damage.

Summon Genie

At 14th level, as a ritual, you can summon a genie appropriate to your Patron Monarch (dao, djinni, efreet, or marid). This feature otherwise functions as *conjure elemental*.

Your GM has the genie's statistics. It cannot cast *conjure elemental* or *plane shift*.

Once you use this ability, you must finish a long rest before you can use it again.

Eldritch Invocations

In addition to those from the core rules and other official sources, the following eldritch invocations are also available to warlocks of the Scarred Lands.

Beyond Nature

You can cast *pass without trace* (self only) once without using a warlock spell slot. You can't do so again until you finish a long rest.

Blood Knowledge

Prerequisite: Pact of Blood feature

You learn a second Metamagic option from the list available to sorcerers. When you take a long rest, you may exchange one or both of your Metamagic options for others from the list. The new Metamagic options remain available to you until you take another long rest and choose to change them.

Blood Sacrifice

Prerequisite: Pact of Blood feature

You can sacrifice your own vitality to recover blood points. As a bonus action, you take 1d6 damage and reduce your hit point maximum by a similar amount. You gain 1 blood point. This hit point reduction cannot be avoided and lasts until you finish a long rest.

Burning Blood

Prerequisite: Pact of Blood feature, *hellish rebuke spell*

When you take damage from a creature within 5 feet of you, you can use your reaction to cast *hellish rebuke* targeting that creature. You cast the spell as if you had used a warlock spell slot, but you don't actually use one. You can't use this invocation again until you finish a long rest.

Charm Beast

You can cast *animal friendship* as a 1st-level spell without using a warlock spell slot. You can't do so again until you finish a long rest.

Compel the Dead

Prerequisite: 5th level

You can cast *animate dead* once using a warlock spell slot. You can't do so again until you finish a long rest.

Conspire with Nature

You can cast *entangle* once using a warlock spell slot. You can't do so again until you finish a long rest.

Dark Ward

Prerequisite: 7th level

You can cast *wall of darkness** once using a warlock spell slot. You can't do so again until you finish a long rest.

Evil Eye

Prerequisite: 9th level

You can cast *dominate person* once using a warlock spell slot. You can't do so again until you finish a long rest.

Face of the Sun

You can cast *flash** at will, without expending a spell slot or material components.

Heaving Burst

You can cast *force blast** once using a warlock spell slot. You can't do so again until you finish a long rest.

Liberate Shade

Prerequisite: 7th level

You can cast *shadow traitor** once using a warlock spell slot. You can't do so again until you finish a long rest.

Miring Blast *Prerequisite:* eldritch blast cantrip

When you hit a creature with *eldritch blast*, its speed is reduced by half (round down to the nearest 5 feet) until the start of your next turn.

Moonwitch's Curse

Choose one humanoid that you can see within 60 feet of you. The target must succeed on a Wisdom saving throw or be affected as if by the *confusion* spell. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, this effect ends on the target.

Once you use this invocation, you must finish a long rest before you can use it again.

Nature's Minions

Prerequisite: 5th level

You can cast *animal spy** once as a 3rd-level spell without using a warlock spell slot. You can't do so again until you finish a long rest.

Sea Stride

Prerequisite: 5th level, Pact of the Sea feature

You can cast *water walk* once without using a warlock spell slot. You can't do so again until you finish a long rest.

Sense the Wild

Prerequisite: 7th level

You can cast *locate animals or plants* at will, without expending a spell slot or material components.

Ship's Bond

Prerequisite: Pact of the Sea feature

You may bond with a boat, ship, or other sea vessel using a special 1-hour ritual. You can be bonded to only one vessel at a time.

Once you have bonded with a vessel, you always know the precise location of that vessel as long as it is on the same plane. When you make any ability check related to your bonded vessel, your proficiency bonus is doubled if you are using a skill, tool, or vehicle with which you have proficiency.

In addition, the bonded vessel has 50 percent more hit points than a standard vessel of its type, and while you are on board, its speed is increased by half.

Summon Natural Allies

Prerequisite: 5th level

You can cast *conjure animals* once using a warlock spell slot. You can't do so again until you finish a long rest.

Toxic Blood

Prerequisite: Pact of Blood feature, poison spray cantrip

When you take damage from a creature within 5 feet of you, you can use your reaction to cast *poison spray* targeting that creature.

You can use this feature a number of times equal to your Constitution modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Unleash the Beast Within

Prerequisite: 7th level

You can cast *moonlight curse** once using a warlock spell slot. You can't do so again until you finish a long rest.

Wizard

Wizardry is as widely varied as the peoples of Ghelspad – from the daring experimenters of the Phylacteric Vault to the potion-grinders of Ontenanzu and the back-alley trinket shops of Shelzar, from shadowy lords of the Penumbra Pentagon to the high astrologers of the Convocation of the Wheel.

Some are dismissed as crackpots, while others are hailed for their wondrous creations and talents. Whatever their particular traditions, wizards are the inheritors of the arcanist's arts, passed down since the Epoch of Mesos.

Arcane Tradition

There are very few wizard colleges, conventions, or pedigrees in the Scarred Lands whose teachings cannot be captured using the various Arcane Traditions from the core rules. For example, the “Phylacteric chemists” of the Phylacteric Vault pursue the School of Transmutation, while the wizards of Hollowfaust and Glivid-Autel are predominantly necromancers and the Lorekeepers of Lokil tend to specialize in divination.

However, wizards of Ghelspad have the following Arcane Tradition options, in addition to those listed elsewhere: Battlemage and Ornamancer.

Battlemage

Trained in weaponry, mounted combat, and destructive arcane traditions, battlemages are potent spellcasters and warriors. They survey the field near and far, turning the tide with their martial prowess and the seemingly endless reach of their spells.

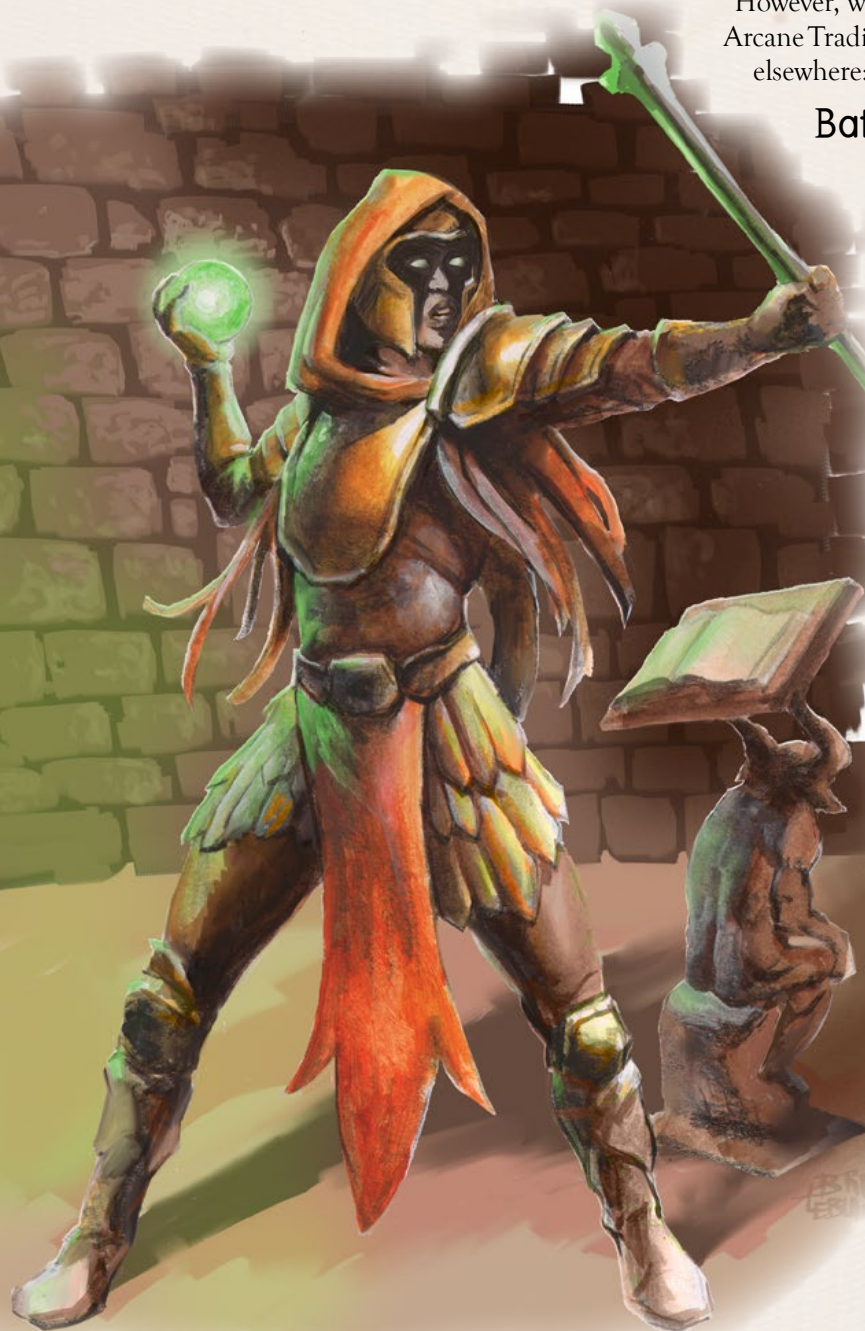
Perhaps the most famous battlemages are those trained at the Crucible of Mesos in Calastia, who are considered among the Black Dragon's military elite. However, battlemages are also known among the famed War Colleges of Darakeene and elsewhere.

Battlefield Training

When you adopt this tradition at 2nd level, you gain proficiency with light and medium armor and with one melee weapon of your choice. You also gain proficiency in the Animal Handling skill.

Battlemage's Fortitude

Also starting at 2nd level, you may apply your proficiency bonus on Constitution saving throws that you make to maintain your concentration on a spell when you take damage.



Battlefield Magic

Beginning at 6th level, you learn *counterspell*. In addition, you can create pockets of relative safety within the effects of your evocation spells. When you cast an evocation spell that affects other creatures you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

Battlemage's Reach

Starting at 10th level, when you cast a spell that has a range of 5 feet or greater, you can double its range. Alternately, if you cast a spell that has a range of touch, you can make the range of the spell 30 feet.

You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Overchannel

Starting at 14th level, you can increase the power of your simpler spells. When you cast a wizard spell of 1st through 5th level that deals damage, you can deal maximum damage with that spell.

The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a long rest, reduce your current hit points by 2d12 per level of the spell immediately after you cast it. Each time you use this feature again before finishing a long rest, the hit point reduction per spell level increases by 1d12.

Ornamancer

Using jewels and precious gemstones as arcane foci, ornamancers tap into these minerals' innate magical properties to produce wondrous effects. Their creations are instantly recognizable and renowned even in distant lands for their elegance and power.

The first ornamancers occurred among the ancient *asaatthi* of Ghelspad, and they remain most common among the serpentfolk, but today they can be found in various lands across Scarn.

Jeweler's Focus

When you adopt this tradition at 2nd level, you gain proficiency with jeweler's tools. You can use any gem or precious stone as your arcane focus.

Jewel Magic

If a spell normally requires material components with a cost (see Spellcasting, "Components" in the core rules) that are not consumed in casting, you can cast the spell using a gem in place of the usual material components. The gem you use must be worth at least as much as the materials to be replaced.

Additionally, when using a crystal or gem as an arcane focus, if casting a spell would normally consume materials having a cost, you can cast the spell using materials with only half the usual value.

Ornamantic Defense

Starting at 6th level, as long as you have a gem or piece of jewelry on your person, you can use your reaction to gain advantage on a saving throw against any spell that targets only you.

Support Matrix

At 10th level, as long as you have a gem on your person, you can maintain concentration on two spells at the same time. If you cast a third spell requiring concentration, you decide which of the former two spells ends. If you lose concentration due to taking damage, you lose concentration on both spells.

Crystallize Arcana

Starting at 14th level, you can use a gem to hold a spell for later use. You can duplicate a wizard spell of up to 5th level that you have prepared by casting it as a ritual, even if the spell is not normally a ritual spell. The spell is copied into the gem for later use, without expending the spell you have prepared. Only spells with a casting time of 1 action and a range of self or touch can be stored in this way. The gem must have a value of at least 100 gp for every spell level of the spell to be stored in it.

Once a spell is stored, it can be cast as an action by any creature you choose that holds the gem, as long as the creature has at least one free hand or similar appendage and an Intelligence score of 8 or higher. The creature gains the benefit of the spell as you would if you had cast it using a spell slot of the spell's level. The spell does not require concentration and lasts for the full length of its duration when cast in this way.

You can have only one spell stored in this way at a time. Once you use this ability, you can't use it again until you finish a short or long rest.

Prestige Classes

Prestige classes provide an optional set of content for your game, allowing players to develop very specialized characters along a particular path not available to the standard classes. In many ways, gaining levels in a prestige class is just like standard multiclassing. Actually, taking prestige class levels is multiclassing, except that the prerequisites for gaining access to prestige classes are stricter and include at least one “soft” roleplaying or story-based prerequisite.

Prestige classes are highly specialized classes with a particular suite of features and abilities suited to one particular role within the game setting.

Multiclassing: Prestige Classes

Gaining levels in a prestige class is just like gaining levels in a new class via multiclassing, except in the following ways.

Prerequisites

You must meet the usual prerequisites for your current class(es), as well as any indicated for the prestige class you aspire to advance in. Prestige class prerequisites are generally much more stringent than those for standard classes, and they sometimes require you to have certain proficiencies or class features as well.

All prestige classes also have a minimum character level requirement, which varies from one class to the next. In each case, you must meet the level requirement prior to taking your first level in the prestige class. For example, the banneret prestige class requires you to be a 5th-level character before you can gain levels in that class, meaning you may take banneret levels only upon reaching 6th level or higher.

In addition, there is usually a story-based aspect to prestige class prerequisites as well, so you require your GM's approval and cooperation to achieve all of them.

Proficiencies

Not all prestige classes grant proficiencies. For those that do, you gain the proficiencies upon attaining 1st level in the prestige class.

Adamant Champion

Among Corean's knights and clerics, there have always been an elite few who stand above the rest. They are the elect, the Adamant Champions of Corean's church. Each is gifted with the knowledge to forge a sacred sword by their own hands, as their god forged his own mighty blade. Each wields his or her sword in honor and valor, for the glory of the Defender and all the mortal peoples of the Scarred Lands.

The revered adamant champions include some of the mightiest knights of the age – Saint Barconius, the Mithril Knight;

Lady Daelia of the Gascar Peaks, the famous commander of the silver knights; Faris Al'ruk of Shelzar, Champion of the Order of Iron; and others of similar repute – each a shining paragon of his or her order's tenets.

Prerequisites

To gain levels as an adamant champion, you must meet the following requirements (in addition to the multiclassing prerequisites for any classes you have):

- **Strength 13, Wisdom 13, and Charisma 13.** Adamant champions must be strong, wise, and pure of purpose.
- **Proficiency in smith's tools.** As Corean is a smith, so too are his champions.
- **Channel Divinity feature.** You must have the Channel Divinity class feature to gain levels as an adamant champion.
- **Character level 11th.** You must already be an 11th-level character before you can gain adamant champion levels.
- **Worship Corean.** You must be a worshiper of the Champion to be eligible for this class.
- **Visitation by Permenthes.** You must be visited by the Herald of Corean, first of the magical creatures known as Coreanic steeds, Permenthes. As Corean's voice, his herald must welcome you as an adamant champion, and he may send you on quests at every level to meet and study under a paragon of the appropriate order (gold, iron, mithril, or silver, as appropriate).

Class Features

As an adamant champion, you gain the following class features.

Hit Points

Hit Dice: 1d10 per adamant champion level

Hit Points per Level: 1d10 (or 6) + your Constitution modifier per adamant champion level

Proficiencies

Weapons: Longsword

Equipment

The adamant champion prestige class grants you a special sword at 1st level (see below).

Champion's Sword

At 1st level, you forge a magic longsword from a special metal (usually a piece of mithril from the legendary Mithril

THE ADAMANT CHAMPION

LEVEL	FEATURES	SPELL SLOTS PER SPELL LEVEL	
		1st	2nd
1st	Champion's Sword	—	—
2nd	Iron Blessing, Spellcasting	2	—
3rd	Silver Blessing	3	—
4th	Gold Blessing	3	—
5th	Mithril Blessing	4	2



Golem, though other materials have been used). You have a +1 bonus to attack and damage rolls made with this weapon, and you can use it as a holy symbol.

At 2nd level, your sword knows your hand and returns to it willingly. You can't be disarmed of the weapon unless you are incapacitated. If it is on the same plane of existence, you can summon your sword as a bonus action on your turn, causing it to teleport instantly to your hand.

At 3rd level, your sword is considered adamantite and silver.

At 4th level, you can use a bonus action to cause flames to erupt from the blade of your sword. These flames shed bright light in a 20-foot radius and dim light for an additional 20 feet. While the sword is ablaze, it deals an extra 1d8 fire damage to any target it hits. The flames last until you use a bonus action to speak the command word again or until you drop or sheathe the sword.

At 5th level, your bonus to attack and damage rolls made with your champion's sword increases to +2. Further, you can use an action to expend a use of your Channel Divinity and imbue the sword with positive energy. For 1 minute, you add your Charisma modifier to attack rolls made with the sword (minimum bonus of +1), and it deals an extra 1d8 radiant damage to any creature you hit with it (2d8 to fiends, titanspawn, and undead).

Iron Blessing

At 2nd level, Corean's blessing grants you the gift of skill at any craft. Your proficiency bonus is doubled if you are using a tool with which you have proficiency.

Spellcasting

Also at 2nd level, you have learned to draw on divine magic through meditation and prayer to cast spells as a paladin does.

Preparing and Casting Spells. The Adamant Champion table shows how many spell slots you have to cast your spells. To cast one of your paladin spells of 1st level or higher, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of paladin spells that are available for you to cast, choosing from the paladin spell list. When you do so, choose a number of paladin spells equal to your Charisma modifier + half your adamant champion level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

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For example, if you are a 5th-level adamant champion, you have four 1st-level and two 2nd-level spell slots. With a Charisma of 14, your list of prepared spells can include four spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell *cure wounds*, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of paladin spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability. Charisma is your spellcasting ability for your paladin spells, since their power derives from the strength of your convictions. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a paladin spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

Spellcasting Focus. You can use a holy symbol or your Champion's Sword as a spellcasting focus for your paladin spells.

Multiclassing. You add half of your levels in the adamant champion class when determining your total spell slots.

Silver Blessing

Starting at 3rd level, you have advantage on saving throws made against the attacks or spells of elementals, fey, fiends, or titanspawn.

Gold Blessing

At 4th level, you can add your Charisma modifier to any magical healing that occurs within 30 feet of you.

Mithril Blessing

Starting at 5th level, when you hold your champion's sword, it creates an aura in a 10-foot radius around you. You and all creatures friendly to you in the aura have advantage on saving throws against spells and other magical effects.

Banneret

The banneret is the model of the mounted, ennobled warrior, sharing a rare connection with his loyal steed. A banneret may be known by various names and titles in different places and among diverse cultures, whether he is one of the Horsemen of Vangal upon the Plains of Lede; a Knight of the Silver Heart, guarding the Urian shores upon a flying harrier; or a Dragon Knight of Calastia, astride his black-scaled mock dragon.

Prerequisites

To gain levels as a banneret, you must meet the following requirements (in addition to the multiclassing prerequisites for any classes you have):

- **Strength 13 and Wisdom 13.** Bannerets must be hale and intuitive.
- **Proficiency in the Animal Handling skill.** A banneret is a skilled rider and animal handler.
- **Proficiency in medium armor.** A banneret must be used to riding while encumbered.
- **Character level 5th.** You must already be a 5th-level character before you can gain banneret levels.
- **Be knighted by a ruler, noble, or a knight commander.** You must swear an oath of fealty and service to the knight commander, lord, lady, king, or queen who bestows knighthood upon you. Thereafter, you must be ready to serve and protect your liege at need, and any followers of yours might be required to serve your liege occasionally as well.

THE BANNERET

LEVEL	FEATURES
1st	Mount, Mounted Expertise
2nd	Mounted Combat Mastery

Class Features

As a banneret, you gain the following class features.

Hit Points

Hit Dice: 1d10 per banneret level

Hit Points per Level: 1d10 (or 6) + your Constitution modifier per banneret level

Proficiencies

Armor: Heavy armor, shields

Weapons: Lance

Equipment

The banneret prestige class grants you a special mount at 1st level (see below).

Mount

At 1st level, you gain a mount that accompanies you on your adventures and is trained to act as your mount in battle. Choose a beast or monstrosity that is one size larger than you and that has a challenge rating of 1/2 or less. The creature must have an Intelligence of 7 or less and be able to be domesticated as a mount (at your GM's discretion).

When you reach 2nd level as a banneret, you can bond with a mount that is one or two sizes larger than you and that has a challenge rating of 2 or less.



Add your proficiency bonus to the mount's AC, attack rolls, and damage rolls, as well as to any saving throws and skills in which it has proficiency. Its hit point maximum is equal to its usual maximum plus an extra 5 hit points per banneret level you have attained.

The mount obeys your commands to the best of its ability. It takes its turn on your initiative, although it doesn't take an action unless you command it to. On your turn, you can verbally command your mount where to move (no action required by you), and you can use your action to command it to take the Attack, Dash, Disengage, Dodge, or Help action. Your command is verbal if you are not currently mounted, but need not be verbal if you are mounted on the creature.

If you have the Extra Attack feature, you can make one weapon attack yourself when you command the mount to take the Attack action. (If you can make three attacks using the Extra Attack feature, then you can make two weapon

attacks yourself when you command your companion to take the Attack action.)

If your mount dies, you can obtain another one by spending 8 hours bonding with another eligible creature that isn't hostile to you.

A banneret who gains a special mount through some other means, such as a paladin who uses the *find steed* spell, can apply the benefits of this class feature to that mount.

Mounted Expertise

You have advantage on Wisdom (Animal Handling) checks to calm, control, or direct any domesticated beast or monstrosity. Mounting or dismounting costs you only 5 feet of movement, rather than half your speed.

Mounted Combat Mastery

Starting at 2nd level, while mounted, you have advantage on melee attack rolls against any creature that is smaller than your mount. When you are mounted and your mount moves at least 10 feet, if you hit a creature with your lance, you deal one additional die of damage to that creature.

Incarcate

As the current reincarnation of an old soul, an Incarnate is able to bring the combined memories of numerous previous lives to bear in an effort to maintain balance in the world. An Incarnate's oneness with nature is akin to that of a druid, but rather than assuming the forms of beasts alone, Incarnates take on the forms they once possessed in their prior lives.

As far as anyone knows, Incarnates have always existed on Scarn. Each time an Incarnate dies, she is reincarnated as a new being of similar alignment. Incarnates gradually remember portions of these past lives, however, and thus have access to the wisdom of ages, of countless lives in service to their mistress, the Earth Mother. More than this, however, they are beings who have always been this way, since the first mortal creatures walked, slithered, or swam upon Scarn.

Prerequisites

To gain levels as an Incarnate, you must meet the following requirements (in addition to the multiclassing prerequisites for any classes you have):

THE INCARNATE

LEVEL	FEATURES	CANTRIPS KNOWN	SPELL SLOTS PER SPELL LEVEL	
			1st	2nd
1st	Cantrips, Druidic, Past Lives	1	–	–
2nd	Spellcasting, Wild Incarnation	1	2	–
3rd	Wild Incarnation	1	3	–
4th	Wild Incarnation	2	3	–
5th	Wild Incarnation	2	4	2

- **Constitution 13 and Wisdom 15.** An Incarnate must be hardy, but also exceptionally perceptive and introspective.

- **Proficiency in the Nature skill.** An Incarnate must be attuned with nature.

- **Character level 7th.** You must already be a 7th-level character before you can gain Incarnate levels.

- **Neutral alignment.** At least one aspect of your alignment must be neutral if you wish to take levels in this class.

- **Worship Denev.** You must be a worshiper of the Earth Mother to be eligible for this class.

- **Vision of Past Lives.** The would-be Incarnate must rediscover an “incarnate soul,” usually though very intense and realistic dreams of past lives. Many Incarnates arise from druids of Denev who (re) discover this potential within themselves; others come from the ranks of those who were troubled by visions of the past and then sought out Denev’s druids to help them awaken their potential.



Class Features

As an Incarnate, you gain the following class features.

Hit Points

Hit Dice: 1d8 per Incarnate level

Hit Points per Level: 1d8 (or 5) + your Constitution modifier per Incarnate level

Proficiencies

Armor: Light armor, shields (Incarnates will not wear armor or use shields made of metal)

Tools: Herbalism kit

Cantrips

At 1st level, you know one cantrip of your choice from the druid spell list. You learn additional druid cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Incarnate table.

Druidic

At 1st level, you begin to recover your memories of a past life as a druid. You know Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

Past Lives

Also at 1st level, choose any two skills. You gain proficiency in both.

Spellcasting

At 2nd level, you regain some of the druidic spellcasting ability of your past lives.

Preparing and Casting Spells. The Incarnate table shows how many spell slots you have to cast your spells of 1st and 2nd level. To cast one of these druid spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of druid spells that are available for you to cast, choosing from the druid spell list. When you do so, choose a number of druid spells equal to your Wisdom modifier + your Incarnate level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 5th-level Incarnate, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 16, your list of prepared spells can include eight spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell *cure wounds*, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can also change your list of prepared spells when you finish a long rest. Preparing a new list of druid spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability. Wisdom is your spellcasting ability for your druid spells, since your magic draws upon your devotion and attunement to nature. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a druid spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Ritual Casting. You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Focus. You can use a druidic focus (see Equipment) as a spellcasting focus for your druid spells.

Multiclassing. You add all of your levels in the Incarnate class when determining your total spell slots.

Wild Incarnation

Starting at 2nd level, and then again at each level thereafter, you gain one wild incarnation form. Choose a creature as dictated by your Incarnate level, as shown in the Incarnate Forms table. You can use your action to magically assume the shape of that creature or any other wild incarnation you know. You can use this feature at will.

At 2nd level, for example, your past life form can be any beast that has a challenge rating of 1 or lower and that is Small, Medium, or Large, such as an octopus or a lion.

You can stay in any wild incarnation form you know indefinitely. As an action, you can revert to your normal Incarnate form on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

INCARNATE FORMS

INCARNATE LEVEL	MAX. CR	TYPE	SIZE
2nd	1	Beast	Small to Large
3rd	2	Beast or humanoid	Small to Large
4th	4	Beast, fey, or humanoid	Tiny to Large
5th	6	Beast, fey, humanoid, or monstrosity	Tiny to Huge

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of your wild incarnation form, except you retain your hit points and Hit Dice, alignment, personality, and your Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of your wild incarnation form. If your wild incarnation form has the same proficiency as you and the bonus in its stat block is higher than yours, use its bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.
- You can cast any innate spells of your wild incarnation form, but you can't cast your own spells. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as *call lightning*, that you've already cast.
- You retain the benefit of any features from your class, race, or other source and can use them if your wild incarnation form is physically capable of doing so. Your ability to speak or take any action that requires hands is limited to the capabilities of your current form. However, you can't use any of your special senses, such as darkvision, unless your wild incarnation form also has that sense.
- You choose whether your equipment falls to the ground in your space, merges into your wild incarnation form, or is worn by it. Worn equipment functions as normal, but the GM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match your wild incarnation form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

Rune Caster

Although Burok Torn and other dwarven strongholds boast clerics and wizards, the dwarves consider the highest form of magic to be the power of runes, which transcends classes. Rune casters are highly respected among the dwarves, but much is demanded of them as well. Some rune casters practice their trade outside of Burok Torn, but they guard their secrets jealously, and rarely if ever share them with outsiders.

Rune casters apply their legendary affinity for crafting to the mysteries of both arcane and divine energies. These

intensely focused spellcasters learn how to solidify the energy of a spell into a tangible object, saving it for later release or, in cases of dire necessity, shatter them to produce devastating explosions.

Prerequisites

To gain levels as a rune caster, you must meet the following requirements (in addition to the multiclassing prerequisites for any classes you have):

- **Intelligence 15, Wisdom 15, or Charisma 15.** Whatever their spellcasting background, rune casters must have a strong aptitude for magic.
- **Constitution 13.** Rune casters must be hardy enough to withstand rigorous training.
- **Proficiency in the Arcana or Religion skill.** A rune caster must have some understanding of arcane or theological lore to master the runic arts.
- **Proficiency in artisan's tools.** You must be able to work in stone, wood, or some other appropriate material to inscribe your runes.
- **Spellcasting class feature.** To become a rune caster, you must have at least some competence in the magical arts.
- **Character level 7th.** You must already be a 7th-level character before you can gain rune caster levels.
- **Find a Mentor.** In order to gain levels as a rune caster, you must find a mentor willing to teach you this art. Most rune casters are dwarves, and all of them are notoriously stubborn and secretive. You will need to undertake some service or series of tasks to prove your worth and trustworthiness to your prospective mentor.

Class Features

As a rune caster, you gain the following class features.

Hit Points

Hit Dice: 1d8 per rune caster level

Hit Points per Level: 1d8 (or 5) + your Constitution modifier per rune caster level

Equipment

The rune caster prestige class provides you a spellbook at no charge, if you don't already have one.

Rune Magic

At 1st level, you can inscribe a spell you know as a rune or sigil onto an object or surface. If you choose a surface, the rune can cover an area of the surface no larger than 5 feet square. If you choose an object, the object must be no

THE RUNE CASTER

LEVEL	FEATURES	CANTRIPS KNOWN	SPELLS KNOWN	SPELL SLOTS PER SPELL LEVEL			INSCRIBED RUNES	MAX RUNE LEVEL
				1st	2nd	3rd		
1st	Rune Magic, Spellcasting	1	2	2	–	–	2	1st
2nd	Runestore	1	3	3	–	–	3	2nd
3rd	Rune Adept	2	4	4	2	–	3	3rd
4th	Runeshatter	2	5	4	3	–	4	4th
5th	Rune Master	3	6	4	3	2	4	5th

smaller than a cup or flask and no larger than a lute or backpack, and it must be made of a material you can etch upon using your artisan's tools.

To inscribe the rune, you must cast the spell as a ritual (even if it is not normally a ritual spell). The spell being stored has no immediate effect when cast in this way. Once inscribed with a spell, the rune remains in place, but inert, until the rune is triggered or dispelled.

The rune is nearly invisible and requires a successful Intelligence (Investigation) check against your spell save DC to be found. Once the rune spell is triggered, the rune or sigil remains etched in the surface, but the magical energy within dissipates and cannot be used again. If the spell requires concentration, it lasts until the end of its full duration.

A rune spell is used in one of two ways: as a *helpful rune* or a *trap rune*.

Helpful Rune: The inscribed spell must target one or more creatures. Choose a creature other than yourself when you create the rune. That creature can use an action to trigger the rune by touching it or speaking its name aloud. In either case, the creature must be within 10 feet of the rune, whether it is inscribed on an object or a surface.

When the rune is triggered, the stored spell is cast, targeting the creature that triggered the rune. If the spell targets multiple creatures, the creature that triggered the rune may decide what other creatures within range are targeted.

Trap Rune: The inscribed spell must target a single creature or an area. When the rune is triggered, the stored spell is cast. If the spell has a target, it targets the creature that triggered the rune. If the spell affects an area, the area is centered on that creature. If the spell summons hostile creatures or creates harmful objects or traps, they appear as close as possible to the rune and attack the creature that triggered it.

You decide what triggers the rune when you cast the spell. For runes inscribed on a surface, the most typical triggers include touching or standing on the rune, removing another object covering the rune, approaching within a certain distance of the rune, or manipulating the surface on which



the rune is inscribed. For runes inscribed upon an object, the most common triggers include grasping, opening, or lifting that object, approaching within a certain distance of the object, or seeing or reading the rune.

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 charduni), or alignment. You can also set conditions for creatures that don't trigger the rune, such as those who say a certain password.

Inscribed Runes. The Rune Caster table shows the number of times you can inscribe a spell as a rune. At 1st level, you can use this feature twice. You regain all expended uses of it when you finish a long rest.

Maximum Rune Level. The Rune Caster table shows the maximum level of spell slot you may inscribe within a rune.

Spellcasting

As a student of the oldest form of written magic, you have a spellbook containing the spells you know.

Cantrips. At 1st level, you know one cantrip of your choice from the cleric, sorcerer, or wizard spell lists. You learn additional cleric, sorcerer, or wizard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Rune Caster table.

Spellbook. At 1st level, you have a spellbook containing two 1st-level spells of your choice from the cleric, sorcerer, or wizard spell lists. Your spellbook is the repository of the spells you know, except your cantrips, which are fixed in your mind.

Spell Slots. The Rune Caster table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *burning hands* and have a 1st-level and a 2nd-level spell slot available, you can cast *burning hands* using either slot.

Spells Known of 1st Level and Higher. The Spells Known column of the Rune Caster table shows when you learn more cleric, sorcerer, or wizard spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the cleric, sorcerer, or wizard spells you know and replace it with another spell from the cleric, sorcerer, or wizard spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability. Choose Intelligence, Wisdom, or Charisma. That attribute is always your spellcasting ability

for your rune caster spells. You use that attribute whenever a spell refers to your spellcasting ability. You also use it when setting the saving throw DC for a rune caster spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your chosen spellcasting ability modifier

Spell attack modifier = your proficiency bonus + your chosen spellcasting ability modifier

Ritual Casting. You can cast a rune caster spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

Multiclassing. You add all of your levels in the rune caster class when determining your total spell slots.

Runestore

At 2nd level, you can "runestore" a spell. You cast the spell as a ritual (even if it is not normally a ritual spell). The spell does not have its usual effect when cast in this way. Instead, the runestored spell appears as a glowing, immaterial rune floating near you, giving off dim light in a 5-foot radius. It may be targeted normally with *dispel magic* spells and similar effects. The runestored spell lasts until you finish your next long rest or you fall unconscious.

While your runestored spell lasts, you may trigger it as a reaction, at which time it takes effect normally as if you had just cast it. You determine targets and other variable aspects of the spell when you trigger it.

A runestored spell counts as an inscribed rune.

Runic Ward

Starting at 3rd level, while you have at least one runestored spell, you gain a +1 bonus to AC.

Further, as a reaction when you are hit by an attack, you may sacrifice a runestored spell to take half damage from that attack. The runestored spell dissipates with no other effect when sacrificed in this way.

Runeshatter

At 4th level, you can use an action to cause two of your runestored spells to collide, releasing a blast of arcane energy. Each creature within a 30-foot radius originating from you must make a Dexterity saving throw. On a failed save, a creature takes 1d6 force damage for each level of spell slots stored in the colliding runes. On a successful save, the creature takes half damage.

You can bend the magical energies to avoid one or more creatures within range. Choose a number of creatures equal to your chosen spellcasting ability (minimum 1 creature). The chosen creatures automatically succeed on their saving throws against the Runeshatter, and they take no damage if they would normally take half damage on a successful save.

Rune Master

Starting at 5th level, while you have at least one runestored spell, you have advantage on saving throws against spells and magical effects.

Spellbow

Although the first spellbows were elves, archers of any race may follow this path. On Ghelspad, some devotees of this discipline are clerics or rangers who worship Tanil the Huntress, while others are militant mages or spell-using warriors with little or no ranger training prior to learning the way of the spellbow. Among the Ganjus elves in

particular, spellcasters of virtually any stripe might take levels in this class.

A spellbow combines skill at archery with skill at magic. Capable of imbuing magical effects into her arrows, a spellbow is a dangerous adversary.

Prerequisites

To gain levels as a spellbow, you must meet the following requirements (in addition to the multiclassing prerequisites for any classes you have):

- **Dexterity 13 and Wisdom 13.** Spellbows must have good hand-eye coordination and keen perception.
- **Proficiency with the longbow.** A spellbow must be a skilled archer.
- **Spellcasting class feature.** To become a spellbow, you must be able to cast spells.

- **Character level 5th.** You must already be a 5th-level character before you can gain spellbow levels.

- **Archery Expertise.** To be trained as a spellbow, you must first earn the regard of an experienced spellbow willing to teach you. Perhaps you gain repute by competing in and winning a noteworthy archery competition, or you become known for your skill in battle. Whatever your path, you must draw attention to yourself as both an archer and a spellcaster, and then you must submit to a teacher willing to take you on as a pupil.

Class Features

As a spellbow, you gain the following class features.

Hit Points

Hit Dice: 1d10 per spellbow level

Hit Points per Level: 1d10 (or 6) + your Constitution modifier per spellbow level

Proficiencies

Skills: Choose any one of Arcana, Nature, or Survival

Spellcasting

At 1st level, you learn to cast ranger spells through your training in the traditional ways of the spellbow.

Spell Slots. The Spellbow table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells,



THE SPELLBOW

LEVEL	FEATURES	SPELLS KNOWN	SPELL SLOTS PER SPELL LEVEL	
			1st	2nd
1st	Spellcasting, Summon Arrows	2	2	–
2nd	Magic Arrows	3	3	–
3rd	Imbue Arrow	3	3	–
4th	Energy Arrows	4	4	2

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

For example, if you know the 1st-level spell *hunter's mark* and have a 1st-level and a 2nd-level spell slot available, you can cast *hunter's mark* using either slot.

Spells Known of 1st Level and Higher. You know two 1st-level spells of your choice from the ranger spell list. The Spells Known column of the Spellbow table shows when you learn more ranger spells of your choice.

When you reach 4th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the ranger spells you know and replace it with another spell from the ranger spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability. Wisdom is your spellcasting ability for your ranger spells, since your magic draws on your attunement to nature. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a ranger spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Multiclassing. You add half of your levels in the spellbow class when determining your total spell slots.

Summon Arrows

Also at 1st level, as a bonus action, you can conjure up to three nonmagical arrows (or other ammunition). The conjured ammunition lasts for 1 round and then disappears.

Once you reach 3rd level, you no longer need to use a bonus action to summon ammunition. Whenever you draw your bow (or load your crossbow), a nonmagical arrow or bolt appears on the string, ready to fire.

Magic Arrows

Upon reaching 2nd level, nonmagical ammunition you fire is considered to be magical.

Imbue Arrow

Also starting at 3rd level, you can place a spell into a piece of ammunition and then fire it, causing the spell to be released upon impact. To be imbued, a spell must be 1st level or higher, but no higher than 4th level. It must have a casting time of 1 action and must affect an area or have a range of touch. If the spell requires concentration, you must still maintain concentration on it as usual.

As an action, you make a ranged weapon attack, expending an appropriate spell slot and casting the desired spell as part of the same action. If you target an empty space, you need not make an attack roll; the spell takes effect from that square as if you had cast the spell targeting that location. If you target a creature, you must make a ranged attack roll with your bow. (If the spell normally requires a spell attack roll, you use your weapon attack roll instead.) If you hit, the creature takes damage as normal, and then the spell takes effect, centered on the target. If the spell affects an area, it spreads outward from the target, affecting all eligible creatures within its area. If the spell normally extends outward from a point, then you choose a point within the target's space.

If the arrow misses, the spell is lost.

Energy Arrows

At 4th level, you learn to infuse your ranged attacks with harmful elemental energy. Choose one of the following damage types: acid, cold, fire, lightning, or thunder. When you hit a creature with a ranged weapon attack using a bow or crossbow, you can cause the attack to deal an extra 1d6 energy damage of that type to the target.

When you complete a short or long rest, you can choose a new energy type. Your bow attacks deal damage of that type until you choose a new type.

Tattoo Adept

Loremasters claim that the practice of ritual tattooing among the ancestors of the dark elves arose to enforce law and stability in their rigid caste system, marking people as belonging to one caste or another. Beginning with the forefathers of the drendali, the practice of tattoo magic spread to elven wizards all over Ghelspad, who were drawn as much by the arcane power such markings hold as by their beauty.

From the elves, the Albadians learned the ways of tattoo magic. It is uncertain when and by what means the tattoo adepts of the orcs learned their skills, but tattoos are a long and well-honored tradition among their people as well. Today, though, members of all major cultures can be found wearing tattoos and using tattoo magic.

Prerequisites

To gain levels as a tattoo adept, you must meet the following requirements (in addition to the multiclassing prerequisites for any classes you have):

- **Dexterity 13.** Tattoo adepts must have nimble hands.
- **Intelligence 13 or Charisma 13.** Tattoo adepts must have an aptitude for arcane magic.
- **Proficiency in the Arcana skill.** A tattoo adept must be knowledgeable regarding arcane lore.
- **Proficiency with tattooist's supplies.** A tattoo adept must be skilled in the tattooist's art.
- **Spellcasting class feature (bard, sorcerer, warlock, or wizard).** To become a tattoo adept, you must have the ability to cast spells from the bard, sorcerer, warlock, or wizard spell list.
- **Character level 5th.** You must already be a 5th-level character before you can gain tattoo adept levels.

- **Tattoo Artist Notoriety.** In order to be accepted as a pupil by an established tattoo adept, you must have demonstrated that you are a skilled magician and tattoo artist in your own right. You must maintain a tattoo parlor for a period of at least one year, and you must have produced exceptional tattoos, at least one of them magical, for a handful of noteworthy individuals who can spread the word of your talent.



THE TATTOO ADEPT

LEVEL	FEATURES	CANTRIPS KNOWN	SPELLS KNOWN	1ST LEVEL SPELL SLOTS
1st	Dancing Ink, Spellcasting, Tattoo Focus	1	2	2
2nd	Quick Ink, Tattoo Mastery	1	3	3

Class Features

As a tattoo adept, you gain the following class features.

Hit Points

Hit Dice: 1d6 per tattoo adept level

Hit Points per Level: 1d6 (or 6) + your Constitution modifier per tattoo adept level

Dancing Ink

At 1st level, you learn how to store magical energy in a tattoo to be released at a later time. At the end of a long rest, you may store any spell you know within a nonmagical tattoo on your person. To do so, you must expend a spell slot of a sufficient level to cast the spell. The stored spell can be no higher than one spell level below the highest you can cast (minimum 1st level), and no higher than 5th level in any case.

You can have only one spell stored in this way at a time. You can cast the stored spell a number of times equal to your Intelligence or Charisma modifier, at its usual level, without expending any spell slots. Once you have done so, your Dancing Ink tattoo fades away.

Spellcasting

The following rules apply to your spellcasting.

Cantrips. At 1st level, you know one cantrip of your choice from the wizard spell list.

Spell Slots. The Tattoo Adept table shows how many spell slots you have to cast your 1st-level spells. To cast one of these spells, you must expend a slot of the spell's level (or higher). You regain all expended spell slots when you finish a long rest.

Spells Known of 1st Level. You know two 1st-level spells of your choice from the wizard spell list. You gain a third 1st-level spell when you reach 2nd level.

Spellcasting Ability. Choose Intelligence or Charisma. That attribute is always your spellcasting ability for your tattoo adept spells. You use that attribute whenever a spell refers to your spellcasting ability. You also use it when setting the saving throw DC for a tattoo adept spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your chosen spellcasting ability modifier

Spell attack modifier = your proficiency bonus + your chosen spellcasting ability modifier

Multiclassing. You add all of your levels in the tattoo adept class when determining your total spell slots.

Tattoo Focus

Also at 1st level, you can use your tattoos as a spellcasting focus to cast arcane spells.

Quick Ink

At 2nd level, you can inscribe a Dancing Ink spell at the end of a short or long rest.

Tattoo Mastery

Also starting at 2nd level, your proficiency bonus is doubled when you make an ability check that uses tattooist's supplies. When you create magic tattoos (see Chapter 7), you require only half the usual downtime.

Finally, when you activate a one of your Dancing Ink tattoos or another magic tattoo that normally grants you some bonus or benefit for a duration, you can grant the effects to one willing creature you touch instead of yourself. You can't transfer the ability to cast a spell (like from *mark of the Earth Mother*) or any permanent benefit (such as that from an *eye of night sigil*).



chapter four: Backgrounds & Feats

This chapter contains backgrounds helpful for fleshing out your character's personality and story prior to adventuring, as well as optional feats you can gain over time as you level up.

Backgrounds

Backgrounds provide a means of describing your character in greater detail, allowing a degree of personal history and social context outside of numbers and statistics. A background is a flexible tool for describing your character and providing story seeds for your GM's campaign.

Social and Regional Backgrounds

The backgrounds in the 5th Edition core rules and other supplements are a solid foundation for giving your character emotional and narrative depth, and all of them are appropriate to a Scarred Lands campaign. This section provides some additional tools to allow more flexibility in your character's background. This flexibility comes in the way of two distinct groups of backgrounds: *social backgrounds* and *regional backgrounds*.

Social backgrounds describe the social class or caste from which your character emerged as an adventurer. These backgrounds are more universally themed and applicable across borders, nations, and races.

Regional backgrounds establish the geographic areas that help to define your character's backstory. These backgrounds are rooted in characters' physical surroundings during their upbringing and formative years.

Partial Backgrounds

Social and regional backgrounds can be thought of as "partial" or "half" backgrounds when compared to those provided in the core rules.

Suggested Characteristics

The various personality traits, bonds, ideals, and flaws listed in the core rules should be used in conjunction with the social and regional backgrounds provided here. Choose a background from the core rules that closely aligns with one or both of the backgrounds you select from this book, and then select your traits, bonds, ideals, and flaws from that core background.

For example, if you select the Cultist social background here, you might choose your characteristics from among those offered in the Acolyte background from the core rules

To use these alternate backgrounds, choose one social and one regional background for your character. Most of these partial backgrounds ask you to choose from two or more skill proficiencies. Similarly, they give you the option of choosing between tool proficiencies and/or languages. Once you have made those choices within each background, you gain the associated skills, tool proficiencies, and/or languages of both backgrounds.

Like standard backgrounds, both social and regional backgrounds also offer equipment and a special feature. You keep the equipment from both your social and your regional background, but you get only one feature or the other (your choice), not both.

Social Backgrounds

The following social backgrounds are available to characters in the Scarred Lands.

Adopted

You were raised by members of a different race (choose a player race other than your own), but you were not an out-

cast. You were one of them. As far as you are concerned, you are a member of that tribe, clan, village, or culture. Others may judge you outwardly by your physical appearance, but your customs, your traditions, and even your prejudices are informed by your adopted race more than your birth one.

Skill Proficiencies: Choose one from among History, Insight, and Persuasion

Languages: Choose one common or exotic language (usually that of your adopted people)

Equipment: A flask or jug containing a drink common to your adopted people, a keepsake or memento of your birth family or your adopted family, a set of common clothes, and a belt pouch containing 15 gp

Feature: Unspoken Bond

You gain the trust of members of your adopted race more quickly than foreigners of other races. Strangers might look at you oddly at first, but within a few minutes they can sense something about the way you carry yourself, the way you speak, and the way you seem to understand them implicitly that makes you different from the other outsiders they meet. As such, people of your adopted race you meet are more willing to talk to you, share secrets and gossip with you, and entrust important quests to you and your party.

Suggested Characteristics

Ever since you could remember, people have looked at you as if you were different. Even those closest to you have considered you an outsider at one point. It's not your fault, of course, nor is it theirs, really — you didn't choose this life. But people's initial perception of you has had a profound effect on your demeanor. You are reserved and quiet (some might say aloof), and you have difficulty opening up to others. Even though you share an affinity and a cultural oneness with your adopted race, you know how difficult it is for them to accept outsiders at first. In most cases, the only person you can truly trust is yourself, and you have become both self-assured and self-reliant as a result.

Brigand

For years, you've served as a threat to merchant and navy vessels alike, roaming the high seas in search of fame and money. You're not necessarily a cruel person. You're just trying to make a living like anyone else, and maybe you don't kill unnecessarily. Yet piracy has a certain stigma attached to it, even for buccaneers in service to some crown. If the waves were smoother and the world more stable, you might set yourself up as a marine. But when there are nothing but sharks in the water, how can you tell the good ones from the bad? Best to be a shark yourself.

Skill Proficiencies: Choose one from among Acrobatics, Intimidation, and Nature

Tool Proficiencies: Choose carpenter's tools, navigator's tools, or vehicles (water)

Equipment: A jug of alcoholic beverage (grog, rum, or fortified wine), an item signifying your affiliation with a brigand crew (an amulet, signet ring, or some other token), a set of common clothes, and a belt pouch containing 15 gp

Feature: Private Haven

Every good pirate has a base of operations, a safe haven to hide away in when their infamy outgrows their capability. You were never a particularly infamous pirate, but you did have your fair share of mishaps, and a number of people have sought your head. On one such occasion, in your escape, you stumbled across your haven. It isn't much. In fact, it may be little more than a weatherbeaten shack on a remote sandbar or a barely furnished cave near the ocean. But you know it like the back of your hand, and you seem to be the only person who knows of its existence. During your current adventures, if you need a place of solitude, or just somewhere you can hide away for a while, you have your own little safe house waiting just for you (and a few trustworthy friends, if you can bring yourself to trust anyone that much).

Suggested Characteristics

Some folks say that fresh ocean air is good for the soul. You are the epitome of this adage. Not only has your life been filled with tension and excitement, but you can rest easy only after you've exhausted yourself from the adrenaline rush. Piracy is a thrill-seeking profession, and it is certainly never boring. The tension of not being busy wears on you after a while, and people can notice it. Your high times are often followed by sullen bouts with depression, particularly during downtime.

Conscript

For all the soldiers and mercenaries across Scarn, there are countless conscripted men and women who have shared the same experiences, albeit under coercion. A significant portion of your life was taken from you when you were forced to fight for a cause you didn't necessarily believe in. You survived, but you can't get past the physical and emotional turmoil you faced while conscripted. As a free person, you aim to take control of your life, if that is even possible to do in this broken land.

Skill Proficiencies: Choose one from among Athletics, Animal Handling, and Perception

Tool Proficiencies or Languages: Choose vehicles (any one), or choose one common language

Equipment: A simple melee weapon or a sling with 20 bullets, a memento reminding you of your vendetta, a badge or insignia from your former service, a set of common clothes, and a belt pouch containing 10 gp



Feature: Vendetta

Your life may be your own again, but you remain angry with the people who conscripted you into their service in the first place. Whether you were forced into serving the Calastian army at Irontooth Pass, drubbed into rowing a Karrian navy vessel, or kidnapped by Veshian vigilantes, you have a group on whom you can focus your rage and hatred. And if you ever cross those people again, your aim is revenge. When you arrive in a new place, you have a sixth sense for noting the attitude of the locals towards that hated group. This enables you both to find shelter among people who share your hatred and to identify those who have strong connections to that hated group.

Suggested Characteristics

Hate is an ugly thing, but it gives you strength even as it consumes you. You harness and control your hatred most of the time, but it overwhelms you on an infrequent basis, especially if memories of your conscription are triggered. You may be described as “obsessive” or “vigilant,” both of which are accu-

rate. But hatred is not the only emotion that defines you. Your conscription has created a compassion and empathy in you that burns far greater than in most, and you consider it your duty to defend those weighed down by unwanted pressures. Those who are on your good side might consider you a hero. For those on your bad side, you may be a danger to yourself and others.

Drifter

You’re a rover and a wanderer, maybe even a vagabond. It’s not that you love the wilderness, but that you are always driven to move on to the next town or village, to see what’s over that next rise. You were struck with wanderlust at a young age and spent most of your formative years traveling. The road is a difficult place to live, and it requires all your cunning and guile to survive it. But survive it you have, and now, as ever, you’re on the move. You actually have trouble remaining in one place for any length of time. And people aren’t always welcoming to strange wanderers in their midst. You’ve seen a lot of places and have met all sorts of people, but you’ve never felt much of an urge to stay in any one place for too long.

Skill Proficiencies: Choose one from among Investigation, Persuasion, and Sleight of Hand

Tool Proficiencies or Languages: Choose vehicles (land), or choose one common or exotic language

Equipment: A quarterstaff or a sling (with 20 bullets), fishing tackle, a collection of personal identification papers in your name from several nations (some might be fraudulent), a set of traveler's clothes, and a belt pouch containing 5 gp

Feature: Friend in Every Town

Because you've been all over Ghelspad, and maybe even to one or more of the other continents, and you know people from all over Scarn. Some of them you know well; others you know only in passing. Few of them are close friends, at least. But no matter where you end up, odds are you know somebody local or someone who's also passing through. Chances are, you have been through this area yourself once or twice. Regardless of how, exactly, you have a contact nearby. Sometimes your contact might not be very keen to see you, but at least you can count on a place to sleep for you and maybe even a few friends — if only for a short time — and you might even expect a few free meals.

Suggested Characteristics

Jolly and easy-going are the cliché ways of describing your personality. Honestly, if you wear a polite smile, most people will think you're a happy person. You're not exactly happy, though. Often, you might actually be dissatisfied with where you've ended up and feel a strong desire to move on. Other times, your circumstances have forced you to wander. Either you've overstayed your welcome, upset a local official, or you found yourself in a place that just won't accept you. It's no matter to you. You can simply wear your polite smile in the next town that will take you and see where things go from there.

Ex-Slave

Scarn can be a harsh and terrible place, and you have seen the worst it can offer. You were a slave once, a piece of property belonging to another being in one of the several nations on Ghelspad that practices slavery. You are one of the lucky ones, though: You've gained your freedom, either by escaping your captors or by earning it through money or exceptional service. You can't escape the life you knew, though, and the scars of slavery will forever haunt you. You are stronger as a result, though, and if you survived that turmoil, you can outlast nearly anything.

Skill Proficiencies: Choose one from among Deception, Insight, and Stealth

Tool Proficiencies or Languages: Choose one type of artisan's tool, one kind of musical instrument, or one common language

Equipment: A club or dagger, a short length of rope or cord (25 feet), a collection of maps and journal fragments, a set of common clothes, and a belt pouch containing 5 gp

Feature: Resourceful

Even for a bondservant in the wealthiest of courts, life as a slave is not one of comfort and affluence. You have had to make do with whatever you could find, even if it were half-broken, rusted, or spoiled. You developed a keen eye for spotting useful things among piles of rubbish. (Maybe that's where you found the weapon or the expensive item with which you freed yourself.) When you are looking through clutter, garbage, or refuse, you can generally find something that could be useful in your current situation, even if only temporarily because of its poor quality and durability.

Suggested Characteristics

Freedom means everything to you, and you'll do everything in your power to hold it. Your former life has scarred you — how could it not? — yet you don't let your history hold you back. You may be prone to extremes: cynical and world-weary at one end, manic and overjoyed at life's potential at the other. Sometimes you experience both extremes at once. You're strong enough to endure those feelings and still live a productive life, but it's not always easy to keep going.

Gentry

You have lived a life of privilege. You're not a noble *per se*, but you grew up among your society's wealthy and elite. Perhaps you are a scion of a wealthy merchant house, or your parent or ancestor was a famous artist who was granted a small parcel of land or a moderate endowment in perpetuity as a reward from some royal benefactor. While you have no title, your wealth and status have afforded you a very luxurious way of life. But it has also kept you on edge. Being wealthy and popular is hard work, and keeping up appearances and your family's reputation doesn't come easily.

Skill Proficiencies: Choose one from among Deception, Insight, Performance, or Persuasion

Tool Proficiencies or Languages: Choose one type of gaming set, or choose one common or exotic language

Equipment: A riding horse or pony (with a pack saddle, harness, and 5 days' feed), traveling papers, a set of fine clothes, and a belt pouch containing 15 gp

Feature: Favors

While you're no stranger to having social status and a luxurious lifestyle, your family may or may not be wealthy in terms of liquid assets. Still, you're definitely rich in that greatest of currency: favors. Your family has struck deals or made friends with numerous influential people, and plenty more are either indebted to you, either literally or figuratively, or simply think of you fondly. When you are in an area or settlement where your social status is a factor, you are likely to have a contact who owes you or who is willing to do you a favor, big or small. In some cases, you might even be able to pull in favors outside of your family's usual sphere of influence.

Suggested Characteristics

Some might describe you as self-aggrandizing or entitled. You would describe yourself as confident. You're a member of the elite, after all, and you deserve only the best. You're not necessarily wholly unaware of your privilege – that lack of self-awareness is most often found among true nobility – but you also don't particularly care how others perceive you, unless they're your peers or betters.

Militia

Even after the end of the Divine War, armed conflict is still a constant throughout Ghelspad. From the Calastian Empire's aggressive expansionism of past years to the standing militia of any number of small towns and villages across the continent, and even to skirmishes here and there against titanspawn, many citizens have been forced to lead a life of armed conflict in this so-called era of peace. You are no exception, having served for some length of time as part of an organized militia, deputized constabulary, or local paramilitary force. You are retired now, but you are nevertheless ready to take up arms at need.

Skill Proficiencies: Choose one from among Athletics, Intimidation, and Investigation

Tool Proficiencies: Choose one type of gaming set, or choose vehicles (land or water)

Equipment: A simple weapon (choose one; plus up to 20 ammunition if needed), a token or insignia from your militia days, a set of traveler's clothes, and a belt pouch containing 10 gp

Feature: Veteran Network

You have access to a loose, widespread network of fellow militia members, army grunts, city watch members, and that ilk who recognize that you also served in some capacity. These fellowveterans might know you or know of you from your militia days, and like you, they remain loyal to the people who trained and fought beside them or in similar circumstances elsewhere. They aren't willing to join you on adventures – some folks just wish for a quiet life once their time in the services is done – but they remain good assets for information, inspiration, maybe a dry blanket and a decent meal, and sometimes, when it's really called for, even a few additional swords in a pinch.

Suggested Characteristics

Unlike most civilians, you've seen more of the Scarred Lands than you care to admit. Maybe you've chased titanspawn in the wastelands, or you've fought in a few battles, or you've just knocked some heads while trying to keep the peace – but however you slice it, you've seen a lot more bloodshed than most civilians. Sometime, when you close your eyes at night, you can still see the bodies and hear the screams. Those experiences have scarred you and made you angry, cynical, and bitter. The word some use is "broken," but you prefer to call yourself "tired."

Outlaw

Your relationship to law and order is tenuous at best. You're not really a career criminal; you're just unfortunate enough to be wanted for some crime, and now you're on the lam. You keep a low profile and try to stay out of the limelight, but sometimes that's hard when you have people looking for you. Any further crimes you commit are usually out of necessity, not out of habit or compulsion. This lifestyle is not one you chose, but rather one thrust upon you. You're trying to live your life as best you can without getting caught, but you can never really stop running.

Skill Proficiencies: Choose one from among Deception, Stealth, and Survival

Tool Proficiencies or Languages: Choose disguise kit, or choose one common language

Equipment: A club or dagger, a well-used disguise kit or a worn book (a dictionary for a language you know or a glossary of common phrases in multiple languages), a set of traveler's clothes, and a belt pouch containing 10 gp

Feature: Feigned Innocence

You have traveled far and wide to evade the law, and you might even have been caught once or twice. You found that a very efficient way to escape the scrutiny of guards or judges is to feign the ignorance or misunderstanding of a simpleton or a foreigner. You have therefore developed a knack for posing as an innocent bystander, as well as a cunning ear for dialects and accents, both local and exotic. You can generally identify someone's provenance just by listening to them talk. You can switch your accent, mannerisms, and elocution at the drop of a hat, a trick you can use to gain someone's trust or avoid scrutiny from locals, common guards, or minor officials. Be wary, though, for those who eventually see through your ruse won't often be tricked again.

Suggested Characteristics

You try to remain as nondescript as possible, blending into your surroundings and acting like just another member of the crowd. You don't want to be noticed at all, because that brings extra attention from places you can't control. You are polite and pleasant to most people in a calm, boring sort of way, and you don't let anyone get close to you. You've been hurt in the past, and too many close calls with bounty hunters or law enforcement have forced you to keep your distance.

Street Rat

You've been on your own your entire life, with no parents or guardians watching out for you. You might have been an orphan, or maybe you ran away from home at a young age. You've roamed city streets or lived on the edge of a large settlement since you can remember. Sometimes you formed a pack with other like-minded youngsters. Often you were alone, subjected to the harsh elements and back alley slums.

You're an adult now, at least by common measures of society, but you've been self-sufficient since before most other folks knew how to tie their own shoes.

Skill Proficiencies: Choose one from among Sleight of Hand, Stealth, and Survival

Tool Proficiencies or Languages: Choose thieves' tools, or choose one common language

Equipment: A club or dagger, a found or stolen bit of jewelry or some other gewgaw (worth 10 gp), a bag of scavenged food (equal to 3 days' rations), a memento of some of your happier days, a set of common clothes, and a belt pouch containing 10 gp

Feature: Spy Network

Street rats exist in every corner of society, although they're not always visible to adults. You know this better than anybody – you've been in their shoes (or lack of shoes) before. You also know that these rats are some of the best reconnaissance tools in your arsenal. You can tap into these networks wherever disenfranchised children might be found. Though you might not know the children personally, you know the best ways to find them, be it in a large city or in rural areas. Additionally, you know how to talk to them and get them on your side, even though they might not always be willing to cooperate at first. When you've got them on board, no longer seeing you as a threat, you have a perfect network of informants at your disposal.

Suggested Characteristics

Some people might describe you as independent, headstrong, or immature. Some might describe you as all three at once. You think of yourself as carefree and plucky, capable of anything. You've never had anyone to guide you in social graces; you've never experienced discipline, either. Regardless, you are headstrong and fiercely self-reliant, almost to the point of hubris.

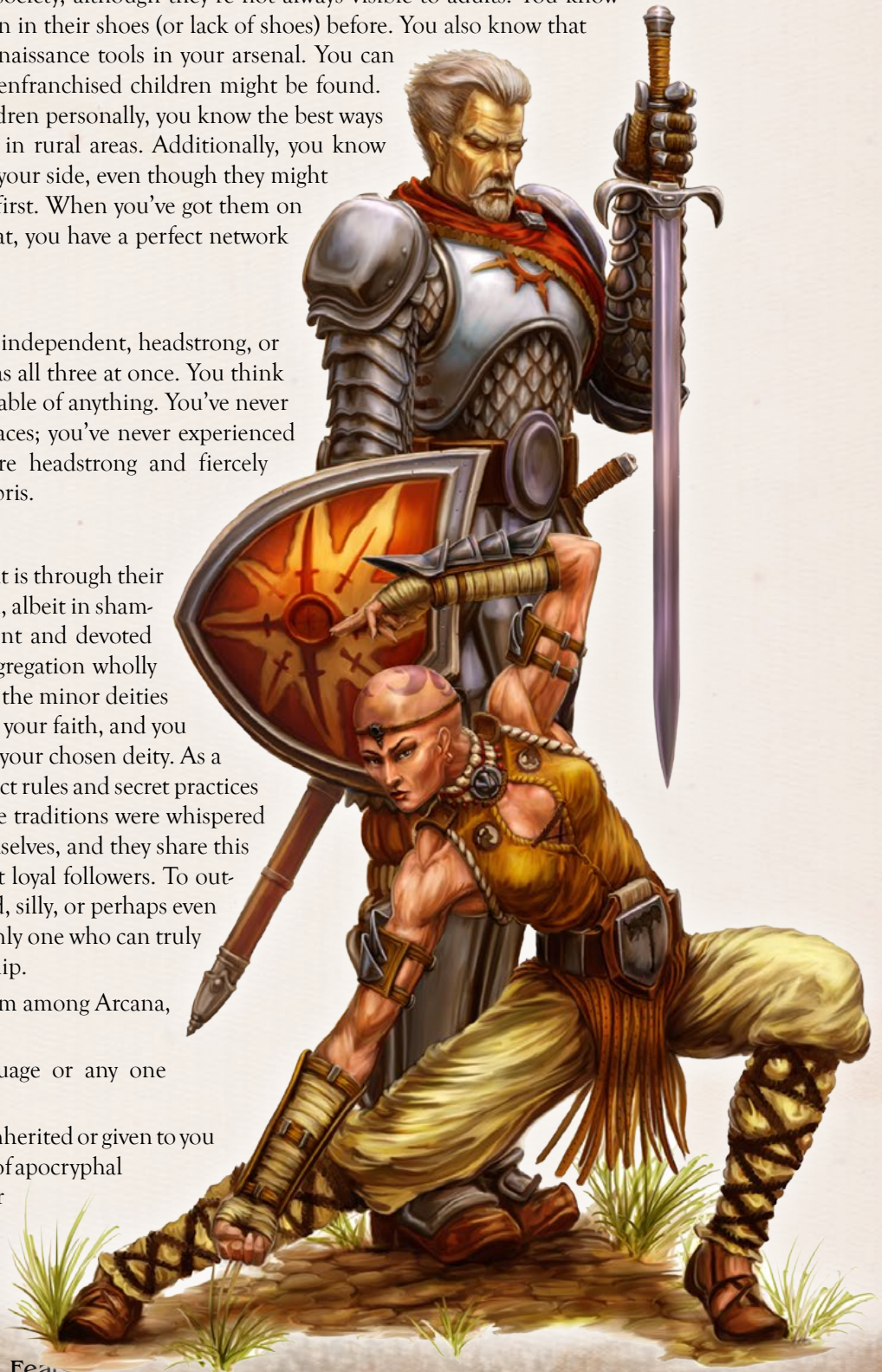
Zealot

The gods won the Divine War, and it is through their blessing that the Scarred Lands live on, albeit in shambles. You are one of their most fervent and devoted followers, a member of a cult or congregation wholly faithful to one of the Eight Victors or the minor deities of Ghelspad. Your life is consumed by your faith, and you define yourself by your connection to your chosen deity. As a member of the faith, you adhere to strict rules and secret practices known only to fellow members. These traditions were whispered to your predecessors by the gods themselves, and they share this secret knowledge only with their most loyal followers. To outsiders, your traditions might seem odd, silly, or perhaps even dangerous. No matter, though: The only one who can truly judge you is the divine one you worship.

Skill Proficiencies: Choose one from among Arcana, History, and Religion

Languages: Choose any one language or any one musical instrument

Equipment: A holy symbol (either inherited or given to you as a gift), a liturgical book or collection of apocryphal scrolls, a token or icon related to your religious sect, a set of common clothes, and a belt pouch containing 10 gp



Feature: Divine Grace

Choose a major or minor deity (or a demigod) for your character to follow when you choose this background. Your god or goddess grants blessings or sends messages at opportune times, particularly when you act according to their dogma. In times of need, your divinity may show you a direct sign to help you in your endeavors or travels. These signs are always somewhat vague, open to interpretation, and they may vary greatly from divinity to divinity. However, if you commit a sin with respect to your god's tenets, your deity won't help you again until you properly repent and atone.

Suggested Characteristics

Faith is the foundation of your identity. Your god is the most important thing in your life, and you devote as much time to your beloved god as possible. This fervent devotion appears sincere to most people, but others may find it uncomfortable, even grating. Some might find your personality to be disingenuous, especially if your faith is the only thing you are ever willing to discuss. Your religion asks you to be a representative for their beliefs, and so you are, but displaying faith in broader society often demands you tread a delicate balance between devotion and indulgence.

Regional Backgrounds

The following regional backgrounds are available to characters of Ghelspad.

Beachcomber

The coasts of Ghelspad are breathtaking places, and many people flock to these areas for their natural beauty. You have spent a significant portion of your life roaming the coastline of your homeland and visiting the cities and towns along it. You are truly comfortable only when you can see the ocean and the rocky coasts, even if some oceans are less inviting than others around Ghelspad. Still, even if you grew up along the blight of the Blood Sea or the fetid waters of Liar's Sound, there are plenty of other pleasant, serene locales around Ghelspad that can call to you.

Skill Proficiencies: Choose any one from among Nature, Investigation, and Religion

Tool Proficiencies or Languages: Choose vehicles (water), or choose one common or exotic language

Equipment: Fishing tackle or a fishing net, a driftwood carving or some interesting bit of flotsam you treasure

Feature: Soothing Shores

You relax and find your inner peace when you are near the coast. To you, the sound of water slapping against the shore produces a calm unlike any other you have ever experienced, and when you are away from it, you long to experience that feeling again. When you are inland, you feel uneasy, like you are trapped in an unpleasant place you can't wait to leave. In coastal terrain, you can always determine the general weather

patterns in your vicinity, at least those of the nonmagical variety, for the next 24 hours. You can recall with great clarity and specificity the layout of any lands, settlements, and other features you encounter along any shoreline. When you forage along a coast, you can always find enough food and fresh water for yourself and up to five other people per day, unless there is a serious drought or shortage.

Suggested Characteristics

Freedom is important to you. You also have a penchant for little rituals, and you have numerous quirky habits. Some might think you obsessive or just plain odd, in fact, given the number of habitual little things you tend to do each day to maintain your calm, especially when you're not near the ocean or some other large body of water. You're used to being on your own, just you and the great outdoors, and there is something almost spiritual to you about being near water. You might not admit it to anyone, but it's almost like the ocean is your religion. Or maybe it is Enkili, but that one seems a little too wild, too chaotic, to be the source of the peace you feel when you're on or near the sea.

Canyoneer

The world you know is one full of chasms, rifts, and canyons. You have quite literally lived on the edge among the various hills, peaks, or gorges of Scarn. Depending on where exactly you were born, you know intimately, like the back of your hand, the cliffs around Ontenazu and the Canyon of Souls, the peaks and walkways of the Bridged City, the crags and caves of the vast shelf around Mithril or Hedrad, or perhaps the rifts and chasms of the mountains surrounding Burok Torn.

Skill Proficiencies: Choose any one of Acrobatics, Athletics, and Nature

Tool Proficiencies or Languages: Choose cartographer's tools or mason's tools, or choose one common language

Equipment: A climber's kit, a hammer and 10 iron spikes

Feature: Intrepid Mountaineer

You've spent most of your life scaling precipices and climbing mountain trails, so you know your way around a treacherous mountain path or a tricky rock face. You have a keen eye for finding safe passage through the canyons and mountain ranges of Scarn, and you can spot potentially hazardous terrain before it becomes a problem. When you move through mountainous areas at a travel pace, you and up to five companions can avoid difficult terrain. You can usually find a cave or overhang to provide shelter when needed, and given a little time to observe and scout the area, you can generally find the safest way to reach the nearest pass through to the other side of any mountain range.

Suggested Characteristics

Your entire life has been spent near precipitous drops, uncertain terrain, and difficult passages, and you've come

through all those conditions – perhaps not unscathed, but at least in one piece. As a result, you have a fearless resolve unseen in many others. Some people would describe you as reckless. You are confident in your abilities and your choices, and you stay true to them, even if it alienates others.

Desert Nomad

You can still picture clearly the desert sky at night, when the stars illuminated the dunes. You found solace in the stark, arid world around you, and the dry heat of the sprawling desert made you appreciate each moment of respite. Like your people, you are nomadic by nature, or at least semi-nomadic. You might have a home, at least a seasonal one – among the dunes of the Ukrudan Desert or somewhere on the Bleak Savannah, for instance – but otherwise you spend very little time in just one place. Your customs ensured movement from settlement to settlement, from oasis to oasis. As a child, you traveled in packs and caravans, clustered tightly around others for days on end. That was home. That was your family.

Skill Proficiencies: Choose any one from among Animal Handling, Nature, and Survival

Tool Proficiencies: Choose cook's utensils, weaver's tools, or vehicles (land)

Equipment: A camel (with a pack saddle and harness), a waterskin

Feature: Dune Traveler

The heat plays tricks upon some people's senses, but not yours. You know how to survive and prosper in one of the most inhospitable of environments, the desert wasteland. Where others see only sand or rocks, you can find sustenance, and you know the safest times of day and methods of crossing sand dunes and desolate, cracked plains. When you move through desert areas at a travel pace, you and up to five companions can avoid difficult terrain. When you forage in such terrain, you can find twice as much food and fresh water as another person might each day. And when you are exposed to extreme heat from natural sources, you need make saving throws against exhaustion only half as often as other characters.

Suggested Characteristics

Those who roam in packs very rarely know the luxury of true privacy. This is something you know all too well. You might like to be reserved and remain hidden from others, but you know that survival lies in numbers, in a strong community of people willing to look out for one another. As a result, you tend to be as open as a book, as direct as a bull, and as warm as the desert sun. Sharing is a foundation of your being, even though others might not always wish to participate or to accept what you would share with them.

Forester

Though the Divine War ravaged much of the land, the major forests of Ghelspad have remained relatively intact,

all things considered. Some remain as refuges for outlaws, bandits, and roaming titanspawn – or worse – but for the most part, the woods remain lush and verdant. As a forest-dweller, you are at peace among the trees, surrounded by birdsong amid shaded glades. Whether your homeland is the great Ganjus, the seaside Bloodrain Woods, or some other forest of Ghelspad, you respect the natural world around you, and your fellow foresters share these values. Preservation is key to a healthy lifestyle, and you maintain this philosophy even when you're not among the forests.

Skill Proficiencies: Choose one from among Athletics, Nature, and Survival

Tool Proficiencies: Choose carpenter's tools, herbalist's kit, or woodcarver's tools

Equipment: A woodsman's axe, artisan's tools (carpenter's, herbalist's, or woodcarver's)

Feature: Nature's Calls

The forest is never silent, booming with the calls of birds, the howl of wolves, or the chattering of squirrels, and you have spent years studying their cries and their behavior. You can identify dozens of different types of beasts simply by their calls or their tracks. Further, you are able to reproduce the sound of most animals you encounter through whistling and other forms of mimicry. This feature is not a magical one – you are not communicating with beasts – but the nature's call is an effective means of signaling allies covertly, and it might also help you in hunting certain types of prey. In addition, when tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area. When you forage in forest terrain, you find twice as much food as you otherwise would.

Suggested Characteristics

Like the forest around you, you are wild, yet somehow also calm at the same time. There are no boundaries in the forest, no walls in which to contain things, and your ideals match this sentiment. You try to express yourself as truly and honestly as possible, and with as much patience as you can muster at all times. Most people find this genuine; some people find it exhausting at times. You are positive for the most part, but you tend to become melancholic when removed from the natural world for too long.

Marsh Roamer

Marshes, bogs, and wetlands surrounded your home, perhaps among the Mourning Marshes of Eastern Ghelspad or the great southern Swamps of Kan Thet. You are used to the sights and smells of brackish water and semi-submerged flora and fauna. You have fought erosion and dealt with midges and mosquitoes your entire life, as well as ever-shifting contours of land as the wetlands evolved around you, and you are accustomed to hard living. It takes a certain breed of person to flourish in the marshlands – someone willing

to battle insects, alligators, and noxious gases all around you. The folks who thrive in such conditions are tough, yet adaptable and flexible at the same time.

Skill Proficiencies: Choose one from among Medicine, Nature, and Survival

Tool Proficiencies: Choose herbalism kit, poisoner's kit, or vehicles (water)

Equipment: Artisan's tools (herbalism kit or poisoner's kit) or a canoe or rowboat, a vial of antitoxin

Feature: Marsh Dweller's Discretion

Swamps are a beautiful, but sometimes deadly place. To the unfamiliar, they can be one great, life-threatening trap, with natural hazards ranging from putrid water to the colorful, enticing, but occasionally toxic flora and venomous fauna. However, you can navigate your way through this bewildering maze, allowing you and up to five companions to avoid quicksand, swamp gas, and other swamp hazards while moving at a travel pace. Furthermore, you can identify which plants are poisonous and which are safe to eat. When you forage in a swamp, you can always find enough food and fresh water for yourself and up to five other people per day, unless there is a serious drought or shortage.

Suggested Characteristics

Resilience, craftiness, and ingenuity are common to marshfolk like yourself. Anyone can build a home on solid ground, but it takes a cunning, capable person to keep a home in the ever-shifting bogs. Your environment has kept your mind alert and adaptable, even as the uncertainty of your conditions has kept your spirit free and easy. You are also known for your blunt and direct speech. This trait has not always been helpful, but one can't hide one's nature, as they say.

Northerner

What others see as frozen wastes, you see as opportunity. The north, including much of the Perforated Plains and Albadia as well as the Plains of Lede, is cold and inhospitable, yet folk like you know the hazards and how to survive them. The drifts and blizzards and long seasons of endless night aren't so bad once you've lived through a few dozen winters there. Given the cold weather, the lack of vegetation, and the predators, a northerner who makes it to adulthood learns to be alert and hardy. When there's nowhere to run, you'd best learn to endure. You understand that more than anyone else.

Skill Proficiencies: Choose one from among Athletics, Perception, and Survival

Tool Proficiencies: Choose leatherworker's tools, weaver's tools, or vehicles (land or water)

Equipment: A javelin or spear, a set of fur-lined traveler's clothes, a carved ivory knickknack representing your tribe or clan

Feature: Meager Living

Food is scarce in the cold north, and you have spent many long, dark days without much food. As a result, you are good at making due with less and stretching your rations further than the average citizen of Scarn. When you forage in arctic terrain, you can find twice as much food and fresh water as another person might each day. Further, you know how to stretch a small amount of food by supplementing it with other roots, fibers, and parts of animals most would consider inedible; assuming you have time and means to forage, you can survive on only half as much food as other creatures of your size.

Suggested Characteristics

While your surroundings were cold growing up, you are a warm and inviting person, as long as you believe the folks you're dealing with can be trusted. Some might call you a bit standoffish sometimes, but you are really just prudent. You've spent too many long nights with the wrong company, and you don't want to repeat those mistakes if you can help it.

Plainsfolk

You are quite familiar with an open sky and the land endlessly stretching out before you, bristling with possibility. The plains and savannahs are your home. When you're on the range, you feel like nothing can hold you back. Yours was a simple life growing up — not luxurious, perhaps, but comfortable. You found freedom in the world around you, in the grasses and the fields, the subtle contours of the prairie. Cities were sparse, while small farming towns and villages were more common, but society itself was loosely organized in general. And that's just the way you prefer it.

Skill Proficiencies: Choose one from among Animal Handling, Perception, and Survival

Tool Proficiencies: Choose one type of artisan's tools or vehicles (land)

Equipment: A riding horse (with saddle) or a draft horse and wagon

Feature: Farm Folk

You've spent more than your fair share of time on a farm. You know how common farmers and ranchers think and act. You also know the best ways to approach and deal with them. Among common farm folk, you can pretty much always negotiate meals and a place to sleep, rest, and recuperate, unless they consider you dangerous for some reason. You might have to trade some chores in exchange for food and shelter, but you know how to perform those chores and consider them a small price to pay. Your hosts might be able to provide advice or information about other locals, and if they like you, they might even hide you from your enemies, although they won't put themselves in danger to do so.

Suggested Characteristics

You know some people to be stoic and reserved at first glance, with their hands and hearts hardened by years of backbreaking labor on farms and mills. But you and your kind are also decent, even friendly to those who know you best. Farm folk might not move among large or sophisticated social circles — it's difficult to socialize when the population is sparse — but you keep your kin and your friends close. You are patient, affable, and easy-going, but you can also be stern when necessary.

Tunnel Dweller

You are more comfortable within the cramped confines of tunnels, caverns, and catacombs than you are on open plains or in secluded forests. You've spent most of your life in the complex arteries under the Kelder Mountains, Krakodom, the Gascar Peaks, or some other part of the underrealms. You were raised in shadow and stillness, under rock and stone, and you find solace in the depths, explored or unexplored, within natural caverns and among musty hallways and torchlit vaults.

Skill Proficiencies: Choose one from among Athletics, Investigation, and Stealth

Tool Proficiencies: Choose cartographer's tools, mason's tools, or one type of musical instrument

Equipment: A shovel or mining pick, a climber's kit

Feature: Hidden Entrances

There are innumerable entrances and exits hidden throughout the various mountain ranges of Ghelspad, such

as secret passageways into the kingdoms of the mountain dwarves and the drendali, or the hidden byways crafted by the inhabitants of Lokil. Most of these secret paths are known only by a select few, but some are more widely shared among the denizens of the mountainous underworld. You happen to know a number of the more common ones, and maybe even a few secret ways. These secret entrances or tunnels are not always reliable, especially during times of turmoil, and there's no guarantee they are unoccupied.

In addition, when you are moving at a travel pace in underground settings, you can contribute your Wisdom (Perception) to noticing threats even when you are engaged in another activity (such as foraging, navigating, or tracking).

Suggested Characteristics

The stone-hewn edifices reflect your demeanor: stoic, cold, and mysterious. You generally know how to hide your emotions well. Though you are perfectly capable of socializing, it is not your strong suit, which is understandable. Social life underground is cramped, uncomfortable, and public. The deep tunnels of the underrealms are the only place where you can truly find peace.

Urban Resident

You consider yourself one of the lucky ones: a free citizen of one of the civilized nations of Ghelspad, with all the rights and privileges your citizenship affords. You have always been a loyal and dutiful citizen, and your family remains in good standing with the local officials. Whether you grew up in Darakeene or one of the nations of the west, a free city-state of Ghelspad, or one of the nations recently annexed into the

Calastian Hegemony, you hold yourself apart from others on Ghelspad as a result of your nationality.

Skill Proficiencies: Choose one from among Insight, History, and Religion

Languages: Choose any one common language or any one type of artisan's tools

Equipment: A scroll or billfold containing your bona fides and proof of citizenship, a sheaf of papers or a journal containing cryptic notes (written either by you or by someone close to you, perhaps



a mentor, a parent, or some other friend or relative), a set of traveler's clothes

Feature: Hidden Secrets

Every citizen has his or her secrets. You know that as well as anybody because you have a few of your own. You've spent years wandering the streets of your home town, and maybe some of the other cities and villages of your homeland, always curious to find all the odd or unusual things you could uncover. Sometimes, you've hidden things yourself, whether they were actual objects or hidden stories of a secret past. You know your secrets are safe for now, particularly one potentially life-changing item or secret in particular. Work with your GM to determine what the object or secret might be, how it could be found out, and how it could be used in your campaign.

Suggested Characteristics

You aren't aware of it yourself, but being a citizen of your nation has influenced your behavior in many subtle ways. You're comfortable living under an organized system of governance, which has afforded you some semblance of stability in a shattered world. You expect this stability everywhere you go and grow impatient without it. Yet your worldliness has made you distrustful of others, especially with regard to long-term relationships. It's not that you can't bring yourself to trust others — it's just that you don't know if you can trust them for very long.

Feats

In addition to those from the core rules, the following feats are allowed in a Scarred Lands game if your GM is using the optional feats rule.

Asaatth Savant

Prerequisite: Asaatthi, ability to cast at least one spell

Asaatthi mages are renowned for their use of scripts, crystals, and gems in their garments as well as their spellcasting. The magically adept among the serpentfolk have honed their craft well.

With this feat, you gain the following benefits:

- Increase your Intelligence or Charisma score by 1, to a maximum of 20.
- You gain proficiency with calligrapher's supplies or jeweler's tools.
- When you use a crystal as an arcane focus, you add your spellcasting ability modifier to the damage you deal with any cantrip.
- You learn a unique script known as *Sheshss*, related to Asaatth and using the Primordial alphabet, which allows you to write information, whether mundane or magical,

in a very concise format. Text written using *Sheshss* takes up only one-fifth of the space it would normally require. It can be read only by creatures able to read *Sheshss*.

Bite Fighter

Prerequisite: Must have a bite attack

You have practiced and honed your bite attack. You gain the following benefits with this feat:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- The damage of your bite attack increases by one die size (i.e., d6 increases to d8, d4 to d6, d3 to d4, etc.).
- When you make a bite attack against a creature you have grappled or that is otherwise restrained, you have advantage on the attack roll.
- If you hit an opponent within 5 feet of you with a melee weapon attack as part of an Attack action, you can use your bonus action to attack the same target with your bite.

Bom Rider

The orcs are said to be among the most talented riders on Ghelspad, but they are not the only people to rely on domesticated beasts as mounts. With this feat, you gain the following benefits:

- You have advantage on all Wisdom (Animal Handling) checks when handling any domesticated beast that is trained as a mount.
- You use only 5 feet of your movement to mount or dismount a creature that has been trained as a mount.
- When you are mounted and not incapacitated, your mount's movement speed increases by 10 feet.
- When you are mounted and not incapacitated, if your mount provokes an opportunity attack while you're on it, you can choose whether the attacker targets you or the mount.

Cabalist

Prerequisites: Ability to cast at least one arcane spell, proficiency in Religion, must worship one or more gods

When wizards first learned to write down magic into symbols and ciphers, some among them also began to harness the power of the holy writings of the gods for themselves. These secrets, collectively known as the cabal, have been transmitted from master to apprentice down through the centuries. You have learned these secrets and how to weave them into your spells.

You can use a holy symbol as an arcane focus to cast your spells.

In addition, you gain the Channel Divinity feature:

Channel Divinity

You gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two Channel Divinity effects: Invocation of Wrath and Litany of Reliance. When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again.

If you already have Channel Divinity from another source, you gain one extra use of Channel Divinity.

Channel Divinity: Invocation of Wrath. You can convert a spell's damage into another type of damage. When you cast a spell that deals acid, cold, fire, lightning, necrotic, poison, psychic, radiant, or thunder damage, you can use Channel Divinity to change the damage to any other one of those same damage types.

Channel Divinity: Litany of Reliance. You can use divine energy to support a spell when it would be interrupted (by *counterspell* or a similar effect) or dispelled. As a reaction, when a spell you cast would be dispelled or interrupted, you can use your Channel Divinity to negate the dispelling or interrupting spell or effect.

Campaigner

Prerequisites: Proficiency with medium armor

Antirequisite: Hollow legionnaire

Whether you joined willingly, studied at a war college, or served as a sentence for criminal behavior, you have endured the harshness of military campaigning far away from home. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- You have advantage on Constitution saving throws to avoid exhaustion when you travel for more than 8 hours in a day.
- When you are moving at travel pace, you contribute your Wisdom (Perception) to noticing threats even when you are engaged in another activity (such as foraging, navigating, or tracking).
- During a long rest, you can stand watch for 1 additional hour. This doesn't change the time required for you to complete a long rest.
- You can don or doff a suit of medium or heavy armor in half the time normally required (minimum 1 minute).

Chain Master

Prerequisite: Proficiency with the spiked chain

The spiked chain (see Chapter 5) is one of the favored weapons of followers of Chardun, for it represents one's bonds of servitude to the Slaver. Ancient techniques first developed by the charduni dwarves allow you to extend this weapon's effectiveness.

When you hit a creature with a spiked chain, you can use a bonus action to attempt to grapple the target. You can use another bonus action to release the target. As long as the grapple lasts, you can't use the spiked chain to make attacks. If you drop the spiked chain, the target remains grappled until it uses an action to escape (no check required).

When you wield a spiked chain, you can also use a bonus action to gain any one of the following benefits:

- You gain a +1 bonus to AC.
- The weapon loses the two-handed property and gains the versatile property, dealing 2d4 piercing damage when you wield it in two hands.
- When you take the Attack action, you can use a bonus action to make a melee attack with the opposite end of the spiked chain. The weapon's damage die for this purpose is 1d4, and the attack deals piercing or slashing damage (your choice).

The chosen benefit remains in effect until you end it (no action required), you become incapacitated, or you change to another benefit.

Deft Climber

Prerequisites: Dexterity 13 or higher

Your agility is unsurpassed when it comes to climbing and maneuvering as you climb. You gain the following benefits:

- Climbing does not cost you extra movement. You can use Dexterity rather than Strength when you make an ability check to climb.
- You can ignore difficult terrain while crawling.
- If a trap or natural hazard would cause you to fall, you can use your reaction to avoid falling.
- You can use a climber's kit as a bonus action instead of an action.

Dreadful

You are a master of fear in all its forms, and you are difficult to rattle. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.

- You have advantage on saving throws against being frightened.

- You gain proficiency in the Intimidation skill, and your proficiency bonus is doubled for any ability check you make that uses that skill.

- You can try to frighten a creature within 30 feet of you that can see and hear you. As an action, you make a Charisma (Intimidation) check contested by the target's Wisdom saving throw. If you succeed, the target is frightened of you until the end of your next turn. This is a nonmagical effect.

- When you cast a spell or use a class feature that would render one or more targets frightened, you can choose to either double the range of the effect, or target twice as many creatures as you could normally affect within range.

- When you cast a spell or use a class feature that would render one or more targets frightened, the duration of the effect is doubled if it is normally 1 minute or longer; if the effect normally lasts for less than 1 minute, you can increase its duration to 1 minute, but the target can make a new saving throw at the end of each of its turn, ending the effect on a successful save.

Drendali Adept

Prerequisite: Elf (drendali), Charisma 13 or higher

In the darkened tunnels around Dier Drendal, you learned to use your magic to prowl the caves undetected. You can cast the *silent image* spell at will, without needing a material component. You use Charisma as the spellcasting ability for this spell. You can also cast the *invisibility* spell once. You regain the ability to cast this spell when you finish a short or long rest.

If you belong to a spellcasting class, you add *invisibility* and *silent image* to your spells known or prepared. They are class spells for you and don't count against the number of spells you know or can have prepared.

Efficient Artisan

Prerequisite: Proficiency with at least one type of artisan's tools

Your efficient hands have completed so many works that you could almost perform your craft in your sleep. When you spend a day of downtime to craft an item related to your specialty, you can craft one or more items with a total market value of 10 gp or less; you must still expend raw materials worth half the total market value. If something you want to craft has a market value greater than 10 gp, you make progress every day in 10-gp increments until you reach the market value of the item.

Alternately, given just a couple of hours, which can be part of a long rest, you can craft crude but functional versions of simple items related to your specialty, as shown on the table below. Items crafted this way are fragile and have only half their normal hit points. You must have the appropriate artisan's tools and enough raw materials.



ARTISAN'S TOOLS	CRUDE CRAFTING
Alchemist's supplies	Healing salves (replenishes 1d4 uses of a healer's kit); one dose of weak basic poison (save DC 8)
Calligrapher's supplies	2d6 ink pens; 1d4 ounces of ink; 1d3 sheets of cloth paper
Carpenter's tools	One crude sled or raft; one makeshift shelter for up to 6 Medium creatures
Cook's utensils	2d4 days' rations; 1d3 pints of oil
Fletcher's tools	One shortbow; 3d4 arrows or bolts
Leatherworker's tools	One suit of padded armor; one pouch or sack
Smith's tools	One dagger, club, or spear; one grappling hook or horseshoe; 1d4 iron spikes or pitons
Tinker's tools	One dagger; 2d4 sling bullets; one lamp
Weaver's tools	One blanket; one set of common clothes; bandages (replenishes 1d4 uses of a healer's kit)
Woodcarver's tools	One shield; one ladder; 2d4 torches

Other items might be possible using these or other tool proficiencies. In general, only simple items normally costing 1 gp or less should be permitted, and only if it seems reasonable that a crude version could be crafted by a highly skilled artisan in a couple of hours.

Ferocious

You can fight viciously when cut off from friends and allies. You gain the following benefits when you are within 5 feet of a hostile creature and no friendly creatures are within 30 feet of you:

- At the start of your turn, you gain a number of temporary hit points equal to your Constitution modifier (minimum 1 hit point).
- You can use a bonus action to make one melee weapon attack.
- You have advantage on attack rolls with opportunity attacks.

Flesh Eater

Something about forbidden flesh fills you with a vigor you never get from normal food. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.

- You gain a bite attack that acts as a finesse weapon with which you have proficiency. This attack deals 1d4 piercing damage. If you already have a bite attack, its damage increases by one die size (i.e., d4 increases to d6, or d3 to d4, etc.).
- When you reduce a creature to 0 hit points with a melee attack on your turn, you can use a bonus action to move up to half your speed and make a bite attack.
- At the end of a short or long rest during which you consume at least half a pound of flesh, you gain temporary hit points equal to 1/2 the Intelligence score of the creature whose flesh you have eaten (minimum 1 hit point).

Ghost Speaker

The Divine War left a plague of ghosts, spirits, and walking dead in its wake, especially in places like the Devil's March, the Festering Fields, and the Perforated Plains. In other places, such as Hollowfaust and Glivivd-Autel, spirits are nearly as common as the living. You have learned how to communicate with the undead, whether in the hope of ending their torments or as a means to obtain forbidden lore.

You gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- You can comprehend and verbally communicate with the undead, even if they cannot normally speak. Their willingness to communicate with you is limited by their intelligence and their general attitude toward the living, but even if they might attack you shortly afterward, they can usually be persuaded to give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day.
- When you make an Insight or Persuasion check against a non-hostile undead, your proficiency bonus is doubled for any ability check you make that uses either of those skills.

Glyph Adept

Prerequisite: The ability to cast 3rd-level spells

Sigils and symbols hold power, as the dwarves have long known, and some spellcasters have perfected the art of storing spells in magical glyphs.

You gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- You add *glyph of warding* to your spells known or prepared. It is a class spell for you and doesn't count against the number of spells you know or can have prepared.



- When you cast *glyph of warding*, its casting time is reduced to 10 minutes.
- When you cast *glyph of warding* to produce explosive runes, you can have the runes deal acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder damage.
- If another creature attempts to counter or dispel a *glyph of warding* you cast, your glyph is treated as being 1 level higher than the level at which you actually cast it.
- Once you are able to cast 7th-level spells (or if you are already able to), you add *symbol* to your spells known or prepared. It is a class spell for you and doesn't count against the number of spells you know or can have prepared.

Ironskin

Prerequisite: Constitution 13 or higher

Vigorous training and conditioning exercises have toughened your mind and body considerably, allowing you to shrug off most blows. When you take bludgeoning, piercing, or slashing damage from a nonmagical source, you can use your reaction to absorb a portion of the blow, reducing the damage by half. You can use this ability a number of times equal to 1 + your Constitution modifier (minimum once). You regain all uses of this feat when you finish a long rest.

Magical Crafter

Prerequisite: The ability to cast at least one spell

You are an expert at crafting magical objects and making items with rare and unusual materials, both through common methods and using specific magical crafting rituals you have learned. You can create magic items in half the usual time.

In addition, you gain the following benefits:

- Constructs have disadvantage on their saving throws against your spells.
- When you cast a spell that enhances a weapon, such as *branding smite* or *magic weapon*, that spell's duration is doubled.
- When you cast a spell of 1st level or higher that targets an object or a construct, you can grant the target a number of temporary hit points equal to 1d6 per spell level.

Mark of the Fallen

Antirequisite: Hollow legionnaire

You bear a visible mark of one of the titans, whether due to a willing act of worship or through exposure to primal energies. Bearing the mark of a titan other than Denev generally carries significant negative social stigma.

You are considered to be titanspawn for any spell, class feature, or effect that specifically targets or affects titanspawn.

Choose one of the marks described below.

Mark of Chern. Increase your Constitution score by 1, to a maximum of 20. You have advantage on all saving throws against disease and being poisoned. When you are cured of a disease, you can choose to remain a carrier and spread the disease as if you still had it.

Mark of Denev. Increase your Wisdom score by 1, to a maximum of 20. You gain advantage on all Wisdom (Animal Handling) checks related to beasts, and beasts have disadvantage on saving throws against druid and ranger spells you cast.

Mark of Gaurak. Increase your Constitution score by 1, to a maximum of 20. Each day you go without food counts as only half a day when determining the effects of food deprivation. If you eat at least two pounds of food during a long rest, you regain all of your Hit Dice rather than half.

Mark of Golthagga. Increase your Intelligence score by 1, to a maximum of 20. You gain proficiency with smith's tools. When you craft a weapon, you can forge a bond between you and the weapon. You can't be disarmed of that weapon, and it is considered magical. You can be bonded to only one weapon at a time.

Mark of Golthain. Increase your Charisma score by 1, to a maximum of 20. You can't be blinded or deafened by spells or magic.

Mark of Gormoth. Increase your Constitution score by 1, to a maximum of 20. You have advantage on saving throws against exhaustion, and you are immune to the poisoned condition.

Mark of Hrinruuk. Increase your Dexterity score by 1, to a maximum of 20. Whenever you succeed on a Wisdom (Survival) check to track a creature, you have advantage on Dexterity (Stealth) checks to remain hidden from it. This benefit ends if you attack the creature. You have advantage on the first weapon attack roll you make against the tracked creature.

Mark of Kadum. Increase your Strength score by 1, to a maximum of 20. You have advantage on ability checks and saving throws against effects that would force you to move. At the start of your turn, you can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against you have advantage until the start of your next turn.

Mark of Lethene. Increase your Dexterity score by 1, to a maximum of 20. You have resistance to lightning and thunder damage.

Mark of Mesos. Increase your Intelligence score by 1, to a maximum of 20. You can become attuned to one additional

magic item. When you are the only creature targeted by a spell, you can use your reaction to gain advantage on your saving throw against that spell.

Mark of Mormo. Increase your Charisma score by 1, to a maximum of 20. You have advantage on saving throws against being charmed.

In addition, you can use your action to hypnotize a target within 30 feet that can see you. The target must make a Wisdom saving throw (DC 8 + your proficiency modifier + your Charisma modifier). On a failed save, the target is charmed by you. While it is charmed, the target's speed is reduced to 0. The target can make a new saving throw at the end of each of its turns. The effect ends once the target makes a saving throw, the target can't see you, or the target isn't charmed by you anymore. Once you use this ability, you must finish a short or long rest before you can use it again.

Mark of Thulkas. Increase your Strength score by 1, to a maximum of 20. You gain resistance to fire and radiant damage.

Mark of the Winds. Increase your Dexterity score by 1, to a maximum of 20. When you take the Dash action, you gain a fly speed equal to your base speed until the start of your next turn. You must concentrate to maintain this flight, as if you were concentrating on a spell. If you lose your concentration or fail to take the Dash action at the start of your next turn, you fall.

Military Student

Prerequisite: Proficiency with at least two martial weapons

You have learned the art of war through military service or as a student in a famous military academy such as one of the War Colleges in Darakeene, where you were trained to fight alongside others as a cohesive tactical unit. You gain the following benefits:

- When you hit a creature with a weapon attack, you can use the Help action as a bonus action to assist an ally in attacking the same target. Your ally must be within 5 feet of the target you hit with your attack.
- You can study an opponent's style to discern a weakness in its defenses. Choose a hostile creature you can see within 5 feet of you. You can use a bonus action to gain advantage on attack rolls against the target until the start of your next turn. Once you have used this ability against a creature, you can't use it against the same creature until you finish a short or long rest.
- As long as you can see at least one friendly creature within 60 feet of you that is not incapacitated, you have advantage on saving throws against being frightened.

Nimble

You are known for your graceful gait and your ability to remain on your feet. With this feat, you gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You can use your Dexterity instead of your Strength to determine the distance you can jump.
- You have advantage on saving throws against being knocked prone, and standing up from prone costs you only 5 feet of movement.
- When you fall, you can use your reaction to take half damage from the fall. You are not prone after landing.

Pious

Prerequisite: Must worship a god

Your profound devotion has drawn the attention of your deity, who protects and helps you in time of need. You gain the following benefits:

- You gain proficiency with your deity's favored weapon.
- You can use your god's favored weapon or a divine token (see the table below) as a spellcasting focus to cast divine spells. Divine tokens are mundane items related to your deity that can easily be found or crafted and don't require special preparation.

- You gain the Channel Divinity feature (see below).

Channel Divinity

You gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You gain two Channel Divinity effects: Call of the Faithful and Shield the Pious. When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again.

If you already have Channel Divinity from another source, you gain one extra use of Channel Divinity.

Channel Divinity: Call of the Faithful. When you make an ability check related to your god's sphere of influence (as shown on the table below), you can use your Channel Divinity to gain advantage on that check. The spheres of influence are broad so that they might apply to many situations or ability checks. Your GM can let you know if using Channel Divinity in this way will provide a benefit.

Channel Divinity: Shield the Pious. When you are the target of an attack that you can see, you can use your Channel Divinity to impose disadvantage on the attack roll.

Rancorous

Some cultures or peoples have longstanding feuds against specific types of enemies. Choose a type of hated enemy from the following list: aberrations, beasts, constructs, elementals, fey, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as orcs and slitherin).

DIVINITY	DIVINE TOKENS	SPHERES OF INFLUENCE
Belsameth	A handful of corvid feathers, the claws or fangs of a nocturnal predator	Assassination, stalking, witchcraft
Chardun	A handful of thorns or brambles, a short length of chain	Military, rulership, torture
Corean	A torch or open flame, a smith's hammer	Courage, crafting, protection
Drendari	A glove, a mask or cowl	Eavesdropping, spying, stealing
Enkili	A copper wire, a troubadour's mask	Cheating, gambling, storms
Erias	A bit of down, a lotus flower	Dreams, illusions
Goran	A chisel, a fist-sized stone	Earth and stone, honor
Hedrad	A book, a set of scales	Commerce, judgment, knowledge
Hwyrdd	A handful of acorns, a shoe	Freedom, friendship
Idra	A piece of jewelry, a spicy pepper	Lust, secrets, seduction
Madriel	A bandage, a handful of swan or goose feathers	Agriculture, healing, hope
Manawe	A bit of driftwood, a seashell	Oceans, travel
Nalthalos	Any crafted iron or lead item	Constructs, subterfuge, visual art
Nemorga	A book, a key	Death, spirits
Sethris	A spider, a spiderweb	Poisons, revenge
Syhana	A bit of colored glass, a peacock feather	Fey, skies
Tanil	An arrowhead, any musical instrument	Hunting, innocence, travel
Vangal	A bit of blood, any slashing weapon	Bloodthirst, disease, horses

You gain the following benefits with regard to your hated enemies:

- Your attacks against hated enemies score a critical hit on a 19 or 20.
- If a hated enemy leaves your reach, it provokes an opportunity attack from you even if it uses the Disengage action or a similar ability.
- You have advantage on Intelligence checks to recall information about your hated enemies.
- You learn one language of your choice that is spoken by your hated enemies, if they speak one at all.

Sea Dog

Having solid ground beneath your feet will never feel as natural to you as the rolling deck of a ship. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency with any one of the following weapons: club, dagger, handaxe, light crossbow, net, shortbow, shortsword, spear, or whip.
- You gain proficiency in the Nature skill, and your proficiency bonus is doubled for any ability check you make with that skill regarding coastlines, islands, or weather.
- You gain proficiency with any two of the following tools: carpenter's tools, cook's utensils, navigator's tools, vehicles (water), or any one type of musical instrument.
- You have advantage on Acrobatics checks made to keep your balance and on Athletics checks made to climb.

Shadow Mage

Prerequisite: Ability to cast at least one illusion spell

You are a skilled illusionist, and your illusions are more potent when you remain in the shadows. You gain the following benefits:

- You learn the *minor illusion* cantrip. Choose Intelligence, Wisdom, or Charisma as your spellcasting ability for this cantrip.
- You add *silent image* to your spells known or prepared. It is a class spell for you and doesn't count against the number of spells you know or can have prepared.
- When you cast an illusion spell while you are in an area of dim light or darkness, any creature interacting

with the illusion has disadvantage on its saving throws against the spell and on Intelligence (Investigation) checks made to disbelieve the illusion.

- When you take the Hide action while you are in an area of dim light or darkness, you have advantage on the Dexterity (Stealth) check.

Spire Legionnaire

Prerequisite: Hollow legionnaire

The Gleaming Valley and its spires are fundamental to the life of a hollow legionnaire. The lost souls that comprise the Hollow Legion draw power from their affiliation from the various spires in order to gain strength as adventurers.

You gain proficiency with medium armor, plus the following benefits, depending on your character's spire affiliation:

Adamantine Spire. Increase your Constitution score by 1, to a maximum of 20. Your hit point maximum increases by 1 per level you have, and it increases by 1 every time you gain a level.

Golden Spire. Increase your Wisdom or Charisma score by 1, to a maximum of 20. You can't be blinded by bright light or similar effects. You learn the *light* cantrip.

Iron Spire. Increase your Strength or Charisma score by 1, to a maximum of 20. You gain proficiency in the Intimidation skill. When a creature you can see hits another creature within 5 feet of you with a melee attack, you can use your reaction to reduce the damage by half. You take the remainder of the damage.

Mithril Spire. Increase your Intelligence or Dexterity score by 1, to a maximum of 20. Your base walking speed increases by 5 feet. Wearing armor doesn't reduce your speed or impose disadvantage on your Dexterity (Stealth) checks.

Silver Spire. Increase your Intelligence or Wisdom score by 1, to a maximum of 20. You have advantage on saving throws against being charmed or frightened.

Stalwart

Prerequisite: Constitution 13 or higher

You can go on fighting when others would collapse and give up. You have advantage on saving throws against being exhausted or stunned.

In addition, when you are stunned or exhausted, you can try to shake it off. You can use a bonus action to reduce your exhaustion level by 1. Alternately, at the end of your turn, you can make a new saving throw against any effect that has imposed the stunned condition on you, ending that condition on a success (the save DC is equal to that of the effect that stunned you, or DC 10, whichever is higher). In either case, once you use this ability, you must finish a short or long rest before you can use it again.

Wild Scent

Prerequisite: Asaatthi, manticora, or slitherin

Your people were created or evolved as predators and hunters. While they have become more civilized, some among them are throwbacks, atavists with bestial traits akin to those of your earliest ancestors. You have fully functional scent glands that grant you a stereoscopic sense of smell, like that of a mole, making you an excellent tracker and giving you a limited ability to “see” with your nose.

You gain the following benefits:

- You have advantage on Perception and Survival checks that involve your sense of smell.

- If you are blinded, attack rolls you make against creatures within 30 feet of you do not have disadvantage. Other creatures still have advantage on their attack rolls against you while you are blinded.
- You gain blindsight out to a range of 10 feet. You can't detect creatures that don't emit smells using this ability, such as incorporeal or ethereal creatures. Alternatively, creatures that emit a strong odor may be detected from further away. You can't use this ability if you lose your sense of smell.





chapter five

Equipment

Scarn is filled with diverse cultures and societies, each known for their own tools and weapons of war. From the great crosshammers of Albadia to the war fans of the asaatthi, there are a plethora of interesting and unique items available across Ghelspad and the Scarred Lands.

This chapter provides new weapons, armor, and other equipment. These new items are supplemental for 5th Edition gaming, while some items from the core rules may not be available on Ghelspad. Tables are provided in each section of this chapter to outline the equipment your characters can use in a Scarred Lands campaign.

Unless otherwise stated here, new items do not supplant existing rules for equipment found in the official core rules, except as dictated by flavor and setting details. For example, a longsword on Ghelspad functions as a standard longsword from any other fantasy setting, but it might resemble a Roman *spatha* a little more than it does a medieval arming sword.

Weapons

Many of the standard weapons and armaments found in any 5th Edition campaign are available in the Scarred Lands campaign setting. There is one clear exception, however: Firearms and explosives are nowhere to be found on Ghelspad. As a GM, it is your prerogative to add them if you desire. However, the Scarred Lands is intended to be low-tech, so consider carefully before adding firearms to your campaign.

Some new weapons listed here are unique to the Scarred Lands setting and in some cases to the continent of Ghelspad. Many are popular among or even unique to a certain race or population. While grown out of Ghelspad's rich cultural landscape, most are nonetheless generic enough for use outside of your Scarred Lands campaign, if you desire.

Weapons taken directly from the core rules are not described fully here.

New Weapon Descriptions

Amentum

An amentum is a leather strap attached to a dart or javelin to increase its range and stability in flight. Before throwing, an amentum is wound about the javelin's shaft. The user then throws the javelin while maintaining a grip on the amentum, thus imparting spin to the weapon and greatly improving its range.

Using an amentum to throw a dart or a javelin doubles the normal range of that weapon. A dart or javelin thrown with an amentum is considered a martial weapon.

Cestus

A cestus is a heavy glove or gauntlet of stiff leather, often reinforced with iron, designed to be used as a punching weapon. Many cestuses (or cesti) are adorned with metal studs, straps, or plates over the knuckles and the back of the wearer's hand.

Claw Gauntlet

These open-palmed metal gauntlets are the favored weapons of many warriors among the manticora, although they have spread among soldiers and fighters of other races. A claw gauntlet covers the back of the hand in thick iron, allowing the wearer to use her fingers to grip, while two to four long, claw-like blades extend from the front of the metal plate. These gauntlets are usually worn in pairs.

Roundknife

A roundknife is a small, semicircular blade held by a flat handle in the center, behind and parallel to the cutting surface. These knives are held so that the blade surrounds the hand, like a basket hilt, rather than extending from a

WEAPONS OF GHELSPAD

NAME	COST	DAMAGE	WEIGHT	PROPERTIES
SIMPLE MELEE WEAPONS				
Cestus	2 gp	1d4 bludgeoning	1 lb.	Finesse, light
Club	1 sp	1d4 bludgeoning	2 lb.	Light
Dagger	2 gp	1d4 piercing	1 lb.	Finesse, light, thrown (range 20/60)
Greatclub	2 sp	1d8 bludgeoning	10 lb.	Heavy, two-handed
Handaxe	5 gp	1d6 slashing	2 lb.	Light, thrown (range 20/60)
Javelin	5 sp	1d6 piercing	2 lb.	Thrown (range 30/120)
Light hammer	2 gp	1d4 bludgeoning	2 lb.	Light, thrown (range 20/60)
Mace	5 gp	1d6 bludgeoning	4 lb.	—
Quarterstaff	2 sp	1d6 bludgeoning	4 lb.	Versatile (1d8)
Sickle	1 gp	1d4 slashing	2 lb.	Light
Spear	1 gp	1d6 piercing	3 lb.	Thrown (range 20/60), versatile (1d8)
Unarmed strike	—	1 bludgeoning	—	—
SIMPLE RANGED WEAPON				
Crossbow, light	25 gp	1d8 piercing	5 lb.	Ammunition (range 80/320), loading, two-handed
Dart	5 cp	1d4 piercing	1/4 lb.	Finesse, thrown (range 20/60)
Shortbow	25 gp	1d6 piercing	2 lb.	Ammunition (range 80/320), two-handed
Sling	1 sp	1d4 bludgeoning	—	Ammunition (range 30/120)
MARTIAL MELEE WEAPONS				
Battleaxe	10 gp	1d8 slashing	5 lb.	Versatile (1d10)
Claw gauntlet	6 gp	1d6 slashing	2 lb.	Finesse, light
Falchion	25 gp	1d6 slashing	5 lb.	Finesse, versatile (2d4)
Flail	10 gp	1d8 bludgeoning	2 lb.	—
Glaive	20 gp	1d10 slashing	6 lb.	Heavy, reach, two-handed
Greataxe	30 gp	1d12 slashing	7 lb.	Heavy, two-handed
Greatsword	50 gp	2d6 slashing	6 lb.	Heavy, two-handed
Lance	10 gp	1d12 piercing	6 lb.	Reach, special
Longsword	15 gp	1d8 slashing	3 lb.	Versatile (1d10)
Maul	10 gp	2d6 bludgeoning	10 lb.	Heavy, two-handed
Morningstar	15 gp	1d8 piercing	4 lb.	—
Pike	5 gp	1d10 piercing	18 lb.	Heavy, reach, two-handed
Rapier	25 gp	1d8 piercing	2 lb.	Finesse
Roundknife	5 gp	1d4 slashing	1 lb.	Finesse, light
Scimitar	25 gp	1d6 slashing	3 lb.	Finesse, light
Shortsword	10 gp	1d6 piercing	2 lb.	Finesse, light
Spiked chain	60 gp	1d6 piercing	8 lbs.	Finesse, reach, two-handed
Tail blade	25 gp	1d6 slashing	2 lb.	Light, special

WEAPONS OF GHELSPAD (CONTINUED)

NAME	COST	DAMAGE	WEIGHT	PROPERTIES
MARTIAL MELEE WEAPONS (CONTINUED)				
Tail mace	20 gp	1d6 bludgeoning	5 lb.	Special
Trident	5 gp	1d6 piercing	4 lbs.	Thrown (range 20/60), versatile (1d8)
War fan	15 gp	1d4 slashing	2 lb.	Finesse, light
War pick	5 gp	1d8 piercing	2 lb.	—
Warhammer	15 gp	1d8 bludgeoning	2 lb.	Versatile (1d10)
Warscepter	20 gp	1d8 piercing	5 lb.	Versatile (1d10)
Whip	2 gp	1d4 slashing	3 lb.	Finesse, reach
Whipsword	75 gp	1d8 slashing	3 lb.	Finesse, special
MARTIAL RANGED WEAPONS				
Amentum	5 sp	—	1 lb.	Ammunition (range doubled), loading, two-handed, special
Blowgun	10 gp	1 piercing	1 lb.	Ammunition (range 25/100), loading
Crossbow, heavy	50 gp	1d10 piercing	18 lb.	Ammunition (range 100/400), heavy, loading, two-handed
Longbow	50 gp	1d8 piercing	2 lb.	Ammunition (range 150/600), heavy, two-handed
Net	1 gp	—	3 lb.	Special, thrown (range 5/15)

cross guard. They are typically used in a graceful slashing motion instead of a forceful thrust.

Roundknives are popular among gladiators in the Shelzari gladiator pits as well as in the more rural parts of Zathiske, where the roundknife originated.

Spiked Chain

Developed by the charduni dwarves, the spiked chain consists of an 8-foot to 10-foot length of heavy chain with a weighted, barbed head at either end. Smaller blades protrude from the chain below either head, while metal rings, used for grasping the chain without cutting one's hands, are placed at one or more locations along the chain's length. The chain is generally wielded with a whirling motion akin to that of the flail.

Tail Blade

The slitherin are renowned for adorning their tails with all manner of trinkets, piercings, and accessories, including tools and weapons. The tail blade is a custom-fitted blade attached to the end of a fighter's prehensile tail, allowing her to make deadly attacks with that appendage. A tail blade can be used only by an asaath, a slitherin, or a character of another race that has a long, heavy tail.

When you take the Attack action, you can use a bonus action to make a melee attack with the tail blade.

Tail Mace

Similar in concept to the tail blade, the tail mace is a custom-fitted bludgeoning weapon instead of a blade. A tail mace can be used only by an asaath, a slitherin, or a character of another race that has a long, heavy tail.

When you take the Attack action, you can use a bonus action to make a melee attack with the tail mace.

War Fan

The war fan is a set of spiked iron bands bound together with sharpened, flexible metal ribs. The asaath are known to favor this weapon. They decorate their war fans with intricate illustrations, and many such fans are prized possessions, studded with jewels. Richly decorated war fans may be awarded to warriors after great battles.

A creature that is proficient with the war fan can use a bonus action to open or close the fan. One who is not proficient must use an action to open or close it. When the war fan is closed, it functions as a dagger. When it is open, it functions as shown on the Weapons of Ghelspad table. However, if you have proficiency, you can use an open war fan defensively. As a bonus action, you gain a +1 bonus to AC until the start of your next turn. You cannot attack with the war fan while you use it defensively.



Warscepter

The warscepter is a favored weapon of the charduni and of Chardun's priests of all races. A typical warscepter has a stout shaft three to four feet long and a heavy, spiked head, resembling a heavy mace with a crown of long, deadly thorns or a large, ornate morningstar.

Whipsword

The whipsword is found throughout Ghelspad, but primarily among the slitherin. A relatively new weapon that has emerged only in recent years, it was developed originally by the engineers of the Walled Warren. In its base form, a whipsword looks like a shortsword, but with the snap of a wrist, it extends into a segmented, whip-like blade. It is a sign of a master craftsman among the slitherin to craft a whipsword that has more than 12 segments.

A creature that is proficient with the whipsword can use a bonus action to extend or shorten the blade. One who is

not proficient must use an action to extend or shorten it. When shortened, the war fan acts as a shortsword. When it is extended, the whipsword can be used as shown on the Weapons of Ghelspad table.

Unique Weapons of Ghelspad

There are a few weapons found across Ghelspad that bear mentioning here, even though each is statistically similar with a weapon shown on the Weapons of Ghelspad table.

Crookstaff

The crookstaff is a long wooden staff with rounded hooks on either end, often of metal. It is popular among halflings, though it did not originate with that race. Instead, the crookstaff is a product of the shepherds of Darakeene, who use the item to herd their flocks and fight off titanspawn in the rich fields of their nation.

The crookstaff functions as a quarterstaff.

Dwarven Handhammer

One of the few cultural items first exported out of Krakadom, the handhammer quickly became a favored tool of Kelder dwarves everywhere. Originally used for building and carving, the hammer's utility as a weapon is popular mostly among adventurers, who have found the item useful when fending off titanspawn. Even if it is not their primary weapon, many dwarves have a handhammer somewhere in their possession.

The handhammer functions as a light hammer.

Greathammer

Hedrada's clergy often wield this weapon as a reflection of their deity's fabled weapon, known as *Final Judgment*. Greathammers are long, massive hammers with iron-bound hafts. Many priests etch runes and symbols representing law and order into the hammer faces, or else they craft them to resemble actual faces.

The greathammer functions as a maul.

Halfling Hookspear

The halfling hookspear is a simple and elegant weapon, proven effective on the battlefield. Derived from the crook-staff, this weapon combines a long haft with a spear point on one end and a sharpened hook on the other. The halfling hookspear has become the favored weapon of the military in the Heteronomy of Virduk, particularly among its front-line forces. This weapon has become a symbol of halfling independence, developed almost exclusively for their people.

The hookspear functions as a spear or sickle.

Icehammer

The Albadians, living among the frigid tundra and ice floes of the frozen north, developed the icehammer as both a survival tool and a weapon. The icehammer is a heavy hammer with a sharp, slightly curved pick extending from one face. Albadians use this weapon as a tool to chip or cut ice, and also as an aid in climbing treacherous ice formations.

The icehammer functions as a warhammer.





Armor

The following section contains all the types of armor available in the Scarred Lands. As with the weapons in this chapter, some of this armor is unique to the Scarred Lands and to Ghelspad.

New Armor Descriptions

Banded Armor

Banded armor, sometimes called segmented armor, is fashioned from broad, overlapping metal strips or bands attached by leather straps. The strips are arranged horizontally down the torso, somewhat like the segments of a worm. The

upper body, neck, and shoulders are protected by shoulder guards or sections of mail. The legs and arms are covered in separate plate greaves and vambraces, with boiled leather or mail covering the joints. The armor usually includes gauntlets.

Buckler

The buckler is a small, light shield, normally only up to a foot-and-a-half in diameter. It is usually round or oval in shape. Because of its small size, the buckler does not provide the same degree of protection as a normal shield, but it does allow more freedom of movement for the hand that holds it.

You can also hold another object, such as a torch or lantern, while wearing a buckler. You can carry a weapon in the same hand that holds the buckler, but if you attack

ARMORS OF GHELSPAD

ARMOR	COST	ARMOR CLASS (AC)	STRENGTH	STEALTH	WEIGHT
LIGHT ARMOR					
Padded	5 gp	11 + Dex modifier	–	Disadvantage	8 lb.
Leather	10 gp	11 + Dex modifier	–	–	10 lb.
Stillsleeve	25 gp	12 + Dex modifier	–	Disadvantage	20 lb.
Studded leather	45 gp	12 + Dex modifier	–	–	13 lb.
MEDIUM ARMOR					
Hide	10 gp	12 + Dex modifier (max 2)	–	–	12 lb.
Chain shirt	50 gp	13 + Dex modifier (max 2)	–	–	20 lb.
Scale mail	50 gp	14 + Dex modifier (max 2)	–	Disadvantage	45 lb.
Breastplate	400 gp	14 + Dex modifier (max 2)	–	–	20 lb.
Half plate	750 gp	15 + Dex modifier (max 2)	–	Disadvantage	40 lb.
HEAVY ARMOR					
Ring mail	30 gp	14	–	Disadvantage	40 lb.
Chain mail	75 gp	16	Str 13	Disadvantage	55 lb.
Splint	200 gp	16	Str 15	Disadvantage	60 lb.
Banded	1,250 gp	17	Str 13	Disadvantage	50 lb.
Plate	1,500 gp	18	Str 15	Disadvantage	65 lb.
SHIELDS					
Buckler	5 gp	+1	–	–	2 lb.
Shield	10 gp	+2	–	–	6 lb.

with the weapon, you lose the AC bonus from the buckler until the start of your next turn.

Stillsleeve

Smiths from the Gleaming Valley first designed this peculiar suit of armor for hollow legionnaire spellcasters. Copper spun into thin wire is sewn throughout the armor, which stitches together a simple leather jerkin or padded robe, breeches, and boots. Under all, a thin cloth bodystocking covers the entire body, but for a single rectangular window revealing the eyes. External brass piping mimics a stylized skeleton along the limbs, spine, and ribcage, providing minimal protection against attack.

Hollow legionnaires in stillsleeve armor are considered to be wearing no armor for the purpose of meeting all class feature requirements.

Tools

In addition to the tools found in the core rules, the following new tools are available to characters in the Scarred Lands.

TOOLS

ITEM	COST	WEIGHT
ARTISAN'S TOOLS		
Fletcher's Tools	7 gp	4 lb.
Tattooist's Supplies	20 gp	6 lb.
MUSICAL INSTRUMENTS		
Lute Harp	35 gp	3 lb.
Santoor	25 gp	6 lb.
Singing Bowl	6 gp	2 lb.

Lute Harp

The lute harp is much smaller than a standard harp, standing only about 20 inches high. Essentially a small harp extending from a lute-like soundboard, it is quite portable, yet it retains the audibility of its larger cousin, making it desirable for traveling bards and musicians. This instrument is favored among the Silver Strings of Vesh.

Santoor

A box-like instrument in which tiny hammers are used to strike upon short metal strings, the santoor produces deep, rich tones. This instrument is usually found only among the charduni.

Singing Bowl

Traditionally, a singing bowl is made of crystal, although many varieties have been made from different types of metal. Regardless, these bowls produce deep, consistent notes when struck. They are often found in Hedrad, where they are used by monks and priests to aid meditation.

Starting Equipment Packages

The following section comprises two tables listing equipment packages available for characters from each of the

classes and races of the Scarred Lands. These tables are meant to be used in place of the standard Equipment listing for each class in the core rules, providing some flavor for new characters in terms of their race and culture within the setting.

In taking these class and race equipment packages, your character may receive two similar items, such as two suits of armor, two shields, or two types of adventurer's packs (like a dungeoneer's pack and a priest's pack): In that case, decide which of the similar items you want to keep, and ignore the other. You can keep multiple weapons, sets of clothes, or other items, if you wish.

You still receive any equipment from your background (whether from the core rules or from Chapter 4) in addition to gear from your class and race packages.

CLASS PACKAGES

CLASS	GEAR
Barbarian	A martial melee weapon, a simple weapon (plus up to 20 ammunition, if needed), 3 javelins, an explorer's pack, traveler's clothes
Bard	Armor worth 10 gp or less, a longsword or rapier, 3 darts or a simple weapon (plus up to 20 ammunition, if needed), a musical instrument, an entertainer's pack, traveler's clothes
Cleric	Armor worth 50 gp or less, a buckler or shield, your deity's favored weapon (plus up to 20 ammunition, if needed), 3 darts or a simple weapon (plus up to 20 ammunition, if needed), a priest's pack, common clothes, a holy symbol
Druid	Armor worth 10 gp or less, a wooden buckler or shield, a scimitar or a simple melee weapon, a simple weapon (plus up to 20 ammunition, if needed), an explorer's pack, traveler's clothes, a druidic focus
Fighter	Armor worth 75 gp or less, a buckler or shield, a martial melee weapon, a simple or martial weapon (plus up to 20 ammunition, if needed), 3 javelins or a simple weapon (plus up to 20 ammunition, if needed), a dungeoneer's pack or explorer's pack, common clothes
Monk	A simple or martial melee weapon, 6 darts or a simple weapon (plus up to 20 ammunition, if needed), a dungeoneer's pack or explorer's pack, common clothes
Paladin	Armor worth 75 gp or less, a shield, your deity's favored weapon (usually a longsword), 3 javelins or a simple weapon (plus up to 20 ammunition, if needed), a priest's pack or explorer's pack, common clothes, a holy symbol
Ranger	Armor worth 50 gp or less, a buckler or shield, a martial weapon (plus up to 20 ammunition, if needed), 2 simple weapons (plus up to 20 ammunition, if needed), a dungeoneer's pack or explorer's pack, traveler's clothes
Rogue	Armor worth 10 gp or less, a martial weapon (plus up to 20 ammunition, if needed), 5 darts or a simple weapon (plus up to 20 ammunition, if needed), a burglar's pack or a dungeoneer's pack, traveler's clothes, thieves' tools
Sorcerer	A simple melee weapon, 3 darts or a simple weapon (plus up to 20 ammunition, if needed), a dungeoneer's pack or explorer's pack, traveler's clothes, a spell component pouch or arcane focus
Warlock	Armor worth 10 gp or less, a simple melee weapon, 3 darts or a simple weapon (plus up to 20 ammunition, if needed), a scholar's pack or dungeoneer's pack, common clothes, a spell component pouch or arcane focus
Wizard	A simple melee weapon, 3 darts or a simple weapon (plus up to 20 ammunition, if needed), a scholar's pack or dungeoneer's pack, traveler's clothes, a spell component pouch or arcane focus, a spellbook

RACIAL PACKAGES

RACE	GEAR
Asaathi	A scimitar or falchion, a dagger or war fan, a scholar's pack or explorer's pack, fine clothes
Dwarf, charduni	Chain shirt or scale mail, a shield, a warhammer or warscepter, a dungeoneer's pack or explorer's pack, traveler's clothes
Dwarf, Kelder	Chain shirt or scale mail, a buckler or shield, a battleaxe or warhammer, a dungeoneer's pack or explorer's pack, traveler's clothes
Elf, drendali	A rapier or shortsword, a dungeoneer's pack or explorer's pack, fine clothes
Elf, Ganjus	A quarterstaff or spear, a shortbow or longbow (plus up to 20 ammunition), an explorer's pack, traveler's clothes
Halfling	A spear (halfling hookspear) or 2 darts, a blowgun or sling (plus up to 20 ammunition), a burglar's pack or explorer's pack, common clothes
Hollow legionnaire	Stillsleeve armor, a diplomat's pack or explorer's pack, traveler's clothes or a soldier's uniform
Human (any)	A martial melee weapon or a simple weapon (plus up to 20 ammunition, if needed), an explorer's pack, common clothes
Ironborn	A flail or warhammer, a priest's pack or explorer's pack, traveler's clothes
Manticora	A claw gauntlet, a second claw gauntlet or a shortbow (plus up to 20 arrows), an explorer's pack, traveler's clothes
Orc	Leather or hide armor, a greataxe or lance, a handaxe or javelin, an explorer's pack, common clothes
Slitherin	A short sword, a light crossbow or shortbow (plus up to 20 ammunition), a dungeoneer's pack or explorer's pack, common clothes





chapter six

Spells and True Rituals

Since Mesos first allowed the mortal races to wield sorcery, magic has been a tradition in the Scarred Lands. From the ancient sorcerer-kings of the Empire of Flame to the dark wizards of the Penumbra Pentagon, Scarn is filled with numerous forms of magical research, schools, and spells.

Mesos' Bane

When the Sire of Sorcery was rent asunder at the outset of the Divine War, arcane magic shuddered. A fundamental force of the world had fallen. Now, centuries later, arcane magic still suffers some minor hiccups and, occasionally, major problems. These problems are collectively referred to as *Mesos' Bane*.

A player of any arcane spellcaster should feel free to work out with the Game Master what form their particular Mesos' Bane might take, if the GM decides to include them in the game. Most of the time, such a bane is a purely thematic issue – perhaps small sparks fly from the caster's hands or flowers wilt nearby whenever she casts a spell.

However, if the GM wants to include major banes, that is an option. Such major banes are more potent, providing both a mechanical drawback and a benefit whenever the character casts an arcane spell.

If they occur in your game, these are the most common forms of major Mesos' Banes among arcane spellcasters on Ghelspad:

Bane of Heat

You generate heat when you cast an arcane spell. For 2 rounds per level of the spell you cast, you have advantage on saving throws against cold spells or effects, as well as resistance to cold damage. However, due to your discomfort, you also have disadvantage on Strength and Dexterity checks during that time.

Bane of Luminance

You generate light when you cast an arcane spell. For 2 rounds per level of the spell you cast, your body sheds bright light in a 20-foot radius and dim light for another 20 feet. During this time, you have disadvantage on Dexterity (Stealth) checks (and the light might make some such checks impossible).

Bane of Lightning

You generate an aura of lightning when you cast an arcane spell. For 2 rounds per level of the spell you cast, you have advantage on saving throws against lightning effects, and you also have resistance to lightning damage. However, during the same period, you also have disadvantage on Strength and Constitution checks.

Spells

The following section details spells found in the Scarred Lands. It begins with spell lists for spellcasting classes, then continues with descriptions of those spells.

BARD SPELLS

CANTRIPS

Enumerate
Filch
Instant Wardrobe

1ST LEVEL

Awareness Ward
Call Animal
Flash
Multiply Missile
Unseen Cartographer

2ND LEVEL

Knock
Mass True Strike
Rend the Sovereign Soul
Twisting Thrust

3RD LEVEL

Animal Spy
Aqueous Form

4TH LEVEL

Scrying Feedback

8TH LEVEL

Repeated Teleport

CLERIC SPELLS

CANTRIPS

Enumerate

1ST LEVEL

Animate Undead Minion
Awareness Ward
Holy Beacon
Unseen Cartographer

2ND LEVEL

Banish Shadow
Bleeding Sickness
Rend the Sovereign Soul

3RD LEVEL

Adamantine Undead
Aqueous Form
Weapon of Light
Winged Mount

4TH LEVEL

Binding Aura
Mana Spear
Moonlight Curse
Scrying Feedback
Shadow Traitor

5TH LEVEL

Holy Beacon's Answer
Lavaform

DRUID SPELLS

1ST LEVEL

Awareness Ward
Call Animal

2ND LEVEL

Banish Shadow
Bleeding Sickness
Corrode Metal

3RD LEVEL

Animal Spy
Aqueous Form
Chill Wind
Winged Mount

4TH LEVEL

Beast Rider
Frostform
Lightning Shield
Moonlight Curse

5TH LEVEL

Aura of Death
Lavaform

7TH LEVEL

Persistent Lightning

PALADIN SPELLS

1ST LEVEL

Holy Beacon

2ND LEVEL

Banish Shadow
Mass True Strike

3RD LEVEL

Hand of Justice
Winged Mount
Weapon of Light

5TH LEVEL

Holy Beacon's Answer

RANGER SPELLS

1ST LEVEL

Call Animal
Multiply Missile
Unseen Cartographer

2ND LEVEL

Mass True Strike
Twisting Thrust

3RD LEVEL

Animal Spy
Chill Wind
Winged Mount

4TH LEVEL

Beast Rider

Sorcerer Spells

CANTRIPS

Enumerate
Filch

1ST LEVEL

Flash
Force Blast
Spectral Hand

2ND LEVEL

Aegis
Knock
Mass True Strike
Rend the Sovereign Soul

3RD LEVEL

Aqueous Form
Chill Wind

4TH LEVEL

Binding Aura
Dolomar's Telekinetic Blast
Frostform
Inflict Susceptibility
Lightning Shield
Mana Spear
Wall of Darkness

5TH LEVEL

Lavaform

7TH LEVEL

Persistent Lightning

8TH LEVEL

Repeated Teleport

WARLOCK SPELLS

CANTRIPS

Filch

1ST LEVEL

Force Blast
Spectral Hand
Unseen Cartographer

2ND LEVEL

Bleeding Sickness
Rend the Sovereign Soul
Shadow Bolt

3RD LEVEL

Penumbra Trap

4TH LEVEL

Binding Aura
Darkstaff
Inflict Susceptibility

5TH LEVEL

Aura of Death

8TH LEVEL

Soul Exchange

WIZARD SPELLS

CANTRIPS

Enumerate
Filch
Instant Wardrobe

1ST LEVEL

Animate Undead Minion
Awareness Ward
Flash
Force Blast
Multiply Missile
Spectral Hand
Unseen Cartographer

2ND LEVEL

Aegis
Banish Shadow
Beads of Blaise
Knock
Mass True Strike
Metamagic Mimicry
Rend the Sovereign Soul
Shadow Bolt

Shadow Conjunction

Shadow Evocation

Twisting Thrust

3RD LEVEL

Adamantine Undead
Aqueous Form
Chill Wind
Penumbral Trap

4TH LEVEL

Binding Aura
Darkstaff
Dolomar's Telekinetic Blast
Frostform
Inflict Susceptibility
Lightning Shield
Mage Daggers

Mana Spear

Moonlight Curse

Scrying Feedback

Shadow Traitor

Wall of Darkness

5TH LEVEL

Aura of Death
Lavaform

7TH LEVEL

Persistent Lightning

8TH LEVEL

Blackflame
Leech Field
Repeated Teleport
Soul Exchange

New Spell Descriptions

Adamantine Undead

3rd-level abjuration

Charduni dwarves use *adamantine undead* most often, to reinforce the corpses they raise to fight their enemies. Those who face the dark dwarves should beware.

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (an adamantine ingot)

Duration: 24 hours

Skeletons and zombies you control within range gain resistance to nonmagical bludgeoning, piercing, and slashing damage for the duration.

Aegis

2nd-level abjuration

Many wizards thought until recently that *aegis* was a lost spell, with vague references in esoteric texts to its having been created by one of the great Sorcerer-Kings of Aurimar. Reportedly, though, a scroll containing this spell was among treasures recovered by Darakeene adventurers after their excursion into the Ruins of Non. They sold the scroll to the Phylacteric Vault, and the spell has since passed into relatively common use.

Casting Time: 1 reaction, which you take when you are hit by an attack or targeted by a magical effect

Range: Self

Components: V, S

Duration: 1 round

A barrier of eldritch energy appears and protects you. Until the end of your next turn, you have a +5 bonus to AC, as well as advantage on saving throws against magical effects. This advantage on saving throws does not apply to anything affecting you before you cast this spell.

At Higher Levels. If you cast this spell using a spell slot of 4th level or higher, the duration becomes concentration, up to 1 minute.

Animal Spy

3rd-level enchantment (ritual)

Animal spy might be a spell that influenced a legend, or perhaps a legend influenced the development of this spell. The sentry crows of Iron Tooth Pass stand watch around the dwarven stronghold there, reporting any news of a threat to their masters. They famously warned the dwarves of King Virduk's approach, and while the dwarves insist the birds are naturally intelligent, others claim that an ancient spell compelled them to their duty.

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a morsel of food)

Duration: 48 hours

This spell allows you to compel an animal to go to a place, keep watch, and then report back to you or a creature you designate. Choose a Tiny beast you can see within range. The beast travels to a location you specify and keeps watch there. You must have seen the specified area. The target beast travels for the duration of the spell toward the specified

location, covering about 50 miles per 24 hours for a flying messenger, or 25 miles for other animals.

You decide precisely what the beast is watching for when you cast the spell. You can have it keep watch for certain circumstances or activities, such as the advent of a storm or a single group of 20 or more creatures passing through the area. Alternately, you can have it watch for creatures with specific physical characteristics (such as height or weight), of a specific kind (like aberrations or titanspawn), or of a particular type (goblinoid or ratfolk). Finally, you can set a simple chronological trigger, having the beast return after 8 hours, for example.

At the time you select, or once the beast has seen the circumstance, activity, or creatures you specified, the beast returns and relays what it sensed as if via *Speak with Animals*. The messenger speaks only to you or to a creature matching the description you gave. If your spy fails to reach its destination before the spell ends, it can no longer relay what it sensed, but it still makes its way back to the location where you cast this spell.

At Higher Levels. If you cast this spell using a spell slot of 4th level or higher, you can select one additional beast as a target for each slot level above 3rd. Each beast can be sent to a different location, but must be given similar instructions.

In addition, the duration of the spell increases by 24 hours for each slot level above 3rd. If you cast the spell using a spell slot of 8th level or higher, the duration becomes “until dispelled.”

Animate Undead Minion

1st-level necromancy

Followers of Chardun created this spell as a means for junior clerics to enslave the dead. Priests of Chardun see this magic as a way to gain a temporary guardian and strike fear into their enemies. Over time, the rituals to perform this black magic leaked out of religious circles and became secularized, so necromancers who use arcane power can now learn this spell.

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (part of a dead humanoid)

Duration: Concentration, up to 1 hour

This spell creates a temporary undead minion. Choose a pile of bones or a corpse of a Medium or Small humanoid within range. The spell makes the bones into an undead skeleton or the corpse into a zombie (the DM has the creature’s statistics). You can use a bonus action to mentally command a creature you animated with this spell if the creature is within 30 feet of you. The creature follows your command until the task is complete. If it has no command, the target acts only to defend itself.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you animate or one additional undead

for each slot level above 1st. Each creature must come from a different corpse or pile of bones. Whenever you take a bonus action to command your minions, you can give the same command to multiple creatures you animated with this spell.

Aqueous Form

3rd-level transmutation

Using water to play tricks, priests of Enkili invented this spell to escape and vex their adversaries. The legendary bard and grifter Blaine Stormhand, a follower of Enkili, translated the knowledge into arcane methods, using the ability to sing herself into a pool of clear, viscous liquid to escape more than one tight spot.

Casting Time: 1 action

Range: Touch

Components: V, S, M (a few drops of water)

Duration: Concentration, up to 10 minutes

Until the spell ends, one willing creature you touch, along with everything it wears or carries, transforms into a clear and odorless liquid, similar in consistency to warm syrup. The spell ends if the target drops to 0 hit points. An incorporeal creature is unaffected.

While in this form, the target has resistance to nonmagical damage, acid damage, and fire damage, it is immune to damage from falling, and it has advantage on Strength, Dexterity, and Constitution saving throws. The target can’t attack, cast spells or use other powers, talk, or manipulate objects. Objects that transformed with the target are inaccessible until the spell ends. When moving, the target uses its normal speed, but swimming costs no extra movement. The target can enter and occupy the space of another creature, as well as pass through any opening through which water can flow.

Since the target appears to be water, it has advantage on (Dexterity) Stealth checks when it hides anywhere a puddle of water might be ignored. Normal water and similar liquids render the target heavily obscured.

Aura of Death

5th-level necromancy

Copies of this spell are known to exist in Hollowfaust, Glivid-Autel, and the Phylacteric Vault, even though others have claimed that the Order of the Morning Sky burned every copy.

Casting Time: 1 action

Range: Self (60-foot radius)

Components: V, S, M (a small chunk of salt)

Duration: Concentration, up to 10 minutes

Until this spell ends, life-denying energy emanates from you, rendering living creatures within 60 feet of you unable to heal and recover quickly. This spell has no effect on undead

and constructs. Other creatures you choose in the area have disadvantage on saving throws against disease, poison, and death. If a creature in the area would regain hit points, it must make a Constitution saving throw. On a failure, the creature regains no hit points. If the saving throw succeeds, the number of hit points regained is instead halved.

Awareness Ward

1st-level abjuration

Druids of Denev invented this spell sometime before or during the Titanswar to hide themselves from those who would hunt them. Since that time, the use of this spell has become widespread among explorers who know they might face opponents or guardians with supernatural origins.

Casting Time: 1 action

Range: Touch

Components: V, S, M (a bit of bubbled glass or sea glass)

Duration: Concentration, up to 1 hour

Touch a willing creature and choose a creature type: aberration, celestial, construct, elemental, fiend, ooze, or undead. Creatures of the chosen type can't sense the target of this spell. A creature that has an Intelligence score of 3 or lower ignores evidence of the presence of the target. If a creature of higher Intelligence senses evidence of the target, it can react as it wishes. The spell ends for a target that attacks, casts a spell, uses an ability or feature that affects a creature of the chosen type, or touches a creature of the chosen type.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Banish Shadow

2nd-level abjuration

Originally a means for penumbral lords to control their minions through fear of banishment, this spell has since passed into the hands of spellcasters having no affiliation with the Penumbral Pentagon. Shadow creatures do whatever they can to destroy anyone who knows it.

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a light source)

Duration: Concentration, up to 1 minute

You attempt to send one creature you can see within range to the Plane of Shadow. If the target is neither native to the Plane of Shadow nor an incorporeal undead creature, the spell fails. Otherwise, the target must make a Charisma saving throw. On a failure, the target is sent to the Plane of Shadow with a barely audible wail of anger or dismay. If the spell ends before 1 minute has passed, the target reappears in the space it left, or if that space is occupied, in the nearest unoccupied space. Otherwise, the target doesn't return.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Beads of Blaise

2nd-level evocation

Blaise Radlock, famous member of the Guild of Shadows, created *beads of Blaise*. An obsessive collector of beads, he wore several strands of them at all times. He developed a number of individual effects, unique to each bead, but over time they were combined into one dynamic spell.

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a 1-inch-diameter quartz bead, which is consumed by the spell)

Duration: Instantaneous

You launch the material component at a target you can see within range. Choose acid, cold, fire, lightning, poison, or thunder as the damage type, and then make a ranged spell attack against the target. If the attack hits, the target takes 3d8 damage of the type you chose. Each creature within 5 feet of the target must also succeed on a Dexterity saving throw or take 2d4 damage of the same energy type. Objects within 5 feet of the target can take this damage if they are susceptible to it, and they might suffer other effects, such as being ignited by fire damage if flammable.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage to the target you hit increases by 1d8 and the damage from the explosion increases by 1d4 for each slot level above 2nd.

Beast Rider

4th-level transmutation

Originated by druids of Golthain and still used today by druids of all sorts, *beast rider* allows the caster to use animals as a way to travel over a variety of terrains. Useful not only for going from animal to animal in a stampede across the plains, it can also allow a druid to traverse territory quickly, such as crossing a sea via a school of fish or moving across a glacier amid a group of arctic foxes or bears.

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 8 hours

You touch a willing beast, which must be Small or larger, and your body and gear meld into the creature. Your equipment cannot be used while you are melded, and it grants no benefit to the beast.

While melded with the beast, you have only a few options. You can use the beast's senses as if they were your own and influence the general direction of its travel. You can also

use your action make a DC 15 Wisdom (Animal Handling) check to direct the beast more precisely, such as making it willingly touch another beast. If the beast touches another beast, you can use your reaction to switch to the other beast.

You can use your action to cease being melded with the beast, and if you do so, you reappear in an unoccupied space within 5 feet of the beast. If no unoccupied space is available, you emerge prone in an occupied one. You can use none of your other abilities or class features while melded with the beast.

If the beast you are merged with suffers any harm, such as damage or a level of exhaustion, it can make a Wisdom saving throw against this spell. On a success, the beast ejects you and the spell ends. If the beast dies, you are ejected from its corpse, and the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can meld two additional willing Small or Medium creatures with you per slot level above 4th. You can meld a Large creature as if it were two Medium creatures. Creatures melded with you can use the beast's senses, but use no other abilities. If you transfer to another beast, the creatures melded with you transfer with you automatically. When you emerge from the beast, whatever the reason, the creatures melded with you also emerge.

Binding Aura

4th-level abjuration

A protective spell attributed to the archmage Nerith Alia, current Chancellor of the Phylacteric Vault, *binding aura* causes anyone who attacks the caster to be rendered unable to act.

Casting Time: 1 action

Range: Self

Components: V, S, M (a chunk of amber)

Duration: Concentration, up to 1 minute

You ward yourself with an invisible field that prevents others from harming you. While the spell lasts, any creature that attempts to attack you or target you with a harmful effect, including an area effect, must make a Wisdom saving throw. On a failure, the creature is incapacitated and its speed becomes 0 until the start of its next turn. During that time, it can't benefit from any bonus to its speed.

Blackflame

8th-level evocation

The penumbral lord and archmage Dar'Tan is credited with creating *blackflame*, a spell that causes a target to burst into agonizing, shadowy flames. Recently, the notorious thief Alaria is known to have traded scrolls of the spell to a few powerful mages.

Casting Time: 1 action

Range: 150 feet

Components: S

Duration: Concentration, up to 1 minute

Choose a creature you can see within range. The target is engulfed in flamelike shadows and must succeed on a Wisdom saving throw or take 10d10 psychic damage and become frightened for the duration. While the target has line of sight to you, it has disadvantage on saving throws against this spell.

At the start of each of the target's turns before the spell ends, the target must succeed on a Wisdom saving throw or take 11d10 psychic damage. Each time the target fails a saving throw after the first round, the damage increases by 1d10. On a successful save, the spell ends.

Bleeding Sickness

2nd-level necromancy

Priests of Vangal use magical diseases as one of several methods to scare people into venerating the god of destruction.

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: 1 minute

You choose a creature you can see within range. The target must succeed on a Constitution saving throw or become poisoned for the duration. While poisoned, the target oozes vital fluids, taking 1d4 necrotic damage at the start of each of its turns. A creature poisoned in this way can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

The target is also contagious to your enemies. If a creature hostile to you starts its turn within 5 feet of the target, the creature must succeed on a Constitution saving throw or become poisoned until the start of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Call Animal

1st-level transmutation (ritual)

Those who serve Denev first created *call animal* to bring beasts to them, whether as a way to keep track of animal friends or to attract a target for other magic.

Casting Time: 1 action

Range: 9 miles

Components: V, S, M (a morsel of food)

Duration: 1 round

Visualizing a beast you know that is also familiar with you, you send the beast a short message or command. You know if the beast receives the message and how it reacts, which is according to its nature, its current situation, and

your relationship with it. The beast not only understands the message, but if you wish, it also learns your current location.

Chill Wind

3rd-level evocation

Some believe druids who live in the icy climate of Albadia developed *chill wind*, but similar rumors arise around many cold spells. Whatever the origin, it is known that certain hags, ice ghouls, and other fell creatures of the frigid north use this spell regularly.

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

A line of strong wind 60 feet long and 10 feet wide blasts from you for the spell's duration. Each creature that starts its turn in the line must make a Constitution saving throw. On a failure, a creature takes 4d6 cold damage and is pushed 15 feet away from you in a direction following the line. Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you. While the spell lasts, you can use a bonus action to change the direction the line blasts from you.

The gust also disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes even protected flames, such as those of lanterns, to dance wildly and has a 75 percent chance to extinguish them as well.

Corrode Metal

2nd-level transmutation

Followers of the titan Thulkas, who claimed dominion over all metal worked by the hands of mortals, created this spell. With it, they were able to destroy metals at the slightest touch, and they taught the spell to others who protected them. Since the destruction of Thulkas, this spell has been shared, duplicated, and recreated by a wide variety of mages.

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch one nonmagical metal object. To affect an object a creature is wearing or carrying, the creature must be within your reach and you must hit the creature with a melee spell attack. If you touch the target and it can fit in a cube 5 feet on a side, it immediately crumbles to useless flakes.

Darkstaff

4th-level necromancy

The necromancers of Glivid-Autel first created *darkstaff* to make their ebon staves into life-draining weapons. Over time, though, knowledge of the spell has spread.

Casting Time: 1 action

Range: Touch

Components: V, S, M (a quarterstaff)

Duration: Concentration, up to 1 minute

The material component you hold becomes imbued with life-stealing shadow. As part of casting this spell, you can make a melee attack with the weapon. For the duration, the weapon becomes magical and you can use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using the quarterstaff. On a successful hit, the weapon does not deal bludgeoning damage, but instead deals 4d8 necrotic damage. You regain hit points equal to the



amount of necrotic damage the staff deals. Until the spell ends, you can use your action to repeat the attack with the weapon. The spell ends if you let go of the weapon.

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

Dolomar's Telekinetic Blast

4th-level evocation

Dolomar, one of the most prolific modern spell creators in the Scarred Lands, developed this spell based on *force blast*, another spell widely attributed to him.

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: Instantaneous

A tiny bead of force launches from your finger to a point you choose within range and then silently erupts into an invisible sphere of pummeling force. Each creature in a 20-foot-radius sphere centered on that point must make a Strength saving throw. On a failure, a target takes 7d6 force damage, is pushed to an unoccupied space as close to the outer edge of the sphere as possible, and is knocked prone. If the saving throw is successful, the target takes half the force damage, is pushed 5 feet away from the point of origin, and is not knocked prone.

The sphere extends around corners, as well as into the Ethereal Plane. In addition, unsecured objects that are completely within the area are pushed away from the point of origin as close to the edge of the sphere as possible. Fragile objects may be destroyed by this spell if they are susceptible to breakage by sudden force.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 for each slot level above 4th.

Enumerate

Divination cantrip

With *enumerate*, the caster can count a number of creatures or objects instantly. This spell might have been created by Tamul, a demigod on far-flung Asherak, and the one credited as the inventor of mathematics.



Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous

You learn the number of each object you can see when you cast this spell. For example, if you can see a pile of mixed coins and gems, you know how many of each denomination of coin and each type of gem the pile contains.

Filch

Conjuration cantrip

The *filch* cantrip is sometimes thought of as a learning device for apprentices seeking to master more powerful conjuration magic. However, it is a valuable spell in its own right, providing the means to stash or retrieve small objects. It is said that the founders of the Scaled were actually kicked out of their academy because they used this cantrip on their tutors.

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous

Choose 1 nonmagical object you can see within range. If the object weighs 1 pound or less, it appears in your hand.

This spell can't be used to remove an object from a creature's grasp. However, if a creature wears or carries the object in another way, the creature can make a Wisdom saving throw. If the saving throw succeeds, the cantrip fails. Otherwise, the cantrip works. Whether the cantrip succeeds or fails, the creature might notice the attempt unless you succeed on a Dexterity (Sleight of Hand) check with a DC equal to the creature's passive Perception. You have disadvantage on the check if the object was worn or carried in such a way that its disappearance or absence is easy to notice.

Flash

1st-level evocation

Members of the Scaled in Hedrad developed *flash* to help them evade authorities without having to use lethal force. Since then, the great utility of the spell has driven its wide acceptance among adventurers across Ghelspad.

Casting Time: 1 action

Range: Self (10-foot-radius)

Components: S, M (a pinch of sand)

Duration: Instantaneous

Blinding light flashes from you, extending out in a 10-foot radius. The sphere doesn't extend around corners. Each creature in the area must succeed on a Constitution saving throw or be blinded for 1 minute. A creature blinded in this way can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Creatures sensitive to bright light have disadvantage on saving throws against this spell.

Force Blast

1st-level evocation

As a young man, while recuperating from a savaging by goblins from whom he barely escaped, the famous mage Dolomar developed *force blast*. He first used it to gain his revenge on those same goblins.

Casting Time: 1 action

Range: Self (10-foot-radius)

Components: V

Duration: Instantaneous

A 10-foot-radius sphere of silent and invisible force bursts forth from you. Each creature in the area must make a Strength saving throw. If a creature fails, it takes 2d6 force damage and is pushed away from you to an unoccupied space as close to the edge of the sphere as possible. On a successful save, the creature takes half as much damage and is pushed 5 feet away from you.

The sphere extends around corners, as well as into the Ethereal Plane. In addition, unsecured objects that are completely within the area are pushed away from the point of origin as close to the edge of the sphere as possible.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st. For every two slot levels above 1st, the radius increases by 5 feet, up to a maximum of 20 feet when cast using a 5th-level or higher slot.

Frostform

4th-level transmutation

Skalds among the Albadian tribesfolk tell of hunters who encountered a strangely dressed man in the Amber Wood. When they threatened him, the strange man spoke an incantation, his skin became like ice, and he commanded the hunters to leave. The proud hunters attacked the man, but their weapons slid from his skin. Awed, they left food as tribute and found another way through the forest.

Casting Time: 1 action

Range: Touch

Components: V, S, M (a few drops of glacial water)

Duration: Concentration, up to 1 hour

This spell turns the flesh of a willing creature into magical ice. For the duration, or until it falls unconscious, the target gains immunity to cold damage but vulnerability to fire damage. In addition, the target has resistance to nonmagical piercing and slashing damage. The magic also allows the target to move through difficult terrain caused by snow or ice without spending extra movement.

Hand of Justice

3rd-level abjuration

Corean's paladins use this spell as a battle prayer that begs the Champion for the power to deliver immediate retribution against the unjust.

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Until this spell ends, you can make one melee weapon attack, without using an action, against any creature that attacks you while it is within 5 feet of you. You can make only one such counterattack against each attacking creature per turn in this way, regardless of how many times it attacks you that same turn. Your counterattack takes place immediately after the creature's first attack against you during the creature's turn.

Holy Beacon

1st-level evocation

Famous for its use by the Coreanic paladins of the city of Mithril, this spell creates a bright signal light in the shape of the caster's holy symbol.

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 hour

A brilliant beacon of light, shaped like your holy symbol, originates from you and shoots upward 10,000 feet above your location. If the beacon isn't in the sky when it finishes traveling up, the spell ends. Otherwise, the beacon remains for the duration, and its origin point remains fixed where you cast this spell. On a clear day, and provided good line of sight, the beacon can be seen for 30 miles. It can be seen for twice that distance at night. The beacon draws the attention of those who share your faith, so they automatically spot the beacon if visibility allows.

The holy symbol of your faith is considered to be an associated object (see the *teleport* spell description) for teleporting to the beacon's origin point.

Holy Beacon's Answer

5th-level conjuration

Three appointed Knights of the Beacon stand on duty in special spires upon the outer walls of Mithril, their only duty to use *holy beacon's answer* to respond to a *holy beacon* spell cast by a comrade in trouble.

Casting Time: 1 action

Range: Touch

Components: V, S, M (holy symbol)

Duration: Instantaneous

You and up to one other willing creature you touch teleport to the origin point of a *holy beacon* you can see, provided the material component for this spell is a holy symbol of your faith. You arrive in an unoccupied space as close to the *holy beacon* origin point as possible.

When you arrive, a 30-foot-radius sphere of blinding light flashes from you. The sphere doesn't extend around corners. Each creature of your choice in the area must succeed on a Constitution saving throw or be blinded until the end of your next turn. Creatures sensitive to bright light have disadvantage on saving throws against this light. In addition, if any creature friendly to you is within the light and at 0 hit points, that creature is stabilized.

Inflict Susceptibility

4th-level necromancy

A legendary wizard (some say it was Dolomar, although the storied wizard's identity tends to change with the tale's teller) invented *inflict susceptibility* long ago when the equally fabled Obsidian Hound hunted him. Spell after spell fizzled against the mythical beast's hide, so the wizard devoted his free moments to the creation of this spell.

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a silver needle)

Duration: Concentration, up to 1 minute

Choose one creature you can see within range. The creature must succeed on a Constitution saving throw, for which any advantage it has is negated. On a failure, the target has disadvantage on all saving throws for the duration. This effect counts as a curse.

At Higher Levels. If you cast this spell using a spell slot of 4th level or higher, the duration is concentration, up to 10 minutes. If you use a spell slot of 5th level or higher, the duration is 8 hours. If you use a spell slot of 7th level or higher, the duration is 24 hours. If you use a 9th-level spell slot, the duration becomes "until dispelled."

Durations of 8 hours or longer don't require concentration.

Instant Wardrobe

Conjuration cantrip

A Darakeenan court bard named Elina is credited with developing *instant wardrobe* to dress and change quickly for social engagements and performances.

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (clothing, jewelry, cosmetics, perfume)

Duration: Instantaneous

Choose any one material component for this spell that you can see within range. If you are wearing it, the object is safely removed from you, and placed as you desire in a container within range. If you are not wearing the object, it is instantly placed on you in the appropriate manner.

Knock

2nd-level transmutation

Blaine Stormhand, notorious bard and follower of Enkili, modified the traditional *knock* spell to help her when time or subtlety was of the essence. Since then, countless bards, rogues, and wizards have adopted this improved, less noisy version of the age-old utility spell.

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

Choose an object that you can see within range. The object can be a door, a box, a chest, a set of manacles, a padlock, or another lidded object or portal that contains a mundane or magical means to prevent access.

A target that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked.

If you choose a target that is held shut with *arcane lock*, that spell is suppressed for 10 minutes, during which time the target can be opened and shut normally.

When you cast the spell, a sound like someone knocking or tapping on a door, audible from as far away as 60 feet, emanates from the target object.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional door, box, chest, set of manacles, padlock, or other lidded object or portal for each slot level above 2nd.

Lavaform

5th-level transmutation

Worshippers of Vangal first stole the magic of *lavaform* from Golthagga's druids during the Titanswar. The Reaver's followers marvel at the destructive side effects of the form as much as they enjoy its protection.

Casting Time: 1 action

Range: Touch

Components: V, S, M (a black diamond worth at least 200 gp, which is consumed by the spell)

Duration: Concentration, up to 10 minutes

This spell transforms a willing creature's physical form into magical lava. For the duration, or until it falls unconscious, the target gains the following capabilities and limitations:

- The target has immunity to fire damage but vulnerability to cold damage.

- Nonmagical poison and disease can't affect the target.
- The target has resistance to nonmagical bludgeoning and slashing damage.
- The target's melee attacks with unarmed strikes or melee weapons deals an extra 1d6 fire damage.
- A creature that touches the target or hits it with a melee attack while within 5 feet of it takes 1d10 fire damage. If the target touches a flammable object that isn't being worn or carried, that object ignites.
- Most gear melds into the target's new form, but any object in hand when the transformation occurs remains in hand and is unharmed by the target's *lavaform* for the duration. The target retains passive benefits from melded equipment, but can't activate, use, or draw forth any of its melded gear.

Leech Field

8th-level necromancy

The Society of Immortals created the infamously deadly *leech field* shortly before they broke away from Hollowfaust to found Glivid-Autel. Years later, the Phylacteric Vault in Darakeene came to possess the spell, although the exact means by which they did so is unknown.



Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a 10-foot-radius sphere of violet vapor centered on a point you choose within range. The vapor spreads around corners, and its area is lightly obscured. It lasts for the duration. You can use a bonus action to move the cloud up to 30 feet, although it must remain within range of you or the spell ends.

When the cloud appears, each creature within it must make a Constitution saving throw. A creature takes 8d6 necrotic damage on a failed save, or half as much damage on a successful one. Any creature that enters the cloud for the first time on its turn or starts its turn there must also make this saving throw.

The vapor absorbs any hit points creatures lose to it. As a bonus action, you can distribute any number of hit points the vapor has absorbed evenly among creatures of your choice within 30 feet of you, including yourself. Constructs can't regain hit points from this spell. When you give hit points to a creature this way, the target regains hit points up to its maximum. Any excess is lost.

Lightning Shield

4th-level evocation

Lethene first granted druids *lightning shield* to turn the energy of storms from an offensive force into a defensive one. Anyone who tries to touch or attack the caster, particularly with metal weapons, pays a price.

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 10 minutes

Arcs of lightning dance across your body for the duration, causing your hair to stand on end and shedding dim light for 10 feet. You can end the spell early by using an action to dismiss it. The lightning grants you resistance to lightning damage.

In addition, whenever a creature within 5 feet of you hits you with a melee attack, the lightning arcs to your attacker, dealing 2d6 lightning damage to that creature. A creature that attacks you with a metal weapon or while wearing metal armor takes an extra 1d6 lightning damage.

Mage Daggers

4th-level evocation

The Vault of Calastia created *mage daggers* during the Titanswar, using this spell to harry Mormo's witches while soldiers closed with them. Antreas, Chief Vizier to King Virduk, rediscovered the spell in Calastia's library and began teaching it to Calastia's battlemages.

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (an iron or steel dagger)

Duration: Concentration, up to 1 minute

You create four floating daggers of force within range. The daggers last for the duration. When you cast the spell, each dagger strikes a creature within 5 feet of it, dealing 1d4 + 2 force damage.

Each subsequent turn, as a bonus action, you can move any or all of the daggers up to 20 feet and repeat the damage against a creature within 5 feet of each dagger. Any effect that blocks *magic missile* also blocks this spell's damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can create one additional dagger for each slot level above 4th.

Mana Spear

4th-level enchantment

Madrielites claim their goddess fashioned *mana spear* for her servants to use in battle against the titan Mesos and his sorcerous servants. Since then, the spell has become ubiquitous across the Scarred Lands.

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a spear of any size)

Duration: Instantaneous

You hurl a spear of psychic energy at a creature you can see within range. Make a ranged spell attack. On a hit, the target takes 6d10 psychic damage, and if the target is a spellcaster, it must also make a saving throw using its spellcasting ability score. If this save fails, the target loses the ability to cast spells of 3rd level or lower until the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you increase the damage by 1d10 for each slot level above 4th. On a failed saving throw, until the start of your next turn, the target loses the ability to cast spells of a level up to one less than the level of the spell slot you used.

Mass True Strike

2nd-level divination

Battlemages of Darakeene developed *mass true strike* to take the larger scale of most armed conflicts into account.

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 round

Up to four creatures of your choice within range have advantage on attack rolls until the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can choose two additional targets for each slot level above 2nd.

Metamagic Mimicry

2nd-level transmutation

Thariak the Gregarious of Darakeene developed this spell as a means for wizards to emulate the magic-warping abilities of sorcerers. Followers of the fallen titan Mesos consider this spell an abomination.

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 round

When you cast this spell, you gain 1 sorcery point. You also gain access to the sorcerer's Metamagic options Careful Spell, Distant Spell, Empowered Spell, Extended Spell, and Twinned Spell. Both effects fade at the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you gain 1 extra sorcery point for each slot level above 2nd. If you cast this spell using a 3rd-level spell slot, you gain access to Quicken Spell. If you cast it using a 4th-level spell slot, you also gain access to Heightened Spell.

Moonlight Curse

4th-level transmutation

Worshippers of Belsameth claim they invented this curse, although they often refer to it as "Belsameth's blessing." In truth, the spell is much older than the clergy of Belsameth and originated with the druids of the titans in ages past.

Casting Time: 1 action

Range: Touch

Components: V, S, M (hair from a lycanthrope)

Duration: 24 hours

You touch a creature. If the target is not willing, you must hit with a melee spell attack against the target. The target is cursed to become a wearboar, wererat, or werewolf, as determined by you when you cast the spell.

The next sunset after you cast this spell, target changes into a lycanthrope of the chosen type, and the target remains a lycanthrope until dawn or for up to 8 hours. A transformed target acts according to the basest elements of the lycanthrope's alignment, under GM control if it is a player character. When the transformation ends, the target returns to normal wherever it is, with

1 level of exhaustion. An unwilling target has no memory of what happened during its time spent as a lycanthrope.

Multiply Missile

1st-level conjuration

With this spell, lesser battlemages in the Titanswar could improve the deadliness of mundane archers in their squads. Since then, the spell has seen continued use on the battlefield and among those who want to ensure a successful hunt.

Casting Time: 1 action

Range: Touch

Components: V, S, M (one piece of nonmagical ammunition or a nonmagical thrown weapon)

Duration: 8 hours, or until triggered

You touch the material component so that when it is next used to make a ranged weapon attack, this spell triggers. When the spell triggers, the weapon or ammunition divides into multiple versions of itself as it flies. The attacker has advantage on the attack roll. On a hit, the attacker rolls



the weapon damage die two extra times and adds the rolls together to determine damage. If the attacker scores a critical hit, these extra dice are not rolled again.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you increase the extra damage dice by one for each slot level above 1st.

Penumbral Trap

3rd-level illusion

The bard Meerlah, in her renowned “Dirge of the Shadow Fortress,” made *penumbral trap* famous, although it was not she who invented the spell. In that song, it is said that the spell distracted members of a Veshian Vigil captured within Lord Dar’Tan’s Penumbral Fortress, and they were then captured and later slain by the shadow mage and his cronies.

Casting Time: 1 minute

Range: 60 feet

Components: S

Duration: Until dispelled or triggered

Choose one area of dim light that fills up to a 30-foot cube within range. The area becomes a trap with a trigger you set, including exclusions and parameters you decide on. A typical trigger is when someone other than those you exclude enters the area of the trap.

When the trap triggers, the shadows in the area become menacing phantasmal forms on the edge of a perceiver’s vision. Each creature within the area must make an Intelligence saving throw. Targets that fail become frightened for 1 minute and have their speed reduced by half, rounded down to the nearest 5 feet, while they remain within the area. While frightened in this way, a target feels threatened from every side, so it has disadvantage on Wisdom (Perception) checks. The target can repeat the saving throw at the end of each of its turns, with disadvantage if within the area or able to see it, ending the effect on itself on a success.

Persistent Lightning

7th-level evocation

Spontaneous phenomena often referred to as “Lethene’s Wrath” (or alternately “Enkili’s Wrath”) occur when magic mixes with a natural thunderstorm. This spell mimics these wonders.

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a rod of amber, crystal, or glass)

Duration: 1 minute

You create a bolt of lightning that strikes a target you can see within range. The target must make a Dexterity saving throw. On a failure, the target takes 10d8 lightning damage, and the lightning persists (see below). If the saving throw succeeds, the

target takes half as much damage and the lightning doesn’t persist. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

If the lightning persists, each time the target moves, takes damage, or uses an action, a bonus action, or a reaction, it takes 2d8 lightning damage. In addition, once per round when the target takes lightning damage, a bolt of lightning arcs from the target to the closest creature within 30 feet. That secondary target must succeed on a Dexterity saving throw or take 2d8 lightning damage.

The target and secondary targets have disadvantage on saving throws against this spell if they are wearing metal armor or made of metal.

Rend the Sovereign Soul

2nd-level enchantment

The infamous ruler of Chardunahae, the One in White, developed *rend the sovereign soul* to help him break any mind and enslave it to Chardun’s cause. Over time, knowledge of this spell has spread, and today those who serve Belsameth and Enkili also use it regularly to make their targets more pliable.

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Choose one creature you can see within range. The target must make a Charisma saving throw. On a failed save, it has disadvantage on Wisdom saving throws for the duration, and other creatures have advantage on Charisma checks against the target. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

At Higher Levels. If you cast this spell using a spell slot of 3rd level, the duration becomes “concentration, up to 10 minutes.” If you use a spell slot of 4th level, the duration is 8 hours. If you use a spell slot of 5th level or higher, the duration is 24 hours. If you use a 7th-level spell slot or higher, the duration becomes “until dispelled.”

Durations of 8 hours or longer don’t require concentration.

Repeated Teleport

8th-level conjuration

The *repeated teleport* spell was developed during the Titanswar to aid the beleaguered city-state of Lanzal. Enemies surrounded the city on three sides, so Lanzal’s wizards created this spell as a way to move supplies into the city and messengers out. Lanzal still fell, but the spell survived.

Casting Time: 1 action

Range: 10 feet

Components: V

Duration: Concentration, up to 1 minute

This spell works like *teleport*, with the same parameters, including rolling for mishaps during the initial travel. After you arrive at the destination, you can travel freely between the origin point and the destination for the duration. You needn't roll for mishaps again. Each act of transport requires you to use your action, but each time you can transport different additional targets.

If you know the sigil sequence to a permanent *teleportation circle* on the same plane of existence, you can link your current location to that circle. Any creature can travel safely between the origin point and the destination circle for the duration of this spell.

Scrying Feedback

4th-level abjuration

Denev gave her followers the knowledge to create this spell, some say as a gift and others as a necessity of war. *Scrying feedback* is treasured by rulers, military strategists, and spymasters alike — in truth, by any who possess sensitive secrets.

Casting Time: 1 action

Range: Self (40-foot radius)

Components: V, S

Duration: 24 hours, or until triggered

An invisible field of supernatural sensitivity extends from you in a 40-foot radius. Until the spell ends, this area remains centered on you and moves with you. You are instantly aware of any sensor created by a divination spell that enters this area.

If you become aware of a sensor created by a divination spell within the area, as a reaction you can trigger this spell to send a blast of psychic energy through the sensor to its originator. The originator of the sensor must make an Intelligence saving throw. On a failed saving throw, the target takes 8d8 psychic damage, or half as much damage if the save is successful.

Shadow Bolt

2nd-level necromancy

The current master of the penumbral lords, Dar'Tan, was once told that all shadow magic was but trickery and illusion. He responded by designing this spell and spreading its use far and wide.

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You hurl a blast of life-sapping shadow at creature you can see within range. Make a ranged spell attack against the target. On a hit, the target takes 4d8 necrotic damage and is blinded until the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

Shadow Conjunction

2nd-level illusion

The Penumbral Pentagon teaches shadow conjunction to new recruits who have enough skill, giving them a taste of the diversity of shadow magic.

Casting Time: See text

Range: See text

Components: V, S

Duration: See text

You create a quasi-real illusion made of shadow that duplicates the effect of a conjunction cantrip or a 1st-level conjunction spell also on your spell list. The duplicated spell has its normal casting time, range, and duration when cast this way. The spell duplicated must fabricate an object or substance (such as *cloudkill*), summon one or more creatures (as *conjure animals*), or deal damage (like *acid splash*).

Conjunction spells that allow healing or travel (such as *demiplane*, *gate*, *instant summons*, *maze*, *misty step*, *planar ally*, or *teleport*), or that instantaneously create objects or bonds with creatures (such as *create food and water*, *find steed*, and *heroes' feast*), can't be duplicated with this spell. A spell also can't be duplicated if it creates a lasting manifestation and doesn't require concentration (such as *faithful hound*, *floating disk*, or *magnificent mansion*). In any case, only creatures can be affected by the shadow conjunction, so a shadow *mage hand* or a summoned shadow creature couldn't manipulate objects.

Shadow conjunction always deals psychic damage, but a creature that believes in the illusion also believes the damage to be of a type appropriate to the illusion. A creature conjured with this spell has only 20 percent of its normal hit points, rounded down.

Upon initially interacting with *shadow conjunction*, such as being hit by its attack or included in its area, a creature is entitled to an Intelligence saving throw to recognize the conjunction's illusory nature. A creature that fails the Intelligence saving throw acts as if the shadow conjunction is real for its duration. A creature that succeeds on the Intelligence saving throw disbelieves the illusion and sees the conjunction as wisps of shadow in the general shape or guise you intended it to have. The disbelieving creature has advantage on saving throws against the shadow conjunction and also has resistance to any damage it deals, and the conjunction has disadvantage on attack rolls against the disbeliever.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can cast an allowable conjunction spell of one level lower than the slot level you use to cast the spell.

Shadow Evocation

2nd-level illusion

An unpleasantly surprising number of magicians learn *shadow evocation* from recruiters working with the Penumbra Pentagon. Fortunately, a good number later manage to break away from the penumbral lords' machinations.

Casting Time: See text

Range: See text

Components: V, S

Duration: See text

You create a quasi-real illusion made of shadow that duplicates the effect of an evocation cantrip or a 1st-level evocation spell also on your spell list. The duplicated spell has its normal casting time, range, and duration when cast this way.

Evocation spells that allow healing, whose effects are invisible (such as *gust of wind*, *thunderwave*, *shatter*, or *wall of force*), that rely on light (such as *light*, *daylight*, *moonbeam*, *prismatic spray*, *sunbeam*, or *sunburst*), or that use holy or unholy power (such as *divine word* or *hallow*) can't be duplicated with this spell. A spell also can't be duplicated if it creates a lasting manifestation and doesn't require concentration or lasts after concentration ends (such as *continual flame*, *contingency*, *forcecage*, *sending*, *telepathy*, *tiny hut*, or *wall of stone*). In any case, only creatures can be affected by the shadow evocation, so a shadow *resilient sphere* would keep out neither energy nor objects.

Shadow evocation always deals psychic damage, but a creature that believes in the illusion also believes the damage to be of a type appropriate to the illusion.

Upon initially interacting with *shadow evocation*, such as being hit by its attack or included in its area, a creature is entitled to an Intelligence saving throw to recognize the spell's illusory nature. A creature that fails the Intelligence saving throw acts as if the shadow evocation is real for its duration. A creature that succeeds on the Intelligence saving throw disbelieves the illusion and sees the evocation as wisps of shadow in the general shape or form you intended it to have. The disbelieving creature has advantage on saving throws against the shadow conjuration and also has resistance to any damage it deals, and the conjuration has disadvantage on attack rolls against the disbeliever.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can cast an allowable evocation spell of one level lower than the slot level you use to cast the spell.

Shadow Traitor

4th-level necromancy

Penumbra lords and followers of Belsameth use this spell often against their enemies, and both groups claim to have originated the spell.

Casting Time: 1 action

Range: 30 feet

Components: S, M (a drop of tar or pitch)

Duration: Instantaneous

You can cast this spell only in an area where no sunlight is present. Choose one humanoid or humanoid corpse that you can see within range. The target's shadow becomes an undead shadow. If your target is a living humanoid, the shadow attacks the target until one or the other is destroyed. If the target is killed by the shadow or is already a corpse, then the shadow is under your control for 24 hours.

You can also cast this spell on an undead shadow you currently control to reassert control over it for another 24 hours, or you can include the shadow as if it were a ghoul when you cast *create undead* to reassert control over undead.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can choose one additional target for each slot level above 3rd. If you cast this spell to reassert control over shadows, you can reassert control over one additional shadow per slot level above 3rd.

Soul Exchange

8th-level necromancy

Created originally by the Society of Immortals, this spell was seen as one path toward immortality, which those necromancers so desperately desired. The Guilds of Hollowfaust have declared this spell forbidden, but a few guild masters keep a copy in any case.

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a jeweled silver rod worth at least 5,000 gp)

Duration: Until dispelled

You attempt to swap souls with a humanoid you touch during the entire casting time. The target must succeed on a Charisma saving throw or its soul and yours exchange bodies. A creature that cannot be possessed is immune, and a creature that succeeds on the saving throw can't be targeted again for 24 hours. If your soul moves into the target's body, your body falls into a catatonic state as the target's soul moves within. The target's soul is trapped in your comatose body.

Once you possess a creature's body, you control it. You use the Strength, Dexterity, and Constitution of your new body, as well as its natural attacks, weapon attacks, and other physical attributes. You do not gain its racial traits or its class features. However, you retain your alignment and your Intelligence, Wisdom, and Charisma scores. You keep your level and its benefits, including hit points and Hit Dice, and you still have your own class features.

While possessing a body, you can use your action to return from the host body to yours if it is on the same plane as you, returning the host creature's soul to its body at the same time.

If the host body dies while you're in it, the host creature dies, and you must make a Charisma saving throw against your spellcasting DC. On a success, you return to your body if it is alive and on the same plane as you. Otherwise, you die.

If your body dies while you possess the host body, this spell ends, but your soul remains within the host body. You take a -5 penalty to all attack rolls, saving throws, and ability checks. Every time you finish a long rest, this penalty is reduced by 1 until it disappears.

Spectral Hand

1st-level necromancy

The *spectral hand* spell was originally created in Hollowfaust during the Second Siege. The high gorgons outmatched the necromancers in hand-to-hand combat, so this spell was created to allow the wizards to fight from behind the safety of the city walls.

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You lose 5 hit points and cause a ghostly hand imbued with your life force to appear within range. The hand lasts for the duration or until you dismiss it as an action. If the hand ever goes out of range, this spell ends. When the spell ends, you regain the 5 hit points you lost to create the hand.

You can use your action to control the hand, moving it up to 30 feet. The hand can manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. In addition, you can use the hand as if it were your own to deliver other spells you cast that normally have a range of touch. The hand can't otherwise attack, activate magic items, or carry more than 10 pounds.

The hand has 5 hit points and AC 20, and it's immune to damage from nonmagical sources. It uses your saving throws, but it is considered to be an object for most effects. In addition, if the hand needs to make a saving throw and succeeding on the saving throw would allow the hand to take only half damage, it instead takes no damage if it succeeds and only half damage if it fails.

Twisting Thrust

2nd-level divination

Ragnhild the Perverted, a powerful Albadian assassin, created twisting thrust to ensure that her assassination contracts in the name of Belsameth were fulfilled.

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Your weapon attacks score a critical hit on a roll of 19 or 20. When you score a critical hit with a weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Unseen Cartographer

1st-level conjuration

The prolific wizard Dolomar is credited with the creation of *unseen cartographer*, which he called "Dolomar's mapping." Dwarves of Burok Torn considered Dolomar to be an honorary citizen, and his use of this spell to map tunnels built by the dark elves of Dier Drendal was likely one of the reasons for their friendship.

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (cartographer's tools, ink, paper)

Duration: 1 hour

You cause an invisible, mindless, shapeless force to come into existence in an unoccupied space on the ground within range. It has AC 10, 1 hit point, and a Strength of 2, and it can't attack. If it drops to 0 hit points, the spell ends. Otherwise, the force follows you, remaining within range, for the duration.

Carrying the material components, the force uses them to draw a map of the areas you can see as you pass through. You can use your action to send the cartographer away from you, up to the edge of the spell's range, and it can map from there as if it were a normal human looking at the area from that point. The quality of the map is similar to that of one produced by a competent scout. The cartographer does not indicate creatures, hazards, or other such items on its map, but only the physical, architectural, and topographical features of the surrounding space.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, double the range for each slot level above 1st.

When you cast this spell using a spell slot of 3rd level or higher, the unseen cartographer notices hidden doors and traps within 10 feet of it if a Wisdom (Perception) check of 15 or lower would notice those hidden elements. The force simply draws the hidden elements on the map; it has no other means of letting you know of their presence.

When you cast this spell using a spell slot of 4th level or higher, the cartographer also has darkvision out to a range of 60 feet.

When you cast this spell using a spell slot of 5th level or higher, the cartographer can fly, allowing it to make maps from an aerial view within the spell's range (480 feet at 5th level).

Wall of Darkness

4th-level evocation

Some scholars believe that the Ancients might have used spells such as this around their underground cities, which is the reason so little is known about them now.



Casting Time: 1 action

Range: 60 feet

Components: V, S, M

Duration: Concentration, up to 1 minute

You create a wall of darkness within range. The wall appears in any orientation you choose, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-by-10-foot panels. Each panel must be contiguous with another panel. In any form, the wall is 1/4 inch thick. It lasts for the duration.

The wall has several effects. No vision, including darkvision, can see through the wall. Light can't pass from one side of the wall to another, and a spell that creates light and is of a lower level than the wall is dispelled by contact with the wall. If the wall is ever between the creator of a divination sensor (such as those created by *arcane eye*, *clairvoyance*, or *screying*) and that sensor, the creator must make a Wisdom saving throw against your spell save DC. On a failure, the sensor is destroyed.

If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice which side). A creature that passes through the wall must succeed on a Constitution saving throw or be blinded for 1 minute. A creature blinded in this way can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Weapon of Light

3rd-level transmutation

Madriel's small but capable cadre of paladins first used this spell, but since then, others attracted to its symbolism or utility have also adopted it.

Casting Time: 1 bonus action

Range: Touch

Components: V

Duration: Concentration, up to 1 hour

A nonmagical weapon you touch becomes a magic weapon. For the duration, the weapon has a +1 bonus to attack rolls and deals an extra 1d4 radiant damage when it hits. In addition, the weapon gives off bright light in a 30-foot radius and dim light for an additional 30 feet.

At Higher Levels. When you cast this spell using a spell slot of 5th level, the bonus to attack rolls increases to +2 and the extra damage increases to 2d4. When you use a spell slot of 7th level or higher, the bonus increases to +3 and the extra damage increases to 3d4.

Winged Mount

3rd-level transmutation

During the Divine War, Corean granted some warriors the privilege of riding valravens and great harriers, but they were insufficient in number to turn the tide against flying

minions of Gulaben and Lethene. The Champion asked his sibling Madriel for support, and the First Angel gave wing to the mounts of Corean's warriors.

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

You touch a willing beast, and it grows wings for the duration. The wings grant the target a flying speed equal to its base walking speed.

At Higher Levels. When you cast this spell using a spell slot of 4th level, the duration increases to 4 hours. If you use a spell slot of 5th level, the duration is 8 hours. If you use a spell slot of 6th level or higher, the duration is 24 hours.

True Rituals

T rue rituals are powerful, deep magic rites that draw upon fundamental forces of the universe. They are demanding, intricate affairs that require a level of magic unattainable by rote or by will alone. They are not mere spells. Multiple spellcasters are required, plus preparation, time, and skill. Yet the effects true rituals produce are commensurate with the investment required.

True rituals are highly coveted, usually closely kept secrets, and they can be terribly dangerous to use. Gaining access to a true ritual should be an integral part of a campaign, not merely a reward for an encounter or short adventure.

Learning a True Ritual

To perform a true ritual, you must first obtain knowledge of how to cast it and then make a copy of the ritual for yourself using a shorthand or cryptography unique to you.

Deciphering True Rituals

The written form of a true ritual uses complex notation much like that used by wizards to record spells in their spellbooks, or perhaps by other spellcasters to record their spells onto scrolls. However, true rituals, by virtue of their length and complexity, require much more space than normal spells. A typical true ritual fills up at least an entire book, and mightier rituals might fill several volumes.

Further, like the esoteric symbols and diagrams used to record common spells, those used for true rituals are unique to each person who records the ritual for future use. Another person's true ritual requires time to study and decipher, even if the original writer is there to translate.

To decipher a true ritual, you must make one Intelligence (Arcana) check (DC 12 + the ritual's level) per hour of the ritual's casting time. Each check requires three days of downtime. Success indicates you've deciphered that 1-hour section of the ritual's casting time.

At the GM's discretion, certain powerful divination magic might help you or even allow you to succeed automatically on some of these checks. Earnest help from the original writer also ensures success.

Copying True Rituals

You can scribe a true ritual you've deciphered into a book, a collection of scrolls, or some other medium. The process of copying the true ritual takes one day per level of the ritual.

Recording a true ritual costs 1,000 gp per level of the ritual, taking into account the price of rare and valuable inks, paper, book bindings, and other such materials needed for that purpose.

Casting a True Ritual

You can attempt to cast a true ritual only once per day, regardless of the ritual's actual casting time. Casting a true ritual requires at least four elements: a certain number of spellcasters of appropriate classes, whether primary, secondary, or proxies; knowledge of the appropriate rites; special components; and sufficient casting time.

Casters

The following rules apply for those who would cast true rituals.

Primary Caster. Only one spellcaster who knows the true ritual can be designated as primary caster, while all other participants are secondary casters or proxies. The primary caster must be of an appropriate class (as shown on the True Ritual Casting table) and of sufficient level to cast spells of the ritual's level, and he or she must have the ability to cast spells as rituals. If the ritual allows a saving throw, it uses the primary spellcaster's spell save DC. Each ritual description addresses the primary caster as "you."

When the ritual is complete, the primary spellcaster must expend a spell slot of the ritual's level to fuel the magic. In addition, the primary spellcaster suffers 3 levels of exhaustion.

Secondary Casters. True rituals are complex affairs that require multiple spellcasters working in concert. Each ritual requires a number of secondary casters equal to the ritual's level, each of whom must have levels equal to or higher than the ritual's level in one of the classes shown on the True Ritual Casting table.

When the ritual is complete, each secondary spellcaster suffers 2 levels of exhaustion.

Proxies. Unless a true ritual states otherwise, it allows proxies, participants who need not be spellcasters. To act as a proxy, a creature must have an Intelligence, Wisdom, or Charisma score of at least 12, as appropriate for the type of ritual being cast. Proxies can be of any race, class, and level.

For a given ritual, any number of proxies can replace up to half of the secondary casters required for the ritual, rounded down. To replace a single secondary caster, proxies must have a total number of Hit Dice equal to twice the level of the ritual.

For example, a 7th-level true ritual requires seven secondary casters that are at least 7th level in any acceptable caster class. Up to three of those casters can be replaced by proxies. To replace a single caster, the proxies involved must have a total of 14 Hit Dice (or 42 HD to replace all three casters).

When the ritual is complete, each proxy involved suffers 1 level of exhaustion.

Ritual Type. True rituals are *arcane*, *divine*, or *druidic*. Some rituals may have more than one of these three types. This classification limits the type of spellcaster that can undertake the ritual, whether as the primary caster or a secondary caster, as shown on the True Ritual Casting table.

True Ritual Casting

RITUAL TYPE	SKILL	CASTER CLASSES
Arcane	Arcana	Bard, sorcerer, warlock, wizard
Divine	Religion	Bard, cleric, paladin
Druidic	Nature	Bard, druid, ranger

Knowledge

True rituals require a deep knowledge of the underlying magic to make them function. To cast a true ritual, the primary caster must succeed on a skill check based on the ritual type, as shown on the True Ritual Casting table. The DC for this check is 10 + the ritual's level.

Components

All true rituals have verbal, somatic, and material components. Material components typically cost 250 gp per level of the ritual, and they are normally consumed once the ritual is complete, regardless of its success, unless otherwise noted.

Some rituals also require a special object as a focus, from which the magic of the ritual emanates after the ritual is complete.

Casting Time

The typical casting time for a true ritual is 1 hour per level of the ritual, although some rituals differ.

At Higher Levels

Most true rituals can be cast at higher levels by more powerful primary spellcasters, in which case the ritual's effective level changes to the level of the spell slot used to cast it. Any such change in level requires proportionate changes in primary caster level, secondary caster numbers and levels, proxy requirements, and component cost.

The skill check DC to cast the ritual also changes to match the level at which the ritual is cast.

Places of Power

True rituals can sometimes be performed in places of power to harness greater magic effects or to reduce other costs or requirements involved in casting. In some cases, a true ritual must be performed within a place of power or it cannot be cast successfully. Places of power may also be beneficial to certain types of casters or to casters who take specific actions while casting the ritual there.

See Places of Power in Chapter 8 for more information on these locations and their effects.

Ending a True Ritual

Due to a true ritual's great complexity, anyone who successfully casts spells like *dispel magic*, *counterspell*, or *antimagic field* on the primary caster or a secondary caster during the ritual's casting can interrupt the ritual as if it were a normal spell. If the ritual is disrupted in this way, it fails entirely and the casting of the ritual must be started anew.

Reducing the number of participants below the required number and type, such as knocking out or killing one or more participants, also causes the ritual to fail. Similarly, if an interloper or saboteur ruins, steals, or destroys the required materials or special focus before the ritual is complete, the ritual fails.

Dispelling a successful true ritual's magic once it is in place, however, is a far different matter. Anyone using *dispel magic* on a completed true ritual must use a spell slot of at least the same level as that of the ritual, and then make a spellcasting ability check against a DC of 15 + the ritual's level (even if the true ritual is 3rd level or lower).

An *antimagic field* or similar effect can suppress a true ritual as it would a normal spell, but only if the caster of *antimagic field* succeeds on a spellcasting ability check against a DC of 10 + the ritual's level. If this check fails, the true ritual continues normally, despite the antimagic effect.

True Ritual Descriptions

A small selection of some of the less rare (or at least more widely storied) true rituals on Ghelspad are presented in alphabetical order.

Awaken Shadows

4th-level illusion (arcane, true ritual)

Malkhus, a powerful and influential necromancer of Hollowfaust in decades past, devised *awaken shadows* to protect his vault from invasion. Soon after the ritual was created, a member of the Penumbra Pentagon killed Malkhus and stole the volumes containing the ritual. However, Malkhus

left a copy of his original notes with one of his fellow necromancers, and the ritual has been reproduced and shared with a few other sorcerers and wizards outside of the Pentagon.

Casting Time: 4 hours

Range: 1 mile (600-foot radius)

Components: V, S, M (a mirror and jet gems)

Duration: 1 year, or until dispelled

This ritual can be cast only after dusk. Choose a point within range inside a settlement you have visited. Within an area of up to 600 feet from that point (as decided by you, but often determined by the borders of the settlement), shadows deepen and become menacing. Each creature in the area must make an Intelligence saving throw. Those who fail become frightened as long as they remain within the area. While frightened in this way, a creature feels threatened from every side, so it is affected as if by the *slow* spell, and it has disadvantage on Wisdom (Perception) checks.

Once an affected creature leaves the area, the creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If it later enters the area again while the ritual lasts, it must make a new saving throw.

At Higher Levels. When you cast this ritual using a spell slot of 5th level or higher, the range and area are doubled for each slot level above 4th (to a maximum range of 32 miles and a radius of 19,200 feet using a 9th-level spell slot).

Blazing Betrayal

3rd-level evocation (arcane, true ritual)

It is said Belsameth helped create *blazing betrayal* to foster hatred and vengeance among her followers and enemies alike. The heated passion of betrayal fuels the fire of this merciless ritual.

Casting Time: 3 hours

Range: Unlimited (same plane)

Components: V, S, M (sulfur and obsidian, as well as a nonmagical personal item, hair, finger nails, or body part from the target)

Duration: Instantaneous

Any creature that was once loyal to the target yet willingly betrays the target to help cast this ritual can replace a secondary caster. The betraying creature need not meet the usual requirements for being a proxy in this ritual, and any number of secondary casters can be replaced by proxies this way.

Choose one creature with whom you have spent at least 1 hour in person and from whom you have possession of the personal material component. A creature must have an Intelligence score of 4 or higher to be a target. During the casting, the target starts to feel uncomfortably hot, then feverish, gaining 1 level of exhaustion at the start of the final hour of casting. When the ritual is complete, the target must make a Charisma saving throw. On a failure,

the target takes 9d10 fire damage and catches on fire. If the saving throw is a success, the target takes half damage and doesn't catch on fire.

If it catches on fire, the target must also make a Wisdom saving throw. If the saving throw fails, the target also becomes frightened. While frightened, the target can take only the Dash action on each of its turns. At the start of each of its turns, the target takes 1d6 fire damage and can ignite flammable objects it touches. The target can repeat the saving throw at the end of each of its turns, ending these effects on a success. Another creature can put the flames on the target out by using an action.

If the target dies because of damage from this ritual, its body is reduced to ash.

At Higher Levels. When you cast this ritual using a spell slot of 4th level or higher, the ritual's initial damage increases by 1d10 and the ongoing fire damage by 1d6 for every two slot levels above 3rd, to a maximum of 14d10 and 3d6 using a 9th-level spell slot).

Calm the Skies

3rd-level abjuration (divine, druidic, true ritual)

In the time before the Divine War, Madriel taught her devotees this true ritual in response to the entreaties of inhabitants of small coastal villages; Lethene's cruel winds and storms showed no mercy to such folk. In recent years, it is said that Alia Vensir, high priestess of Madriel in Mithril, has been working on an even more powerful version of this ritual to shield that city and the Northern Protectorate.

Casting Time: 6 hours

Range: Touch (5-mile radius)

Components: V, S, M (powdered pearls and rare minerals)

Duration: 1 year and 1 day

To cast this ritual, all participants must be within the area to be protected, with you in the center. When the ritual is complete, you touch a point within your reach to establish the center of the ward. The ward emanates in a 5-mile radius from the point you touch.

Natural weather in the warded area never turns violent enough to threaten life or property for the duration. If a spellcaster casts a spell to create violent weather in the warded area, the caster must succeed on a spellcasting ability check (DC 10 + this ritual's level) or the spell fails. If a creature that isn't a spellcaster uses a magic item to create such an effect, the creature instead makes a Charisma check. Even if such a weather-altering spell or effect works in the warded area, its duration is halved. A spellcaster in the warded area also has disadvantage on Constitution checks to maintain concentration on spells that create violent weather.

When you create the ward, you can exclude certain creatures from the part of the ward that dampens weather magic.

Common exclusions include specific creatures (such as you) or a group of creatures (such as all servants of Madriel).

At Higher Levels. When you cast this ritual using a spell slot of 4th level or higher, the ritual adds 5 miles to the protected radius for each level above 4th (to a maximum radius of 35 miles using a 9th-level slot).

Censure of Mesos

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

The early Cult of Mesos created this potent ritual, which uses an elaborate effigy of the target to interfere with its connection to magic. Once information about an enemy magician had been acquired and the effigy created, cultists used this ritual to nullify the target's power so it could then be destroyed. Over time, a few others have managed to steal or duplicate this ritual for their own ends.

Casting Time: 5 hours

Range: Unlimited (same plane)

Components: V, S, M (an effigy that includes a nonmagical personal item, hair, finger nails, or body part from the target)

Duration: 24 hours

Choose one creature from which you have the required material component. During the casting, the target senses fluctuations in the magic around and within it. The target must make a saving throw using its spellcasting ability, or a Charisma

saving throw if it does not have spellcasting ability. If the target has a challenge rating higher than 9, or if it is above 9th level, it has advantage on its saving throws against this ritual.

If the target fails the saving throw, it can't use spells or magical abilities for the duration. In addition, it loses its attunement to all magic items, and it also loses any advantage it might have on saving throws against spells or magical effects, regardless of the source. The target can repeat the saving throw once every hour, ending the effect on itself on a success.

At Higher Levels. When you cast this ritual using a spell slot of 6th level or higher, increase the challenge rating or level of targets that do not gain advantage on the saving throw against this ritual by 2 for each slot level above 5th. (With a 6th-level slot, creatures with a challenge rating of higher than 11, or those of at least 12th level, gain advantage on their saves. With a 9th-level slot, the challenge rating or level of the creature must be 18 or higher for it to have advantage.)

Chardun's Army

3rd-level necromancy (divine, true ritual)

Chardun originated this ritual, sometimes called *raise the eternal army*, during a crucial battle in the Titanswar. The Great General's forces took heavy losses destroying a titanspawn horde, and Chardun had barely a moment to savor his hard-won victory when the titan Thulkas was reported approaching with another army. The Slaver knew his remaining troops would not



be enough, so he devised this ritual for his worshipers to raise the remains of his original troops. His black magic won that day.

Casting Time: 3 hours

Range: Self (150-foot radius)

Components: V, S, M (a jeweled warscepter, which is not consumed in casting)

Duration: 3 days (see below)

You must cast this ritual so that it ends during nighttime. Corpses and bones of Small and Medium humanoids within a 150-foot radius of you animate as up to 40 undead under your control, assuming enough remains are present. Bones become skeletons and corpses become zombies. Alternatively, you can assert control over uncontrolled skeletons or zombies in the area, but the maximum number of undead created or controlled remains limited to 40.

You can use a bonus action to mentally command any creature created or controlled with this ritual, as long as the creature is within 150 feet of you. To command multiple creatures at one time, you must issue them all the same command.

When the duration ends, 75 percent of the undead created with this ritual are destroyed and turn to ash. The remaining undead become uncontrolled. However, if uncontrolled undead have a clear task remaining when they become uncontrolled, they tend to keep performing that task.

At Higher Levels. When you cast this ritual using a spell slot of 4th level or higher, the ritual's radius and range of control doubles for each slot level above 3rd, to a maximum of 9,600 feet using a 9th-level slot. In addition, you can animate up to 10 more undead per slot level above 3rd.

Denev's Fury

5th-level transmutation (druidic, true ritual)

The first recorded use of *Denev's fury* occurred when the druid Celeress led an army of Denev's followers in the depths of winter during the decisive Ukrudan March. She ordered her forces to press on against the titanspawn, despite the fact that they were flanked by a goblin host. Celeress and a small contingent of her most powerful followers stayed behind to meet the goblins, who jeered in derision as they watched. The druids stripped down to their nightclothes and began chanting, to the delighted hoots and shouts of the goblin horde; by the time the enemy grew bored and moved to attack, tumultuous thunderclouds boiled in the sky and devastated the goblins. Most of the druids who performed the ritual were slain as well, but the rest of their army was able to march on unmolested.

Casting Time: 1 hour

Range: 1 mile (600-foot radius)

Components: V, S, M (rare herbs and oils)

Duration: Concentration, up to 1 minute

Choose a point you can see within range. In a 600-foot radius from that point, starting roughly 30 minutes into the

casting of this ritual, the area exhibits signs of an imminent natural disaster appropriate to the geographical location. A volcano could begin to smolder, ocean water might recede, or a great plain could become overcast with thunderclouds.

When you complete the ritual, a natural disaster occurs, affecting the area for the duration. For simplicity's sake, the ritual might duplicate an *earthquake* spell, a tsunami, or similar weather or phenomenal magic, or it might create similarly devastating results roughly equivalent to those of an appropriate 7th- or 8th-level spell. If the effects do not duplicate those of an existing spell, they are as follows each round the disaster continues:

- Each creature in the area takes 8d6 damage of a type appropriate to the disaster, but a successful Strength, Dexterity, or Constitution saving throw (GM's choice) halves the damage. Creatures that manage to gain total cover from the disaster take no damage. For instance, violent wind and lightning may damage creatures caught in a storm, but those creatures can make a Dexterity saving throw to take only half damage. Those creatures might be able to take shelter within a stout building or inside a cave and thus avoid damage.
- Each structure in the area takes 8d6 damage of a type appropriate to the disaster. Structures reduced to 0 hit points collapse, fall over, or are otherwise destroyed. (See "Structures" under the *earthquake* spell.)
- Other effects appropriate to the disaster, such as being knocked prone by quaking, blown back or knocked down by gale-force winds, scorched by lava, obscured by smoke or ash, and so on.

At Higher Levels. When you cast this ritual using a spell slot of 5th level or higher, the ritual's range and radius are doubled for each level above 5th.

Divine Aspect

6th-level transmutation (divine, true ritual)

The gods of the Scarred Lands are so close to their worshipers that some clerics are able to use *divine aspect* to take on a portion of a god's power. Using this ritual attracts the direct attention of the deity in question, who can withhold or withdraw the power the ritual grants.

Casting Time: 6 hours

Range: Self

Components: V, S, M (precious incense, specially scribed prayers, and minor relics)

Duration: 24 hours

When you complete this ritual, if any participant wasn't truly devoted to the deity whose power was invoked, the ritual fails and you know why. If the ritual succeeds, you gain the following benefits for the duration (or until your deity disapproves of your actions):

- You gain the “enlarge” benefit of the *enlarge/reduce* spell.
- You are shielded as if by *protection from evil and good*.
- You gain advantage on all ability checks and saving throws.
- You have resistance to nonmagical damage of all types.
- Your weapon attacks are considered to be magical.
- Any titanspawn or creature considered to be an enemy of your deity (as noted below) that is hostile to you and starts its turn within 30 feet of you must make a Wisdom saving throw, unless you are incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature’s saving throw is successful, the creature is immune to this effect for the duration.

For the duration, you also gain the following additional benefits based on the deity you invoked:

Belsameth. Your enemies include servants of Madriel and those of good alignment. Your melee weapon attacks deal an extra 1d8 poison damage on a successful hit. Any creature you hit with a melee weapon attack must succeed on a Constitution saving throw or be poisoned for 1 minute. A poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Chardun. Your enemies include servants of Tanil and those of good alignment. You gain a +1 bonus to AC. In addition, you can cast *command* as a 6th-level spell at will, and your *command* can affect undead.

Corean. Your enemies include servants of Vangal and those of evil alignment. You gain a +1 bonus to attack rolls with melee weapons, and your melee weapon attacks deal an extra 1d8 fire damage on a successful hit. In addition, you have a constant sense that duplicates the effects of *detect evil and good* (no concentration required).

Enkili. Your enemies include all creatures of lawful alignment. Your melee weapon attacks deal an extra 1d8 lightning damage on a successful hit. Three times during the duration, when you fail as a result of a d20 roll, you can reroll the d20 and take the new result. In addition, you can cast *hideous laughter* at will, without the need for material components.

Hedrada. Your enemies include all creatures of chaotic alignment. You gain a +1 bonus to AC, and you have true-sight out to a range of 30 feet. In addition, you radiate an aura of candor that is centered on you and moves with you. This aura otherwise duplicates the effect of *zone of truth*.

Madriel. Your enemies include servants of Belsameth and those of evil alignment. You gain a +1 bonus to AC. Your melee weapon attacks deal an extra 1d8 radiant damage on a successful hit. In addition, you radiate an aura of bright light that is centered on you and moves with you. This aura otherwise duplicates the effect of *daylight*.

Tanil. Your enemies include servants of Chardun and those of evil alignment. You gain a +1 bonus to attack rolls with ranged weapons, and your ranged weapon attacks deal an extra 1d8 thunder damage on a successful hit. Your base walking speed increases by 10 feet. In addition, you can cast *animal friendship* as a 1st-level spell at will, without the need for material components.

Vangal. Your enemies include servants of Corean and those of good alignment. You gain a +1 bonus to attack rolls and damage rolls with melee weapons, and your melee weapon attacks deal an extra 1d8 necrotic damage on a successful hit. In addition, you can see invisible creatures and objects as if they were visible, and you can see into the Ethereal Plane. Ethereal creatures and objects appear ghostly and translucent.

Raise the Temple

5th-level transmutation (divine, true ritual)

This ritual is as old as divine worship, used in bygone ages to raise edifices dedicated to the gods. The ritual has the power to create a place of worship in less than a day, even though history has shown that the gods seem to prefer temples built by dedicated toil.

Casting Time: 5 hours

Range: 360 feet

Components: V, S, M (building materials equal to the cost of the building and its furnishings)

Duration: Instantaneous

Choose a spot of clear land capable of supporting and containing the intended building within range, as well as the materials within range. As the ritual goes on, the building is built on the chosen land. You can build a fortified shrine with up to 1,000 square feet of floor space, or an unfortified temple with up to 3,000 square feet of floor space. The building is designed as you wish, although your deity can influence aspects of it. Provided you have the needed materials, the temple is furnished and has all desired accoutrements when complete.

When you complete this ritual, if any participant spellcaster or proxy wasn’t truly devoted to the deity whose power was invoked, the ritual fails, the edifice crumbles, and you know why.

At Higher Levels. When you cast this ritual using a spell slot of 6th level or higher, the ritual adds 1,000 square feet to a fortified temple or 3,000 square feet to an unfortified temple for each level above 5th.

Rite of Nullification

4th-level abjuration (arcane, divine, druidic, true ritual)

Followers of the gods developed *rite of nullification* to reduce the threat caused by the true rituals of druidic enemies. Later, the ritual was put to use breaching titanspawn strongholds by methodically battering down magical defenses. Since then, the ritual has spread among all magical traditions.

Casting Time: 1 hour

Range: 300 feet

Components: V, S, M (rare spellcasting components)

Duration: Instantaneous

Choose one creature, object, or magical effect within range. Any spell of 6th level or lower on the target ends. For each spell of 7th level or higher on the target, make an ability check using your spellcasting ability. The DC equals 8 + the spell's level. On a successful check, the spell ends. Permanent magical effects that cannot be dispelled are instead suppressed for 1 hour.

Alternately, choose a point within range. True ritual effects of up to 4th level within a 90-foot radius of that point are dispelled. Rituals with a larger area but whose center or focal point is within the radius are also dispelled.

This ritual has no effect on magic items or on any spell or effect created by a deity or an artifact.

At Higher Levels. When you cast this true ritual on a creature, object, or magical effect using a spell slot of 5th level or higher, you automatically end the effects of a spell on the target if the spell's level is no more than 2 higher than the level of the spell slot you used.

When you cast this ritual to dispel a true ritual using a spell slot of 5th level or higher, you automatically end the effects of a true ritual if the ritual's level is equal to or less than the level of the spell slot you used.

Thirst for War

2nd-level enchantment (arcane, divine, true ritual)

During the early years of the Titanswar, a contingent of Vangal's riders learned an army had been sent by Hrinruuk to destroy a strategically important town near the Plains of Lede. Only a ragtag militia defended the town. The remaining priests among the riders cast *thirst for war* on the militia, transforming them into battle-frenzied soldiers. Most died in the ensuing savagery, but the town was spared long enough for reinforcements to arrive.

Casting Time: 2 hours

Range: 100 feet

Components: V, S, M (the heart of a giant boar and mind-affecting herbs)

Duration: 3 hours

Choose up to 12 willing targets within range. For the duration, each target gains a +2 bonus to AC, has advantage on Strength and Constitution checks and saving throws, and can roll a d4 and add the number rolled to weapon attack and damage rolls.

In addition, when a target is reduced to 0 hit points but not killed outright, the target can drop to 1 hit point instead. Each target can drop to 1 hit point this way only once during the duration.

When the ritual's effect ends, each target gains 2 levels of exhaustion.

At Higher Levels. When you cast this ritual using a spell slot of 3rd level or higher, you increase the duration by 3 hours for each level of the spell slot above 2nd. In addition, you can target up to 6 additional creatures for each slot level above 2nd.



WOBRIEN



chapter seven

Magic Items

In the Scarred Lands, choosing the right equipment is not only about the best material and design. When the fabric of reality is so thick with divine power, adventurers with a discerning eye for magical properties can have a serious advantage over the uninformed. Even a blade of the finest steel from the best mortal forge might fail against a pair of rusty axes blessed by Vangal.

The items found in this chapter represent a sampling of magic objects found across Ghelspad and beyond.

Magic Tattoos

Tattoo magic is common throughout Ghelspad, but it is most prevalent among elves, orcs, and the people of Albadia. It is not uncommon for adventurers and spellcasters of these races or peoples to be covered in a variety of artful and wondrous magical images and symbols.

Magic tattoo is a category of magic item akin to wondrous items, but inked onto the skin of the subject. The tattoo's magic is tied to its bearer's physiology. In general, magic tattoos follow the same rules for magic items, unless a specific tattoo creates an exception. Each body part can have only one magic tattoo.

Creating Magic Tattoos

The process of creating a magic tattoo involves fine inks and magical components that infuse the art as it is produced. Inking and enchanting a magic tattoo takes one day of downtime per 100 gp of the tattoo's price, which the GM sets based on the tattoo's rarity. The process must involve a tattooist, a spellcaster, and a subject. The tattooist or the subject can fulfill the spellcaster role if able, and one person can be all three if the body part being tattooed is accessible enough.

New magic tattoos can be created, especially those that recreate the functions of other wearable magic items. Most such tattoos create common or uncommon effects. Rarer tattoos are elaborate and difficult to ink, and they require more time to create than most subjects can endure. Still, some exist. It's up to the GM if an existing wearable magic item can be replicated as a tattoo.

Those who craft magic tattoos do so for those who merit such a treasure. It's up to the GM whether a tattoo artist who can create magic tattoos might do so for compensation. The GM also sets the price for such work, based on the tattoo's rarity.

Magic Tattoos and Other Items

By their nature as skin art, magic tattoos can't be shared, but they can be worn under other items. It's up to the GM to decide if a magic item and a tattoo in close proximity on the body interfere with each other. A powerful magic item worn over a magic tattoo in the same body area often suppresses the effects of the tattoo while the object is worn.

Removing Magic Tattoos

A magic tattoo heals with its wearer, so it is nearly impossible to remove from an unwilling subject without removing the body part it's on. A magic tattoo can be removed from a willing subject, or disenchanting, in one day.

Wondrous Boons

Scarn is a dangerous world, yet still people survive and thrive upon it. Most must band together in numbers to do so, in settlements ranging from pastoral enclaves to vast kingdoms. A few forge their own path, however, moving from place to place, seeking adventure, riches, or knowledge. The path of the adventurer, while likely to result in death,

offers the surest possibility of becoming a legend, perhaps even a living one.

More than a few legendary heroes and villains have had powers that transcend normal sources, such as spellcasting or magic items. Such powers are known as wondrous boons.

Gaining Wondrous Boons

Adventurers meet the supernatural regularly and head on, and most cannot escape being touched by what they have faced. The bold draw the notice of deities and other mighty creatures, whose attention can leave its mark on an adventurer.

A GM can award wondrous boons in much the same way as awarding magic items. A character completes a task, performs a notable deed, or otherwise reaches a point in an adventure or campaign at which a reward is appropriate. The player might decide that the character's goal is to gain a particular wondrous boon. In that case, the GM sets the parameters for the boon's acquisition, which always involves a series of adventures or tests, and awards the boon when the character proves worthy.

The following sections provide ideas for circumstances in which a GM might consider awarding a mystic boon.

Artifact Bearer

Artifacts are legendary, and their bearers often become so. Especially after the artifact has moved on, its touch could leave lingering magic for its erstwhile bearer to wield.

Destined

Some people seem destined for greatness, although the superstitious attribute to fate what is more often won through grit and determination. Mighty deeds can awaken magic dormant within a person's body or soul. Other initial sources of wondrous boons might leave effects that crop up unexpectedly across generations.

Favored

Gods have the power to favor mortals with supernatural power, whether to accomplish a specific task or as a reward for service. Other legendary beings can also grant boons for similar reasons, but seldom do they or the gods do so without asking for something in return. If such gifts persist in a bloodline, the original granter has a reason to keep tabs on the lineage.

The table to the right shows the wondrous boons most commonly associated with Scarn's mightiest beings.

All gods can grant the *divine champion's boon*.

God Descendant

Some deities, especially lusty ones such as Chardun, Enkili, Idra, and Vangal, are likely to sire or conceive demigods, and they in turn may produce mortal descendants whose divine nature is almost sure to lead them on to great renown or terrible infamy.

GOD OR TITAN	ASSOCIATED BOONS
Belsameth	<i>Arcanist's boon, flesh-warper's boon, poisoner's boon, slayer's boon</i>
Chardun	<i>Tactician's boon, unity boon</i>
Chern	<i>Blighter's boon, death's boon, poisoner's boon</i>
Corean	<i>Fire boon, holy boon</i>
Denev	<i>Beast-master's boon, life's boon, restorer's boon, world-walker's boon</i>
Drendari	<i>Shadow-walker's boon</i>
Enkili	<i>Glibness boon, secret-stealer's boon, spell-reflection boon, storm boon, trickster's boon</i>
Erias	<i>Clarity boon, oracle's boon, unity boon</i>
Gaurak	<i>Glutton's boon, slayer's boon</i>
Golthagga	<i>Lava boon, resistance boon</i>
Golthain	<i>Color-weaver's boon, judge's boon, oracle's boon, world-walker's boon</i>
Goran	<i>Resistance boon</i>
Gormoth	<i>Flesh-warper's boon</i>
Gulaben	<i>Enrapturing boon, trickster's boon</i>
Hedrada	<i>Judge's boon, unity boon</i>
Hrinruuk	<i>Hunter's boon, tactician's boon</i>
Hwyrdd	<i>Glibness boon, luck boon</i>
Idra	<i>Enrapturing boon, glibness boon, secret-stealer's boon</i>
Kadum	<i>Brutality boon, rage boon</i>
Lethene	<i>Storm boon, water boon</i>
Madriel	<i>Clarity boon, life's boon, rebuker's boon, restorer's boon</i>
Manawe	<i>Water boon</i>
Mesos	<i>Antimagic boon, arcanist's boon, spell-reflection boon, spell-shield boon</i>
Mormo	<i>Death's boon, oracle's boon, poisoner's boon, serpent-eyes boon</i>
Nalthalos	<i>Arcanist's boon, resistance boon</i>
Nemorga	<i>Death boon, rebuker's boon</i>
Sethris	<i>Poisoner's boon, shadow-walker's boon</i>
Syhana	<i>Color-weaver's boon, rainbow-walker's boon</i>
Tanil	<i>Beast-master's boon, hunter's boon, luck boon</i>
Thulkas	<i>Fire boon</i>
Vangal	<i>Blighter's boon, brutality boon, rage boon</i>

This divine spark can be the source of wondrous boons. The gods often become aware when a descendant awakens such power.

Seeker

Great eldritch or otherworldly power pools in certain places in the world (see Places of Power in Chapter 6 and Chapter 8). Those brave enough to risk venturing into such areas, which all have potent or legendary guardians, might be rewarded with wondrous boons.

Boon Powers

Wondrous boons function in many ways like wondrous items and follow most rules for magic items except as noted in this section or in specific boons. Each boon has a rarity to indicate its place in the game as a reward. Most boons are rare or rarer. Despite the fact that rarities assign a typical magic item a monetary value, no boon can be bought with mere money.

A wondrous boon can't be traded or stolen, and in most cases, it can't be given up without supreme effort. Even creatures that can grant boons sometimes lack the power to take them away, just as a warlock's patron can't ensure the powers it grants are always used to further the patron's ends. Unlike magic objects, wondrous boons don't require attunement.

Most boons have limitations. Some can be used up, while others tax you in some fashion. In most cases, the limit is the requirement of rest between uses. In other instances, a boon has charges, much like some magic items. The GM can also add limitations, including a time or usage limit on a boon based on the needs of the story and campaign.

The GM can also create new boons. To do so, the easiest method is to duplicate wondrous items, either directly or as inspiration.

Boons and Other Items

Boons exist within you, so they don't take up space in the way an item that is an object does. It's up to the GM how other magic items interact with boons. When an item and a boon provide similar benefits, sometimes only the most beneficial effect functions. At other times, especially when a boon comes from a divine source, the boon overrides a mere magical object.

Magic Item Descriptions

The following magic items are presented in alphabetical order. They represent only a small sampling of the objects to be found across Ghelspad.

All-Mother's Reaper

Weapon (any that deals slashing damage), uncommon

Lore. Denev's highest servants created the first *All-Mother's reaper* to enact Denev's judgment against any creature vain enough to extend its life through artificial means.

Powers. You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit an undead creature or a mortal creature that has artificially extended its lifespan, the weapon deals an extra 2d6 slashing damage.

Amulet of Peaceful Repose

Wondrous item, uncommon

Lore. This amulet comprises a bright blue stone set in burnished gold, usually crafted into the form of a holy symbol of Madriel or Nemorga.

Powers. A corpse wearing this amulet can't decay or become undead. While a corpse wears the amulet, the time it spends dead doesn't count against the time limit of spells such as *revivify* or *raise dead*.

Antimagic Boon

Wondrous boon, legendary

As an action, you invoke this boon and point your finger at one creature, magic item, or magical effect within 30 feet of you. Once you invoke the boon, you must finish a long rest before using it again.

If the target is a creature, it must make a DC 15 Charisma saving throw. On a failure, the creature can't cast spells, create magical effects, use legendary actions, or benefit from magic items for 1 minute or until you are unconscious. If the creature is summoned, it is dispelled back from whence it came. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

If the target is an object or effect, it must fit within a cube no larger than 50 feet on a side or this effect fails. Provided the effect works, you must make a DC 10 Intelligence, Wisdom, or Charisma check. If you succeed, the target ceases to function in any magical way until the end of your next turn or until you are unconscious. As long as you concentrate, as if you had cast a spell requiring concentration, you can repeat the check to continue suppressing the target's magic for up to 1 minute.

Arcanist's Boon

Wondrous boon, rare or rarer

For arcane spells you cast, your spell save DC and spell attack bonus each increase by an amount according to this boon's rarity, as shown on the following table. In addition, you gain one additional spell slot of a level equal to the highest-level spell slot you already have, up to the maximum level shown on the rarity table.

RARITY	INCREASE	SPELL SLOT
Rare	1	5th
Very Rare	1	7th
Legendary	2	9th

In addition, you can use a bonus action to activate a magical aura that intensifies arcane spells. The aura lasts for 1 minute or until you are unconscious, or until you use another bonus action to deactivate it. While the aura lasts, creatures of your choice within 10 feet of you share the save DC increase your boon grants. Once the aura ends, you must finish a long rest before activating it again.

Azurium Armor

Armor (chain mail, splint, banded, plate), uncommon

Lore. The substance known as azurium is a light, but strong alchemical alloy including silver, iron, mithril, and a few other ingredients discovered during the days of the Ledean Empire. Today, azurium is still forged, primarily at the Hammerdale College of Darakeene. Armor of this material is known for its distinct silvery-blue appearance, like a bright wintery sky seen through a fine haze of cloud.

Powers. Azurium armor doesn't have a Strength requirement and thus doesn't slow its wearer's speed, regardless of Strength score.

Bag of the Pyre

Wondrous item, uncommon

Lore. Members of the Obsidian Pyre commonly fashion and carry these pouches of magic ash.

Powers. This small pouch contains one handful of ash. When you use an action to throw the ash into the air, you create a 20-foot-radius sphere of wafting ash centered on you. The ash spreads around corners, and its area is difficult terrain and heavily obscured. Wind can't disperse this cloud of ash, which lasts for 10 minutes.

Each day at dusk, roll a d6. On a 1, the pouch remains empty. Otherwise, the pouch magically refills with ash.

Band of Deepsight

Ring, rare

Lore. The dwarves of Burok Torn forge these steel bands to aid them in their wars on multiple fronts.

Powers. While wearing this ring, you have darkvision out to a range of 60 feet. If you already have darkvision, the range instead increases by 60 feet. Magical darkness doesn't impede your darkvision while you wear this ring.

Banner of Renown

Wondrous item, rare (requires attunement by a bard)

Lore. This heraldic banner is emblazoned with one of the ancient symbols of the Golden Kingdoms of Vesh.

Powers. When you hold this banner aloft and use your Bardic Inspiration, you can choose up to three creatures as targets rather than one. In addition to the normal requirements for Bardic Inspiration, your targets must be able to see you and the banner.

Barbed Mail

Armor (chain shirt or chain mail), rare (requires attunement)

Four crude lengths of chain dangle from this suit of mail, rattling as you move and giving the impression that the armor is poorly constructed. While wearing *barbed mail*, you gain a +1 bonus to AC, but you have disadvantage on Dexterity (Stealth) checks. In addition, you can speak a command word as a bonus action to cause the chains to sprout barbs and animate. A creature that moves within 5 feet of you for the first time on a turn or starts its turn there must succeed on a DC 15 Dexterity saving throw or take 2d4 slashing damage. The chains remain animated for up to 1 minute, until you use a bonus action to end the animation, or until you are incapacitated or die. After you animate the chains, you must finish a short or long rest before animating them again.

Basalt Amulet

Wondrous item, rare (requires attunement)

This stout copper chain holds an irregular piece of basalt as a pendant. While you wear the amulet, you have advantage on Dexterity (Stealth) checks.

In addition, you can use the amulet to cast *greater invisibility* on yourself. Once you do so, you cannot use this ability again until after dusk the following night.

Beads of Altered Voice

Wondrous item, uncommon

This simple item consists of one black stone bead and one white stone bead looped together on an intricately woven leather thong. While you wear the beads, you can alter your voice to any voice you desire, which grants you advantage on Charisma (Performance) checks for which voice alteration can help, as well as Charisma (Deception) checks when you're mimicking another person's voice in an attempt to fool someone. The beads also allow you to use your action to cast the sound part of the *minor illusion* cantrip (save DC 13), but the only sounds you can create are voices.

Beastform Ring

Ring, rare (requires attunement)

This simple silver band is etched roughly with figures of animals and lycanthropes. While wearing this ring, you can take the shape of a beast as if by means of the *polymorph* spell. The new form's challenge rating must be equal to or less than your level divided by 3, rounded down. After using this ring, you must finish a long rest before using it again.

Beast-Master's Boon

Wondrous boon, rare

Animals are drawn to you and are inclined to obey your requests. You can verbally communicate with beasts and comprehend their responses, as if you had cast *speak with animals*.

In addition, you can use your action to expend 1 or more of the boon's 4 charges to cast *animal friendship* (save DC 15 or use your spell save DC, whichever is higher). You cast the spell at a level equal to the number of charges you spend. The boon regains its charges each day at dawn.

Bestiary of Binding

Wondrous item, legendary (requires attunement by a bard, cleric, warlock, or wizard)

This potent magical tome is capable of ensnaring creatures within its pages. When found, the tome has fifty pages. However, 2d20 of the pages are already filled with entries detailing celestials, elementals, fey, fiends, and monstrosities. Further, roughly half of those entries, as determined by the GM, are nonmagical. Once all the pages in the tome are filled with nonmagical entries, the entire tome ceases to be magical, although it remains a remarkably well-illustrated bestiary.

Holding the tome open to a magical entry, you can use your action to summon the specific creature detailed there. The creature appears wherever you choose in an unoccupied location within 20 feet of you at the end of your next turn. It is friendly to you and your companions for 24 hours. During that time, the creature takes your requests as a friend would, although a friend of its normal disposition and alignment. When the effect ends, the entry remains in the tome but becomes nonmagical, and the creature is instantly sent back to its original location or elsewhere on its home plane. It remembers being bound to serve you, and it can react as it wishes, but it can't act against you or the tome for a century and a day. A creature called by you but also rewarded might forgive your temerity.

You can also use the tome's blank pages. While you hold the tome open, you can use an action to speak the tome's command word, targeting a celestial, an elemental, a fey, a fiend, or a monstrosity that you can see within 60 feet of you. The target must succeed on a DC 17 Charisma saving throw. If it fails, a brief but lavishly illustrated entry on the creature, including its name, appears in the tome. Thereafter, you can use the entry's power to then summon the creature, as described above.

Blighter's Boon

Wondrous boon, rare

You have advantage on Charisma (Intimidate) checks. In addition, you have resistance to poison damage, and you are immune to disease. Your spells that deal necrotic or poison damage, or those that cause creatures to be poisoned or diseased, are more effective. For such spells, you have advantage on spell attack rolls, and creatures have disadvantage on saving throws against them.

Blood Pearls

Wondrous item, rarity varies

Lore. Harvested from oysters in the crimson waters of the Blood Sea, these pearls easily accept enchantments inflicting effects such as fear, hopelessness, pain, or even death, and they are thus highly prized by clerics of Belsameth, Chardun, and Vangal. Cultists and titanspawn who remain devout to Kadum also consider these objects to be sacred, and they are likely to attack bearers on sight.

Powers. You use your action to crush the pearl, activating its power and destroying it. Choose one target that you can see within 60 feet of you. Each pearl mimics the effect of a *symbol* spell that shares the pearl's name, affecting only the target. The save DC is 15, and if the effect lasts 1 minute, your target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The pearl's rarity depends on its type, as follows:



PEARL	RARITY
Death	Very rare
Discord	Uncommon
Fear	Uncommon
Hopelessness	Uncommon
Insanity	Rare
Pain	Rare
Stunning	Rare

Book of Knowledge

Wondrous item, very rare (requires attunement by a bard, cleric, warlock, sorcerer, or wizard)

This book has minor spirits bound within it. The book has one hundred pages, d% of which are filled with lore when the book is found. The DM determines the lore, which always appears to be unrelated information about various subjects the book might be used to learn.

You can use your action to command the book's spirits to gather knowledge for you from an area within 1 mile of you. Each time you send the spirits abroad, they return after 2d6 hours. During this time, the book's magic can be used for no other purpose. If you move more than 1 mile from where you set the spirits loose, they return to the book immediately with no information.

To determine what the spirits learn, the DM makes an Intelligence check for you in secret. If you succeed on a DC 10 Intelligence check, one piece of information appears written in the book. One additional piece of information can appear written in the book for each point by which your check exceeds 10. The DM decides the limit of what you can learn in the area, so you might acquire less information than your check allows. If your check fails, the spirits could return with misleading or false information.

The book can be used for the following tasks:

- The spirits can go into a community and gather local lore and rumors.
- The spirits seek a sage or loremaster known to you, and they scan the target's mind and writings for answers about a specific subject.
- The spirits survey the area. They can tell you only general information about the terrain and major features. If the terrain is very complex, such as in a great dungeon or cavern complex or a large city, this information may be confusing or otherwise misleading.

Each time you use the book, the gathered information takes up space on the book's pages, usually about one page per use. While the book is attuned to you, once per week during a short or long rest, you can will the writing on one page to disappear, allowing the page to be used again thereafter.

Boots of the Huntress

Wondrous item, uncommon (requires attunement)

Lore. Tanil first instructed her followers to fashion pairs of these light, supple boots for themselves to aid in the hunt for Hrinruuk during the Divine War.

Powers. While you wear these boots outdoors, you ignore difficult terrain that is natural. You leave behind no tracks or other signs of your passage, so you can be tracked only by magical means. You also intuit the hazards of the terrain you're crossing, so you have advantage on Wisdom (Survival) checks to lead companions safely and without becoming lost, as well as to notice and avoid hazardous terrain.

Brutality Boon

Wondrous boon, uncommon or rarer

When you score a critical hit with a melee weapon attack, you can roll one or more extra weapon damage dice. The number of extra dice depends on the boon's rarity, a detailed in the following table.

RARITY	EXTRA DICE
Uncommon	1
Rare	2
Very Rare	3

Cat's Claw

Weapon (claw gauntlet), uncommon (single gauntlet) or rare (pair) (requires attunement)

Cat's claws are sometimes found in pairs, and they must be worn as a pair to gain their full benefits.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. If you wear two such gauntlets, climbing doesn't cost you extra movement and you gain a +5 bonus to Strength (Athletics) checks made to climb.

Champion's Helm

Wondrous item, very rare (requires attunement)

This finely crafted, beautifully etched steel helm has been polished to a mirror's sheen. While wearing the helm, you have advantage on saving throws against spells and other magical effects. In addition, when you take a critical hit, roll a d20. On an 11 or higher, the critical hit becomes a normal hit.

Clarity Boon

Wondrous boon, rare

You have advantage on saving throws against being charmed or frightened, as well as any enchantment spell or magical effect that influences your emotions or sanity.

In addition, without using an action or even being able to use them, you can immediately end one effect that fits

these parameters. Once you use this ability, you can do so again only after you finish a long rest.

Clasp of the Blade

Wondrous item, uncommon (requires attunement)

Lore. Clergy of Mithril sometimes create these brooches for diplomats and functionaries of their faith, particularly when they are traveling into lands known to be dangerous.

Powers. This clasp has 2 charges. It recovers all its expended charges each day at dawn. While you wear this clasp, you can use an action to expend 1 charge and conjure a blade that functions as a longsword or shortsword (your choice). The blade is considered to be a magic weapon with which you have proficiency, and it remains for 10 minutes or until you become unconscious. If the blade leaves your grasp, it vanishes.

Cloak of Whispers

Wondrous item, rare (requires attunement)

This luxuriously soft cloak is made of crushed black velvet, with faintly visible patterns upon it in ash grey. While you wear this cloak, you have advantage on Wisdom (Perception) checks that rely on hearing.

In addition, you can use your action to cast the hearing version of the *clairvoyance* spell. If you do so, you must finish a short or long rest before casting the spell again.

Clothborn Armor

Armor (padded, stillsleeve, scale mail, half plate, or any heavy), uncommon

This armor is exquisitely crafted and enchanted to fit like a comfortable set of clothes, so you don't have disadvantage on Dexterity (Stealth) checks while wearing it. In addition, heavy *clothborn armor* doesn't reduce your speed even if it normally would due to your Strength score.

Cold Iron Weapon

Weapon (any metal or metal-tipped weapon), common

Lore. The Kelder dwarves are the primary source of such weapons and tools on Ghelspad, for they have mastered the art of processing and cold-forging the special ore required. The Helliann sisterhood in Albadia reportedly has some unknown source for the material as well, although they use it primarily for ritual purposes rather than in weaponry.

Powers. When you hit with this weapon, if your target is an aberration or a fey, you can roll one of the weapon's damage dice one additional time and add it to the damage.

Color-Weaver's Boon

Wondrous boon, rare

You can cast *hypnotic pattern* (save DC 15 or use your spell save DC, whichever is higher). If you do so, you must finish a short or long rest before doing so again.

Companion's Garb

Wondrous item, very rare (requires attunement)

Lore. Some companions of Idra wear these appealing, magical garments designed to enhance their sensuality while providing hidden protection.

Powers. While you wear the garb, you gain the following benefits:

- If you wear no armor and wield no shield, your base Armor Class is 10 + your Dexterity modifier + your Charisma modifier.
- You have advantage on Charisma (Persuasion) checks.
- You have advantage on Dexterity saving throws.
- When you cast enchantment spells, your spell save DC and spell attack bonus each increase by 2.

Darkleaf Armor

Armor (padded), uncommon

Lore. The knowledge needed to work leaves and bark from darkwood trees was once known exclusively to wood elves of the Ganjus forest, until the druids of Khet somehow stole the secret during the Druid War.

Powers. You have a +1 bonus to AC while wearing this armor. In forest terrain, you have advantage on Dexterity (Stealth) checks (rather than the disadvantage usually imposed by padded armor).

Darkwood Bow

Weapon (shortbow or longbow), uncommon

Lore. Though darkwood trees grow abundantly in the Ganjus, for many centuries their wood was closely guarded by the wood elves. However, at the Convention of Vera-Tre, darkwood saplings were granted to allied dignitaries as a symbol of the elves' commitment. A century later, though they remain rare, darkwood cospes can be found secreted in nearly every participatory nation.

Powers. You gain a +1 bonus to attack and damage rolls made with this weapon. When you hit with this weapon, you can use your Strength modifier to calculate damage rather than your Dexterity modifier.

Death's Boon

Wondrous boon, very rare

You can cast *aura of death** (save DC 15 or use your spell save DC, whichever is higher). If you do so, you must finish a long rest before doing so again.

Divine Champion's Boon

Wondrous boon, rare or rarer

You can use a bonus action to imbue yourself with divine power for 10 minutes or until you fall unconscious.

This divine power causes any weapon you wield to become magical and deal extra psychic damage to titanspawn. In addition, you and creatures of your choice within an aura you project cannot become charmed or frightened by such creatures, nor can they be possessed by them. The amount of extra damage you deal and the radius of your aura are shown on the following table. If you are a paladin of 7th level or higher, the radius of this aura increases by 10 feet.

Once you use this boon, you must finish a short or long rest before doing so again.

RARITY	EXTRA DAMAGE	AURA RADIUS
Rare	1d6	10 feet
Very Rare	2d6	15 feet
Legendary	3d6	20 feet

Elven Razor Bow

Weapon (shortbow), common

Lore. In ancient days, the first elves encountered many dangerous creatures as they investigated the vast old-growth forests covering much of Ghelspad. Finding it a difficult, deadly prospect to switch between ranged and melee weapons in the dense overgrowth of these forests, they devised this weapon.

Powers. The *elven razor bow* is a magic shortbow with a short, gracefully curved blade attached at one or both ends, so it can also be wielded as a magic scimitar.

Enrapturing Boon

Wondrous boon, rare

You can use your action to invoke this boon. If you do so, each creature within a 30-foot cone must make a Constitution saving throw. This boon doesn't affect constructs, oozes, or plants. Undead have advantage on the saving throw. A creature that fails its saving throw experiences pleasure so intense that it falls prone, becoming incapacitated and unable to stand up for 1 minute.

At the end of each of its turns, and each time it takes damage, the target can make another saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the effect ends for that creature.

Once you use this boon, you must finish a short or long rest before doing so again.

Everseeing Eyepatch

Wondrous item, very rare (requires attunement)

This eyepatch is richly decorated and has a jewel set in it like a stylized eye. If you are normally blind in the eye under the eyepatch, you can see with that eye as if you were not blind. If the eye is not blind, then wearing the patch doesn't obscure your vision, but instead gives you advantage on Wisdom (Perception) checks relying on sight.

In addition, the eyepatch has 4 charges. It recovers all its expended charges each day at dusk. You can use your action to expend 2 charges to cast *darkvision* (targeting only yourself) or *see invisibility*.

Eye of Night Sigil

Magic tattoo, uncommon

A sigil resembling a dark eye is inked onto your forehead. This tattoo grants you *darkvision* out to a range of 30 feet. If you already have *darkvision*, the range extends by 30 feet.

Fangstooth Weapon

Weapon (any weapon that deals piercing or slashing damage), common

Lore. Decades ago, miners in the mountains near Fangsfall discovered a porous gray ore with strange properties. When brought near an open wound, the ore seemed to "drink" the blood, shifting in color from gray to red. Some years later, sorcerer-smiths from Fangsfall and the Jeweled City unlocked the secret of creating *fangstooth weapons* from that ore.

Powers. When you hit with an attack using this weapon, the target takes an extra 1d4 necrotic damage. This damage does not apply to constructs or undead.

Fire Boon

Wondrous boon, rare

You can use a bonus action to cause a weapon you wield (which can be your hand) to burst into flame. This fire doesn't harm you or the weapon. The flaming weapon sheds bright light in a 20-foot radius and dim light for another 20 feet. In addition, it deals an extra 2d6 fire damage to any target you hit with it or a piece of ammunition fired from it. The flames last for 10 minutes, until you use a bonus action to extinguish them, or until you are no longer wielding the weapon. Once you use this boon, you must finish a short or long rest before doing so again.

Flesh-Warper's Boon

Wondrous boon, legendary

Your flesh shifts constantly in an unsettling manner, granting you resistance to nonmagical damage. While you have at least 1 hit point, you regain 1 hit point at the start of each of your turns. In addition, you can cast *shapechange*. If you do so, you must finish a long rest before doing so again.

Ghost Hand Pattern

Magic tattoo, common

This inked pattern of bending lines covers one of your hands. You can use a bonus action to activate this tattoo on your turn just before you cast a spell that has a range of touch. If you do, the spell's range becomes 90 feet. You must finish a short or long rest before using this tattoo again.

Glibness Boon

Wondrous boon, rare

If you spend at least 1 minute conversing with a humanoid who can hear you and understand your language, you can choose to affect that creature as if you had cast *charm person* (save DC 15 or use your spell save DC, whichever is higher).

Glove of the Gladiator

Weapon (cestus), uncommon (single glove) or rare (pair)

This heavy leather glove is supple, despite the weighted knuckles. You gain a +1 bonus to attack and damage rolls made with this weapon. When you engage in two-weapon fighting while wearing two *gloves of the gladiator*, you can add your ability modifier to the damage of the off-hand glove.

Glutton's Boon

Wondrous boon, rare

You are immune to ingested poisons, and you cannot become poisoned or diseased by anything you consume or smell. In addition, you can eat large amounts of food without harming yourself. If you eat at least a pound of food during a short rest, you regain the maximum amount of hit points from any Hit Dice you spend. During a long rest, each pound of food you eat allows you to regain 1 extra spent Hit Die.

Halfling Blade

Weapon (dagger), rare (requires attunement)

Seemingly old, pitted, and worn, this plain blade seems nearly useless when examined. However, you gain a +1 bonus to attack and damage rolls made with this magic weapon. If you are a halfling, this bonus becomes +2, and you gain a +5 bonus to Dexterity (Sleight of Hand) checks to conceal the dagger on yourself.

Helm of the Sacred Ram

Wondrous item, very rare (requires attunement)

Lore. This helm is made from the head of a sacred Amalthean ram sacrificed to Denev by the druids of the Kelder Mountains.

Powers. While you wear the helm, you have advantage on Constitution checks and saving throws, and you are immune to disease. In addition, your *cure wounds* spell causes the target to regain 1d8 additional hit points, and if the target wasn't you, you also regain 1d8 hit points.

You can also use the helm as a magic weapon with which you have proficiency. The helm allows you to make a ram attack that deals 2d4 bludgeoning damage. If you move at least 20 feet straight toward a target and then hit it with this ram attack on the same turn, the target takes an extra 2d4 bludgeoning damage, and if the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Holy Boon

Wondrous boon, rare or rarer

You can use a bonus action to imbue yourself with holy power for 10 minutes or until you fall unconscious. This holy power causes any weapon you wield to become magical and deal extra radiant damage to evil aberrations, elementals, fey, fiends, and undead. In addition, you and creatures of your choice within an aura you project cannot become charmed or frightened by aberrations, elementals, fey, fiends, and undead, or possessed by such creatures. The amount of extra damage you deal and the radius of your aura are shown on the following table. If you are a paladin of 7th level or higher, the radius of this aura increases by 10 feet.

Once you use this boon, you must finish a short or long rest before doing so again.

RARITY	EXTRA DAMAGE	AURA RADIUS
Rare	1d6	10 feet
Very Rare	2d6	15 feet
Legendary	3d6	20 feet

Honor Gauntlets

Wondrous item, rare (single glove) or very rare (pair) (requires attunement)

Lore. Awarded as a gift to honor victorious Ashen Legion officers, these heavy iron gauntlets have fine pearls running around the wrist.

Powers. These gauntlets grant you a +1 bonus to AC, and they make your unarmed strike a magic weapon with which you have a +1 bonus to attack and damage rolls. In addition, while wearing two such gauntlets, you can use your action to cast the *true strike* cantrip.

Hornsaw Flute

Wondrous item, very rare (requires attunement by a bard)

Lore. Crafted from blood-red hardwood taken from very old trees deep in the Hornsaw Forest, this flute has a deep, elegant timbre.

Powers. You can use your action to play this instrument in a performance that lasts until the start of your next turn. The performance ends early if you become incapacitated, or you may end it voluntarily (no action required).

While you play, the music affects friendly creatures within 60 feet of you that can hear you. At the start of its turn, an affected creature can choose to gain advantage on melee weapon attack rolls until the start of its next turn. If a creature does so, attack rolls against that creature also have advantage until the start of its next turn. You can combine this effect with your *Countercharm*, and if you do so, *Countercharm's* range extends to 60 feet.

Hunter's Boon

Wondrous boon, rare

You can use a bonus action to designate a creature you have seen as your prey. A creature remains your prey until it dies, you die, or you designate another creature as your prey. While a creature is your prey, you have advantage on Wisdom checks with regard to it. In addition, any weapon you use against your prey is considered to be magical. If the weapon normally grants no bonus to attack and damage rolls, it grants a +1 bonus to such rolls against your prey. Once you use this boon, you must finish a short or long rest before doing so again.

Huntress Bow

Weapon (longbow or shortbow), very rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you score a critical hit with this bow, you can roll one additional weapon damage die. In addition, when you damage a creature using this weapon, for the next 24 hours you have advantage on Wisdom (Perception) or Wisdom (Survival) checks you make to find or track that creature.

Huror's Hide

Armor (hide), very rare (requires attunement)

Lore. This armor made from the hide of a huror (see appendix) is worn as much as a sign of Denev's blessing as it is for its protective qualities.

Powers. While you wear this armor, you gain the following benefits:

- You gain a +2 bonus to AC.
- You have advantage on saving throws against cold.
- You have resistance to cold damage. If you have resistance to cold damage from another source, you are instead immune to cold.
- If you are not immune to cold, you can tolerate temperatures as low as -100 degrees Fahrenheit without risking exhaustion.

Iron Sword of the Champion

Weapon (longsword or greatsword), legendary (requires attunement)

Lore. Many of the greatest commanders of the Iron Knights of Corean wield an *iron sword of the Champion*, and all knights who serve Corean esteem these renowned blades highly.

Powers. This sword is a *defender*. In addition, though, while you have a +2 or +3 bonus to AC from the sword, you also have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

Judge's Boon

Wondrous boon, rare

You have advantage on Wisdom (Insight) checks, as well as on saving throws against being charmed. In addition, you can cast *calm emotions* (save DC 15 or use your spell save DC, whichever is higher). If you do so, you must finish a short or long rest before doing so again.

Lava Boon

Wondrous boon, rare

You can cast *lavaform**. If you do so, you must finish a long rest before doing so again.

Life's Boon

Wondrous boon, very rare

You can use your action to invoke this boon, causing you to shed an aura of faintly luminous healing energy for 1 minute or until you are unconscious. While the aura lasts, any creature you choose that starts its turn within 30 feet of you regains 10 hit points. You must complete a long rest before using this boon again.

Luck Boon

Wondrous boon, very rare

With no action required, and even if you can't take actions, you can cause an attack roll, a saving throw, or a skill check that you make or that affects you to be rerolled. You can then use the result most beneficial to you. You must complete a short or long rest before using this boon again.

Magma Lantern

Wondrous item, rare

This bullseye lantern is made of brass, and it has a wick of woven iron coated with tallow that smells of sulfur. The lantern has 7 charges. It recovers all its expended charges each day at dawn.

You can use your action to expend one or more charges. For 1 charge, you can make the lantern shed light like a normal bullseye lantern for up to 6 hours. You can expend 2 charges to cast *flaming sphere* (save DC 15) as a 2nd-level spell, and you can increase the slot level of the spell up to 3rd by expending 1 additional charge when you expend the first 2.

Mark of the Earth Mother

Magic tattoo, uncommon

An illustration of intertwined and stylized fauna covers one of your hands. You can use your action to activate the tattoo and cast *animal friendship* (save DC 13). If you do so, you must finish a short or long rest before using this tattoo again.



Mark of the Muskhorn

Magic tattoo, uncommon

The ornate image of a bull charging covers your shoulders and upper back. You can use your action to activate this tattoo, granting yourself advantage on Strength checks and saving throws for 1 hour. During this time, your carrying capacity is also doubled. You must finish a long rest before using this tattoo again.

Mark of the Spinning Coin

Magic tattoo, uncommon

An elaborate band inked around your head depicts a spinning coin frozen in various positions, with the full heads-up side in the center of your forehead. If you are conscious, you can will this tattoo to activate (no action required). If you do, you can reroll an attack roll, a saving throw, or a skill check you just made, keeping the result of the new roll in place of the original one. You must finish a long rest before using this tattoo again.

Mask of Desire

Wondrous item, rare (requires attunement)

This exotic mask covers your nose, eyes, and forehead. It has 6 charges. The mask recovers all its expended charges each night at midnight.

While wearing this mask, you can use your action to expend 1 charge. When you do so, you can choose to grant yourself advantage on Charisma checks for 1 hour. Alternately, you can use your action to expend 2 charges and cast *enthrall* (save DC 15).

Mithril Weapon

Weapon (any metal or metal-tipped weapon), common

Lore. The city of Mithril recently halted all exports of its namesake material (much of it gathered in pure form from fallen bits of the colossal, inert Mithril Golem that stands watch over that city). A scandalous rumor of the past decade suggests a dozen halfling traders who purchased the material in bulk secretly represented a conglomerate from the Heteronomy of Virduk — a fact learned only after the traders' departure. What the Heteronomy wants with such large amounts of mithril is anyone's guess.

Powers. This weapon is magical and counts as silvered.

Moltleather Armor

Armor (leather), uncommon

Lore. Moltleather is a strange material made by artisans among the asaath. It is crafted from an asaath's molted skin, treated with special compounds and magical rites to make it remarkably tough and durable. Only the skin of an asaath's first childhood molt is usable for this purpose; the molt of about a dozen asaathi is required to make a single suit of *moltleather armor*. Asaathi warriors see moltleather as a symbol of cultural pride, although many foreigners find the substance repugnant.

Powers. While wearing *moltleather armor*, you gain a +1 bonus to AC. You also have advantage on saving throws against being poisoned, and you have resistance to poison damage.

Monarch's Plate

Armor (plate), legendary (requires attunement)

Lore. Ornate armor made of adamantine and covered in etchings and gold inlay, the first (and perhaps only) such suit of plate is said to have been worn by the fallen hero Adurn of Vesh. Set adrift on his funeral pyre, Adurn and his funerary finery, including his armor, now rest somewhere beneath the great lake known as Adurn's Tear.

Powers. While you wear *monarch's plate*, you gain a +2 bonus to AC, and any critical hit against you becomes a normal hit. You also have advantage on Charisma checks.

Mother's Tongue Sigil

Magic tattoo, common

Lore. A sigil resembling a tongue covered in symbols of Denev extends from your mouth to your chin or covers the palm of one of your hands.

Powers. If you use your action to activate this tattoo and then meditate for 10 minutes, you can speak to any beast and comprehend its responses for the next 10 minutes, as if you had cast *speak with animals*.

Alternately, you can use your action to activate the sigil and cast *speak with animals*. If you do so, you must finish a short or long rest before using this tattoo again.

Oaken Armor

Armor (breastplate), uncommon (requires attunement)

Lore. Denev's servants crafted the first such armor many centuries ago. Since then, the design has been imitated numerous times.

Powers. This armor is as hard as steel but made of enchanted wood, so a druid can wear it. The armor weighs only 10 pounds.

Oracle's Boon

Wondrous boon, legendary

Whenever you finish a long rest, you are affected by the *foresight* spell for the next 8 hours.

Pattern of the Oaken Shield

Magic tattoo, uncommon

A pattern of ink resembling bark covers your chest. You can use your action to activate the tattoo and cast *barkskin*. The effect lasts 1 hour; you do not need to concentrate to maintain the spell when cast this way. You must finish a long rest before using this tattoo again.

Poisoner's Boon

Wondrous boon, very rare

You are immune to poison damage, and you can't be poisoned. In addition, any weapon you wield is considered to be envenomed (see below), but the venom dissipates as soon as the weapon is sheathed or leaves your possession. You can use a bonus action to suppress the venom, and another bonus action to reactivate it.

When you hit a creature with a weapon envenomed by this boon, the target must make a DC 15 Constitution saving throw. On a failure, the target takes 2d6 poison damage and is poisoned until the end of your next turn. A target that succeeds on the saving throw takes 1d6 poison damage and is not poisoned.

Rage Boon

Wondrous boon, rare

This boon can be used only by a barbarian. While you are raging, you can use a bonus action to activate a magical aura of rage. This aura lasts for as long as your rage does. While the aura lasts, creatures of your choice within 20 feet of you share the effects of your Rage feature, as well as your Reckless Attack and Frenzy features. Once the aura ends, you must finish a long rest before activating it again.

If your barbarian level is 11th or higher, you regain the ability to use this aura after you finish a short or long rest.

Rainbow-Walker's Boon

Wondrous boon, rare

This boon has 7 charges, which it regains each day at dawn. You can use your reaction to expend 1 charge to cast *feather fall*. If you fall and can't use a reaction, the boon expends 1 charge on your behalf to cast *feather fall* upon you unless you are conscious and will it not to.

In addition, you can use your action to expend 3 or more charges. If you do so, you cast *fly* at a level equal to the number of charges you spent. If you use this boon to cast *fly* during the daytime, that spell's duration becomes "concentration, up to 1 hour."

Rebuker's Boon

Wondrous boon, very rare

You can use the Channel Divinity: Turn Undead class feature as if you were a cleric. You need not present a holy

symbol to censure undead in this way, but you must be able to speak and gesture. The save DC is 15 or your spell save DC, whichever is higher. Once you use this boon, you must finish a short or long rest before doing so again.

Alternately, if you already have the Turn Undead feature, you can use your Channel Divinity one extra time between finishing a short or long rest. Your spell save DC for Turn Undead increases by 2. If you are a cleric, you are considered to be 2 levels higher for determining whether you destroy undead that you turn.

Redeemer's Band

Ring, very rare (requires attunement by someone with the Channel Divinity feature)

A gold ring fashioned with a setting in the likeness of the sun, this hallowed band aids the wearer in combating undead. The ring has 4 charges. It recovers all its expended charges each day at dawn.

While wearing the ring, you can use your Channel Divinity feature one extra time between finishing a short or long rest.

In addition, you can use a bonus action to cast the *light* cantrip. You can also use your action to expend charges to cast the following spells: *daylight* (3 charges) or *protection from evil and good* (1 charge).

Resistance Boon

Wondrous boon, legendary

You have resistance to nonmagical bludgeoning, piercing, and slashing damage. In addition, you have advantage on saving throws against spells.

Restorer's Boon

Wondrous boon, rare

You can cast *lesser restoration*, which can also end the frightened condition when cast using this boon. If you do so, you must finish a short or long rest before doing so again.

Alternatively, you can cast *greater restoration*, but if you do so, you can't use either benefit of this boon until you finish a long rest.



Ring of Judgment

Ring, rare (requires attunement)

This iron ring has 4 charges. A ring recovers all its expended charges each day at noon.

While wearing the ring, you have advantage on Wisdom (Insight) checks made to discern lies. In addition, you can use your action to expend 2 charges to cast *zone of truth* (save DC 15). You can also use your action to expend 2 charges to cast *spiritual weapon* (+7 to hit or your spell attack bonus, whichever is higher). You can increase the slot level of the spell by expending 1 additional charge per slot level when spend you the first 2.

Ring of Riving

Ring, rare (requires attunement)

Lore. Necromancers of Hollowfaust once forged these ornate bands of silver or platinum to aid the Unfailing against rogue undead.

Powers. While you wear this ring, weapons you wield are considered to be silvered and magical.

Ring of Turning

Ring, rare (requires attunement by someone with the Channel Divinity: Turn Undead feature)

These white gold bands are typically inscribed with runes reading “Shine Forth” or another phrase to that effect. While you wear the ring and use Channel Divinity: Turn Undead, the runes glow with an inner fire. Your spell save DC for Turn Undead increases by 2, as does your cleric level for determining whether you destroy undead you turn.

Rings of the Pack

Ring, common (requires attunement)

Lore. Simple yet elegant rings of silver, these bands are cherished by various groups and organizations such as the Vigils of Vesh.

Powers. Each set of rings of the pack has a unique design, and each ring in the set is linked to the others. While you wear one of these rings, you can use a bonus action to sense one or more other wearers who have attunement to other rings in the set. You can sense only those wearers who are within 1 mile of you. A wearer’s location is revealed, as is whether that wearer is moving and in what direction.

Robe of the Earth Mother

Wondrous item, legendary (requires attunement by a druid or ranger)

While you wear this robe, your AC can’t be lower than 16, and you have advantage on saving throws against spells and other magical effects. In addition, at the following levels, you are considered to have the following spells prepared:

DRUID LEVEL	RANGER LEVEL	SPELL
1st	1st	<i>Speak with animals</i>
3rd	5th	<i>Find traps</i>
5th	9th	<i>Water breathing</i>
7th	13th	<i>Freedom of movement</i>
9th	17th	<i>Tree stride</i>
11th	—	<i>Transport via plants</i>
13th	—	<i>Mirage arcane</i>
15th	—	<i>Control weather</i>
17th	—	<i>Foresight</i>

The robe has a number of charges equal to your level as a druid and half your level as a ranger. You can use a bonus action to convert any number of these charges to spell slots at the cost of one charge per level of the slot. The slots you gain in this way can be used only to cast spells the robe prepares for you, or any of the following spells you have prepared: *call lightning*, *insect plague*, *protection from energy*, and *sleet storm*.

Once you use these charges to produce a spell slot of a level higher than 4th, you can’t use the charges to produce

a slot of that level again until the robe regains charges. The robe regains all its charges each day at dawn.

Saddle of the Master Rider

Wondrous item, common

Lore. Ornate saddles etched with equestrian designs, these saddles were first issued as signs of respect and friendship among the tribal folk of the Kelder Steppes.

Powers. While a mount wears this saddle, you can mount or dismount from it using 5 feet of movement. In addition, you have advantage on Dexterity saving throws to avoid falling off your mount. Provided you’re able to take a reaction, you always land on your feet when your mount falls prone without having to use your reaction.

Secret-Stealer’s Boon

Wondrous boon, legendary

This boon has 10 charges, which it regains each day at dusk. You can use your action to expend 2 or more charges to cast one of the following spells: *detect thoughts* (2 charges; save DC 15 or use your spell save DC, whichever is higher), *locate animals or plants* (2 charges), *locate object* (2 charges), *locate creature* (4 charges), or *speak with dead* (3 charges).

In addition, you can expend charges to cast the following spells using their normal casting time: *identify* (1 charge) and *legend lore* (5 charges).

Serpent Fang

Weapon (scimitar, shortsword, or falchion), very rare (requires attunement)

You have a +1 bonus to attack and damage rolls made with this magic weapon. When you hit with it, the target takes an extra 1d6 poison damage.

Additionally, you can use an action to cause thick, black poison to coat the blade. The poison remains for 1 minute or until an attack using this weapon hits a creature. That creature must succeed on a DC 15 Constitution saving throw or take 2d10 poison damage and become poisoned for 1 minute. The weapon can’t produce this effect again until the next midnight.

The weapon also functions like a *staff of the python*, but the created snake can’t use *Constrict*, and its bite is poisonous; when bitten, the target must make a DC 11 Constitution saving throw, taking 2d10 poison damage on a failed save, or half as much damage on a successful one. If the snake is slain, the *serpent fang* is not destroyed, but instead becomes nonmagical until midnight on the third day after the snake died.

Serpent-Eyes Boon

Wondrous boon, very rare

This boon has 9 charges, which it regains each day at dusk. You can use your action to expend 4 or more charges

to cast *dominate beast*, or you can expend 5 or more charges to cast *dominate person*. You cast either spell at a level equal to the number of charges you spend. The save DC is 15 or your spell save DC, whichever is higher.

If you touch the target and gaze directly into its eyes, it has disadvantage on the saving throw against this boon's spells. A target that is blinded has advantage on saving throws against spells cast using this boon.

Serpent-Skin Armor

Armor (leather), very rare (requires attunement)

Lore. Mormo's most devout followers maintain serpent pits deep within the Hornsaw Forest, and *serpent-skin armor* was first crafted from the skin of giant snakes fattened there on the blood of the Hag Queen.

Powers. While you wear this armor, you gain a +1 bonus to AC. You also have advantage on Dexterity (Stealth) checks you make to hide, as well as on checks to escape bonds or to avoid or escape being grappled.

Serpentsteel Weapon

Weapon (any piercing or slashing weapon), common

Lore. This greenish-tinged metal, favored for centuries by the asaathi, is an alloy of copper, tin, and snake venom, all crafted using a highly secret alchemical process. Calastian mages have yet to uncover the secret of forging serpentsteel, despite their best efforts.

Powers. Once per turn, a creature hit by this weapon or ammunition takes an additional 1d4 poison damage.

Shackles of Apathy

Wondrous item, rare

Lore. Inspired by the chains with which Corean and Chardun bound the titan Kadum, these magical shackles are forged of adamantine.

Powers. If a creature bound in these shackles can be charmed, it must succeed on a DC 15 Wisdom saving throw when bound. On a failure, the creature is indifferent about escaping the shackles and its captors. The creature can repeat the saving throw every 24 hours, but this effect ends if the shackled creature is harmed or witnesses its friends being harmed.

Regardless of its indifference, a creature bound in these manacles has disadvantage on checks to escape or break free from them. Anyone who tries to pick the lock has disadvantage on the DC 20 Dexterity check made to do so.

Shadow-Walker's Boon

Wondrous boon, rare

While you are in dim light or darkness, you have advantage on Dexterity (Stealth) checks. If you are in an area of dim light

or darkness, you can cast *greater invisibility* on yourself. If you do so, you must finish a short or long rest before doing so again.

Shield of the Archangel

Armor (shield), rare (requires attunement)

This shield grants you a +1 bonus to AC while you hold it, in addition to the shield's normal bonus to AC. While you hold the shield, titanspawn and undead cannot cause you to be charmed, frightened, or possessed.

The shield also contains magic holy to worshipers of the sun deity. You can use your action to cast the *light* cantrip on the shield or to cast *sacred flame* (save DC 12).

If you are a cleric or paladin faithful to a deity that grants the Light domain, you can use your cleric or paladin level as the caster level for the shield's *sacred flame*, and you can use your own spell save DC if it is higher than 12.

Shield of the Envoy

Armor (shield), rare (requires attunement)

Lore. King Thain of Burok Torn commissioned the first of these shields so the elite stone guards that serve him could deliver his missives unmolested.

Powers. While you hold the shield, you are protected from hostility. After initiative is rolled, until you attack or cast a spell that affects an enemy creature, all creatures must succeed on a DC 13 Wisdom saving throw to attack you or target you with a harmful effect. The shield doesn't protect you from being included within an area effect.

Sign of the Bat

Magic tattoo, uncommon

The inked image of a bat covers your eyes and part of your forehead and cheeks. You can use your action to activate this tattoo, granting yourself blindsight out to 30 feet. If you can't hear, you gain no benefit from this blindsight. This effect lasts for 1 hour. You must finish a long rest before using this tattoo again.

Sign of the Deer

Magic tattoo, uncommon

Stylized fur and cloven hooves are inked onto your feet and ankles. You can use your action to activate this tattoo, granting yourself advantage on Dexterity checks and saving throws for 1 hour. During this time, your walking speed also increases by 5 feet. You must finish a long rest before using this tattoo again.

Sign of the Juggernaut

Magic tattoo, rare (requires attunement)

Angular ink marks outline the musculature of your torso, front and back. You can use your action to activate this tattoo, granting yourself resistance to nonmagical bludgeoning,

piercing, and slashing damage for 10 minutes. You must finish a long rest before using this tattoo again.

Sign of the Owl

Magic tattoo, uncommon

The ornate image of feathers covers your head like a scribe's skull cap. You can use your action to activate this tattoo, granting yourself advantage on Wisdom checks and saving throws for 1 hour. During this time, you also have darkvision with a range of 60 feet. You must finish a long rest before using this tattoo again.

Sign of the Werebeast

Magic tattoo, uncommon

Your torso has tattoos that make parts of your body look as if they have bestial aspects. You can use your action to activate this tattoo and cast *alter self*. This effect lasts for 1 hour or until you become unconscious. You must finish a long rest before using this tattoo again.

Slayer's Boon

Wondrous boon, rare

When you hit a creature with a melee spell or weapon attack, which can be a mere touch, you can use a bonus action to force the creature to make a DC 15 Constitution saving throw. The target takes an extra 5d10 necrotic damage on a failed saving throw, or half as much damage on a successful saving one. If this damage reduces the target to 0 hit points, it dies. Once you use this boon, you must finish a short or long rest before doing so again.

Solar Brooch

Wondrous item, rare (requires attunement)

This striking brooch is a scintillating scarab that has been transformed from a living beetle into a cloak clasp and then enchanted. While you wear this brooch, you have resistance to fire damage and radiant damage. The brooch has 6 charges. It recovers all its expended charges each day at dawn.

You can use your action to have the brooch produce light like that of the *daylight* spell. Activating this effect uses 2 charges and creates light for up to 1 hour. However, once the effect is initiated, the light can be doused then relit in increments of any length that need not be consecutive. Until the hour is used up, speaking the command word (a bonus action) while the light shines douses the light, and speaking the command word again relights it. The effect ends automatically if it is active when the brooch regains charges.

You can also use your action to expend 2 charges to cast *scorching ray* (+7 to hit or your spell attack bonus, whichever is higher), but this version of the spell can deal your choice of fire or radiant damage. You can increase the slot level of the spell up to 3rd by expending 1 additional charge when spend you the first 2.

Sorcerer's Ring

Ring, rare (requires attunement by a sorcerer)

The ring grants you 5 extra sorcery points while you wear it.

Sorcerer's Steel Armor

Armor (medium or heavy, but not hide), rare (requires attunement)

Lore. Sorcerer's steel is made from an alloy of iron and a very rare ore found in only a few places on Ghelspad; the only large veins known to exist are on the Drifting Isle. The secret of its refinement into silvery steel is known to few, most of them allied with Calastia's battlemages, who proved the worth of *sorcerer's steel armor* at the Battle of Dragonsshield.

Powers. While wearing this armor, you can cast spells as if you had proficiency with it.

Spear of the Redeemer

Weapon (spear or pike), rare (requires attunement)

Lore. Each *spear of the Redeemer* is said to be a weapon Madriel herself once bestowed upon a great hero of her faith.

Powers. You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, if you would drop to 0 hit points, you drop to 1 hit point instead. Alternatively, if an effect would kill you instantaneously without dealing damage, the effect on you is negated. In either case, the spear's power to protect you from death is expended, but the spear regains this power each day at dawn.

Spell-Reflection Boon

Wondrous boon, legendary

You have advantage on saving throws against spells and magical effects, and spell attack rolls are made against you with disadvantage. If you roll a 20 on the saving throw or the attack roll against you is a 1, the source of the spell or effect instead becomes its target or point of origin.

Spell-Shield Boon

Wondrous boon, very rare

You can cast *globe of invulnerability* as a 7th-level spell. If you do so, you must finish a long rest before doing so again.

Squire's Weapon

Weapon (any), common

Anyone who wields this weapon is considered to have proficiency with it.

Staff of Crafting

Staff, rare (requires attunement by a bard, cleric, druid, sorcerer, warlock, or wizard)

This staff is made entirely of black iron, with a small, stylized anvil on the top. Under natural moonlight, silver runes appear along the shaft. While holding this staff, you

can use your action to cast the *mending* cantrip. You can also use an action to expend 2 or more of the staff's 10 charges to cast one of the following spells: *creation* (5 charges), *fabricate* (4 charges), or *magic weapon* (2 charges).

The staff regains 1d6 + 4 charges each day at dawn. If you expend the last charge, roll a d20. On a 1, the staff corrodes until only a pile of rust is left.

Staff of Night Everlasting

Staff, very rare (requires attunement by a cleric, sorcerer, warlock, or wizard)

This ivory staff seems to be coated in dark soot, and it supports a crescent head fashioned from black obsidian. As a melee weapon, this magic quarterstaff adds a +1 bonus to attack and damage rolls made with it. In addition, while holding the staff, you have darkvision out to a range of 60 feet. If you already have darkvision, the range instead increases by 30 feet. Magical darkness doesn't impede your darkvision while you hold this staff.

You can use an action to expend 2 or more of the staff's 10 charges to cast one of the following spells: *blindness/deafness* (blindness version only; 2 charges to cast at 2nd level, plus 1 charge per slot level to increase the slot level up to 4th), *darkness* (2 charges), *shadow bolt** (2 charges), or *wall of darkness** (4 charges).

The staff regains 1d6 + 4 charges each night at midnight. If you expend the last charge, roll a d20. On a 1, the staff disintegrates into dark smoke and wafts away to nothing.

Staff of Subterfuge

Staff, very rare (requires attunement by a bard, sorcerer, warlock, or wizard)

Lore. It is said that the goddess Idra gave the first *staff of subterfuge* to one of her lovers, a being known as "The Hound," for seeking out secrets.

Powers. This quarterstaff is a magic weapon. You can use an action to alter its size and shape to that of any object of the same general proportions as a staff, from a wand up to a stout 10-foot pole. The staff keeps this form until you alter it again.

While holding this staff, you can use an action to expend 1 or more of the staff's 10 charges to cast one of the following spells: *arcane eye* (4 charges), *disguise self* (1 charge), *invisibility* (2 charges), *gaseous form* (3 charges), or *greater invisibility* (4 charges).

The staff regains 1d6 + 4 charges each day at dusk. If you expend the last charge, roll a d20. On a 1, the staff turns into a normal quarterstaff.

Staff of the Wayfarer

Staff, very rare (requires attunement by a bard, cleric, or druid)

Lore. This item looks like a crudely fashioned walking staff, with the holy symbol of Tanil carved into the flat top.

Powers. This quarterstaff is a magic weapon. If you use it to damage a creature with a melee attack, for the next 24 hours, you have advantage on Wisdom (Perception) or Wisdom (Survival) checks you make to find the creature.

While holding this staff, you can use an action to expend 1 or more of the staff's 10 charges to cast one of the following spells: *alarm* (1 charge), *create food and water* (3 charges), *heroes' feast* (6 charges), or *tiny hut* (3 charges).

The staff regains 1d6 + 4 charges each day at dawn. If you expend the last charge, roll a d20. On a 1, the staff turns into a normal quarterstaff.

Storm Boon

Wondrous boon, rare

You have resistance to lightning damage. In addition, you can cast *lightning shield**. If you do so, you must finish a short or long rest before doing so again.

Stormseeker

Weapon (spear), rare (requires attunement)

Lore. In an earlier age, the High Druid of Scarn once carried a potent weather-controlling artifact known as *Stormseeker*, a spear thought to have been created by Denev (although some say Gulaben). Today, a few magical spears bearing that same name are but pale imitations of that legendary item.

Powers. This magic spear grants you +1 to attack and damage rolls made with it. When you hit with an attack using this spear, you deal an extra 1d8 lightning damage.

In addition, you can use your action while holding the spear to cast *call lightning* as a 3rd-level spell (save DC 15). The spear regains the power to cast *call lightning* each day at dawn.

Symbol of Dawn

Magic tattoo, uncommon

A stylized sun has been inked onto your wrists, its rays shining onto your forearms. You can use your action to activate this tattoo and cast the *light* cantrip. In addition, you can use your action to cast *daylight*. If you use the tattoo to cast *daylight*, you must finish a long rest before using this tattoo again.

Tactician's Boon

Wondrous boon, rare

This boon has 10 charges, which it regains each day at dawn. You must be able to speak clearly to activate this boon. You can use your bonus action to expend 1 charge to use the Help action to aid a friendly creature's attack. Alternatively, you can use your bonus action or action to expend 1 charge, allowing a friendly creature to use its reaction to move up to half its speed without provoking opportunity attacks. To benefit from either aspect of this boon, a creature must be within 120 feet of you and able to see and hear you.



Tattoo of the Soldier

Magic tattoo, rare (requires attunement)

Your waist bears the tattoo of an ornate girdle, showing a soldier engaged in feats of physical prowess. You can use your action to activate this tattoo, granting yourself advantage on Strength, Dexterity, and Constitution checks and saving throws for 1 hour. If you do so, you must finish a long rest before using this tattoo again.

Three Feathers Mark

Magic tattoo, rare

The illustration of an ornate feather wraps around your shoulders, back to front. If you fall, you descend at a speed of 60 feet per round and take no damage from falling.

Torc of the Shielding Storm

Magic tattoo, uncommon

A tattoo of a stylized lightning bolt wraps around your neck. When you are hit by an attack or are the target of a *magic missile* spell, you can use your reaction to activate

this tattoo. If you do so, you gain a +5 bonus to AC and immunity to the *magic missile* spell until the start of your next turn. Also during this time, any creature within 120 feet of you that makes an attack against you or targets you with *magic missile* takes 1d10 lightning damage.

Once you activate this tattoo, you must finish a short or long rest before doing so again.

Trickster's Boon

Wondrous boon, legendary

You cannot be targeted by divination magic if you do not wish to be. You are invisible to sensors created by divination spells unless you choose to be visible to them.

Unity Boon

Wondrous boon, very rare

You can cast *telepathic bond*. If you do so, you must finish a long rest before doing so again. In addition, for the duration of the bond, you can use one skill or tool proficiency possessed by a linked creature as if you were that creature.

Vigil Medallion

Wondrous item, rare (requires attunement)

Lore. Symbols of service and award for great valor or other accomplishments, these medallions are issued to members of the various Veshian Vigils, tailored to each group's duties and location. Each medallion is composed of a steel chain holding a polished amber stone mounted in an iron, steel, or silver setting. A symbol etched upon the amber, or some object or substance suspended within it, represents one of the vigils.

Medallion of Adamantine. The Mullis Town Vigil's symbol is a pebble of shiny grey rock, representing adamantine.

Medallion of Grass. Semanye's Vigil, named for Lord Patrush-in Semanye, uses a blade of wild tundra grass as its symbol.

Medallion of the Acorn. Lolharden's Vigil, named after its commander, the ranger Lord Collit Lolharden, has many druidic members and uses the acorn symbol.

Medallion of the Caterpillar. Stationed on the Arcernoth Delta, the Arcernoth Vigil guards the borders of the Mourning Marshes and uses the caterpillar as its symbol.

Medallion of the Conifer. Renowned members of the Behurian Vigil, now assigned to Mithril, wear this medallion.

Medallion of the Flower. The Ganjus Vigil, which uses a blue tavia flower as a symbol, serves in the Virgin Woods and has many elven members.

Medallion of the Fly. The Beltanian Vigil, represented by the fly, was formed in the March of Beltan shortly after the establishment of the nation of Vesh.

Medallion of the Mosquito. The Horthswythe Vigil, symbolized by the mosquito, has headquarters at the mouth of the Horthswythe River.

Medallion of the Moth. The Pelpernoi Vigil is named for Lord Hadras Pelpern, and its symbol is the moth (as was that of House Pelpern).

Medallion of the Scorpion. When its leader led them into an ambush, every member of the Dark Motak Vigil was slaughtered. A few of their scorpion-engraved medallions have since been recovered.

Medallion of the Seashell. The Maritime Vigil, represented by the seashell, is a young vigil assigned to patrol the Blood Sea coast, with headquarters south of the Sorporatra Swamp near Calastia.

Medallion of Wheat. The Metyrian Vigil, which uses wheat as its symbol, guards the frontiers west of the Kelder Mountains against bandits and titanspawn.

Powers. Each vigil medallion has 7 charges. It recovers all its expended charges each day at dawn.

No matter what the medallion, you can use your action to expend 1 charge to cast *comprehend languages*. Each medallion also has other powers according to its type.

Medallion of Adamantine. You can use your action to expend 2 charges to grant yourself advantage on Strength checks and saving throws for 1 hour. During this time, your carrying capacity also doubles. In addition, you can use your action to expend 2 charges to cast *find traps*.

Medallion of Grass. You can use your action to expend 2 charges to grant yourself advantage on Dexterity checks and saving throws for 1 hour. During this time, you can also use your reaction to halve an attack's damage against you.

Medallion of the Acorn. You can use your action to expend 3 charges to cast *fly* on yourself or to grant yourself resistance to one damage type of your choice (acid, cold, fire, lightning, or thunder) for 1 hour.

Medallion of the Caterpillar. You can use your action to expend 2 charges to grant yourself advantage on Strength and Dexterity checks for 1 hour. In addition, you can use your action to expend 3 charges to cast *water walk* on yourself.

Medallion of the Conifer. You can use your action to expend 2 charges to grant yourself advantage on Strength checks and Constitution saving throws for 1 hour. During this time, you also gain 2d10 temporary hit points, which are lost when the effect ends.

Medallion of the Flower. You can use a bonus action to expend 1 charge, granting yourself accuracy with ranged weapons. For 1 minute thereafter, whenever you make an attack roll with a ranged weapon, roll a d4 and add the number rolled to the attack roll. In addition, you can use your action to expend 3 charges to cast either *speak with plants* or *spike growth* (save DC 15).

Medallion of the Fly. You can use your action to expend 1 charge and cast *protection from evil and good* on yourself, or 3 charges to grant yourself resistance to one damage type of your choice (acid, cold, fire, lightning, or thunder) for 1 hour.

Medallion of the Mosquito. You can use your action to expend 2 charges to cast either *barkskin* or *cure wounds* (as a 2nd-level spell) on yourself.

Medallion of the Moth. You can use a bonus action to expend 1 charge, granting yourself protection from magic. For 1 minute thereafter, whenever you make a saving throw against a magic effect, roll a d4 and add the number rolled to the saving throw. In addition, you can use your reaction to expend 3 charges to cast *counterspell*, or you can use your action to expend 3 charges to cast *dispel magic*.

Medallion of the Scorpion. You can use your action to expend 2 charges to cast *blur* or *protection from poison* on yourself.

Medallion of the Seashell. You can use your action to expend 3 charges to grant yourself advantage on Strength checks and saving throws for 1 hour. During this time, swimming costs you no extra movement and you can breathe underwater.



Medallion of the Moth

Medallion of the Acorn



Medallion of the Flower



Medallion of Wheat. You can use your action to expend 2 charges to grant yourself advantage on Dexterity checks and saving throws for 1 hour. During this time, you also have advantage on Wisdom (Animal Handling) checks.

Water Boon

Wondrous boon, very rare

You can move across the surface of any liquid as if it were solid ground. However, this boon doesn't prevent damage a harmful substance might deal you. You can also breathe water as well as air.

Web Ammunition

Weapon (arrow or bolt), uncommon

This black ammunition bears a silvered head and pale crimson fletching. The arrow or bolt deals no damage, but instead produces an explosion of sticky strands after hitting a target. The target must succeed on a DC 13 Dexterity saving throw or be restrained in the strands. A creature restrained in this way can use its action to make a DC 13 Strength check. If the creature succeeds, it is no longer restrained.

Witch Eye Pattern

Magic tattoo, rare

Tattooed lines lead from your eyes across your scalp and then to the back of your head, where the glyph of an open eye is inked. You can use your action to activate this tattoo and cast *arcane eye*. If you do so, you must finish a long rest before using this tattoo again.

Wight Dagger

Weapon (dagger), rare (requires attunement)

Carved of bone, sometimes inset with black stones in iron settings, a *wight dagger* slowly drips blood while unsheathed. You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, a creature damaged by this weapon must succeed on a DC 13 Constitution saving throw, or its hit point maximum is reduced by an amount equal to damage the weapon dealt. This reduction applies only to damage from the weapon, including extra from a critical hit, but not extra damage such as that from Sneak Attack. This hit point maximum reduction lasts until the creature finishes a long rest. A creature dies immediately if this effect reduces it to 0 hit points.

Wood Elf Fetish

Wondrous item, common

Lore. Small tokens of stone or bone fashioned to resemble plants, animals, or other iconic beings of elven or druidic lore, these beautifully carved tokens and statuettes are crafted by the elves of the Ganjus.

Powers. A *wood elf fetish* is usually woven into the wearer's hair, but it can be worn on a string or chain as a necklace or bracelet.

A fetish has 2 charges, which it regains each day at dawn. You can use your action to expend charges from the fetish to activate its power. Unless the fetish says otherwise, using its power costs 1 charge, and the power lasts for 1 hour. The power of a fetish depends on its shape, as follows:

Fox. Shaped like the face of a grinning fox, this fetish grants you advantage on Charisma (Deception) checks.

Eagle. Made in the shape of a soaring eagle, this fetish grants you advantage on Wisdom (Perception) checks.

Falcon. Carved like a diving falcon, this fetish's effect lasts for 10 minutes once activated. During that time, you can cast the *true strike* cantrip at will.

Hidden Elf. Made to resemble the face of an elf obscured by leaves, this fetish grants you advantage on Dexterity (Stealth) checks.

Ivy. Shaped like an ivy leaf, this fetish grants you a climbing speed equal to your walking speed, and you have advantage on ability checks made to climb.

Menhir. Shaped like a standing stone, this fetish uses 2 charges to make it so your AC can be no lower than 16, regardless of what kind of armor you are wearing.

Raven. Made in the shape of a raven with its beak open, this fetish allows you to understand the literal meaning of any spoken language that you hear.

Squirrel. Shaped like a scampering squirrel, this fetish grants you advantage on Dexterity (Acrobatics) checks.

World-Walker's Boon

Wondrous boon, rare

This boon has 10 charges, which it regains each day at dawn. You can use your action to expend 1 or more charges to cast one of the following spells: *longstrider* (1 charge), *spider climb* (2 charges), *meld into stone* (3 charges), or *tree stride* (5 charges).

Wormtongue

Weapon (shortsword), very rare (requires attunement)

Lore. Spellcasters in league with the Cult of Ancients, assassins who worship the dark goddess Belsameth, created the first of these weapons.

Powers. This wicked sword has a wavy blade with a tip forked like a viper's tongue. You gain a +2 bonus to attack and damage rolls made with this magic weapon. If you have the Sneak Attack feature, the sword increases that feature's damage by 1d6. In addition, when you score a critical hit with this weapon, you can roll two additional weapon damage dice (in addition to the usual extra die for a critical hit).

Wrack Dragon Tattoo

Magic tattoo, rare

An elaborate illustration of a wrack dragon wraps around your chest and neck, the dragon's head biting its tail just over your throat. You can use your action to activate this tattoo, allowing you to exhale a breath weapon like that of the type of dragon depicted in your tattoo. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 5d6 energy damage on a failed save, of the type indicated on the table below, and half as much damage on a successful one.

DRAGON TYPE	BREATH WEAPON
Firewrack	30-foot cone of fire
Icewrack	30-foot cone of cold
Seawrack	30-foot cone of acid
Stormwrack	60-foot line of lightning

You must finish a short or long rest before using this tattoo again.





chapter eight

Ghelspad Gazetteer

Ghelspad is by far the most populous continent in all the Scarred Lands, although it is not the largest. Here, the titans, the gods, and their servants clashed in some of the most vicious internecine altercations of the Titanswar, although the war was not fought entirely on Ghelspad. Indeed, the Battle of Burok Torn came to its conclusion on the far shores of Termana. Still, much of Ghelspad was altered over the course of that great war. Once-verdant forests are now haunted, blighted tangles; mountain ranges have sprung out of titanic detritus; and unnatural, torrential weather phenomena plague much of the eastern seaboard.

Even before the Titanswar, Ghelspad was no stranger to conflict and hardship. It has a history of bloody wars, mighty empires, and unyielding destruction by powerful beings in antiquity. Long before the Divine War, a race of evil beings known as the slarecians rose up in an attempt to conquer the mortal races. These strange, alien entities – the Ancient Ones, a race who defied the authority of the gods and titans – were eventually driven back and eradicated, though only through the combined might of the gods and the titans. The Ancients left an indelible mark upon, and under, the land, although the signs of their existence have faded in the many centuries since.

Before even the Ancients arose, there were other enemies and other conquerors: the Dragon Kingdoms, held as satraps from the lost Dragon Lands, the Dwarven Imperium, and the Asaatthi Empire, to name but a few. While none of these empires controlled the entirety of Ghelspad as the Ancient Ones would, they were all stepping stones in the cycle of history.

Yet of all the empires that came before or after the slarecians, none was as great as the Ledean Empire. This empire was one of the longest lasting, too, and a period of relative peace existed under its rule. That peace did not last, though,

as political corruption and infighting disintegrated the empire over time. Now, the two most famous remnants of the Ledean Empire are the Sinkhole of Non in the Perforated Plains, where the empire's capitol once sat, and the War Colleges of Lede in Darakeene (although those colleges today bear little real connection to that empire other than the name itself).

As the Ledean Empire collapsed on Ghelspad, the dark dwarves known as the charduni began their push for conquest on the distant continent of Termana. Outgrowing their own lands, they turned their sights toward Ghelspad, where they amassed a large swath of territory, conquering a significant portion of the continent. In fact, dwarven historians generally agree that the Charduni Empire would have thrived to this day if not for the outbreak of the Divine War, which upended all the politics of Ghelspad and left the entire world in turmoil.

When the dust settled, a new chapter had dawned in the history of Ghelspad and all of the Scarred Lands. Only now, just 150 years since the great war's end, the continent has begun to settle into new patterns and alliances.

Since the Divine War

Much has happened in the century and a half since the Divine War. Initially, for the first time in many centuries, the nations of Ghelspad were at peace with one another. Their lands were in tatters, yes, but no empire threatened and, for a while at least, no petty power struggles erupted. In fact, many former rivals banded together to fight the titans and their spawn; these new allies were now left to sort out their future together. This was a strange new situation for many of Ghelspad's nations.

Other challenges arose in the aftermath of the Divine War as well, such as the radical alterations Ghelspad underwent during the war. The eastern sea turned a deep blood red, due to Kadum's ichor oozing throughout its currents. Similarly, the Moanscar Mountains rose during the war, a result of Kadum's tail striking the ground. The formerly lush grasses of Marses were tainted and twisted into the Bleak Savannah. And the former capital of the Ledean Empire, the great city of Aurimar, was swallowed up in a wasteland of rents, holes, and crevices that have since become known as the Perforated Plains.

In addition to the changes in landscape, the shattered titanspawn armies still roamed the land. Their ranks were broken, but for the titans' most loyal servants, the war was not over. The more monstrous of their ilk receded into the blighted wastelands, nursing their wounds. Many of the sapient humanoids among them — most notably the asaathhi, orcs, and manticora — were forced to surrender. What else could they do but seek shelter among the so-called divine races?

Despite these challenges, the new world was also a place of great opportunity. Led by their new divine rulers, the nations and peoples of Ghelspad were forced to begin a new era. And no being on Scarn, perhaps not even the gods themselves, could ascertain what the future might hold.

A Brief Overview

Below is a history of the major events occurring since the end of the Divine War and up to the current day. The dates are listed in the current calendar shared by all the people of Ghelspad (in which "AV" stands for After Victory), beginning with the first year after the Divine War's conclusion, after the Great Remaking.

Rebuilding the World

The devastation wrought by the Divine War was nearly total. In the war's wake, when the last titan fell and the djinn were sealed in their elemental cities, Corean had to restart the stars from the Divine Forge. Madriel had to set the sun moving again. Belsameth pushed the moons back into their proper orbits. Enkili set the winds in their proper places, and Hedrada set the sands of time flowing. Chardun had to reconstruct the seasons, while Tanil laid dear mother Denev back to rest in the earth. It was a time of wonders, witnessed all over the Scarred Lands.

As for the mortal nations of Ghelspad, they had to be rebuilt from the ground up after the Titanswar. In the wake of the war, the gods declared the Divine Truce, which ensured at least a limited peace between their clergy, preventing an immediate inter-pantheon war. As a byproduct of this peace, the new nations of Ghelspad spent the first few decades of this new era rebuilding their civilization. Cities that had survived the war rebuilt the homes and temples

within their shattered walls. Villages and towns patched their modest hovels and homes using detritus from the war. Some nations sent expeditions into the reshaped land, seeking to explore the new locales and, in many cases, wholly unknown wastelands that now surrounded them.

The lands that would become major nations by 150 AV spent those early decades rallied behind their clergy, who often led the rebuilding efforts. The basic infrastructure of international trade and communication had been disrupted by the Divine War, and in most cases, the nascent nations were forced to establish new connections and new trade routes with one another. These routes were slow to form, as were diplomatic relations between even the friendliest of nations. No major strife erupted, although banditry and the like were ever present dangers, and the continent existed almost universally in a tense détente, eased only by common faith. The crippled nations could rebuild only so much on their own, though, and something had to be done to accelerate their progress.

In 56 AV, the elves of Vera-Tre proposed a grand alliance of the "divine races," the so-called Convention of Vera-Tre. Unfortunately, very few outside of the Ganjus' immediate neighbors of Albadia, Amalthea, and Calastia, as well as Vesh and Ankila, sent representatives to treat with the Verdant Seat. As for the slowly rising city-states, the elves knew few of them well enough to discern whether or not they could contribute meaningfully to the alliance.

The Convention was rocky and troubled from the outset, with few representatives empowered to act on behalf of their governments. Further, several of the races who had fought for the titans during the war had made a public effort to throw off the moniker of "titanspawn," instead referring to themselves as the Redeemed. Yet the elves did not include them in the Convention, either because they had not heard of them yet or because they did not find them trustworthy. (The elves insist that word simply hadn't reached them yet, while some among the Redeemed insist it was a lack of trust.) As such, the Redeemed forged other alliances and treaties.

The history of post-Divine War Ghelspad is best summed up as a time of localized treaties and conflicts. Outside of a few powerful spellcasters, all of whom have their own prejudices and agenda, communications between nations remained largely a matter of mounted messengers. These couriers were abetted only occasionally by the use of *sending* or similar magic. Politically speaking, Ghelspad simply cannot maintain continent-spanning infrastructure.

The Druid War

In 82 AV, the Convention of Vera-Tre at last found the crisis to test its worth. The conflict known today as the Druid War erupted when the Mormo-worshipping druids of Khet amassed an army and attacked the Ganjus, the sacred forest home of Vera-Tre. These druids, suspected to be

cannibals, allied themselves with scattered titanspawn from the Ukrudan Desert, the Haggard Hills, the Hornsaw, and the Bleak Savannah. This unholy alliance formed a pincer about the Ganjus, besieging the forest from the northeast and southwest as the former titanic armies laid waste to the outer portions of the elven homeland.

The official heads of the asaatthi nation formally denounced their brethren who participated in this war. The Jeweled City sent a small brigade of asaatthi swordmages to aid the elves. However, stories from the war, particularly from veterans among the elves, contend that this was merely political maneuvering; these stories assert that the formerly titan-serving snakefolk secretly supported the Khetrites as a retaliatory action for being left out of the Convention of Vera-Tre. These theories are firmly denounced by rulers among the asaatthi.

As Vera-Tre lay under siege, her allies mustered armies to repel the invaders. Albadia, Ankila, and Vesh offered support, and the manticora dispatched a battalion of elite troops to help repel the druid armies, although it took them all some time to reach the Ganjus. Calastia offered nominal support as well, and claimed it was preparing its armies. Others, most notably Darakeene and Chardunahae, were silent to the elves' pleas. Yet the allied armies, in conjunction with Vera-Tre's own powerful spellcasters, were successful in driving the hostile forces away from the Ganjus.

Yet, having spent their strength in a conflict of over eight years' duration, the allied nations fighting in and around Vera-Tre were not strong enough to crush the druids entirely. Instead, the Khetrite druids withdrew and attacked the city-state of Amalthea in 90 AV, focusing their might to level that city. Another fierce battle ensued, and the druids were finally driven back to their homeland, their army dispersed. The war was over, but the cost, especially for the citizens of Amalthea, was staggering.

Rise of the Black Dragon

Amalthea would never have come under attack save for the actions of the largest army on Ghelspad — that of Calastia. In 90 AV, when the genocide at Amalthea began, Calastia was in turmoil; the crown prince had just murdered his father to seize control of the Calastian throne. The newly crowned King Virduk ordered the powerful Calastian army away from the front lines of the Druid War, just weeks before the final push to remove the Khetrite druids' forces from the Ganjus. The ambitious, cunning young monarch used his army instead to march on his nearby neighbors, annexing territory around Calastia.

In a matter of months, the Calastian army had advanced through the nation of Lageni and into the Kelder Mountains, defeating a dwarven army and occupying Irontooth Pass, the busiest trade route on the eastern continent. Over the next several years, Virduk — now known far and wide

as the Black Dragon — advanced into other countries and territories around Calastia, conquering them with relative ease, thus forming a new empire in southeastern Ghelspad.

What hope the Convention of Vera-Tre had held for establishing a larger international infrastructure disintegrated following Calastia's actions. The alliance had been tested, and found lacking. Instead, the various nations withdrew and mustered their own defensive armies, and tensions again began mounting across Ghelspad. Meanwhile, the seeds of the Calastian Hegemony, the first great empire on Ghelspad since that of the charduni, began to grow.

Virduk's continuing expansionism was stymied two decades later, when the first major natural calamity since the Divine War befell Ghelspad.

The Blood Monsoon

The Blood Sea is the large body of water on Ghelspad's eastern coast. The waters of this sea were no more dangerous than any others in the centuries before the Divine War. The sea changed dramatically toward the end of the war, however, when the titan Kadum, with a gaping wound in his chest, was shackled and thrown into its depths. The titan's ichor seeps into the water to this day, tainting it and the organisms within. The titan yet rages beneath his shackles, causing terrible tidal waves and unsteady conditions as he thrashes about in his semi-torpor. At certain times, the bound titan is still able to summon his strength for short periods, wreaking great havoc. His rage is thought by many to have been the cause of the meteorological phenomenon known as the Blood Monsoon.

Starting in 112 AV, the stinking crimson waters of the Blood Sea churned and thrashed about in violent spasms. A great monsoon erupted, inundating Ghelspad's eastern shores. The rains poured throughout the eastern lands, even past the Kelder Mountains. Terrible, violent windstorms blasted the lands, destroying much in their wake. The Blood Monsoon raged for months, then years, and decimated a number of locations in eastern Ghelspad.

The dwarven city of Bela-Kay, nestled among the peaks of the Kelder Mountains, was demolished completely, while the Bridged City also lost nearly a quarter of its population as one of its mountain peaks slid into the canyons below. The Hornswythe River, the greatest river on Scarn, actually reversed its course for a time, forming the polluted inland lake now known as the Blood Basin.

Worse yet, with the monsoon's gales came wave after wave of monstrous attacks. Pisceans and other monsters from the depths of the Blood Sea attacked coastal cities, terrorizing the land. These attacks were rarely sufficient to raze large settlements or endanger entire nations, but they were significant in their cost to small villages and local economies.

For more than a decade, the storm surged and abated, but never fully dissipated. Each time people thought they had

finally weathered the “Great Monsoon,” it would rise up in another furious spasm. Finally, in 126 AV, a mysterious floating fortress (since referred to as the Skykeep) emerged from faraway lands, most likely Termana, and soared into the heart of the storm; few if any know what really happened, but a small handful of witnesses reported that the storm ended as soon as the last tower crumbled and the Skykeep crashed into the Kelder Mountains.

The Blood Monsoon officially ended in 126 AV, nearly 25 years ago, but the memory of this terrible period still haunts the people of Ghelspad’s eastern coast.

Calastia Unbound

With the dissipation of the Blood Sea monsoons came the end of the longest period of supernatural turbulence since the conclusion of the Divine War. The two decades since have seen relative peace and quiet, with one notable exception: the consolidation of the Calastian Hegemony. King Virduk’s expansionism was limited by the Blood Monsoon, thankfully, and most of his efforts since have focused on solidifying his power, especially in the southern portion of the continent.

Even during the Blood Monsoon, though, Virduk continued his conquest across parts of southern Ghelspad (sometimes conveniently in the name of securing those nations against the terrible threat posed by the Monsoon). The Black Dragon has never ceased fully in those efforts. In total, Calastia has now annexed five nations and one city-state, and the Calastian Hegemony, as it is now known, shows no signs of halting its expansion, even if its growth has slowed.

Currently, the Hegemony is openly at war with Durrover, and it holds Vesh as an enemy. In addition, Virduk has long had his sights on Burok Torn, the dwarven stronghold under the Kelder Mountains. The Black Dragon used his early annexation of the Irontooth Pass to great advantage, for it has now become a major thoroughfare for his armies. It is unclear just how far Virduk wishes to push the boundaries of his empire; he has even established a colony, known as Virduk’s Promise, in far-flung Termana.

The Present Day

It is now 150 AV. Despite early efforts at peace following the Divine War, such as the Convention of Vera-Tre, various nations around the continent have long struggled to maintain order. King Virduk grows his empire in the southeast, while Vesh and Albadia have militarized their borders to the south and east respectively. In the west, Darakeene and Chardunahae remain largely independent of the other nations, brokering trade in the former instance while playing isolationist in the other.

Meanwhile, new nations emerge in the more dangerous parts of Ghelspad. The fledgling nation of the ironbred,

ruled from the nomadic Iron Citadel, clashes with the old, titan-loyal asaathi tribes in the Swamps of Kan Thet. The Manticora Confederacy has emerged in recent years in the Bleak Savannah to the north, while the orc nation, led by Warchief Donnangar, establishes itself on the Plains of Lede. These burgeoning societies provide a new dynamic in the politics of Ghelspad, one that the more established nations would be unwise to ignore.

All the while, the threat of the titans and their cultish loyalists is far from over, and for all anyone knows, the legacy of the Ancients may yet rise again.

Calastian Hegemony

King Virduk’s empire is the largest to emerge on Ghelspad since the Charduni Empire, which crumbled centuries ago with the advent of the Divine War. The Black Dragon’s rule began with regicide, a bloody coup fomented by the ambitious young Prince Virduk. While Calastia had shown a hawkish temperament prior to the coup, in the sixty years since Virduk rose to power, Calastia has come to control most of the southeastern nations of the continent. The wily old monarch continues to extend his empire with each passing year.

However, despite its name, the Calastian Hegemony is rife with internal struggle and political maneuvering. Though Virduk rules with an iron hand, the member nations of the Hegemony maintain some degree of autonomy, especially those who have proven their worth in service to the empire. Some nations have thrived under this structure. The Heteronomy of Virduk, a formerly beleaguered nation of halflings, is one such example. Others, such as the recently annexed Ankila, suffer more deeply from the tension between their position in the empire and the cruel yoke of the Black Dragon.

Even as Virduk lengthens his reach, no one in the empire is unaware of his advanced age and his lack of an heir. The vicious jockeying for position among his most trusted advisers is widely known, having become the subject of countless verses, songs, plays, and jests. Many of the most prominent nobles, including the generals of the Hegemony’s armies, have laid plans for ascension to power in the wake of Virduk’s passing, especially if he were to die without an heir. The maneuvering remains mostly behind closed doors for now, although more than a few assassination attempts have been made in recent months, some cunning and others clumsy.

The Black Dragon is fully aware of the current political climate. He did not win his throne and maintain it for six decades without being incredibly politically savvy. The king has never spoken publicly about the future of the Hegemony after his passing. However, those closest to him know that he has various plans of his own. His most recent wife, Queen



Geleeda, is his final hope to conceive a legitimate heir, and failing that, Virduk has other candidates in mind to assume power once he's gone, including the queen. Of course, all this assumes that the Black Dragon might pass from this world: Virduk may well have some means of cheating death altogether and achieving the immortality he surely craves.

Since Virduk took the throne in 90 AV, his empire has grown to include five nations and one city-state beyond Calastia itself.

Ankila

Formal Name: Calastian Dominion of Ankila

Capital: Sussephra

Major Cities: Ardenai, Hedo, Merlahn, Port Segoura

Ruler: High Minister Arnes Riven (*LE human male*)

Dominant Population: Human

Primary Languages: Calastian, Zathisk

Primary Worship: Chardun, Hedrada

Resources: Clay, fish, lumber

Allies: Calastian Hegemony

Enemies: Burok Torn, Durrover

Ankila was one of the first nations annexed by Calastia, yet it has not always remained in the empire. Strong and

defiant, Ankilans have fought Calastian rule since the Druid War. Ankila's citizens enjoyed their longest stretch of freedom for nearly a decade after Virduk, facing pressure from within Calastia's borders, withdrew his occupation shortly after the last surges of the Blood Monsoon swept through.

The country is now firmly ensconced under Calastian rule, however, and Ankila's defiant will greatly subdued, since Calastian forces again invaded the borders in 127 AV. That same year, between the Calastian invasion and a continuing border skirmish with the Zathiskans, Ankila collapsed and the Calastians hung King Ankila VIII in Sussephra's public square. A puppet king, Ankila IX, now sits on the throne, though his position is merely ceremonial: Virduk's cousin Arnes Riven, the High Calastian Minister for the Determination of the People of Ankila, rules the nation in all but name.

As descendants of the old Empire of Elz, the Ankilans venerate Hedrada more than the other Divine Victors, although many among the current nobility also venerate Chardun. Still, the greatest temple in the land is dedicated to the God of Justice, resting in the nation's capital, and Hedradan priests praise their god for his aid in shaping that great city. Hedrada is thought to visit the nation often in hidden guise and to send his pages and heralds, who might

appear as lowly beggars in the city streets or visiting architects wishing to unveil a grand plan for elaborate buildings in Ankila's second-largest major city, Ardenai.

The most prominent topographical feature within Ankila's borders is the Whistling Woods. Once connected to the titanspawn-infested forest known as Geleeda's Grove, the Whistling Woods were shaped by the years of torrential rain during the Blood Monsoon. This forest received its name from the wind whistling through holes bored into the trunks of trees by trunk worms, which are native to these woods. Rumors of foul monsters in the depths of this forest persist, but their numbers are not significant when compared to other old forests across Ghelspad.

Calastia

Formal Name: Kingdom of Calastia and Seat of the Calastian Hegemony

Capital: Vashon

Major Cities: Delis, Eldmadren, Pahrae

Rulers: King Virduk (*LE human male*) and Queen Geleeda (*LE human female*)

Dominant Population: Human

Primary Languages: Calastian, Ledean

Primary Worship: Chardun among the nobility and military; otherwise, none especially

Resources: Crops, fish, livestock, lumber, sorcerer's steel, wheat

Allies: Calastian Hegemony

Enemies: Burok Torn, Durrover

Much of Calastia consists of open prairies and rich farmland, accounting for a significant portion of the nation's economic strength. While it might not rival Darakeene in terms of overall crop production, Calastia has the greatest yields of any country within the Hegemony. Perhaps as a result, Calastia quickly established itself after the Divine War as both an economic and military force. Long before Virduk's reign, the Calastian army was renowned for its effectiveness and resourcefulness. Today, as the seat of the Calastian Hegemony, Calastia is one of the safest and most comfortable places to live in all of Ghelspad – for those of human heritage.

As a people, Calastians are widely seen as arrogant, as well as xenophobic. Calastia has never been a welcoming place for nonhumans, with the possible exception of halflings (who are accepted, if only as second-class citizens) and charduni (who are welcomed cordially, if perhaps coolly). For example, most Calastians consider wood elves to be feral, unlettered savages. This attitude might account for the popularity of Virduk's decision to betray the elves of Vera-Tre during the Druid War.

Calastia is, without a doubt, the richest and most powerful nation on Ghelspad today. Its nobles live exuberant

lives, and most of even its lowliest citizens, including the indentured halflings that make up about a quarter of the Hegemony's population, live relatively comfortable lives. The opulence and grand living of the ruling class hides a vile political climate, however, in which subterfuge and skullduggery are common as the nobility jockey for position among King Virduk's tight inner circle.

Aside from arable land, the main topographical feature of Calastia is the forest commonly called Geleeda's Grove (but more accurately, Geleeda's Woods). King Virduk granted this woodland to his new bride, Queen Geleeda, as a wedding gift, although she has yet to visit the forest herself. Many Calastian citizens snicker when recounting this gift, however, because the woods are infamous for the infestation of titanspawn there, particularly spider-eye goblins and hags.

Heteronomy of Virduk

Formal Name: Heteronomy of Virduk

Capital: Calas

Major Cities: Three Moons, Zathshore

Ruler: Satrap Tamvolie (*LE female halfling*)

Dominant Population: Halfling, slitherin

Primary Language: Calastian, Ledean, Zathisk

Primary Worship: Enkili, Hwyrdd

Resources: Crops, fish, livestock, lumber, tin, wheat

Allies: Calastian Hegemony

Enemies: Burok Torn, Durrover

Halflings have been the most beleaguered of the so-called divine races since well before the Divine War. Most nations have treated halflings at best as parochial little cousins, largely being beneath notice, and at worst, as slaves in one form or another. As a result, the halflings of Ghelspad have been seething with resentment toward most "big folk" for generations, if not for centuries.

The Heteronomy is not a populous nation, nor is it a wealthy one, being filled with a few small towns and many far-flung farming villages. Nonetheless, its citizens are industrious and hard-working, including the burgeoning class of slitherin who have emigrated to Three Moons and Zathshore. The halflings have welcomed the ratfolk into their midst, possibly because they see in them a kindred spirit – or perhaps, at least in some cases, a race whom they can finally treat as second-class citizens.

As unrest grew in this region following its occupation after the Blood Monsoon, King Virduk realized his forces could not control the pass, the northern front, the eastern front, and the Ankilan front all at once. So, in a masterful political stroke, he stripped these lands from Zathisk and created the Heteronomy; he then gave it to the halflings, thus fostering their loyalty. As these lands were already known as a halfling enclave after the Divine War, Virduk granted the state a high degree of autonomy, effectively giving the

Treniar and Syol

In the time before Lageni was made whole, when the barons bickered and squandered the freedom granted them by the fall of Lede, Duke Lagiak gave command of a great part of his armies to his two children: his son, the younger of the two, Treniar; and his eldest, his daughter Syol. Each was given a third of his forces and told to unite the land.

Treniar went south. With his armies he waged a bloody campaign of conquest, decimating any town that resisted and burning their crops. Syol went north. With her armies she subdued the other barons and dukes, taking hostages and sending them to her father to secure his rule. This greatly pleased her father, who relished the larger forces and healthier fields she won him.

Syol's march brought her to the little-known town of Durm. Here she found craftsmen of every stripe and scholars of fantastic arts. At the town's center was a library that rivaled that of the fabled scroll vaults of Lede, kept secret here for many years. Indeed, the townsfolk claimed it had been placed here by the Ledeans centuries before. Inside were books detailing alchemies passed down by the ancients and manuals for great machines too grand to be real. Syol spoke with Durm's ruler, a learned young man named Totheus. She was taken by Totheus' soft-spoken demeanor, his candor, and his appeals to reason. They did not speak of Durm's conquest, but of its coexistence with the burgeoning empire. In short order, the two became lovers.

Syol sent word to her father of what she had found in Durm, of the great library hidden by Lede, and her intent to stay. At first this saddened Lagiak, but he considered her words. For a time, he thought to leave her there in peace. It was Treniar who convinced his father that Durm was by all rights theirs, and that its great library should be one of the jewels of the grand duke's new realm. Lagiak sent for his daughter. At the same time, Treniar brought his army north and marched on the town.

As Treniar sacked the city, Totheus set fire to the library to keep it from falling into enemy hands. Treniar captured and killed the scholar for this, burning him alive on the ashes of the old library. When news of the sacking and of Totheus' death reached Syol at the old capital, she wept for a single night. The next morning she vanished, along with all the warriors under her command. It is said that neither she nor any of her soldiers were ever seen in the capital again.

Treniar built his capital on the ruins of the old library, a monument to his ascendancy. And though both father and son met their own terrible fates, travelers still speak of a wandering army dressed in old armor, led by a stony-faced woman who still seeks her revenge on the nation of Lageni and the descendants of Treniar.

halfings their own land in exchange for a previously untapped source of good crops and fierce warriors with a big chip on their collective shoulder. The Black Dragon understands quite well the effectiveness of halfings as servants, spies, and even soldiers; the renowned scouts and slingers of the Heteronomy have been reliable forces in Calastia's army for the past 20 years or more.

The Heteronomy is ruled by the aged Satrap Tamvolie, the highest-ranking halfing in the Calastian Hegemony. Tamvolie proved herself on the battlefield during the Druid War, when she organized a loose battalion of halfings who defended Lake Zath from a roaming group of titanspawn. The Satrap had already been the unofficial leader of the halfings since the Druid War. Thus, Virduk found a willing ally in his propaganda to recruit halfings to his cause.

Though a military commander at heart, Tamvolie is also a canny politician, and when Virduk offered to cede the Heteronomy if the halfings acquiesced to his terms, she

accepted quickly. Some halfings bristled at this compromise, but many more were eager to have a place among the victors for once. In fact, many halfings within the Heteronomy have adopted an intense patriotic fervor for the Hegemony that borders on zealotry.

Lageni

Formal Name: Archduchy of Lageni

Capital: Durm

Major Cities: Aovnir, Enig, Trenik

Ruler: Grand Duke Traviak the Steel-Fisted (LE human male)

Dominant Population: Human

Primary Languages: Calastian

Primary Worship: Chardun

Resources: Iron, livestock, silver, wheat

Allies: Calastian Hegemony

Enemies: Burok Torn, Durrover

The Archduchy of Lageni is home to that society of elite soldiers called the Black Dragoons, led by master strategist Grand Duke Traviak. The duke, whom many consider to be a top contender for the Calastian throne should King Virduk die heirless, rules his fiefdom with cruel discipline, all in the name of Chardun. Traviak is a military man through and through, and his forces are currently leading the charge against the dwarves of Burok Torn.

Lageni exhibits a strict feudal society. Its social classes are rigid, and life for those of the lower class is severe. Upward mobility is practically nonexistent, except by means of undeniable force or masterful subterfuge. This situation pleases Chardun the Slaver greatly; in fact, he is known to visit Lageni a few times a year, clandestinely, often posing as a visiting dignitary or distant relative to some petty noble. Some Lageni soldiers have even spotted Chardun's pages as they march through nearby Irontooth Pass, and they see this too as a sign of Chardun's blessing. Lageni also marks one of the few lands where the Divine Truce has frayed badly, if not broken outright, for Traviak nearly exterminated all of the Belsamite priestesses in the land upon his ascension, in order to establish Chardun as the primary god of all Lageni.

The archduchy's landscape is rough but pleasant, consisting mainly of rolling hills and a range of small, ancient mountains well worn by the passage of time. The Eni River forms one border, and it and its many smaller tributaries are the major source of water for the nation. Some of the bravest among the poorer citizens of Lageni, tired of the squalor of the nation's urban ghettos, have taken to residing along the river and in the hills. These "squatters," as they are known among the nobility, tell stories of unknown creatures living in the caves and underground throughout this landscape. Some squatters even speak of buried treasure from before the Divine War hidden in the hills.

Given his attention on the siege of Burok Torn, Grand Duke Traviak has turned a blind eye to these squatters for years, but



some report that he recently found more resources to purge his land of the squatters, in what the Lageni call the "local siege."

New Venir

Formal Name: New Venir of the Calastian Hegemony

Capital: Femulyae

Major Cities: Deriz, Morian, Qadri, Urlisian

Ruler: Prince Urlis (*NE human male*)

Dominant Population: Human, slitherin

Primary Languages: Calastian, Shelzari, Zathisk

Primary Worship: Belsameth

Resources: Iron, wheat

Allies: Calastian Hegemony

Enemies: Burok Torn, Durrover

Once one of the most stalwart and prominent nations during and immediately after the Divine War, New Venir has fallen on hard times. When Prince Urlis rose to power following the death of his father, King Derizian, the Calastian Hegemony was greedily consuming the nearby nations. In order to spare his people a costly war, the prince offered up his nation to the Hegemony; for his oaths of fealty to Virduk, he kept his head. Although he is now a ruler in little more than name, the prince still lives a life of luxury in the nation's capital, Femulyae.

As his nation becomes more entrenched within the Calastian Hegemony, Urlis similarly descends further and further into blissful oblivion. He renamed the city of Ari-

dilia after himself, now calling it Urlisian, and established the town as a place of vice and opulence. (Other citizens within the Hegemony refer to it, derisively or otherwise, as “Little Shelzar.”)

New Venir has had a strong tradition of goddess worship (and, some say, titaness worship before the Divine War). Belsameth, Idra, Madriel, and Tanil have all been popular goddesses with a female dominated clergy. Since the Convention of Vera-Tre, New Venir has attracted more than one assassins guild and numerous death cults. Belsameth herself is said to visit the Blood Steppes on the nation’s northern border occasionally.

New Venir’s crime rate has skyrocketed in the years since Urlis’s ascension, and many citizens have fled its borders as best as they were able, to be replaced by grifters, thieves, and thugs who found safe haven in the decadent, lawless nation.

Rahoch (City-State)

Formal Name: Rahoch (formerly called “The Free City of Rahoch by the Sea”)

Ruler: Mayor Erdil Trotila (*LE human male*)

Dominant Population: Mixed

Primary Languages: Calastian, Ledean

Primary Worship: Manawe

Resources: Fish

Allies: Calastian Hegemony

Enemies: Burok Torn, Durrover

Rahoch is the only city-state to fall under Calastian rule. The city proper is nestled on high cliffs overlooking the Blossoming Sea, while its bustling port lies below, connected by a multitude of ingenious ramps and lifts. Rahoch is one of the most important ports on the continent and the foremost hub for what trade and transportation occurs between Ghelspad and Termana, especially to and from the Calastian colony of Virduk’s Promise. As such, the city is host to a diverse population, occasionally including folk native to the faraway lands of Termana, making it unique among the notoriously xenophobic humans of the larger Hegemony.

Shortly after the Divine War, the city’s name was changed from Rahail to Rahoch. The mayor at that time also declared Manawe, goddess of the sea, the city’s matron deity. This move was as much political as spiritual, since Rahoch relies heavily on the sea for its prosperity. As a result, the waters have remained calm around its ports for decades; a few times a year, citizens report seeing Manawe herself walking the city’s famous Sea Walk late at night, her glistening, bare feet illuminating her path along the cliffs.

After ousting the former ruler, Killian Vrail (now the lord of distant Fangsfall), Virduk set about a massive campaign to win the hearts and minds of Rahoch. Nowhere in the

Hegemony has his propaganda worked so well. Today, most Rahochi dismiss tales of the “wicked Virduk” or the “terrible Black Dragon” as tall tales or outright lies told by enemies from Vesh or Durrover, meant to tarnish the names of their great, wise king and his beautiful queen.

Zathiske

Formal Name: Unified Lands of Ancient Zathiske

Capital: Quelsk

Major Cities: Ghalor, Pahjam, Zamon

Ruler: Lord Satrap Olem (*N human male*)

Dominant Population: Human

Primary Languages: Calastian, Shelzari, Zathisk

Primary Worship: Enkili (but Chardun among the ruling class)

Resources: Copper, cotton, lumber, spices

Allies: Calastian Hegemony

Enemies: Burok Torn, Durrover, Hollowfaust

With its Blossoming Sea coastlines, easy naval trade with Fangsfall and other ports of western Ghelspad, and a perfect climate for growing spices like cinnamon and cumin, Zathiske was a jewel of the pre-Divine War world. Unfortunately, the Divine War’s high death toll for the people of Zathiske coupled with years of famine after the war’s end led to the diminution of a once rich and prosperous nation.

Yet the Zathiskans persevered through a wise policy of strong trade with the Urkhadi orcs from the Sweltering Plains, asaatthi from the Swamps of Kan Thet, and other Redeemed races. Today, Zathiske is home to a surprising number of orcs, quite out of character for most nations of the Hegemony. As well, asaatthi formal dress has influenced the Zathiskan nobility’s style for years now, and it is very common to see the Pahjamites (the ruling class of the capitol, Quelsk) dressed in serpentine fashions.

Enkili has taken a great interest in Zathiske over the years. Like their cousins in Shelzar, the Zathiskans have had a strong devotion to the Storm Goddess since time immemorial. Some orc immigrants recount tales of her avatar aiding them as they crossed the Gold River or through some of the Blood Steppes’ more treacherous areas. Many of these stories have entered into Zathiske’s long oral tradition, and some cities in Zathiske have become cultural centers for warrior-poets, bards, and other creative adventurers.

The current Lord Satrap, Olem, has been a capable ruler, managing to balance King Virduk’s and the Chardunite church’s interests against the passionate natures and religious fervor of the Zathiskans. Olem has given careful autonomy to enough of the larger towns and cities within his borders to ensure that the Zathiskan ruling class does not rise up; his judicious maneuvering has also ensured that anti-Calastian sentiments in Zathiske have not yet boiled over.

Free Nations

The following is a high-level overview of the nations that make up the rest of Ghelspad.

Albadia

Formal Name: Albadia

Capital: Thurfas

Major Cities: Horat, Sifin, Yorek

Ruler: High King Thalos (*N human male*)

Government: Despotic monarchy (a Great Council and the Witchmount check the High King's power)

Dominant Population: Elf, human, orc

Primary Languages: Albadian, Ledean

Primary Worship: Many women revere a triumvirate of Belsameth, Denev, and Madriel

Resources: Amber, cold iron, fur, jet, lumber, iron

Allies: Amalthea, Vera-Tre

Enemies: None (but, passingly, Khirdet)

Albadia is a harsh, frozen land in the northwestern corner of Ghelspad. Nestled between the Titanshome Mountains to the west and the Stormtooth Mountains to the east, the nation is sparsely populated, particularly in its northernmost inland regions, though a few larger cities exist along the north coast and in the southlands.

Albadia is divided among numerous tribes scattered throughout the frigid landscape – primarily human, but with a few tribes of elves residing inside the borders as well, mostly within the Valthas Woods. There are even a couple of small, isolated clans of dwarves in the mountains. All are included in all major tribal councils, and their leaders have equal say in the Great Council. A number of orcish villages have sprung up along Albadia's western and southern borders in recent years, though these orcs have not yet been granted a seat on the Great Council, as many Albadians still do not trust the Redeemed. King Thalos is the current High King, by ancient right of combat, though the authority of the high king's office has been challenged in recent years by the Great Council.

The nation's most prominent feature is the Witchmount, the tallest peak of the Stormtooth Mountains. It is renowned as the home of the Helliann Sisterhood, a collection of witches who use their magic to protect Albadia from outside forces and titanspawn. These witches are considered counselors and wisewomen to the tribal leaders. Few things happen in tribal politics without the blessings of the Witchmount and the Hellianns. Most leaders are expected to take a Helliann wife, and every High King is expected to do likewise. (The fact that King Thalos has refused to take a wife has led to thinly veiled hostility from the Witchmount.) Contentious marriages and family bloodlines are adjudicated by the Sisterhood. The Hellianns are also the reason arcane magic is almost exclusively practiced by women in Albadia.

Chardunahae

Formal Name: Imperial Chardunahae, Eternal Bastion of Chardun

Capital: Dun

Major Cities: Bones, Ertik, Kanandun

Ruler: First Minister Aarixthic (*LE charduni male*)

Government: Strict feudal theocracy

Dominant Population: Dwarf (charduni), human, goblinoid

Primary Languages: Dunahn, Dwarvish

Primary Worship: Chardun

Resources: Fish, gold, iron, oil, slaves

Allies: None

Enemies: None

Chardunahae was founded shortly before the Convention of Vera-Tre, in 52 AV, by the remnants of the Charduni Empire on Ghelspad. The grey dwarves, ruled by their priests and led by Chardun's new herald, settled in the rocky peninsula north of Devil's March, driving out or enslaving the goblins who inhabited the area and establishing a nation devoted to Chardun.

Led by High Priest Aarixthic, the highest authority of the worshipers of Chardun away from Termana, this nation quickly became a powerful force on Ghelspad. Chardunahae refused to participate in the Convention of Vera-Tre, and was therefore largely ignored by the Khetite armies during the Druid War. The charduni overlords used this time to establish the land's infrastructure.

As a nation under Chardun, the people of Chardunahae, most of them charduni dwarves and their human or halfling servants and slaves, live under an extremely rigid caste system. Just like their grim god, the charduni have no interest in social justice or welfare. Their society and their leaders are harsh and unforgiving, but also ruthlessly efficient.

The most famous feature of Chardunahae's landscape is the Wall of Bones. This odd structure was raised shortly after the Druid War by goblin and halfling slaves who collected bones from the Ukrudan Desert and the Devil's March – relics from the Divine War – and constructed a miles-long wall with them. The result is a marvel of engineering, as well as a grotesque homage to Chardun, who is said to visit this wall at least once a year in the guise of a priest, a soldier, or a slaver.

Darakeene

Formal Name: United Provinces of Darakeene

Capital: Meliad

Major Cities: Arboth, Ard Maca, Cantontown, Catleigh, Fernmagh, Llangwyr, Magh Trego, Trum, Weyside

Ruler: Emperor Klum the Impartial (*N human male*)

Government: Federated empire



Dominant Population: Asaatthi, human, slitherin

Primary Languages: Darakeene, Ledean

Primary Worship: All equally

Resources: Copper, crops, livestock, lumber, silver, tin, wheat, wool

Allies: None

Enemies: None

Darakeene boasts some of the most fertile farmlands in Ghelspad, and, as such, it is one of the continent's most prosperous nations. Situated on the west coast of Ghelspad, north of the Ukrudan Desert, Darakeene has long been a self-sufficient nation, due in part to the longstanding tradition of Denev worship among its common farming folk. However, it does maintain the famed Ledean War colleges; Darakeene produces some of the most skilled mercenaries and warriors in all Ghelspad, from the Legion of Ash to the Crimson Legion.

When most other nations think of Darakeene, they think of either the war colleges or the mysterious Phylacteric Vault, where some of the grandest magical studies in all of Ghelspad still happen. The Vault is not under the emperor's control, and it does not lend its skills or research to the empire without steep recompense, but it is nonetheless firmly entrenched in the minds of scholars from other nations as a defining feature of Darakeene.

The United Provinces are able to maintain their neutrality in part due to their collective economic resources and

highly trained military (once including a mighty navy, but no longer). The Imperial Court of Darakeene does not impose itself on the affairs of other nations, nor is it ever quick to aid in wars or skirmishes. But in reality, Darakeene's lack of political reach is largely the result of geography and a series of secession wars, one of which resulted in the creation of Karria and the subsequent defection of a large portion of Darakeene's naval forces to that fledgling island nation.

In recent years, the aging Emperor Klum, now just over 70 years old, has had to deal with rising separatist sentiments in the south. The bureaucracy blames illegal migrations of ironbred and asaatthi from the Ukrudan Desert (although the more likely truth is that the Darakeene people have a fierce independent streak). In response, the political climate has become increasingly isolationist and separatist, although some members of Klum's court, including the emperor himself, fear this attitude may result in a new secession war.

The other major geographical feature of Darakeene is the Waring Woods, a mysterious forest said to be inhabited by strange magical creatures. Fairy folk, fey beasts, and even some titanspawn have been spotted there. Tales and legends from around Darakeene also speak of the numerous magical plants and herbs growing deep inside the woods, including some of the favored poisonous plants of Belsameth and the famed, vision-inducing herbs of Erias.

Durrover

Formal Name: Durrover-between-the-Mountains

Capital: Durrover

Major Cities: Angelsgate, Dardale, Rockvale

Ruler: High King Jeddrad III (*NG human male*)

Government: Hereditary monarchy

Dominant Population: Dwarf, human, slitherin

Primary Languages: Dwarvish, Veshian

Primary Worship: All, with slight favor to Madriel

Resources: Fur, iron, peat, silver, wool

Allies: Burok Torn, Hedrada, Mithril, Vesh, Walled Warren

Enemies: Calastian Hegemony

Durrover is one of the youngest nations on Ghelspad, formed near the beginning of the Divine War as a bulwark and refuge against the ever-encroaching Charduni Empire. Throughout its history, Durrover has proven itself a steadfast nation, willing to stand firm against more powerful enemies. Currently, Durrover is embroiled in an extended war against the Calastian Hegemony, a war which the nation is slowly losing.

This fierce nation was founded on the rocky flatlands amid the two southern arms of the Kelder Mountains, which form naturally impregnable borders. To the east is a cluster of mountains known as Corean's Cleft, the most prominent peak of which is home to the Order of Gold chapterhouse. The cleft itself owes its creation to the Divine War; when Corean, Tanil, and Hedrada hunted Hrinruuk and finally caught him in Durrover, Corean the Avenger cleft the earth with a blow intended to slay the mighty Hunter.

The people of Durrover worship all of the Divine Victors to some extent. However, Madriel's tenets of acceptance and benevolence permeate the Durrovian mindset. Despite its costly war with Calastia, Durrover maintains otherwise open borders. Slitherin from the Mourning Marsh have streamed into the country in recent decades. Many of these immigrants have been conscripted into Durrover's armed forces, although their conscription has not discouraged many potential immigrants. Kelder dwarves have also been prominent within Durrover for years, though their numbers have dwindled since Burok Torn's war with Calastia began.

Gleaming Valley

Formal Name: Gleaming Valley of Corean

Capital: The Golden City

Major Cities: Gascar Keep, Steelhold, The Citadel

Ruler: The Golden King (*LN hollow knight*)

Government: Constitutional meritocracy

Dominant Population: Hollow knights, hollow legionnaires

Primary Languages: Dunahn, Ledean, Veshian

Primary Worship: Corean, Hedrada

Resources: Adamantine, copper, gems, gold, iron, silver, tin

Allies: Mithril, Vesh

Enemies: None

The Gleaming Valley is home to the legendary hollow knights, sapient constructs — animated suits of armor — created by and devoted to Corean. Today, their number includes also the gleaming legionnaires, the resurrected spirits of dead adventurers bound into crafted suits of armor and given a second chance at life. The Gleaming Valley is an idyllic place, renowned for its tranquility and the peaceful life of its inhabitants. Few outsiders travel there, however, and those that do must abide by the laws of the valley laid down by the leader of the hollow knights, a mysterious figure known only as the Golden King.

The Gleaming Valley is nestled in the middle of the Gascar Peaks, which teem with monsters and titanspawn beyond the borders of this picturesque valley. The dreaded Hornsaw Forest looms just past those mountains as well, and the necromancers of Glivid-Autel are keen to capture and “study” the parabiology of the hollow knights. Thus the valley is under constant scrutiny and threat of impending attack, though the combined forces of the knights, the legionnaires, and the ironbred comprising the Iron Riders have proven quite capable of defending their homeland against all external forces.

The Gleaming Valley also enjoys friendship with and protection from the knights of Gascar Keep, the headquarters for the Coreanic Order of Silver; the Lady Daelia, the Silver Lion, commander of the silver knights, visits the Golden King often.

Karria

Formal Name: Sovereign Nation of Karria

Capital: Doison

Major Cities: Stormhold, Ublek

Ruler: Queen Tagani (*CG human female*)

Government: Hereditary monarchy

Dominant Population: Human

Primary Languages: Darakeene, Ledean

Primary Worship: All equally

Resources: Fish, gold, iron, livestock, obsidian, wool

Allies: Darakeene, the Drifting Isle, Uria

Enemies: None

Founded just 25 years ago on the island of Tarrak, lush with jungle and verdant hills, upon the Blossoming Sea west of Darakeene, Karria remains a mystery to most of the rest of Ghelspad. In its brief existence, this small nation has become a major economic power in the west, primarily due to its strong naval and merchant fleets and its prolific wine production. Queen Tagani's navy is composed of a mighty force of marines who defected to her banner from

Darakeene. Rather surprisingly, Emperor Klum does not seem to have held a grudge over the majority of his navy defecting to Karria, and the two nations maintain a strong, friendly relationship.

Though Queen Tagani and her navy scattered or drove out the bat devil pirates and storm goblins who had previously inhabited the island, there are still reports of titan worshipers and monsters all around Tarrak. The broken hordes of the storm goblins, it is said, lurk deep within the island's jungles. Yet reports have increased in recent years of other strange, dangerous creatures and magical energies emerging from Rok and Forag, the island's two volcanoes, said to have been among the titan Thulkas' favorite locations on Ghelspad.

Ontenazu

Formal Name: Canyonlands of Ontenazu

Capital: East Ontenazu

Major Cities: West Ontenazu

Ruler: Canyonmaster Frem Artone (*N human male*)

Government: Democratic oligarchy (elected council rules each settlement)

Dominant Population: Dwarf, human

Primary Languages: Ledean, Ontenazu

Primary Worship: Denev, Enkili

Resources: Gems

Allies: Albadia, Calastian Hegemony, Vesh

Enemies: None

Consisting mainly of two cities set on opposite sides of the deadly Canyon of Souls, Ontenazu is a small but proud nation of canyon dwellers. Little more than a small frontier town before the Druid War, East Ontenazu and its sister city, West Ontenazu, benefitted tremendously from Calastia's occupation of Irontooth Pass, which effectively closed off any other travel across the Kelder Mountains, leaving only the Canyon of Souls and even more hazardous routes available.

The people of Ontenazu are expert survivalists and climbers, a necessity for any person residing in such harsh environments. Some Ontenazuans are skilled "wind-walkers," or canyon guides, able to navigate the incredibly harsh winds and dangerous canyons throughout this mountain pass. As the major choke point for west-east trade routes, Ontenazu has also become a major trade hub, if not the foremost, for northern Ghelspad.

Denev is the power most often worshipped here, followed closely by Enkili. The former

is worshipped in order to keep the canyons from claiming too many lives; the latter is invoked to instill good luck and safe travel through the winds. Enkili has often appeared among the bridges and upper cliffs of Ontenazu, posing as either a wind-walker or a rogue wind spirit intent on causing trouble. Other strange divine or otherworldly entities have been spotted in the Canyon, too, it is said, although these rumors are mostly unsubstantiated. The canyon's lower portions are not normally traversable without magical aid due to the extreme winds and unfavorable climbing conditions.

Uria

Formal Name: Grand Havens of Uria

Capital: Bilaagwyndel

Major Cities: Awborowen, Qwillcomb

Ruler: King Arwin (*LG elf male*)

Government: Constitutional monarchy

Dominant Population: Elf

Primary Languages: Elvish, Ledean

Primary Worship: Corean, Madriel

Resources: Adamantine, fish, gold, iron, mithril, platinum

Allies: Drifting Isle, Karria

Enemies: Chardunahae



During the Divine War, a group of Ganjus elves who revered Denev's son, Corean the Avenger, splintered away from their more traditional kin and formed the Order of the Silver Heart. Still privy to the secrets of the Earth Mother, paying reverence to her as Holy Mother of Corean, these elves were rewarded by both their divine patron and his gracious mother. So that they might serve her son better, Denev sent them the noblest of loyal steeds, those great birds known as harriers. The elves of the Silver Heart thus became the first aerial cavaliers and brought salvation from the skies for the peoples of Ghelspad.

After the war, Corean blessed the elves further, granting them the island of Uria as their own for so long as they should keep his faith. His messengers showed the elves where to find rich veins of silver, gold, and other precious ores. The Urian elves prospered as few others.

Uria is unique in maintaining friendly relations with a number of other realms across Ghelspad, for its harrier riders are capable of traversing vast distances on their flying mounts. While they cannot carry great amounts of cargo, they are capable and cunning envoys of goodwill throughout the west, in particular, and they often lend military assistance to just causes. Some have even begun very long-distance expeditions and, if certain rumors are true, have made contact with the Skysight Realms of Termana.

Isolated geographically, with high cliffs that do not make for large ports, Uria is known more for diplomacy than for trade. Yet despite their reputation for offering support and succor abroad, the Urian elves nonetheless tend to show a certain aloofness toward most other people at home, on a personal level; this coolness extends particularly toward the Redeemed. As a result, Uria sees very little immigration. King Arwin currently seeks to entreat with the formal leaders of the Redeemed races after a misunderstanding in 147 AV that led to the slaughter of a group of innocent ironbred who were assisting a caravan from the Ganjus across the Blood Steppes.

Vesh

Formal Name: United Peoples of Vesh

Capital: Lave

Major Cities: Ezel, Moor, Rika

Ruler: Home Commander Kelemis Durn (*NG human male*)

Government: Republican stratocracy (chief executive commander elected every five years)

Dominant Population: Dwarf, elf, human

Primary Languages: Veshian

Primary Worship: Corean, Madriel, Tanil

Resources: Copper, crops, livestock, iron, tin, wheat, wool

Allies: Amalthea, Bridged City, Burok Torn, Durrover, Gleaming Valley, Mansk, Mullis Town, Ontenazu, Vera-Tre

Enemies: Calastian Hegemony, Khirdet

Vesh is known throughout Ghelspad as an independent republic, as well as a staunch defender against evil forces throughout the continent (although its definition of "evil" may differ from that of other nations). The nation is home to the Vigils of Vesh, a renowned society of scouts and soldiers devoted to eradicating titanspawn throughout Ghelspad. The Vigils figure strongly in most Veshians' sense of national pride, and their prominence has created a fervent atmosphere of antagonism toward all titan worshipers (or those perceived as such).

Members of races who might elsewhere be given the benefit of doubt and considered Redeemed – be they orcs, ironbred, asaathi, slitherin, or others – tend to be met with suspicion, especially in outlying areas of Vesh. Culturally, however, Veshians value honor and hospitality as the two preeminent qualities of all rational beings, and these traits can help to offset what might otherwise become dark-minded insularity. The people of Vesh also treasure art and music, as befits their divine matrons Madriel and Tanil.

Vesh's government is the closest thing to a democracy to be found on Scarn. Every five years, a single autonomous ruler is elected by the people; this individual, generally chosen from among retired military leaders, is known as the Home Commander, and he or she presides over the nation's civil and military interests alike. The current Home Commander, Kelemis Durn, encourages worship of all the Divine Victors, as is proper in accordance with the Divine Truce, but he himself is known to be a staunch Tanilite.

Vesh is bordered on its western edge by the Kelder Mountains and to the south by the Mourning Marshes and Lake Repose. The mighty Hornswythe River runs through the eastern portion of the country. The nation's interior is filled with rolling hills and fertile plains.

Vesh is currently engaged in a cold war with the Calastian Hegemony, and its government is doing everything it can to undermine Calastia's imperialistic expansion while avoiding open conflict.

Free City-States

In addition to the free nations of Ghelspad, there are a number of great cities and city-states that owe allegiance to no crown or empire.

Amalthea

Formal Name: Amalthea

Ruler: Elder Ryang (*N elf male*)

Government: Democratic gerontocracy (council of elders elects a ruler from among them)

Dominant Population: Elf, human

Primary Languages: Ledean, Veshian

Primary Worship: Denev

Resources: Crops, lumber

Allies: Albadia, Vera-Tre, Vesh

Enemies: Calastian Hegemony

Said to have once been a mighty and diverse nation, unique in its intermingling of elven and human folk, Amalthea was all but wiped out during the Divine War, and it was hit hard again during the Druid War. Now it is a mere remnant of its former self, with a relatively small but dedicated community clinging to survival. The Druid War has been over for nearly 60 years, but reconstruction efforts have not progressed very far, and not for lack of trying: The force of the attack by Mormo's druids and their allies corrupted the surrounding land. The city has had to seek help from druidic orders like the jordeh of Vera-Tre and Denev's Incarnates to remove the corruption in the land itself.

Despite these setbacks, the community of Amalthea is tight-knit and hardy. The city has attracted a diverse cross-section of ethnicities and races from throughout Ghelspad to help in the reconstruction, and many of these people have begun to raise families here. This immigration, which the Amaltheans welcome, has led to the "pure" Amalthean ethnicity slowly dwindling away. Old Amaltheans of human extraction had dusky skin with high, prominent elfin features, while many modern Amaltheans more closely resemble ethnic Veshians.

Bridged City

Formal Name: Bridged City of the Kelder Mountains

Ruler: Queen Gwatra (*LG human female*)

Government: Hereditary monarchy

Dominant Population: Dwarf, human

Primary Languages: Veshian

Primary Worship: Madriel

Resources: Crops, iron, lumber, wool

Allies: Mullis Town, Mithril, Vesh, Walled Warren

Enemies: None

As its name implies, this city-state is a labyrinth of bridges throughout a section of the cliffs and canyons of the northeastern Kelder Mountains. The extended city spans five conjoined mountain peaks in the Kelders, many of its buildings hewn into the rock or built within cave networks inside the mountains. However, about a quarter of the city was destroyed during the Blood Monsoon, which caused one of the city's mountain peaks to collapse.

Bridged City was founded as a refuge for soldiers left homeless in the Divine War, but the city's population is not a martial one today. Instead, Bridged City is renowned for its Academy of Magic and Engineering, which attracts engineers, wizards, and scholars from across Ghelspad.

Burok Torn

Formal Name: Impregnable Citadel of Burok Torn

Ruler: King Thain the Just (*LG dwarf male*)

Government: Elective monarchy

Dominant Population: Dwarf

Primary Languages: Dwarvish

Primary Worship: Goran

Resources: Cold iron, gems, gold, iron, silver, stone

Allies: Durrover, Mithril, Vesh

Enemies: Calastian Hegemony, Dier Drendal

Burok Torn is the sprawling underground capital of the Kelder dwarves, most of whom worship their fierce demigod, Goran. A small number, led by the stern cleric Thormir Hammersong, worship Corean the Forgefather. Located under the Kelder Mountains, Burok Torn is a mixture of gigantic caverns and elaborate tunnel networks. Only the dwarves have any idea as to the full extent of these tunnels.

Currently, the city is under siege on two fronts. Above, King Virduk's Calastian Hegemony has pushed through the Irontooth Pass and up to Burok Torn's first external gates. Meanwhile, from below, the pale elves of Dier Drendal have for many decades attacked the city through their own elaborate tunnel network under the mountains; thankfully, this tunnel fighting has come only in sporadic feints and acts of espionage, rather than large-scale military assaults. Still, a few ploys of the drendali have managed to breach or damage interior parts of the city, raising concern among the populace as to how long the city can withstand aggressors from two directions at once. It is said King Thain has wondered aloud more than once whether the drendali god-king Nalthalos might not have allied with the Calastian Hegemony.

Dier Drendal

Formal Name: Dier Drendal

Ruler: Nalthalos (*LE minor god*)

Government: Divine rule (formerly hereditary monarchy)

Dominant Population: Elf (drendali)

Primary Languages: Drendali

Primary Worship: Nalthalos

Resources: Lead, platinum, silver, stone

Allies: None

Enemies: Burok Torn

Before the Titanswar, Dier Drendal was easily as great a wonder as Burok Torn, the other major city of the Kelder Mountains. In fact, it has been called the most impressive city on Ghelspad, if not all of Scarn, its ornately crafted buildings and powerful magical schools residing deep under the Kelders. Today, though, what was once the living city of Dier Drendal, like a great golem moving about from place to place in the vast network of caves beneath the Kelders, is rather decrepit and ill kempt; under Nalthalos' rule, the state of the city has been neglected in favor of the single-minded war effort against the worshipers of the dwarf god Goran in Burok Torn.

Dier Drendal is ruled by the living god-king Nalthalos, who was once considered a brother-in-arms to Goran, god of the dwarves. Together, they held the Kelders against all evils the titans could muster, until the day Chern came. The ensuing battle, which took place on Gambedel's Bridge, which spanned a gap leading from Burok Torn to Dier Drendal, broke the armies and the wills of elves and the dwarves alike. The bridge was commonly known as the Bridge of Betrayal, for it had been foretold that a great treachery would one day occur upon it.

That day, Goran himself ordered the dwarves to retreat before any betrayal could occur (not recognizing that their retreat from the field of battle could be perceived as a betrayal). Chern then struck Nalthalos down, and both Dier Drendal and Burok Torn would have been destroyed if not for Madriel's direct intervention. Afterward, when she was called away, Nalthalos' priests could save the god-king only by binding his essence into the body of a great golem. To this day, the golem-king rages against Goran, who Nalthalos believes betrayed the elves. Chern's madness afflicted both brothers, and to this day they and their peoples are disparate and unwhole.

At any given time, the location of Dier Drendal remains a closely held secret, and no members of any other race, save perhaps a handful of minions and allies who aid the elves, have set foot inside since the Titanswar. This policy of utter secrecy is also part of why drendali so rarely leave their city to travel beyond the Kelders, even if they do not, in their hearts, support Nalthalos' war.

Fangsfall

Formal Name: Peninsular Environs of Greater Fangsfall

Ruler: Lord Killian Vrail (*LN human male*)

Government: Military dictatorship

Dominant Population: Asaatthi, human, ironbred

Primary Languages: Asaatth, Ledean, Shelzari

Primary Worship: Corean, Enkili

Resources: Copper, fangstooth, fish, minerals, peat, tin

Allies: Mithril, Iron Citadel, Jeweled City

Enemies: Chardunahae, Calastian Hegemony

Fangsfall has had a long and sordid history, being a failed colony of the Ledean Empire, an erstwhile bargaining chip between the failing Empire of Elz and the Charduni Empire, and a rat-infested pirate haven after the Divine War. Then, when Calastia took Rahoch in 126 AV, Lord Vrail and the remaining mithril knights in that city fought their way to freedom, seized a small fleet of ships, and made port at Fangsfall when they ran out of supplies. Because of their might and discipline, and Lord Vrail's political savvy, the displaced aristocrat found himself in control of the city just a short time later. And while it seemed an unlikely match, the city has flourished like never before under Vrail's command.

Vrail quickly forged a judicious treaty with the nearby asaatthi of the Jeweled City and the ironbred of the Iron Citadel, which aided in the city's re-development. Together, the three cities drove out those who remained loyal to the titans and created a safe haven at Fangsfall. Unfortunately, while Mithril supports both the treaty and Fangsfall itself, their support means little more than an occasional heavily guarded shipment of goods, due to the geographical distance (and the Calastian navy) between the two cities.

Fangsfall's unique civic aesthetic stems from its building materials: most of the city's stonework is drawn from the heavily fortified Fang Quarry, located just over a day's march north of the city. The mountain they're mining is believed to have been a tooth fallen from one of the defeated titans, perhaps Gaurak the Glutton, torn from his mouth by the gods near the end of the Divine War. Many goblins and less savory creatures reside in and around the quarry as well, meaning that mercenaries and adventuring companies have no shortage of bodyguard work available. If the quarry truly is laid into one of the titans' teeth, that may explain why the goblins thereabout have unearthed terrible monstrosities in the great cavities both they and the Fangsfall laborers have created.

Glivid-Autel

Formal Name: Sovereign State of Glivid-Autel

Ruler: Lord Credas (*NE human male*)

Government: Despotic magocracy

Dominant Population: Human

Primary Languages: Dunahn, Ledean

Primary Worship: Belsameth, Chardun, Vangal

Resources: Unknown

Allies: None

Enemies: Hollowfaust

Standing atop a giant pillar in the middle of the Hornsaw Forest, Glivid-Autel is a rogue city of necromancers intent on unlocking the secrets of eternal life. This city-state, founded by a group known as the Society of Immortals, lies upon a ley nexus that enhances necrotic and necromantic magic. Unlike the wizards of Hollowfaust, who study necromancy as an art for its own sake (as well as its utilitarian, pragmatic applications), the necromancers, sorcerers, and witches of Glivid-Autel are more interested in magic's more disturbing, life-negating applications.

This city has been at war with Hollowfaust since Glivid-Autel's founding, and the labors and results of this war can be seen in its environs. Grotesque undead experiments amble throughout the Hornsaw Forest, often clashing with the titanspawn who also still inhabit those foul woods. As a result, Glivid-Autel receives few visitors from other nations, even though in truth they are not openly hostile to any without good reason.

Hedrad

Formal Name: Holiest City of Hedrada

Ruler: High Priest of Justice Jaram Kalay (*LN human male*)

Government: Theocracy (lords' council, headed by four high priests for a two-year term)

Dominant Population: Dwarf, human

Primary Languages: Hedraic, Veshian

Primary Worship: Hedrada

Resources: Divine magic, fish, stone

Allies: Mithril

Enemies: None

Named after the god of civilization, justice, law, and knowledge, this city is considered by some to be a single, elaborate work of art. Nestled high atop a tall cliff overlooking the Blood Sea, Hedrad is filled with exquisite architecture and meticulously planned roads and neighborhoods.

The city is ruled by the high priests of Hedrada, although in reality little governance is needed in a theocracy devoted to the god of law and order. Many of the citizens patently devote themselves to order and structure. Hedrada himself has been known to keep an eye on his namesake city, sending his herald and divine pages on a regular basis to test various citizens on their lawfulness and sobriety.

Hedrad's most prominent feature is the Two-Thousand and Ten Stairs, an immaculately crafted staircase leading up the cliffs surrounding the city. Hedrada himself is said to have been seen climbing these stairs in quiet contemplation, sometimes along with other gods, most often Corean and Chardun.

Hollowfaust

Formal Name: Free City of Hollowfaust

Ruler: Sovereign Council of Hollowfaust

Government: Magocracy

Dominant Population: Human

Primary Languages: Dunahn, Ledean, Ukrudan

Primary Worship: Nemorga

Resources: Crops, onyx

Allies: Lokil

Enemies: Glivid-Autel

Hollowfaust is a city founded by necromancers, and it is known as much for being a locus for learning and study as it is a population center, its many necromantic devotees dedicated to the practical, utilitarian pursuit of animating and controlling the dead to serve the living. It is equal parts metropolis and necropolis.

Founded shortly after the Divine War on the corpse of the ancient city Sumara, by a group known as the Seven Pilgrims, the necromancers of Hollowfaust administer their

scholarly pursuits in peace, but the city has been plagued with onslaughts since its inception. At times hostile creatures, particularly the rogue sutak of the nearby Ukrudan Desert, have raged against the city gates, each time pushed back by the city's magical and undead guardians.

For many years, as well, Hollowfaust has been at war with the rival necromancers of Glivid-Autel. The Necromantic War, as their original conflict is known, has lingered on undying as a cold war for nearly a century. Even today, a standing army of the undead sways grimly outside Hollowfaust's gates, ready to defend the city at any moment.

Iron Court

Formal Name: Wandering Court of the Ironbred

Ruler: Resplendent General Hwai-To (*LN ironbred male*)

Government: Military republic (tribal elders are appointed from among military officers)

Dominant Population: Ironbred, orcs

Primary Languages: Sutak, Orcish

Primary Worship: Denev, Tanil

Resources: Crops, onyx

Allies: Lokil, Shelzar

Enemies: Sutak of the Ukrudan Desert

In the many years since they first renounced the titans, the ironbred have been outcasts and wanderers. Their sutak brothers chased them out of the Ukrudan Desert and, to this day, seek to slay any ironbred found within their borders. In their exodus, the earliest ironbred exiles traveled initially to Kan Thet, where they pled their case to another group of Redeemed: the asaatthi of those swamps. The snakefolk were empathetic, but they did not have the means or the living space to offer sanctuary (or, as some cynics would argue, the willingness to disturb tradition and welcome outsiders into their midst).

Thus the ironbred travelled on to the Sweltering Plains and continued to do as their sutak forefathers had done – they remained nomads. Upon the plains, the ironbred encountered the Urkhadi orcs who reside in the Scar. These orcs live a quiet, contemplative life of peace and harmony with the land around them, and they were willing to share both their fertile lands and their ways of spiritual harmony with the ironbred. Both sides recognized that the ironbred were too numerous to occupy the Scar itself, but they established a cooperation, allowing the ironbred to gather resources (leather, meat, herbs, etc.) from the plains, where their natural tolerance for great heat served them well, and to trade with the Urkhadi. The orcs provided silks and other linens and also brokered for Shelzari goods to be provided to the ironbred.

The ironbred found that this life suited them well. They became warriors and wardens of the plains, and they established the Iron Court as a roving city-state, settling



somewhere in the Sweltering Plains for up to a month at a time before packing up court and moving on. The ironbred have spread throughout the plains and helped to control the titanspawn threat. Because of their willingness to trade and their happily nomadic lives, the ironbred also established a partnership with the people at the Library of Lokil. Today, they have become the primary trade and supply method used by the inhabitants of Lokil.

Jeweled City

Formal Name: Ithiis Ilnaseeth (“Jewel of the Mother Serpent”)

Ruler: Queen Ssalaras (*LN asaath female*)

Government: Absolute monarchy

Dominant Population: Asaathi

Primary Languages: Asaath

Primary Worship: All equally (some still worship Mormo in secret)

Resources: Gems, moltleather, peat, rare woods, serpentsteel

Allies: Fangsfall, Iron Citadel

Enemies: None

Located in the heart of the Swamp of Kan Thet, the Jeweled City has been the cultural capital of the serpentfolk since the days of the original Asaatthi Empire. This great and sprawling city is located across multiple islands in the swamp’s brackish waters, and its bejeweled buildings shimmer vibrantly in the swamp’s murky gloom. The asaathi take great pride in their city, and much effort is spent on maintaining its luster. The city’s gardens and orchards are immaculately trimmed and arranged, and the bridges between the various islands are spotless. No litter can be found on the streets, and none of the buildings show a single blemish, at least externally.

After the Divine War, many asaathi chose to lay down arms and side with the victors once they realized they were free of Mormo’s power (at which time they summarily executed a great number of her druids and members of the old magocracy). Seeking to emulate the Great General who often led the divine armies into battle, the ruling clans entered into a brief era of political maneuvering and internecine conflict, which resulted in the ascendancy of the Tendaa dynasty under Queen Moviianye I. The asaathi embraced a monarchy led by one of the oldest ruling clans, and Queen Ssalaras is now the third monarch of that dynasty, having

risen to the throne upon the death of her father, King Luottho, who ruled for nearly 80 years.

Queen Ssalaras, who has now ruled for nearly half a century, has spent a great deal of her people's resources and diplomatic efforts on keeping up appearances as the asaatthi attempt to assimilate with the rest of Ghelspad's society. The Jeweled City's visitors, who may roam freely in all but a few restricted areas, marvel at the city's ancient wonders, particularly the cobblestone streets, which are festooned with gems.

The asaatthi have also spent much of the past century in bolstering the Jeweled City's museums and antiquities collections, which are filled with ancient artifacts. The serpentfolk take great pride in their history, and ancestor worship is a widespread practice. As such, even the smallest museum in the Jeweled City feels like a personal shrine, and many homes contain their own relics and mementos of family or clan heroes. As the asaatthi attempt to retain their identity even as they find their place in a new age, they turn to their past to determine their future.

Staunch traditionalists by nature, not all asaatthi are happy with their status in the new world order as "Redeemed." Some secretly pine for the days when they enjoyed the Serpent Queen's favor and hope to recover some measure of her power. However, dissidents tend to leave the relatively progressive Jeweled City, most heading to the snakefolk's other city of old, the Desert Paradise in the Ukrudan Desert, where more conservative minds still prevail.

Krakadom

Formal Name: Forsaken City of Krakadom

Ruler: Council of Justices

Government: Totalitarian kritarchy

Dominant Population: Dwarf

Primary Languages: Dwarvish

Primary Worship: Unknown (likely Goran)

Resources: Cold iron, copper, gems, iron

Allies: None

Enemies: None

The dwarves of the northernmost Kelder Mountains, feeling ignored and abandoned by gods, titans, and allies alike during the Titanswar, took to calling themselves the "forsaken dwarves" and founded this city at some point during the latter half of the Titanswar. Located entirely within the tallest peak of the Kelder Mountains, Krakadom is a mystery to most outsiders, given its renowned isolationism. It is not uncommon to hear dwarves from elsewhere on Ghelspad refer to their Krakadom cousins as backward, odd, or even "mad."

Krakadom's people are expert craftsfolk, like all dwarves, but they are not widely famed for their craft like their cousins in Burok Torn. The city's folk rarely speak about their home to outsiders, although a few details have emerged over the

years. The streets of Krakadom are clean and straight, it is said, the buildings plain but sturdy. Portions of the city are blended so well into the mountainside that it is often difficult to determine when one has exited the city proper. Grand balconies and buttressed bulwarks support open-air gardens and orchards – the forsaken dwarves purportedly never want for food – and most residents live in homes hewn directly into the heart of the mountain.

The dwarves of Krakadom are quite militant and are rumored to have created a formidable defense system within their mountain home. Some titanspawn, especially the gorgons and goblins roaming the northern Kelders, have made attacks upon the city, but all have been fruitless. As far as anybody is aware, no outsider has entered the city since the Divine War, although a considerable number of young dwarves have traveled abroad from there on their sojourn before returning to their roots to settle down and start families.

Leoni

Formal Name: United Manticora Nation of Leoni

Ruler: High Pridemother Vellashul (CN *manticora female*)

Government: Benevolent dictatorship

Dominant Population: Manticora

Primary Languages: Ledean, Leonid

Primary Worship: Tanil

Resources: Fish, livestock, lumber

Allies: Tu-Drog-Na

Enemies: None

Leoni is the spiritual capital of the Manticora Confederacy, a loose association of manticoras from the Bleak Savannah, the Haggard Hills, and the Blood Steppes. This city is the lionfolk's first step in establishing a permanent cultural center; it also represents a major step forward in their newfound freedom from their titanic patron Hrinruuk and a way to separate them from their titan-worshipping siblings abroad.

While primitive compared to other great cities of Ghelspad, Leoni has plenty of charm and spirit. Many of the buildings are simple wood or mud huts with thatched roofs, materials well suited to a burgeoning city of semi-nomadic people. The manticora have experimented with stonework and brickmaking, however, and the city has showcased their progress with the completion of the Pridestone, an elaborate monument devoted to Tanil the Huntress.

Most of the population is transient, living in the city for only a few months during the cold season, though a growing segment of the population has begun living within the city walls year round. The Pridemother has even established a small standing army, which is garrisoned around the Pridestone. Leoni is occasionally attacked by the jealous unitaur tribes of the north. The city also has to deal with assaults from less accepting human tribes, such as the Khuun-do of the Bleak Savannah.

Lokil's Secret War

Very few outsiders, if any, are aware that the Lokilites have disturbed something in the mines. Few even among the library's lesser scholars know that, for the last ten years, the mines have been the site of bloody skirmishes between the Order of the Closed Book and something ancient. The miners excavated something that was not part of old Lokil – a preexisting series of porous tunnels formed from some chitinous material.

Inhuman ghouls and other beasts now battle with the order's monks and spellcasters in these tunnels, and legendary locations (for example, see "Lokil: Site 35" near the end of this chapter) are buried deep within the forbidden zones, as are other areas where divine magic is warped or simply fails to operate. Many of the tunnels have been sealed to prevent enemies from reaching the higher mines and archive tunnels, but whatever the miners awoke has accessed or created other connections to the mineshafts, and the Order is slowly losing ground.

Recently, Grandmaster Alliki has put out a secret call for help to a mysterious group called the Obsidian Order.

Among the newer buildings to be constructed in Leoni is the Hunter's Library. This building, constructed in the shadow of the Pridestone, has quickly become Leoni's cultural hub. The library is equal parts zoo and archive, a "study herd," as the manticora call it. The library's purpose is to catalogue all the rare and exotic fauna and flora on Ghelspad and provide firsthand accounts of hunting and survival techniques. As a result, a new tradition has been established by the semi-nomadic lionfolk of collecting new specimens to bring back to the Hunter's Library; to that end, even some nearby groups of humans – such as the Ashnosi tribe of the northern savannah and the Denev-worshipping hillfolk of the Haggard Hills – have assisted the manticora.

Lokil

Formal Name: Grand Archive and Library of Lokil

Ruler: High Council Grandmaster Alliki Nebega (LN human male)

Government: Authoritarian geniocracy

Dominant Population: Human

Primary Languages: Dunahn, Ledean

Primary Worship: Hedrada

Resources: Azurium, iron, obsidian, silver

Allies: Hollowfaust, Iron Court

Enemies: None

A great city once surrounded the Library of Lokil, long before the Titanswar. This city served the scholars and wizards who maintained the library's stacks, which could be found in an elaborate underground complex beneath the city. The titan armies razed the city during the Divine War, unfortunately, but the library, through either a miracle or some powerful magic, survived unscathed.

The library remains to this day and still has a surprisingly large population (almost all of whom emigrated there after the Divine War). The vaults beneath have been mostly excavated and re-opened, and the Order of the Closed Book – many of them loremasters, priests, and monks of Hedrada – maintain the place through trade with the Iron Court and Hollowfaust. The Order's employees and servants work the mines beneath Lokil, providing ores and materials for trade with the ironbred and others to keep the facility open.

Few outsiders are granted entrance to the library. Petitioning for entrance is usually a lengthy and bureaucratic process (in the most Hedradan fashion). Even the majority of Lokil's citizens do not have immediate access to all parts of the library, but work as miners, servants, merchants, or guards against monsters that sometimes rove the deep ruins of old Lokil.

Mansk

Formal Name: Yorling of Mansk

Ruler: Warlord Tivvien Klesh (CG human male)

Government: Tribal dictatorship

Dominant Population: Human, orc

Primary Languages: Orcish, Veshian

Primary Worship: Enkili, Tanil

Resources: Livestock, tin, wheat

Allies: Tu-Drog-Na, Vesh

Enemies: None

Mansk is a modest frontier outpost on the Kelder Steppes. These foothills of the Kelders are home to a number of large tribes who roam the hills, roving bands of barbarian riders on sturdy steppes horses. Warlord Klesh arose to prominence among these barbarian hordes, and in 130 AV he founded a city as a display of power and a symbol of his authority.

The city is little more than an outpost for Klesh's horsemen, known as the Yorling of Mansk, but a small community has flourished there. The city itself contains a rough and rowdy mix of frontier folk, local barbarians, and roaming gangs of horsemen and orc wolf-riders, all of whom do their best to maintain the city's rough-and-tumble outlaw reputation.

Other than the human tribes, orc wolf-riders have long been a mainstay of Mansk as well, skilled as they are at surviving out in the foothills. Many manticora also come to the city, trading and buying fresh supplies for their ongoing skirmishes with the Proud (and a few orc tribes who still worship the titans) in the Plains of Lede, but the humans view these Vangal-born creatures with suspicion.

Mithril

Formal Name: Corean's Free City of the Mithril Golem

Ruler: Lord Protector Emili Derigesh (*LG human male*)

Government: Social theocracy

Dominant Population: Hollow legionnaire, human

Primary Languages: Ledean, Veshian

Primary Worship: Corean

Resources: Fish, mithril, wheat

Allies: Gleaming Valley, Hedrad, Mullis Town, Vesh

Enemies: Calastian Hegemony

When the legendary Mithril Golem of Corean came to rest on the shores of the Blood Sea, a small town soon sprang around the impressive statue. Over the decades, that tiny settlement has blossomed into one of the most impressive cities along the eastern coast of Ghelspad. What was once a militarized enclave of clerics, paladins, and warpriests has become a bustling center for commerce along Ghelspad's eastern seaboard.

Today, Mithril proper is divided into two sections: Temple City and Harbor City. The former city sector is a devout place of worship and study, with all views designed to draw focus toward the awe-inspiring, immobile Mithril Golem, towering high above the city. The Harbor City comprises the land below the cliff, where commerce and trade keep the city afloat; this sector has attracted many workers of numerous races to the city.

The City of the Golem is also home to the headquarters of the Holy Orders of the Knights of Corean (with its four orders, the gold, iron, mithril, and silver knights). These famed knights protect farmers and homesteaders in the lands around Mithril, from the fishermen of the Blood Sea to the farmers of Denev's Triangle and the Northern Perimeter in the Plains of Lede. Mithril is a holy site for all worshipers of Corean, however, many of whom visit the city regularly from abroad on pilgrimage. Hollow legionnaires have become common in the Temple City area, and many of them consider Mithril to be a home away from home.

Corean's avatars are known to walk the Temple City from time to time, listening to the priests' conversations and the prayers of his devoted before paying homage to the great golem that has stood in silent, still vigil since the Divine War's conclusion.

Mullis Town

Formal Name: Independent Kingdom of Mullis Town

Ruler: King Donad Jaren (*LG human male*)

Government: Elective monarchy (perhaps now hereditary monarchy)

Dominant Population: Dwarf, human, orc

Primary Languages: Dwarvish, Orcish, Veshian

Primary Worship: Corean, Tanil

Resources: Copper, iron, tin, wheat

Allies: Bridged City, Mansk, Mithril, Tu-Drog-Na, Vesh

Enemies: None

Mullis Town was founded by a wealthy merchant named Mullis shortly after the Divine War in an effort to take advantage of the burgeoning trade route between Mithril and Vesh. Mullis's merchant collective found a suitable living environment in Serpentine Pass, along the Moanscar Mountains, a section of land that was considered inhospitable before the Divine War. The gambit paid off, and Mullis Town has prospered ever since.

King Jaren, only the third king of Mullis Town and the second of that name, has ruled for nearly 10 years now. Like his father before him, King Jaren has diligently maintained the open trade his grandfather, Mullis Town's first regent, initiated with the orcs of the Kelder Steppes. Today, the orcish population of Mullis Town is the largest outside that of the Plains of Lede.

Shelzar

Formal Name: Pleasure City of Shelzar

Ruler: High Minister Frateli (*CN human male*)

Government: Republican plutocracy

Dominant Population: Halfling, human

Primary Languages: Ledean, Shelzari, Zathisk

Primary Worship: Enkili, Idra

Resources: Crops, fish, livestock, silk, spices

Allies: None

Enemies: None

Shelzar, the City of Sin, is known throughout Ghelspad as the most decadent place on the continent. Vice is welcomed, even openly encouraged, within its walls, and the Shelzari people are for the most part carefree and without inhibition. Curiously, it is technically illegal to be drunk in Shelzar, or to drink in public outside of a restaurant or tavern, although these laws are rarely enforced outside of the upscale portions of the city.

Although Enkili is the officially recognized deity of Shelzar — and both she and Idra visit the city often, it is said — the true religion here is money and pleasure. A person can find whatever she’s looking for in Shelzar if she has the coin, or if she can make good on promises to the right people. The Shelzari are a hedonistic people through and through, and they enjoy their pleasures largely without prejudice regarding race, sex, or creed. Everyone is welcome in Shelzar (though those with the most money are usually the most welcome).

Among outsiders, Shelzar is perhaps best known for the annual Night of Masks, a festival they actually borrowed from Hollowfaust. On the Night of Masks, the normally uninhibited Shelzari attitude toward sex reaches dizzying heights, with a citywide festival of food, drinking, and orgiastic intercourse. It is said that many a bastard scion of Ghelspad’s nobility, especially those of Calastian parentage, can be traced back to Shelzar during the Night of Masks.

A thriving port city, Shelzar has a strong naval presence, a necessity for keeping its many wealthy merchant vessels protected against pirates and other enemies roaming the seas.

Tu-Drog-Na

Formal Name: Tu-Drog-Na

Ruler: Warchief Donnangar (*LN orc male*)

Government: Feudal dictatorship

Dominant Population: Orc

Primary Languages: Orcish

Primary Worship: Denev

Resources: Iron, livestock

Allies: Leoni, Mullis Town

Enemies: None

Tu-Drog-Na, or “Tu-Drog’s Fort,” is a large outpost founded by Chief Tu-drog in the middle of the Plains of Lede. Tu-drog constructed it initially to aid against attacks on orcish settlements. Only a few tribes banded together at first with Tu-drog in this effort. However, over time, the hill fort has expanded considerably, and now it is the most secure settlement on the plains. Today the outpost is led by Tu-drog’s successor, Warchief Donnangar, who has continued Tu-drog’s work of assembling the closest thing to a large orcish community since before the Divine War. While most orcs still live in small tribal villages, this grand town, whose gates are open more often than not these days, is widely considered the center of orcish life and culture on Ghelspad.

Tu-Drog-Na suffers only the occasional attack by rogue titanspawn these days, and it has found support from some surprising sources in bolstering its defenses. Chardunahae, for instance, has provided a battalion of charduni soldiers to



aid in the fort's defense, with the caveat that these soldiers are allowed to build a grand temple to Chardun within the fort's walls. Donnangar welcomed the dwarves with open arms, and construction of the temple is well underway.

Founder Tu-drog's vision for the settlement was based primarily on observations of the constellations, although orcish tradition recognizes some different constellations than the rest of the divine races. Each section of the fort city is devoted to a particular constellation of stars. The center of town is devoted to the constellation known to the orcs as *Gunarkis*, the Wolf-rider. The "Grand Circus," as this district is called in the Ledean tongue shared by most visitors, is devoted to feats of wolf-riding and also equestrian training, which the orcs have begun to adopt. Tu-drog himself was known to compete and triumph in the orcish mounted games here on more than one occasion.

Other sections of the town are devoted to constellations also known to other cultures on Ghelspad, such as the great spires of Imperatus or the covered gardens of Astarra the Mother. On certain days of the year, it is said, the stars of certain constellations align so well that the corresponding district seems bathed in light. These days are often considered festival days for each district, and a swarm of tourists clogs the settlement on these occasions. Foreign architects marvel at the amount of planning and foresight required to plan a city so cosmologically aligned.

One section of the city has yet to have any such alignment, however, and its constellation is unknown except by orcs, who claim to see a "dark star" at its center. The district, known as "The Barred Gate," is the cemetery for the orcs, who bury their fallen comrades in great catacombs dug out below the district. Neither Tu-drog nor Donnanger has ever allowed non-orcs into these catacombs, and this section is considered the most sacred ground to the orcs.

Vera-Tre

Formal Name: Virgin Woods of Denev

Ruler: Lord Olithtagard of the Verdant Seat (*N elf male*)

Government: Incarnational theocratic monarchy (rule by the reincarnated, often druids)

Dominant Population: Elf

Primary Languages: Elvish

Primary Worship: Denev, Tanil

Resources: Darkleaf cloth, darkwood, livestock

Allies: Amalthea, Vesh

Enemies: Khirdet

Vera-Tre, meaning literally "Virgin Woods" in Elvish, is the woodland city deep within the Ganjus Forest. It is populated almost entirely by elves; very few outsiders have set foot within the city since the Convention of Vera-Tre nearly a century ago. The wood elves here are devotees of Denev, the Earth Mother, and they feel a particular connection with the land

and the forest around them. The current Lord or Lady of the Verdant Seat, their ruler, shares a strong connection with the titaness due to being a reincarnation of one of the Four Sacred Beasts who walked with Denev in Scarn's early days; when one of these rulers is near death, the Incarnate druids among the elves seek out a new ruler to groom for the throne, a child who can recall being one of the Four Sacred Beasts.

Much of the city's construction is integrated into the forest as naturally and organically as possible. Reports from the time of the Convention of Vera-Tre describe a gorgeous city with ornate houses actually grown within giant trees. When they interact with outsiders, the wood elves speak little of their woodland home, so Vera-Tre's current status is unknown to outsiders.

Walled Warren

Formal Name: Great Walled Warren

Ruler: Epistrategos Frenlok (*N slitherin male*)

Government: Military dictatorship (strategoi elect a grand strategos from their number)

Dominant Population: Slitherin

Primary Languages: Slitherin

Primary Worship: All equally

Resources: Alchemical reagents, peat, sempho

Allies: Durrover

Enemies: None

The slitherin of the Sorporatra Swamp have been quietly building this city since shortly after the Divine War. Starting off as a trading post for ratfolk living in the marshes, the city has grown steadily over the decades. Constructing a city with a firm foundation in the middle of wetlands is undeniably an engineering marvel, and the slitherin pride themselves on this feat. Indeed, a number of engineers from Hedrad and Vesh have visited the city to learn from slitherin master builders (escorted by the Vigils, who are beginning to learn how to tell Redeemed slitherin apart from hostile slitherin packs). All races are welcome in the city, although few members of the divine races choose to stay, let alone travel through the often treacherous Mourning Marshes to reach it.

The Walled Warren is so named due to the remarkably high walls found throughout. These walls showcase the city's history and growth, for as a new section of wall emerges, so too does the city expand. Further, given the slitherin's admiration for novelty and self-expression, each district within the city thrives with its own identity. However, to some outsiders, the Walled Warren often feels segmented and disjointed as a result.

Epistrategos Frenlok has ruled over the Walled Warren for nearly 20 years, ushering the slitherin into a bright new age. Under his rule, many of the titan-worshiping slitherin have been driven from the Sorporata Swamps north into the Mourning Marshes or even farther afield.

Topography of Ghelspad

The Divine War twisted and altered Ghelspad in significant ways. Battles between colossal beings tore up the land, in many places warping it irretrievably or worse yet, infecting it with irrevocable primeval magic. Worse, as the titans fell, their ichor infected the soil, the flora, and the fauna, twisting once-fertile plains and valleys into inhospitable wastelands filled with alien, hostile growths and fierce, deadly creatures. Many species and breeds of titanspawn that survived the war have sought refuge in deep forests, swamps, and badlands, further converting previously safe terrain into treacherous locales.

However, the continent is still one large geographical system, even if it was shattered and reshaped by the Divine War. There are regions now where the weather doesn't make sense for its location and placement on the map, a fact that shows just how deeply scarred the world truly is. Not all of the land was distorted in such a fashion, though, thankfully. Significant portions of Ghelspad remain hospitable, or at least tolerable, for divine and Redeemed races alike. Swaths of arable land have been discovered (or rediscovered) within the various nations of Ghelspad. However, events such as the Blood Monsoon remind everyone that the titans are not fully gone, and there is much work left to do.

The following sections detail Ghelspad's major topographical features and locations. These locations have been broken out into four distinct geographical regions — *Kelder Mountains*, *Western Ghelspad*, *Eastern Ghelspad*, and *Southern Ghelspad* — to give the reader some sense of how and where they interconnect.

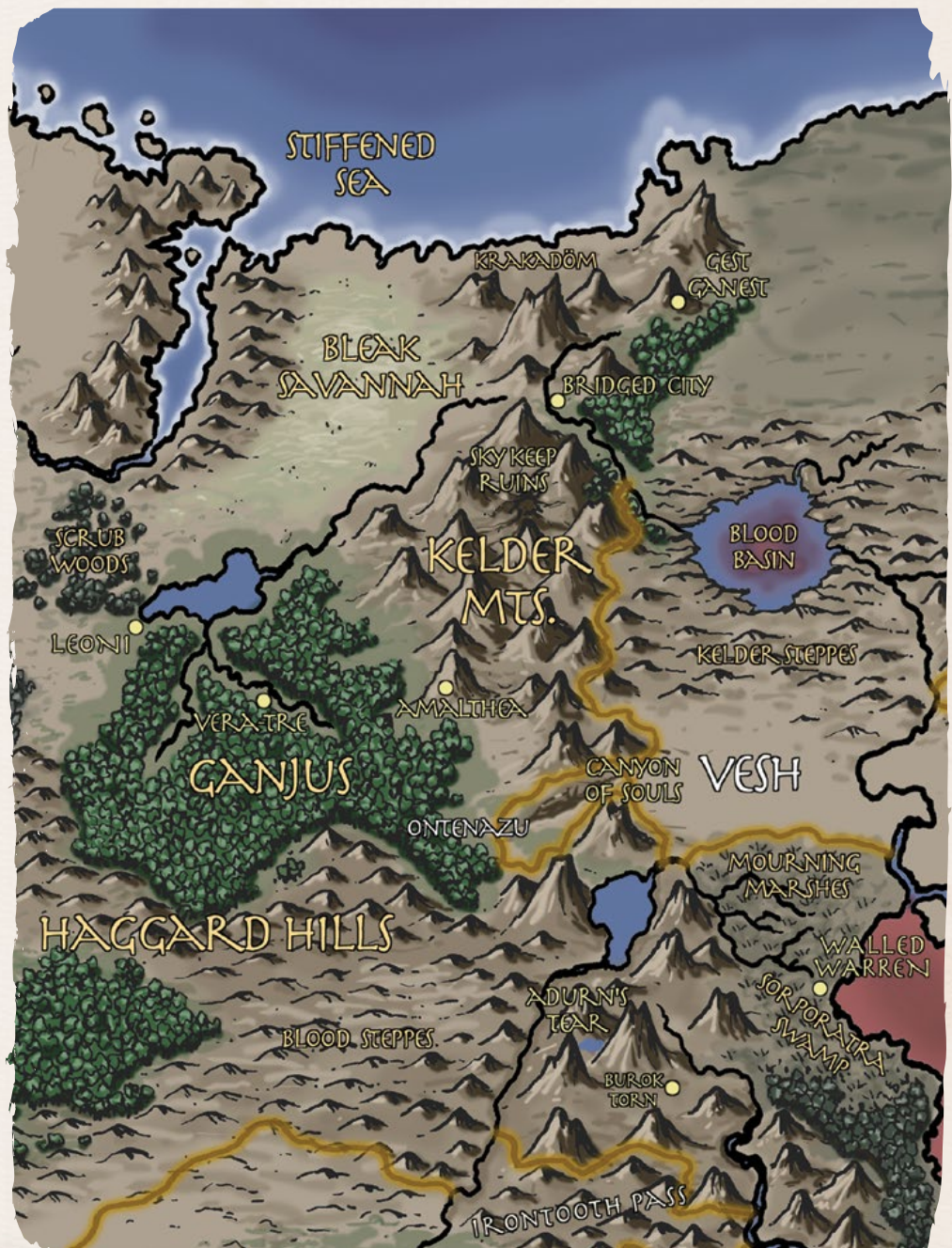
Note that some of the more inhospitable, remote, or unexplored locations appear later in this chapter (see *Warped Locations of Ghelspad* in this chapter. A

few other particularly legendary or mystical locations instead appear in *Places of Power*.)

Kelder Mountains

The Kelder Mountains form the spine of Ghelspad. Running the length of the continent and fishtailing eastward in the south, these mountains are among the continent's most prominent features. Much of the mountain range is considered dangerous or even impassable.

However, a few passes exist along the northern and southern portions of the Kelders. Irontooth Pass, in the south, is perhaps the best known, but it is currently occupied by the Calastian Hegemony and is not open to casual travel. The Canyon of Souls, to the north, is open to all, although



travelers are advised to hire one of Ontenazu's windwalkers to aid in their passage.

Between those two, north of Burok Torn, Denev's Aquifer can sometimes be traversed, but the waterfalls and cliffs along the way are quite hazardous, particularly during the winter months. Further north, the Bridged City is the main east-west route connecting the Plains of Lede to the Bleak Savannah.

Outside of these passes, travelers can find their way through the mountains at their own risk. Aside from steep cliffs and gale force winds, the Kelders are also host to any number of monsters, some ancient and powerful, lurking in caves and valleys throughout the mountain range. Caution is advised for anyone wishing to cross over the Kelders.

Canyon of Souls

This area of the Kelder Mountains consists of a number of interconnected canyons, cliffs, and valleys that form a lengthy, treacherous mountain pass. The nation of Ontenazu straddles the canyon, its twin halves settled on either side. The canyon is known for its harsh, deadly winds, which blow westward from the Celestial Shelf and bounce through the canyon. Many parts of the Canyon of Souls are impassable because of these winds. However, a select few Ontenazuans can navigate these winds and ferry people across safely; even the most seasoned of guides, though, sometimes falls victim to the canyon's fickle winds.

Haggard Hills

Unlike many other parts of the Kelder foothills, the Haggard Hills remain largely inhospitable, still suffering from the terrible damage Vangal wrought upon them during the Divine War. Some wildlife has returned to the sunbaked, dry mounds comprising these hills, and some settlers and hunters do live here in the better, more welcoming areas. However, much of the region is a wasteland, home only to carrion birds, goblins, and other foul beasts and monsters.

Laboratory of Gest Ganest

On a mountainside in the northernmost section of the Kelder Mountains stands a modest tower that is (or was once) home to the famed magician Gest Ganest. It is unclear whether Gest Ganest is alive or dead these days. What is known, however, is that the powerful arcanist maintained the largest personal laboratory of anyone on Ghelspad, although few have ever gained access to witness its wonders, and none have done so in several decades.

A small village now surrounds Gest Ganest's tower, most of its inhabitants Ganest's apprentices and assistants (or their children). However, even the most loyal students and workers have not been inside the laboratory in years; their last task is to ensure that nobody enters the tower or the lab inside. Strange noises and foul smells emanate from

below the tower at random intervals, and acrid smoke fills the town intermittently. Yet until Ganest emerges from the laboratory – or until someone is able to defeat the tower's wards – nobody can be certain what experiments might have taken place in Gest Ganest's laboratory.

Spine Forest

These woods run the length of the northern portion of the Kelder Mountains, along the western edge of the Plains of Lede. Originally known as "Denev's Spine Forest," this place has lost its affiliation with the Earth Mother since the Divine War, at least in part due to the slow corruption of its wildlife and soil.

Traditionally, hunting parties from both Tu-Drog-Na and the Bridged City have stalked these woods for game. Recent years, however, have seen fewer hunting parties here as occasional skirmishes have erupted between the orcs and the soldiers of Bridged City. There is also a mysterious affiliation of manticora, humans, and orcs calling themselves the Vagabonds, who attempt to capture any trespassers they encounter in the woods. What counts as a trespasser is not entirely clear, nor is their reason for behaving in this way.

Stiffened Sea

The Stiffened Sea borders Ghelspad's northern shoreline. The gelid blue-green waters of this ocean are frozen over for much of the year, sheets of ice covering its relatively tranquil waters. Chilled winds blow southward through Albadia and the icy northern peaks of the Kelders, keeping the land there cold and dreary. Explorers of the Stiffened Sea's ice fields, particularly along the stretch of coast adjacent to the Plains of the Proud, have reported seeing large, dark bodies lurking beneath the water's surface. Any attempts to break through the ice to identify these creatures have been unsuccessful, however, as the holes in the ice quickly freeze over at unnatural speeds.

Western Ghelspad

Western Ghelspad consists of all the land west of the Kelder Mountains and north of the Calastian Hegemony, including the Hornsaw Forest and the Ukrudan Desert. To the west of the continent is the Blossoming Sea; the Festering Fields mark the start of what is considered the southern part of the continent.

Bleak Savannah

Long ago, this formerly subarctic region was called the Merses Plains, and it is from these lands that Permenthes, father of the Coreanic steeds, is said to have arisen. The Bleak Savannah survived the Divine War, but it now has an ecosystem all its own, inexplicably warm and dry, defying the natural order. Worse, it is home to many titanspawn and other fierce creatures.



Manticora are native to this savannah as are their distant cousins, those centaurlike leonine creatures that call themselves only “the Proud”; both lionlike races consider this land sacred, even if it bears little resemblance to their original birthplace. Their shamans and druids have begun using rituals to reverse or at least halt the savannah’s gradual deterioration into an arid, burning desert.

Many corrupted beasts and twisted creatures, some of which migrated from similar climates in the south, roam the

plains freely, from blight wolves and cerulean rocs to scythe falcons and phase spiders. Hrinruuk’s hounds are also native to this region, adapting slowly to the unnaturally warm climate and hunting interlopers in large, cunning packs.

Blossoming Sea

Unlike its counterparts, the Blood Sea and the Stiffened Sea, this body of water is flourishing in the years after the Divine War. As its name implies, the Blossoming Sea has an abundance of aquatic life within its depths, and its crystal

blue waters are among the healthiest in the Scarred Lands. No wonder, then, that the lands and communities along the Blossoming Sea are among the wealthiest and most productive on Ghelspad. Darakeene and Chardunahae both benefit greatly from their proximity to this sea, as do the island nations of Karria and Uria.

Fouled Forest

The Fouled Forest is thought by many to have been corrupted by titanic influence, but that is not actually the case. Nonetheless, it is certainly affected by some eldritch force. The forest's growth is strong and healthy, if perhaps just a little too lush. Explorers who have tried to clear parts of the forest report that the cleared area grows back within days. The most infamous inhabitants of the Fouled Forest are a group known as the Marauders, a band of bandits and thugs who have somehow found a way to eke out a living among the forest's clinging growth. Led by the ironbred warrior-maid Thruxallu, this band patrols the forest in silence, robbing unsuspecting travelers who get caught in the forest's vines. The undergrowth does not seem to affect the Marauders, for some reason.

One might think that such a remote, dense forest would have too few travelers to make it worthwhile for a group like the Marauders to live here. However, a surprisingly high amount of traffic passes through its southern reaches, which separate Darakeene from both the Gleaming Valley and Hollowfaust. Further, ironbred legends speak of entrances to vast underground caves scattered throughout the forest, containing hoards of treasure from sutak raids in the nearby Ukrudan Desert. Local Darakeene merchants suggest these caves are actually filled with valuable ores and metals. No one is known to have found any evidence of these caves' actual existence, although a few plucky adventurers seek them out every year.

Somewhere in the forest, hidden away in a part of the woods so dense that not even the Marauders dare go, stands the tower of the fabled Yugman the Wise. The old sage wanders the forest from time to time, for some mysterious purpose. The Marauders know well enough to leave Yugman be when he is traveling, should they ever encounter him.

Ganjus Forest

Situated in the center of Ghelspad, the Ganjus is the sacred home of the wood elves. Their great woodland tree city of Vera-Tre rests safely within this forest, and the elves guard both their settlements and their forest with fervor. Rumors abound that Denev's titanic avatar sleeps somewhere in the woods. The Ganjus is without a doubt the safest and most secure forest in all of Ghelspad, thanks to the elves. Titanspawn are very rarely found within, although the Ganjus has been attacked by hordes of monsters in the past.

Inferno Gulf

The roiling, oily waters of the Inferno Gulf are a constant worry to the communities along its coast. The waters contain a thick, viscous fluid that is highly flammable. The source of this oily substance within the gulf remains unknown, despite the most powerful divinations. Some strange creatures also lurk in the gulf's depths, monstrous great sharks or killer whales.

Perforated Plains

These plains were once a cool northern region, home to the mighty Ledeane Empire and its pale successor, the Empire of the Wheel. During the Divine War, mages on both sides tore these fertile lands asunder. The Perforated Plains are named for the thousands of rents and tears — sinkholes, as well as inexplicable shafts, chutes, and pits — pockmarking the land, the result of eldritch storms that raged through the plains.

Despite this "perforation," some of the wildlife has started to return to the region. Swarms of blood moths and other insects flutter throughout the plains during the warmer spring and summer months, as do deer and foxes year round. But some titanspawn, such as Chern's children, have also chosen this land as their own, and they have no interest in leaving.

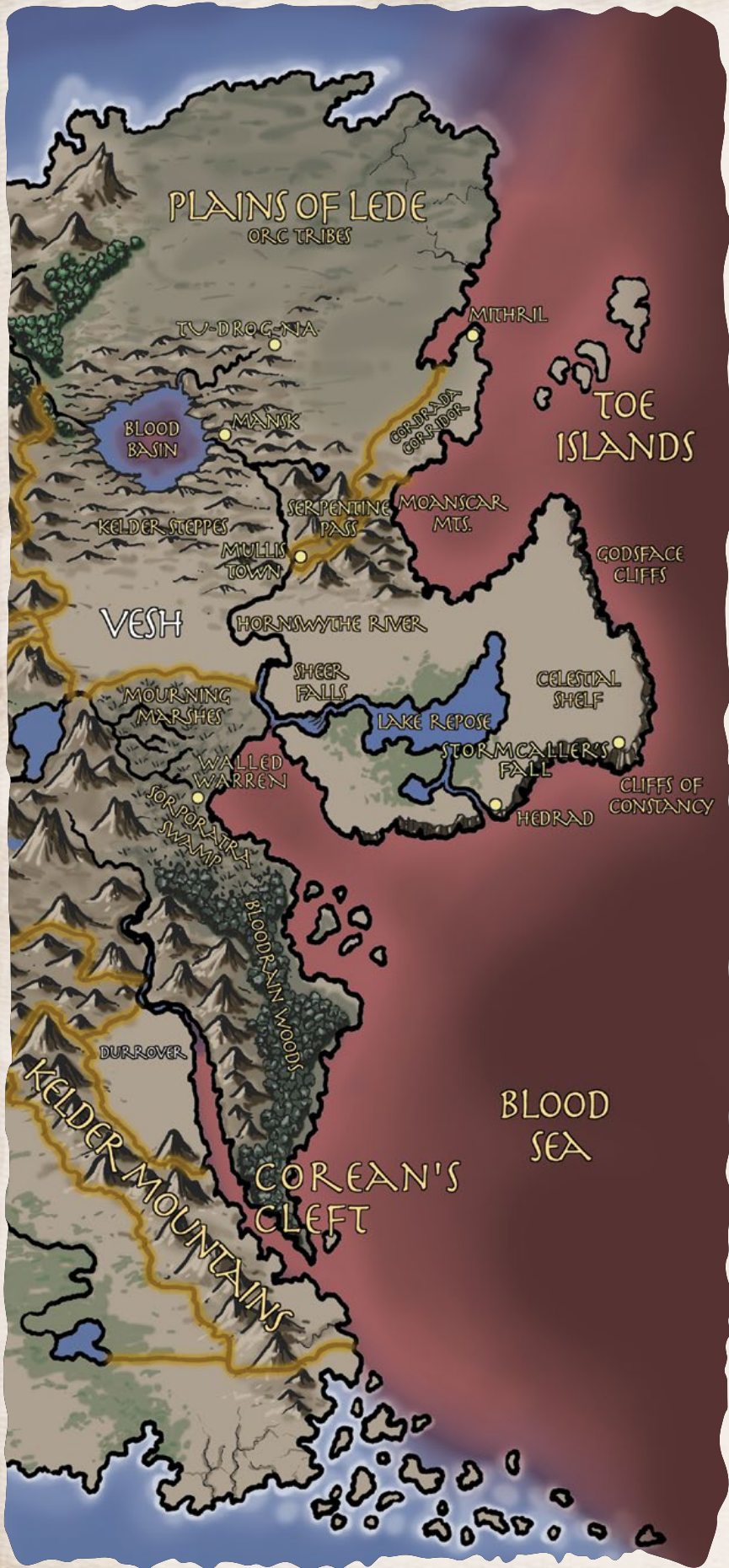
Splintered River

From its headwaters in the Gascar peaks, the Splintered River wends its way under the Ukrudan Desert and out to the Blossoming Sea. What makes the river "splintered" is the fact that it vanishes into a great chasm in the eastern portion of the desert, only to reemerge on the west side, flowing through part of Chardunahae. Some geomancers speculate that the asaathi druids and witches of the Desert Paradise must have used powerful magic to draw water up from this river in order to create their great desert oasis.

Ukrudan Desert

The Ukrudan Desert is the only true desert on Ghelspad (although the Bleak Savannah may well become a desert as well in another decade or so at its current rate of decline). The relatively small expanse of the Ukrudan Desert increased dramatically during the Divine War, when Thulkas, the Father of Fire, poured out his rage upon the region.

There are a number of races native to the Ukrudan. Sun-soaked asaathi have numerous camps in the desert's rougher stretches, and several bands of nomadic human tribesfolk still eke out a meager living here, occasionally trading with the folk of Lokil and at the markets of Hollowfaust in the northeast. Sutak, though, are the most infamous of the desert's inhabitants, known to travel across the dunes in wild packs, attacking caravans and oases on a regular basis. Tribesmen also warn of Dunestalker slitherin roving the desert sands in groups.



Eastern Ghelspad

Eastern Ghelspad comprises all of the lands east of the Kelder Mountains. Also included in this section are the Blood Sea and its many islands.

Blood Basin

Fed by the Hornswythe River, this inland lake is generally a quiet and peaceful body of water, pristine and teeming with natural life. However, on those rare occasions when the Hornswythe is made to reverse its course, such as happened several times during the Blood Monsoon, the land becomes filled with backwash from the Blood Sea. Once this phenomenon occurs, the lake's wildlife – and the population that survives on it – become tainted by the fetid waters.

Slitherin engineers from the Walled Warren and builders from Hedrada were hired in an attempt to dam the river and prevent the pollution from entering the basin, but their early experiments failed. The workers have not given up, however, and they have employed some of their most gifted loremasters and geomancers in an attempt to find a meteorological solution to this issue.

Blood Sea

The large body of water to Ghelspad's east is today known only as the Blood Sea. The ocean is named for its crimson waters, stained by the blood of Kadum, who lies trapped at the bottom of this sea in a deep trench. Kadum surges and rages beneath the waves, and it is said to have been his throes that caused the Blood Monsoon to inundate Ghelspad more than 20 years ago.

Pirates and titanspawn infest the waters of the Blood Sea, the most notable of which are the pisceans. These vengeful, brutish fishfolk are common throughout the sea, attacking merchant vessels and passenger ships alike, as well as undertaking occasional random raids on coastal towns along Ghelspad's eastern coastline.

Celestial Shelf

The Celestial Shelf is a large plateau nearly a mile above sea level along the Blood Sea coast. Upon it lies the city-state of Hedrad, as well as nearby Lake Repose and the Placid

River. The cliffs overlooking the coast contain some of what people consider the most beautiful vistas on Scarn, and many divine heralds and avatars have been spotted admiring its views.

Hornswythe River

The mightiest river on Ghelspad, the Hornswythe forms one of the most important routes in the east for trade, travel, and commerce. The river is one of the most widely traversed on the continent, and its currents connect Mansk, Mullis Town, and Lave (the capital of Vesh) as it courses through the Moanscars, the Blood Basin, and out to the Blood Sea.

Over the years, the Hornswythe has displayed some troubling transformations, however. Beginning with the Blood Monsoon, and again several times since, the Hornswythe River has changed its course for a time, swinging from a southerly flow to a northerly one. Some of these course changes can be mapped to major tidal shifts — such as with the Blood Monsoon — but the more recent ones have had no such apparent cause. Regardless of the source, however, the result is the same: devastation to the river's watershed, as well as to its headwaters.

Kelder Steppes

These eastern foothills of the Kelder Mountains are a tranquil, serene environment compared to the harshness

of the Blood Steppes west of the range or the wastelands of the Plains of Lede to the north. The steppes are home to the city of Mansk, renowned for its fiercely tribal horsemen, as well as other clans and tribes of barbarians. The Kelder Steppes are relatively free of monsters as well, although the occasional attack occurs from rogue goblinoids, hags, or gorgons roaming down from the mountains nearby.

Lake Repose

Lake Repose is the largest of the inland bodies of water on Ghelspad. The lake bed is fed from an underground source, and despite its proximity to the Blood Sea, its waters are crystal clear and pure. This lake resides near the city of Hedrad, and its waters flow east and south toward the city. The fishing industry there is thriving, and growing rapidly. Still, there are concerns about fish tainted by the blood rains — and with increased fishing rates, some argue, there is a danger of decreased vigilance against tainted fish.

Moanscar Mountains

The Moanscar Mountains were formed during the latter part of the Divine War when Kadum's tail struck the land, smashing the earth's crust upward. When these sharp peaks formed, they blocked the progress of the Hornswythe River



as it flowed eastward, creating a chokepoint and driving the flow southward so that it now empties into the Blood Sea along the Mourning Marshes rather than into the great bay to the east.

Mourning Marshes

The wetlands comprising the Mourning Marshes are home to a great number of slitherin, many of them hostile to divine races and Redeemed alike, even if they are not actually still titan-worshippers. Many of them were driven northward by the highly organized Redeemed slitherin of the Walled Warren. These northern ratfolk are the most prominent and unfriendly of the marsh's inhabitants, but other creatures live within or among the marshes' waters, few of them friendly.

Placid River

Not surprisingly, the Placid River received its name due to its slow, steady currents, which flow languidly from Lake Placid until they plummet down into the mighty Hornswothe River by way of Sheer Falls. Placid River, much like its source, Lake Repose, is known for its bountiful fishing; the river has become popular with clusters of Redeemed slitherin who have relocated here from the Mourning Marshes and the Sorporatra Swamp in recent years, establishing a number of tiny fishing villages along its banks.

Plains of Lede

A wasteland by any measure, the Plains of Lede consist of miles and miles of scrubland, brush, and fallow fields. The plains are surprisingly temperate for such a northerly region, being warmed by the powerful, swift, hot northward currents of the Blood Sea to the east and the searing winds blowing eastward along the coast from the Bleak Savannah. These conditions attract a great number of titanspawn to the region, who subsist on the many types of flora and fauna also found here.

Orcs are the most numerous tenants of the Plains of Lede, though there are a significant number of tribal Proud here as well. Since the Divine War, the orcs have made great strides in establishing both new cultures on the Plains of Lede and alliances with their neighbors. The Proud, though, have always proven a thorn in the side of both Mithril and Mansk.

Far out in the north of the plains, several tribes of Proud are thought to worship at the feet of a great stormwrack dragon, although if this rumor is true, the dragon appears to have no interest in reigniting the Divine War (or in much interaction with other races at all).

Sorporatra Swamp

The brackish waters of these swamps exude a terrible, highly noxious gas. A thick, dense fog, faintly greenish due



to the gases, lingers over great stretches of the swampland. As such, travel here is dangerous and difficult, and even the hardest of travelers usually succumbs to the gas fumes after a few hours of exposure. Yet many slitherin dwell here and have managed, against all odds, to construct an impressive city, the Walled Warren.

Stormcaller's Fall

This rocky crest offers a remarkable view out over the Blood Sea, although it is frequently struck by terrible thunderstorms. Perhaps for this reason, it is a sacred site for followers of both Enkili and Lethene. Celestians, windriders, and other elemental creatures seem drawn to that place, and storm hags have been encountered there as well. From time to time, Hedrad's templars organize a party to cleanse the place of titanspawn corruption, even though Enkilite pilgrims seem to disapprove of their interference.

Toe Islands

Located in the northeastern Blood Sea, east of Mithril, the Toe Islands are a collection of small landmasses that serve as home ports for the pirates of the Blood Sea. Hags, witches, and other titan-worshippers have small settlements on the furthest or least populous islands, although these are few and scattered. It is far more common to see pirates or other brigands using the islands as waystations or temporary ports as they journey northward or southward along the coast of Ghelspad.

Southern Ghelspad

Southern Ghelspad consists of the lands west of Zathisk and south of the Ukrudan Desert. It does not include the Calastian Hegemony, which is generally treated as its own region.

Festering Fields

Surrounding the city of Lokil, this wasteland was once the westernmost boundary of the great nation of Zathiske. Today, the broken plains teem with undead and angry wandering spirits, some of whom were once travelers themselves seeking the city of necromancers, Hollowfaust, which rests at the northern end of the fields. Like the Devil's March to the west, this region played host to several great battles during the Titanswar, and countless fallen warriors have been risen up by the necromantic energies of the nearby March and of Hollowfaust and Glivid-Autel to the north and east.

Liar's Sound

Liar's Sound holds some of the most treacherous waters around Ghelspad. Choppy waves and thrashing winds have sunk many ships attempting passage through this region, and the shallow waters and hidden reefs have grounded many others. The surrounding beaches are a graveyard for beached, broken vessels.

Sweltering Plains

Like the Bleak Savannah far to the north, the Sweltering Plains suffer from a mysterious climatological condition; the temperature here is unnaturally high for its latitude. There is no decent explanation for this phenomenon, despite attempts to determine the cause via divination. Some scholars argue that the great heat is a result of Chern's (or, variably, Thulkas') essence infecting the region.

Few people have the desire or wherewithal to visit this cloyingly humid wasteland, except for the ironbred who call it home and the small, yet thriving tribe of peaceful Urkhadi orcs, who live in a quaint, temperate valley known as the Scar and spend their days in quiet contemplation as they tend their farms.

Swamps of Kan Thet

The Swamps of Kan Thet were once the heart of the great Asaathi Empire, which ruled over the entire continent of Ghelspad millennia ago. Ruins of this once-great empire are hidden throughout the swamps still, including great underground fortresses and ancient asaath ruins filled with bejeweled and magical (and in some cases cursed) treasures.

Aside from the great Jeweled City, only a few other asaath settlements remain active; most are ghost towns, entirely overgrown and in some cases reclaimed by the swamp's waters. The swamps are not hospitable to most races, being hot, muggy, brackish, and filled with biting and stinging insects of staggering variety.

Warped Locations of Ghelspad

Ghelspad contains many secret and mysterious locales. Much of the continent has been explored and mapped, at least to some degree, but plenty of places remain unexplored for a great number of reasons. The following section contains descriptions of some of the unexplored, forgotten, or outright dangerous locations to be found on Ghelspad. Some are natural, some unnatural, and others were constructed to hold the secrets of various mortal or immortal races.

Blood Steppes

Named after the bloody battles that took place in these rolling western foothills of the Kelder Mountains, the Blood Steppes are today one of the most dangerous places on Ghelspad. Two titans met their end here during the Divine War. Most sane people avoid the area altogether, teeming as it is with dangerous creatures of all shapes and sizes.

The Blood Steppes' situation might change, however, with the recent discovery of gold in the polluted rivers and

soil deep within the hills. A gold rush is expected, though only the greediest or most desperate prospectors would dare seek their riches in such a perilous location, filled with so many titanspawn horrors. Some oracles warn also that the gold may be tainted with Thulkas' power, but as of yet their warnings have gone unheeded.

Bloodrain Woods

The Bloodrain Woods emerged as a new-growth forest shortly after the Divine War, when it was a normal, healthy expanse of woods. It expanded quickly and steadily, until the Blood Monsoon truncated the forest's growth, inundating the woods with its tainted waters; the region absorbed the blood rain deep into its soil, and to this day holds those pollutants in the local water system. Blood rain is common in and around the woods, even to this day, staining and corrupting the flora and wildlife that call the forest home.

Desert Paradise

In the Ukrudan Desert, there is a city which was once a mighty and powerful spawning ground for the asaath serpentfolk. Then came Thulkas' fury and the Divine War, which forced the asaatthi to abandon their paradise for a time. In the century and a half since the war ended, however, many asaatthi who have refused to give up the old ways have returned to this oasis and made it a haven for Mormo's followers.

Xenophobic in the extreme, and filled with some of the most powerful and ancient asaath clans, the Desert Paradise is a mystery to outsiders. Few know of its hanging gardens and beautiful, serene waters drawn up from the deep. Fewer still have seen the spawning grounds, where the asaatthi cling to the old ways of birthing their multitudes. They may once again be breeding an army here, waiting for a day when some powerful force of the titans might unite them, such as their djinn allies trapped in the Great Inferno's City of Brass.

Devil's March

During the Divine War, this strip of land hosted some of the longest and bloodiest battles. Its soil has been poisoned with the blood of titans, gods, and their servants and spawn. This foul mix of essences has rotted the land, rendering it inhospitable and deadly. Evil spirits and ghoulish undead wander the March's battered hills and forests, and turbulent weather sweeps through its environs regularly. None have settled in these lands, save a few tribes of mutated, monstrous goblinoids and giants.

Devouring Reef

The Devouring Reef is a long stretch of jagged volcanic rocks and coral reefs curling along the northwest tip of Ghelspad, assiduously avoided by all but the most desperate of mariners. Brine hags and naga are known to roam the waters and countless tiny islands of this region, and turbulent weather lashes

the exposed surface rocks. Worse, the reef is ruled by the black kraken Ul'tak-Mu, who emigrated to this reef from the Blood Sea 50 years ago after renouncing his loyalty to the mysterious Queen Ran. Ul'tak-Mu is not at all friendly to travelers, and he has no qualms about unleashing dire sharks or various titanspawn to attack unwelcome ships that cannot pay the kraken's incredibly steep, arbitrary, and often impossible tolls.

Gascar Peaks

Once a mountain range mighty enough to rival the Kelders, the Gascar Peaks suffered immense damage during the Divine War. Now they are broken and battered, in some places flattened into mere hillocks of broken rubble and scree. Because of the treacherous terrain, most travelers prefer to avoid trekking through the heart of the Gascars, finding alternate routes around the mountain range, but for some adventurers, this may not be a viable option.

The mountains are home to a few tribes of Dreadclaw slitherin (who remain Unredeemed), hill howlers, several varieties of goblins, trolls, and giants, thunder kites, and numerous other monstrosities.

Geleeda's Grove

King Virduk of Calastia bequeathed this forest to his new bride, the young Queen Geleeda, as a wedding gift. People outside the Hegemony viewed this offer as a romantic gesture; people in the know, however, wondered why he would do such a thing. Little do such cynics know, however, that the gift was her private request.

Geleeda's Grove is among the most dangerous forests on Ghelspad, infested with monsters and titanspawn. A few suspicious figures high in Virduk's counsel, including Grand Vizier Antreas, wonder why the foreign-born queen would desire a land so clearly tainted. (Antreas suspects that Geleeda may be a Mormite, but the queen is cunning, magically gifted, and circumspect, so he cannot be sure.)

Hornsaw Forest

With the possible exception of the Stricken Forest, the Hornsaw is the most foul and dangerous expanse of woods on Ghelspad. It is filled with evil, twisted creatures, and only the bravest and most daring of adventurers would dare to plumb the forest's depths. Some druids claim that the unnaturally fierce creatures here feed off the blood of Mormo, whose heart is buried somewhere in the middle of the forest.

Groups of rebel asaatthi, still loyal to Mormo, do reside in the Hornsaw, allied with a coven of druids and witches called the Dar al Annot (see "Annot Kalambath" in Places of Power, later in this chapter), who seek to restore Mormo no matter the cost. With the mighty hag known as the Blood Crone guiding them, these witches have sworn vengeance upon the divine races.

Further south and west, somewhere on the far side of the Broadreach River, the cultists and necromancers of Gliv-id-Autel reside in this dark forest as well, their city perched high atop an obsidian pillar raised up by powerful magic. It is disconcerting to think that a group of necromancers might find within itself a faction so detestable as to require purging, yet that is the most basic history of these grim mages, exiled years ago from Hollowfaust. They are skilled and prolific in the art of necromancy, and the forest around their city is crawling with undead of all sorts.

Khirdet

Deep within the forest of Khet, on the northern edge of the Gascar Peaks, lies a sectarian enclave of druids devoted to Mormo, the Hag Queen, Mother of Serpents. The denizens of this city, known as the “cannibals of Khet,” were the orchestrators of the Druid War, intent on destroying the elves of Vera-Tre. Very few outsiders have ventured into Khirdet and returned, especially in the decades since the Druid War. The Khetite druids maintain powerful wards around their enclave, and the surrounding forest is filled with fearsome, loyal guardians, many of them titanspawn. Rumors also abound of a terrible being known as the Autumn King who resides beneath the city.

The druids have been quiet since the Druid War, but signs of activity within the forest have been seen from afar in recent months. The Ganjus elves always keep a sharp eye on Khirdet, anxiously anticipating the druids’ next move.

Murmur Pass

As many explorers across Ghelspad have noted, the most straightforward route is usually the most dangerous one. This sentiment is nowhere more true than along the Murmur Pass, seemingly a direct route through the Gascar Peaks. Unfortunately, the passage’s unique geological formation, combined with some unknown local magic, creates dangerous conditions for any traveler who causes sonic dissonance of

any type: Even the tiniest whisper or the clatter of a falling pebble is amplified into a raucous, ear-splitting bellow. As a result, most travelers prefer the environmental hazards around the Gascars to the heightened risk of permanent hearing loss, rockslides, mudslides, and other terrifying phenomena.

Spires of Gaurak

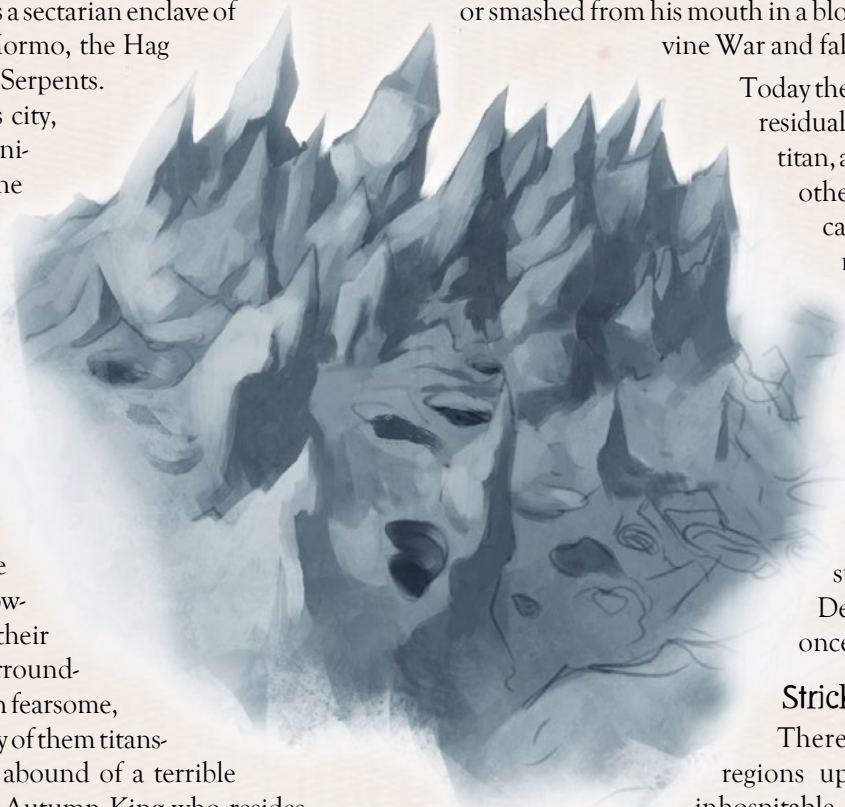
The Spires of Gaurak, adjacent to the Perforated Plains, are a new range of mountains on Ghelspad, formed just a few centuries ago. They would be considered a geological miracle if not for the fact of their origin: These “mountains” are actually remnants of the vast titan Gaurak’s teeth, torn or smashed from his mouth in a bloody battle during the Divine War and fallen down into the earth.

Today the spires are still flush with residual energy from the defeated titan, and many titanspawn and other monsters live in the cavities and valleys of these mountains. Vengaurak are common here, as are several breeds of goblinoids, both large and small. There are also reportedly many new and undiscovered types of titanspawn lurking among the peaks, presumably children of the Devourer who sprang to life once their sire was defeated.

Stricken Forest

There are many lands and regions upon Ghelspad that are inhospitable or outright dangerous, but the Stricken Forest is one of the worst. Unlike many such places on Ghelspad, this one did not result from the fallout of the Titanswar, it is said, but from some great ritual performed by a powerful group of spellcasters, possibly the druids of Khet, just prior to the Druid War, roughly 75 years ago.

Today, whatever the cause, the forest itself is sickly and ill-seeming, and many of the trees and plants are reportedly semi-sentient and hostile. The numerous species of creatures that haunt the place are invariably strong, malevolent, and fierce, and in many cases quite unnatural. To make matters worse, the forest is also frequented by the strange, secretive sorcerers or wizards of the Obsidian Pyre.



Places of Power

Scarn is a world spun of divine, titanic, and eldritch essences. Numerous areas of the world are focal points for these potent energies. Some heroes, villains, and even demigods have ascended to untold might by tapping a place of power.

Each location outlined below includes the following sections: Lore, Encounters, Effects, and Boons.

Lore. This section indicates useful information characters might know about this location simply by making an Intelligence check. The Arcana, History, Nature, and Religion skills might all be applicable to such checks, based on the nature of the location. The DCs for applicable checks are listed in this section as well.

Encounters. Types of creatures common to the region and even specific groups or individuals who inhabit the location are shown in this section.

Effects. The specific magical and nonmagical effects associated with each location are given in this section. Such effects might range from common local weather patterns to bizarre supernatural effects that defy logic or explanation.

In addition, places of power can provide certain benefits for true rituals or their casters. Often these benefits apply only for certain rituals or types of rituals or for specific types of spellcasters. The exact effects of a particular place of power on true rituals can vary widely and thus are described in detail within each site's description.

Boons. Some places of power, but not all, can provide means for characters to gain wondrous boons (see Chapter 7) and other supernatural gifts. This section describes the kinds of boons that can be acquired through the site and the usual means of acquiring them.

Annot Kalambath

Deep in the Hornsaw Forest stands a tree larger than any found outside the elven capital of Vera-Tre. A sickly green mist darkens the tree's area, which is shaded from the sun even at midday. Even without the obscuring mist, the tree's branches reach farther into the sky than a human can see clearly from the ground.

The tree stands in the center of a massive depression. A ring of foliage around the crater's lip marks the perimeter of Annot Kalambath and the beginning of the Hornsaw proper. Around the base of the tree is a latticework of bowers grown over with lichen, mold, and thorns. Hanging from the lower branches of the tree are the corpses of those who have displeased the devotees of the Serpent Queen who infest the place. Foul, corvine beasts that live in the tree pick at the remains. Eventually, the rotting tethers break, sending the bodies tumbling to the basin floor, upon which countless bones remain.

Lore

Characters might know useful lore about this location. Both Arcana and Nature skills are applicable to Intelligence checks made to know lore about Annot Kalambath. Devoted servants of Mormo might know any of this information by default, and druids of Denev might gain advantage on lore checks if the GM allows it.

DC	LORE
10	<i>Annot Kalambath</i> , from the Titan Speech, translates to "Serpent Citadel" in the common Ledeian tongue. It is a place rumored to lie somewhere within the Hornsaw Forest, and it is thought to be the foremost stronghold of Mormo worshippers on Ghelspad.
12	Servants of Mormo, druids, sorcerers, and warlocks, live in the grove and can tap into the powers of the Witch Queen. It is said those who venture into Annot Kalambath can also do so.
15	A monstrous hag called the Blood Crone, one of Mormo's most powerful surviving followers, rules the citadel. She leads a cult called the <i>Dar al Annot</i> .

Encounters

Annot Kalambath is a deadly, inhospitable place, manifestly worse than the fearsome Hornsaw Forest that surrounds it. It is much like any other serpenthold (see sidebar) in that respect, but it also has connections to the following individuals and groups:

Blood Crone. The powerful hag called the Blood Crone and her followers and cronies are hostile to any interlopers. However, they can be bargained with, especially if an intruder offers evidence of devotion to Mormo.

Cult of the Serpent Ascendant. Headquartered in the Crimson Temple, another hidden location buried deep within the Hornsaw, members of the Cult of the Serpent Ascendant look down on the Dar al Annot as lesser servants of the Serpentmother. Lysear, a true gorgon with considerable magical powers, seeks new allies he can use as pawns to help usurp Annot Kalambath from the Blood Crone.

Liliandeli. A scattered fellowship of archers and warrior-mages named after an elven heroine of the Divine War, the Liliandeli oppose the Dar al Annot. While they can be allies to good-hearted strangers, the archers have learned the wisdom of shooting first and asking questions later in the deadly Hornsaw. Their leader, Marelus, a Ganjus elf bard of some power, sometimes leads ambush parties to the very outskirts of Annot Kalambath.

Effects

Annot Kalambath is one of the most powerful serpentholds in the Scarred Lands, but this site has a number of unique traits in addition to the usual properties of a serpenthold.

Serpentholds

Places where Mormo's body parts came to rest, staining the land with her black ichor, are referred to as "serpentholds." These sites are invariably rich in plant and animal life, although that life is invariably toxic or venomous in some way. Plants bear sweet but poisonous sap, pretty but ill-seeming blossoms, and choking creepers, and many of them are carnivorous. Massive serpents, venomous reptiles, and vicious biting and stinging insects can always be found in such places, drawn by the call of Mormo's blood.

Serpentholds thrum with the power of the Hag Queen. They are always places of power with unique benefits for those who revere Mormo and who cast true rituals (see Chapter 6) that afflict or harm others.

Within a serpenthold, the save DC for effects that deal poison damage or cause the poisoned condition increases by 2. If an effect or spell (such as *conjure animals*) summons snakes, the effect calls twice the number of snakes as normal.

- Within the serpenthold, druids who revere Mormo increase their effective level for the Wild Shape feature by 3, provided the form they take is reptilian.
- Reptiles and reptilian creatures have advantage on saving throws within the site. Such a creature that regains hit points when finishing a short rest within the site regains 2d6 extra hit points.
- The save DC for spells or effects that deal acid damage increases by 2.

True rituals cast within Annot Kalambath can be empowered by ritual sacrifice to Mormo, as long as the true ritual being cast involves controlling or harming another creature, regardless of the target's location (as long as it is on the same plane). Each creature with an Intelligence of 5 or higher that is sacrificed during the casting of the true ritual acts as if it were a proxy of its HD. In addition, each such sacrificed creature replaces 250 gp worth of material components for casting the true ritual per 2 HD.

Boons

The Serpent Citadel's boons can be acquired by one who dwells within Annot Kalambath for at least one year and a day without leaving. During that time, those who follow Mormo undergo a ritual during which they find and defeat a monstrous serpent and consume its venom, hoping to survive and gain eldritch might. Others seek out similar monstrous denizens within the area, slaying one or more to symbolically take power from the site.

Occasionally, someone of great infamy whose works might have pleased Mormo gains a boon after spending only a short time in the area and facing a worthy test.

All boons gained from this site, wondrous or otherwise, must be related in some way to Mormo, thus having to do with poison, reptiles, witchcraft, and the like.

Heart of Denev

"Denev's Heart" can refer to two different things, although they are undoubtedly interconnected. One is a place and the other is a titanic artifact, and both hold tremendous primal power. This section focuses on the geographic location.

In the deepest, wildest depths of the Ganjus is a sacred site holy to the Circle of the Jordeh, the druids of the wood elves (see Chapter 3). This magical grove, called the Heart of Denev – also known as Denev's Grove or the Bower of the Earth Mother – is said to be Denev's favored resting place when she takes a physical form, and it is a focal point for druidic power. Although the Earth Mother might be able to grant a vestige of her power to any creature at any time or place, she is most likely to summon creatures to her grove to empower them for service elsewhere on Ghelspad.

Lore

Characters might know useful lore about this location by comparing the result of an Intelligence check to the results on the following table. The skills History and Nature are applicable. Jordeh or other Ganjus druids might know any of this lore by default.

Denev's Other Heart

Elsewhere on Ghelspad, hidden from the Jordeh and the Incarnates, rests what some believe to be Denev's actual beating heart. This artifact, a massive, pulsating ruby known as *Denev's Heart*, slowly causes those near it to reflect the Earth Mother's morals and ethics. If one were to find and hold *Denev's Heart*, the jewel would undoubtedly bestow great powers of the Earth Mother.

DC LORE

- 12 The term “Denev’s Heart” refers to two separate but related things: a physical location and an artifact. *Denev’s Heart* is a pulsing ruby of tremendous power. The Heart of Denev is a secret location in the Ganjus, sacred to all of the Earth Mother’s druids.
- 14 The ruby *Denev’s Heart* causes those who hold it or reside near it to slowly give up their ideals and passions, becoming one with nature.
- 18 Some of the eldest Jordeh are thought to know true rituals that allow one to tap into the grove and gain a fraction of the Earth Mother’s power.

Encounters

The Heart of Denev, while a place of peace, is not without its perils. Vengeful titanspawn ever seek the grove, and Denev’s struggle to right herself in the wake of the Titanswar can cause terrible storms in the vicinity.

Serpent Raiders. Forces of the Blood Crone have sought the Heart of Denev for many decades. They plan to enact foul rituals to supplant Denev’s essence with Mormo’s, using a reliquary known as the *Serpent Amphora*. One of the Blood Crone’s consorts, a mighty asaathhi druid known as Setros the Venom-eater, may be close to finding the grove.

Titanic Effort. As Denev sleeps, she struggles to heal the wounds the Divine War left on the world. In her effort, the All-Mother sometimes experiences palpitations and seizures, manifesting as powerful natural phenomena in and around the grove. Storms are most common, but flash floods, forest fires, and earthquakes have also occurred.

Vines of Autumn. Ilkusthra the Autumn King, a legendary undead druid, schemes in his lair under the lands of Khet. Unwilling to risk exposure to *Denev’s Heart*, he seeks ignorant adventurers to help in recovering the artifact with special protective tools he has devised. He then plans to corrupt the artifact and send it into the Heart of Denev, where its corruption should render the peace of the grove null. Ilkusthra could then enter the grove to perform a ritual to wrest control of the Scarred Lands from the sleeping Denev and elevate himself as lord of a dead world.

Effects

The Heart of Denev is a hallowed grove, a tranquil place of great power. It has a number of unique magical traits.

- The Heart of Denev imposes peace and tranquility on all who enter. Any creature that enters the grove must make a DC 17 Charisma saving throw, which the creature can choose to fail. If a creature fails its saving throw, the creature is incapable of initiating hostility toward other living creatures while it remains within the grove. This tranquility is suppressed for 10

minutes if the creature is harmed or if it witnesses any of its friends being harmed.

- Within the grove, the save DC for effects that target beasts or plants increases by 2.
- Most creatures that regain hit points when finishing a short rest within the grove regain 2d10 extra hit points. Aberrations, celestials, constructs, fiends, and undead don’t receive this benefit.

The grove is also a place of power for casting druidic true rituals (see chapter 6), obviating the need for any material components. However, the tranquility imposed in the grove can make it impossible to cast rituals that require hostility toward a target.

Boons

Gaining boons within the grove requires one to perform deeds or rituals appealing to the Earth Mother. From within the grove, a seeker might experience visions that indicate a task Denev wants accomplished. Once the quest is accomplished, those who return to the grove gain a boon. Other times, people who have already accomplished works that pleased Denev might find the grove as if guided there and come away with a measure of Denev’s power.

Boons and gifts granted by this site are always those relating to druidism, nature, and tranquility.

Site 35

Since 145 AV, the miners and councilors of Lokil have been hiding a terrible secret. Workers digging deep below the inhabited portions of the library encountered and opened a vault sealed for millennia. Strange constructs and aberrations inside awoke and destroyed most of the expedition. Since then, the Order of the Closed Book has been fighting to hold back ancient clockwork horrors and worse.

The order has attempted to get back into the vault again so they can reseal whatever they unleashed. Dubbed Site 35, the ancient bastion is a deadly place where local distortions and anomalies supersede the laws of reality. Chambers have been reported in which dreams become reality and where emotions are given shape, form, and dire purpose.

In some chambers are strange creatures borne by the air, too small to be seen. At some locations, explorers report some of them grow sick and begin speaking in cryptic tongues. Some died, while others apparently became “enlightened.”

The language anomaly at Site 35 is potent. It acts with purpose, spreading quickly, driving its victims to swift insanity and often death. Yet, for inscrutable reasons, some victims hear the voices of unknown beings such as Chelaque the Imprisoned or Xoer the One, among others. Due to these names, mortal minds can be changed, unhinged and enlightened, transforming them into something the otherworldly voices, perhaps, didn’t intend.

Lore

Characters might know useful lore about this location by comparing the result of an Intelligence check to the results on the following table. The skills Arcana and History are applicable.

DC	LORE
18	In a mine under Lokil, the monks have been fighting terrible monsters, both mechanical and flesh. Rumors say some who entered the mines have returned with strange powers, while others perished.
20	The monsters under Lokil guard a particular area, which the monks call Site 35. If you can get there, you can steal some of its power. But Site 35 is also dangerous for your sanity. The place contains or is itself a weapon made by something not of this world.

Encounters

Many aberrations, strange constructs, and bizarre monstrosities live in the mines leading to Site 35. In addition, countless strange events and anomalies can happen within the site.

Colors out of Space and Time. Around Site 35 are various curtains of luminous hues. Moving into one of these colors for the first time on a turn has several possible effects. A creature that does so must make a DC 10 Wisdom saving throw. On a success, the creature can teleport up to 30 feet to an unoccupied space it can see. If the save succeeds by 5 or more, the creature slips out of phase with time and can take another full turn's worth of activity. On a failure, the creature takes 8d6 psychic damage. If the failure is by 5 or more, the creature is also frozen in time, effectively paralyzed until the start of its next turn while everything else seems to speed up.

Flying Aberrant Swarms. Some of the site's bizarre airborne creatures have grown from their minuscule stature into swarms of tiny tentacled beasts that roam the mines. Each swarm has the statistics of a swarm of insects, but deals acid damage. The tiny monsters attack any creatures that are not aberrations or constructs, or those that do not have Site 35's infection.

Site 35 Infection. At the heart of Site 35 are chambers wherein sundered crystal tubes stretch in non-Euclidean patterns. Any creature that spends at least 1 minute near these broken tubes must make a DC 15 Intelligence saving throw. On a failure, the creature is affected as if by the *confusion* spell. Unless it can act normally, the creature can't understand language or communicate in any intelligible way. At the end of each of its turns, an affected creature can make a DC 15 Charisma saving throw. Once the creature succeeds on two such saves, this effect ends for it.

If a creature fails to end the effect before 1 minute has passed, the saving throw can then be repeated only once

every 30 days. At this point, one successful save cures the effect. However, if a saving throw ever fails by 5 or more, the effect becomes permanent.

A *greater restoration* spell can end this effect at any stage.

Warlock Awakening. Somebody who survives Site 35 and hears the voices of the bizarre beings locked within (or who somehow exist "in tandem" with) the place might gain eldritch power. Even if multiclassing is not usually allowed in the campaign, and if the GM does not oppose it, that character can multiclass as a warlock. However, the character must take the Great Old One patron, who is thereafter able to contact the person through telepathic whispers and weird dreams.

What Dreams May Come. If a sentient creature falls asleep at Site 35, any dreams the creature has might be made manifest. Threats birthed in this way are not illusory, but very real within the site. However, nothing a dream creates within Site 35 can leave the place's boundaries.

Effects

Site 35 has an odd effect on divine magic, as befits an area littered with detritus suggesting that experiments on the nature of divinity were once conducted here. Each hour, one of the following effects takes hold at Site 35.

- To cast a divine spell within the site, a character must succeed on a DC 10 spellcasting ability check. If the check fails, the spell has no effect and expends no spell slot, as if it weren't cast.
- A character maintaining concentration on a divine spell has disadvantage on Constitution checks to do so.
- Casting a divination spell has a 50 percent chance of not expending a spell slot.
- Casting a warlock spell or using a warlock invocation that normally expends a spell slot has a 50 percent chance of not consuming a spell slot.

The area is also a place of power for arcane true rituals. Any arcane true ritual cast within the site requires a spell slot one level lower than it normally does, or the true ritual can be cast at one level higher than it is without additional expenditure. If the primary caster takes advantage of this benefit, unseen voices invoke otherworldly names during the casting. At the end of the casting, each caster and proxy is exposed to Site 35's infection (see Encounters).

Boons

If a creature is affected by Site 35's infection but then ends the effect by succeeding on saving throws, then that creature has glimpsed the true structure of reality. Such a creature might gain a measure of enlightenment even as the specifics of the vision fade from the mind. The experience

Diro and the Pearl

On an island in what is now called the Blood Sea, there was once a village called Cacium. Life in the village revolved around fishing. What fish the villagers did not eat were taken inland and traded for wool and grain.

One year Enkili came to the village, disguised as a human sailor. She enjoyed the villagers' stories, their cooking, and their wine. Her gaze fell upon a young fisherman named Diro, who was fit and darkened by the sun. She desired him. But when she approached him, he spurned her. In her anger, the goddess revealed herself to Diro, and then she summoned a giant wave to destroy the village's docks and fishing fleet. She laid a curse upon the waters around, so that no fish would be caught there again.

Under Enkili's curse, the village suffered terribly. True to the goddess's word, no fish could be found. The villagers cried to the heavens, pleading for salvation. Even when sacrifices were made, though, the gods did not reply. As the village sank into despair, Diro's guilt became too great to bear. He confessed to angering the Trickster.

The locals would have killed the youth, but for the intercession of an old oracle, wise from years of travel. He spoke of a faraway island, and on that island was a pearl the size of a bull's head that glowed brighter than the moon. If the villagers possessed that pearl, he said, it would attract all the fish back to their waters. It was agreed this was their best course, and decided that it was Diro's duty to retrieve the pearl.

The village fashioned a small, swift ship from the wreckage of their fleet. They gave Diro three other objects for his journey. First, they gave him a rutter of the known currents and winds, even though his goal lay beyond the easternmost edge of the map. Second, he took his father's spear, so that he might catch food when beyond the cursed waters of the village and defend himself if needed. Third, the oracle gave him a goatskin that could keep him warm and dry in any weather, no matter how wet or cold.

With these few things, Diro left Cacium and sailed east. Enkili took notice of his journey and, angered by the mortal's temerity, sent a great storm to blow him off course and dash his little vessel on the rocks. He crashed on an island covered in the wrecks of other ships.

Soon, people approached Diro from the treeline at the beach's edge. They claimed to be sailors, their ships also destroyed upon the rocks years before. These sailors showed Diro the only seaworthy vessel they had left, but bemoaned they did not know the way back. Diro offered them his rutter, so they might find their route. The sailors rejoiced, and they offered to take him wherever he liked. He described the pearl he sought. They said they knew of the pearl, and vowed to take him to it.

Together they sailed on. For many weeks they went east, before Enkili took note of them again. Once more, she summoned a storm; this time the wind was harsher, the rain colder. She smashed the boat on the stony shore of the very isle the Diro sought.

Only the captain of the shipwrecked sailors and Diro survived the wreck. The captain was soaked, his body shivering with fever. To the captain Diro gave his goatskin, covering the man. When he was sure the captain's quaking had ceased, Diro explored the rocky island. After many hours, he found a ring of towering marble statues. In the center was a single pillar bearing the mark of Galthaggga, and on top was the glowing pearl. Diro tried to touch the pearl, but his hand was shocked by a magical ward. He drove the point of his spear between the pearl and the pillar, using the shaft as a lever to pry the pearl loose. The spear broke, but the pearl rolled to the ground.

Then the statues began to move. They lumbered toward Diro, their marble joints grinding. Diro took the pearl and ran back to the beach. He found the captain there, alive and well, building a new raft from the wreckage. Seeing the young fisherman and his pursuers, the captain readied the raft for launch and climbed aboard. Diro ran for the raft, the marble guardians close behind. He climbed aboard and pushed out, both men paddling as fast as they could.

But the marble giants followed, walking deeper into the water until fully submerged. A huge marble hand reached up from below the water and grabbed Diro by the foot. The captain pulled on the boy's arm, trying to save him. But young Diro, knowing Enkili would never forgive him, begged the captain to let him go, to bring the pearl to Cacium. The captain relented, and the marble guardian dragged Diro beneath the sea.

The captain turned and sailed west. He kept himself warm with the goatskin. At night he read the rutter by the light of the pearl. When he finally reached Cacium, the old oracle of the village threw the pearl into the sea. There it became a reflection of the moons, and the fish returned in defiance of Enkili's curse. All of the villagers mourned Diro and celebrated his success. The village built a monument to the young fisherman that stands there still today.

can grant boons such as the *clarity boon*, *secret-stealer's boon*, the *spell-shield boon* (though perhaps only against divine magic), and the *unity boon*.

Those who gain these boons sometimes hear voices saying inexplicable or dangerous things, such as, "Find the *Rod of Souls!*" These voices are especially common when the boon's magic is in active use.

Known Places of Power

Scarn is vast, and numerous places of power exist across Ghelspad. Any of these could present challenges that allow the intrepid to gain wondrous boons or perform mightier true rituals.

Blood Sea

The gods defeated the titans but could not kill them, and what better evidence exists but the unending tide of crimson ichors polluting the Blood Sea between Ghelspad and Termana? Kadum took great delight in mayhem. He must surely appreciate the corruption his mortally wounded body continues to inflict upon the world.

Lore. The seas swollen with Kadum's blood pulse with powerful magic. Some places are so permeated with his foul essence that even pisceans fear to go there. Countless secrets hide therein.

Encounters. Pisceans and other aberrant sea creatures, from deadly barnacles to island-sized leviathans, thrive in the Blood Sea. The various creatures that might guard Kadum's Trench, known to some as the "Maw of Glory," can only be guessed at, but it is ruled by the great kraken known as Queen Ran, and the area itself is a place of dread power.

Effects. Creatures exposed to Kadum's blood, whether by eating tainted food from the sea or by immersion in the Crimson Abyss, risk becoming enraged and violent. After prolonged exposure, madness and even mutation may occur.

Weather surrounding the Blood Sea is erratic and dangerous, and blood-rain storms are not uncommon. Even under the sea, dramatic shifts in currents and strange silt storms should be expected.

Boons. Those who dare Kadum's Trench or other perilous sites in the Blood Sea might acquire boons or gifts associated with Kadum (gigantism, rage, strength, violence), with blood magic, or with aquatic life.

Canyon of Souls

High in the region of Ontenazu, Enkili excavated a monumental gift to Denev, and the Canyon of Souls was the product of that effort. The canyon's paths are as chaotic and full of storms as the mind of its creator. Few dare journey away from the well-traveled paths, and in the interest of safe passage, even seasoned mountaineers defer to the guidance of indigenous guides, who claim to understand the patterns of the storms. Yet even that is not always a guarantee of safety.

Lore. Few know what might be found in the deepest parts of the canyon. No one alive can tell what is concealed in the western portion of the area known as the Twin Canyons. The eastern part of the virtually identical, wind-filled formations is said to be the safer of the two. It's possible that Enkili hid some valuable possession of hers or Denev's within.

Encounters. The greatest danger of the Canyon of Souls is the wind itself. Gale-force winds strong enough to flay flesh from bone are a commonplace here. Beyond that, titanspawn and other monstrosities are occasionally reported in the area, although they are not common. What may dwell in the deepest, wildest canyons is unknown.

Effects. Extreme wind conditions can be found throughout the canyons and pathways. Rocks here are strangely rounded, almost smooth to the touch, due to the constant wind pummeling away at them.

Boons. Uncovering a place of power in the deeps of the Canyon of Souls is a daring quest, but the rewards could be great. Boons associated with Enkili could be acquired, perhaps even without the Trickster's say-so or notice. Some location within the canyon might be sacred to Denev, as well, imparting boons like those in the Heart of Denev.

Drifting Isle

A beautiful, tranquil island inhabited by a mysterious and peaceful race known as the orafauna rests somewhere in the Blossoming Sea. Some say it's off the coast of the Fangsfall Peninsula, although it has also been reported in the vicinity of Karria. In truth, as its name implies, the island seems to drift, sometimes appearing off the coast of Darakeene, other times near the island of Tarrak, and still other times floating above the sea.

Lore. Cartographers and sages have attempted to puzzle out the island's appearances and movements to no avail. Travelers who have landed upon the Drifting Isle suggest that the best way to find it is simply to intend to do so. Some say the isle then finds you.

The Drifting Isle is also known as the Isle of Dreams, and the orafauna are devoted to Erias, Lord of Dreams. They also have expertise in dream and enchantment magic. Orafauna leave the island rarely but welcome visitors, and their island has several wondrous locales and a storied past.

Encounters. The isle's predominant feature is the Solemnatic Vale, a lush valley where the Fane of Erias stands – and, in some places, where dreams may come true. Odil, the first human to find the island, ran afoul of Belsameth (goddess of nightmares) in the island's eastern Night Wood, a place filled with monstrous dream creatures, dark fey, and lycanthropes. Legend says he left behind his treasures in the forest, and the footsteps of Belsameth and her loyal servants still mark the land.

The Caves of Grethon

When Hrinruuk roamed the face of Scarn, he and his fellow titan Kadum created a very special daughter, which the Hunter named Grethon. She had the head of a horn-toothed cat, the skin of a cankerous crocodile, and the claws of a mighty bear. Upright, she stood over thirty heads high. She was designed to be the Mother of Beasts, ever gravid, and each of her children was ferocious and strong. These creatures were meant to be Hrinruuk's perfect prey, a new hunt in every birth.

For countless years, Grethon spawned new creatures. She was given sacrifices from mortals, upon whom she fed and satiated her bloodlust. The Hunter kept her in a cave high in the mountains, so none would disturb her. And then the gods defeated Hrinruuk and exiled him to the sun.

As the titan's influence over the world shrank, so too did the people's fear of Grethon, until one day, sixty souls, among them the finest hunters, soldiers, and mages, marched to the cave of the beast. Though they lost fifty-four of their number in a long campaign, they finally drove the Mother of Beasts from her cave with spear and spell. Foul Grethon fled from them, deep into the mountains, burrowing far beneath the ground.

For the intervening centuries she has dug, creating great mazes and chasms beneath the surface of the world. As the years progressed, her tunnels formed a dark labyrinth. Every few seasons, an odd sinkhole forms on the surface, or a cave entrance crashes open during a tremor, or a dwarven miner stumbles upon deep, unnatural tunnels. From these holes, Grethon's terrible progeny sometimes spew forth to terrorize the mortal world.

The wise fear the day when the Mother of Beasts herself emerges from her long, dark exile, bringing with her an army of monsters.

Effects. The Mist Wood, on the isle's western side, is a place said to reveal lost secrets to those who dream within. Amid the Standing Stones of Kuthag-Ma, a gateway to other planes opens at times, such as one to Belsameth's realm on the first moonless night after the autumnal equinox.

Boons. Boons associated with Erias or Belsameth might be acquired in various places around the isle. Those brave enough to use the Standing Stones of Kuthag-Ma might petition other beings for boons.

Gluttonous Caves

Found in the foothills of the Titanshome Mountains, along the Perforated Plains, the Gluttonous Caves seem inviting, with wide entrances and pleasant flora. However, few have ventured more than a stone's throw inside an entrance and returned. The caves seem to swallow up visitors.

Lore. Some druids claim these caves hide an entrance into the roots of the ancient Titanshome. Others posit that the caves themselves are sentient, living things one of the titans created long ago, likely Gaurak. Yet others believe that terrible monstrosities roam these caves, lurking in the shadows and protecting vast treasures.

The Gluttonous Caves do connect to Titanshome, for they are one of several entrances into a vast subterranean

realm that spans the continent, many continents, or even worlds. Some visitors lost to the caves end up in these other places. Places of power, especially related to titans, must exist within the deeps or the regions to which the caves connect.

Encounters. A number of legendary aberrations and monstrosities inhabit the caves. Grethon, the great Mother of Beasts, spawned all of them. Defeating any one of these ferocious creatures is a feat fit for a hero, but slaying the Mother of Beasts would ensure the slayers' legends.

Effects. Becoming lost in the Gluttonous Caves is almost a certainty. Very old, very powerful magic protects the place from interlopers, befuddling the wits and playing havoc with one's sense of direction.

Boons. Any boon might be gained within the Gluttonous caves. Anyone who manages to kill Grethon might receive a great reward from more than one god.

Obsidian Pyre

A very powerful aura of negative energy emanates from the Obsidian Pyre, a ring of black, partially fallen standing stones always surrounded by cold, dark, unquenchable flames that draw light rather than spreading it. The Pyre is located deep within the heart of the blighted woods known as the Stricken Forest (see Warped Locations of Ghelspad earlier in this chapter).

Lore. Some who revere Madriel seek to extinguish the Pyre, while other nefarious forces are more interested in divining its potent secrets and generating such pyres elsewhere. Tapping the great power of the stones is a tempting goal, but those who seek to do so first need to deal with the powerful cabal that controls the Pyre.

Encounters. The dark energy and myriad twisted monsters and undead in the area keep most travelers from entering the forest. Even they, however, tend to avoid the immediate area of the Pyre itself. However, people moving along the edge of the woods have spotted bands of dark-robed, possibly inhuman figures walking unimpeded among the tortured trees near the stones.

Effects. The Pyre is a potent source of negative energy. Plants, animals, and other living things in the surrounding area are warped and twisted, becoming savage, gnarled, and malevolent.

Boons. The Obsidian Pyre is most likely to grant boons associated with Belsameth, particularly in her role as the Witch: powers of blight, darkness, death, and hexes.

Pillar of Non

Located in the heart of what is now the Perforated Plain, the Pillar of Non is what is left of the land that once supported Aurimar, the former capital of the once mighty Empire of Lede. This pillar and the few stark ruins atop it are all that remain of that great city. The pillar rises hundreds of feet, and it is perfectly smooth to the touch. A massive natural depression, called the Sinkhole of Non, surrounds the pillar. Spirits protect the hole and the ruins of the lost city from intruders.

Lore. Cultists deposed the last Ledean emperor during the Titanswar. These fanatics believed that the titans were bound to defeat the gods. Only by worshiping the titans, they claimed, would they be spared the destruction that awaited divine devotees. When titan forces began to gather in Aurimar, the deities Madriel, Tanil, and Vangal laid waste to the city, now called Non for fear that speaking its true name might invite godly wrath.

A faint tolling of ghostly city bells is discernible throughout the ruins, even in the winds that whistle across the nearby plains. Atop the Pillar of Non, the bell tower of the imperial palace still stands. Within dwells Kaav, the fell spirit of the last bell-ringer of Aurimar. He is the last member of the titan cult, left to curse the gods who showed no mercy to his people or his empire.

Encounters. Those who seek to plunder the lost riches of Aurimar must contend not only with the terrible spirits and ravenous creatures that reside in the sinkhole and within



the ruins atop the pillar, but also the hateful power of the *Bells of Non*.

Effects. The Divine Victors' smiting of the city destroyed all but a handful of Aurimar's great bronze bells; yet, infused with the power of Kaav's hatred and amplified by that of the titans he worshiped, those remaining bells still toll at his bidding.

Boons. In the Sinkhole of Non, remnants of divine power linger from when the gods destroyed Aurimar. Within the ruins atop the Pillar of Non is the lost lore of the Summoners of Aurimar, a cabal of arcanists who used magic to gain favors from mighty extraplanar entities.

Silencing the *Bells of Non* would certainly be worthy of powerful boons, but putting Kaav to rest permanently requires not only facing the hateful ghost, but also breaking strong and ancient curses. Those who manage to find and tap any of this eldritch or divine might could earn boons related to the gods or to lost Aurimar's legacy.

Plains of Lede

The desolate Plains of Lede are overrun with displaced titanspawn and sometimes battered by winds so fierce they

can demolish even the sturdiest of structures crafted by the hands of mortals. Only a century ago, paladins of the City of Mithril constructed an engineering marvel in an attempt to tame the winds and bring some measure of stability to the region. An ingeniously linked series of forts, called Wind Towers, and constructs modeled after the Mithril Golem that guarded their city helped moderate the terrible weather that plagued Lede and held back the attacking creatures, allowing farmers and other homesteaders to move into the region.

Lore. In 64 AV, the Northern Protectorate was formed. For almost fifty years, the Protectorate stood, producing crops that fed Mithril and many settlements beyond. However, in 110 AV, a massive and inexplicable influx of vengauraks and other burrowing monsters appeared on the plain. These creatures dug tunnels into farmlands, slaughtered farmers, and destroyed village after village. By 112 AV, only a few isolated coastal towns remained, protected by garrisons from Mithril.

However, despite the monsters directly responsible for the protectorate's fall, it was in fact Enkili, fickle God(/dess) of Storms, who played the greatest role in that humiliation. It was Enkili who drew the titanspawn to attack and manipulated events so that the paladins' divinations could never properly anticipate the site of the next attack. Today, the Northern Protectorate lies in ruins because the paladins thought to master the winds without properly propitiating the Unlucky One.

Encounters. Terrible winds can rise up on the plains in a heartbeat, but the various aberrations and monstrosities that plague the region are usually a more immediate threat. Vengaurak and other burrowing monsters, in particular, are all too common here.

Effects. Any excursion to the old weather-controlling structures is liable to draw Enkili's attention, perhaps even leading the Storm-Bringer to take a personal interest. This interest is likely to manifest as a series of improbable misfortunes. Enkili might instead steer interlopers to a destination or task suiting the Trickster's unfathomable needs.

Boons. Sites within the plains still retain the taint of the orcs' creator, Gaurak, while others bear the mark of Hrinruuk. The Wind Towers yet hold objects and power holy to Corean. Vangal is likely to take notice of anyone bold enough to thwart the plans of Mithril's paladins. Along with the fickle attentions of Enkili, any of these influences might be the source of boons on the Plains of Lede.

Skykeep Ruins

During the Blood Monsoon, people reported a flying castle somewhere above the northern Kelders. Others saw a giant fireball erupt over the spot where the castle crashed into the mountains. By the time the Blood Monsoon ceased, speculators held that the keep must hold powerful secrets,

for surely a potent true ritual must have been used to create and guide it.

Lore. Following the Blood Monsoon, a few bold adventurers attempted to gain entrance to the ruins, but if they survived their expedition, they kept a low profile afterward. Others who investigated the nearby area since then have found evidence, in the form of a fragmented journal, that the keep came from outside Ghelspad. This journal also suggests Skykeep was home to a fleet of flying ships, but no supporting evidence for this claim has ever been found.

Encounters. The shattered castle is half buried in a crater in the northern Kelder Mountains. Two towers remain upright, and part of the surviving structure is embedded, mostly intact, in the mountain. Steep peaks teeming with monsters and wild beasts prevent easy access to the ruins, although from the proper vantage, they can be seen from miles away.

Effects. It is possible that the magic once holding Skykeep aloft became corrupted or weakened, or it may be that some other effect or being(s) caused the keep to crash. Whether any of these effects remain today – and whether they might plague explorers – is unknown.

Boons. Skykeep might retain some of the mighty magic that created it. It could even contain the secret to duplicating it, even as the ruins serve as a warning to those who might try. However, mere exposure to the elemental forces within the wreckage might transform a visitor, for good or ill.

Sorporatra Swamp

The slitherin now known as the Diseased, who first arose through the contamination of the Sorporatra Swamp, were for many years a matter of concern for the nearby people of Vesh and the dwarves of the nearby mountains. For anyone planning an extended incursion into the swamp, however, the Unredeemed slitherin who remain there are among the least problematic inhabitants.

Lore. In his final days during the Divine War, Chern, the Titan of Putrescence, poured enormous amounts of his disgusting being into the Sorporatra Swamp, the southern portion of the Mourning Marshes. The corruption here is thus in some ways much like that of the Blood Sea (and near the shore, it is in fact complicated by that corruption as well).

Encounters. Slimes, oozes, and malign plant creatures are common in the Sorporatra Swamp, as are leeches, biting insects, and other such parasitic vermin. In addition to standard marsh hazards such as quicksand, toxic gases, deadly fungi, and other such hazards are also commonplace.

Several tribes of Unredeemed slitherin dwell here, most of them Diseased. Far more terrible things dwell deep in the swamps, however, most often aberrations, monstrosities, plants, and undead. One or more seawrack dragons have been reported in the region as well in the past few decades.

Effects. In some places, when the wind dies down and the noxious vapors of the swamp form murky clouds, the air becomes so lethal that it has been bottled by assassins. This effect is known as Chern's Breath. Fortunately, these unique and deadly circumstances occur only rarely. However, many types of pestilence abound in the swamp, and travelers here should be well-protected against disease and poison.

Boons. To survive the swamp, one must either embrace its pestilence or resist it and grow stronger. In either case, to be exposed to the swamp is to be changed by it. Those who are truly bold or insane can find concentrations of Chern's power within the deepest, foulest parts of the mire. Death is the likeliest result of such an encounter, but as the slitherin show, magical mutation is another possibility.

Titanshome Mountains

In the northwest corner of Ghelspad, beyond the Gluttonous Caves, stands a mountain range known as the Titanshome. Once thought to be the abode of the titans in the time before the Divine War, the mountains are now home to all manner of titanspawn.

Lore. Legends abound of various places of power in the mountains, each associated with a titan and held by creatures loyal to that defeated one. Tales say the divided halves of Gormoth eternally struggle toward reunification across a chasm somewhere among the peaks. Other stories

speak of a magical anomaly known as the Twisted Path, a serpentine trail of crimson that appears in the snow on the crags. Among the divine and Redeemed races, at least, no one has ever said where this trail leads.

Encounters. Sheer cliffs, thick forests, and foul monsters form a daunting barrier around Titanshome. Explorers have tried to find passage into the mountains, and those who returned at all have done so in failure. The Gluttonous Caves are rumored to hold a hidden entrance to the mountains, although they are as dangerous as the paths above the ground. As such, Titanshome remains a mystery to the people of Ghelspad.

Effects. More than likely, there are one or more titans bound or buried here, and the effects of their presence might vary widely. But wild stories tell of slarecian cities, forgotten empires, and great treasures — perhaps mere fantasies, in a desperate attempt to compensate for a dearth of knowledge about a region too dangerous, remote, and inaccessible to survey properly.

Boons. Anyone who seeks to claim the remnants of the titans' power couldn't find a better place to search. The challenges of the mountains are sure to test even the most skilled explorer's mettle. Anyone who leaves Titanshome alive and with a wondrous boon or some other magical gift will certainly have earned it.





chapter nine

Secrets and Societies

In the wake of the Divine War, titanspawn, eldritch horrors, and other strange anomalies filled Ghelspad's various wastelands; since then, numerous societies, cults, and other occult organizations – some grown out of much older groups and others brand new – have blossomed in and around those same wastelands, but also in towns and cities, amid the resulting chaos.

This chapter provides examples for a number of the organizations that cropped up post war. These groups are a broad sampling, from organizations attempting to gain or regain control locally to opportunistic merchant houses and businesses profiting more broadly from the chaos, as well as mercenaries selling their services. All manner of guilds, consortia, and leagues have flourished in the wake of the war, many of them vying for supremacy.

The groups provided here are examples for use in your campaign. They may not be necessary to your Scarred Lands game, but they can provide a great deal of flavor and nuance to the world at large. They can be used as they appear, but are also intended to provide inspiration for you to create other such groups.

The organizations outlined in this chapter have been broken out in several broad categories (Arcane, Criminal, Death, Devotional, Mercantile, Military, and Political) that should help you to manage the potentially vast variety of such groups available in your campaign. Within each category is a detailed examination of a single representative organization, as well as a series of short descriptions of other such organizations.

Note that some organizations or societies might reasonably fit into more than one category (for example, the Cult of the Ancients, listed as an example of the Death category, might as easily be called a Devotional organization); however, for simplicity, each group has been limited to only one category.

Arcane

Arcane organizations are the keepers of eldritch knowledge, in some cases bent on suppressing or hoarding it for their own purposes, or sometimes seeing themselves as pursuers of truth. Others believe in sharing their knowledge openly, whether to help others or simply to preserve the knowledge through widespread dissemination. In any case, arcane groups wield powerful mystical and supernatural forces that might be devastating in the wrong hands.

Phylacteric Vault

Primary Region: Darakeene

Alignment: Any

Leaders: Arch-Chancellor Nerith Alia (*LN human female*)

Activities or Expertise: Alchemy, transmutation

The Phylacteric Vault is among the best known and most prestigious gatherings of alchemists, wizards, and sages in Ghelspad. Headquartered in a massive bunker called “the Vault,” surrounded by a large collection of buildings, the Phylacteric Vault holds the largest collection of rare metals, transformative reagents, and other arcane artifacts on the continent.

Membership: The Phylacteric Vault consists of scholars, alchemists, wizards, sorcerers, and other mages, many specializing in matters of alchemy and transmutation, including chronomancy and oneiromancy (although members dabble in most other types of magic as well). The organization is open to all who are interested in pursuing these arts and expanding their magical knowledge, as long as they can pay the membership dues (200 gp annually, or 25 gp per month).

Membership is thus often a temporary thing, although the Vault has a significant number of long-term members.

Many of the most powerful alchemists, transmuters, and magical theorists of all races on the continent have studied with the Phylacteric Vault at some point during their career. It is unclear how many people might study in the Vault at any one time, but the mages who supervise the labs and classrooms rarely turn any serious students away.

Beliefs and Ideologies: The edict against destructive magic is taken very seriously by the Phylacteric Vault. (In fact, the current Arch-Chancellor is a pacifist.) Members who do use destructive or harmful magic for anything other than self-defense inside the Vault are often reprimanded, if not asked to leave the organization entirely. The organization wishes only to maintain its reputation as a place of peaceful learning. Many of the group's members go to great lengths to avoid using destructive magic even when on official business outside of the Vault.

Structure and Leadership: A council of twelve scholars operates the group from its offices inside the vault. These Chancellors, as they are known, are permanent members and trustees in the organization. The council convenes once a month to discuss operational concerns (such as the Vault's inventory and roster) and to vote on things such as academic research goals, commission grants, and funding for expeditions to acquire new materials or undertake external research. Each chancellor is a member for life, and once a member leaves the Vault, a new one is voted in by the existing current members.

Most of the other members of the Phylacteric Vault are independent researchers and scholars. The Vault provides workshops and master classes by current council members, chancellors emeriti, and guest lecturers, but each member is ultimately responsible for her own studies. The Vault is not a college per se; however, many experienced sages and wizards sponsor their apprentices for a few months at the Vault. Some even work off their dues by tutoring neophytes in fundamental arcane principles.

Duties and Privileges: Dues allow access to the Vault's objects and its library, but any material costs for experiments (or damages resulting from said experiments) are to be paid by the member or a sponsor. The Phylacteric Vault does not permit potentially destructive or harmful experiments upon the grounds; the organization advocates well-designed, controlled research. Accidents do happen, but deliberately risky or willfully careless experimentation is not allowed.

The Vault sometimes sponsors scholarly expeditions to acquire rare resources and alchemical reagents from across Scarn, paying reasonable wages for the danger and effort involved; it is common for members on such missions to be away from headquarters for long stretches at a time.

Story Hooks: The following are some ideas for using the Phylacteric Vault in your game.

- In order to cover the cost of their dues, or to repay the Vault for damages resulting from a failed experiment, the player characters are assigned to collect a rare element from deep within Hornsaw Forest (or some other dangerous, distant location) for a member of the Phylacteric Vault.
- A member of the Society of Immortals hires the group to infiltrate and steal a relic or an ancient tome from the Vault.
- While studying at the Phylacteric Vault, the players stumble upon a hidden chamber containing titan blood and other artifacts of the titans.

Other Arcane Organizations

The following organizations of Ghelspad focus on arcane knowledge or practices.

Penumbral Pentagon

Primary Region: Eastern Ghelspad

Alignment: Usually NE or LE

Leaders: Dar'Tan (*LE drendali male*)

Activities or Expertise: Espionage, with a goal of world domination

The Penumbral Pentagon is a shadowy organization that in recent memory practiced its dark rites in subterranean chambers deep beneath the city of Mithril. The original penumbral lords, powerful sorcerers known as the Eyes of Night, first stole the secrets of their shadow magic from the mighty Ancients. The current membership of the Pentagon has little connection to those ancient beings, though, save through the shadow magic they still practice and the lore taught to them by their master, the drendali Dar'Tan, whose shadow magic has tainted his pale elven skin the deepest ebony.

The new cabal operates out of their secret headquarters, the Penumbral Fortress, located somewhere in the northern part of the Kelder Mountains (or perhaps the Plains of Lede or the Moanscar Mountains — no one is really sure, save the Pentagon members themselves). From there, the penumbral lords, led by Dar'Tan and his four powerful lieutenants, conduct operations throughout eastern Ghelspad and Calastia, always lurking in the shadows. Their goal is ever to sow discord and chaos, bringing local rulers under their thumb, sabotaging and undermining local trade, and ultimately causing towns, cities, and even nations to collapse in disarray. In the end, if the Penumbral Pentagon has its way, the world will be covered in impenetrable darkness and ruled from the Penumbral Fortress.

Society of Immortals

Primary Region: Western Ghelspad

Alignment: Usually evil

Leaders: Credas, the Necrotic King (*LE human male*)

Activities or Expertise: Necromancy, gaining immortality at any cost

The necromancers of Hollowfaust study the necromantic arts from a highly theoretical and pragmatic perspective, using undead as a labor force that cannot be hurt, abused, or oppressed. On the other hand, members of the Society of Immortals – which was expelled from Hollowfaust decades ago – practice death magic as a living thing, to be explored and understood but then wielded with cold, deadly precision.

The Society of Immortals poses a terrible threat to Ghelspad, at least as far as the necromancers of Hollowfaust are concerned. The Society wields death magic without compunction or restriction, and it brings destruction and worse to all who interfere. To a Hollowfaustian, the Society of Immortals represents the dark, evil side of their shared art, exploiting death for personal gain and using the undead like pawns in their malevolent quest for power and longevity. For its part, the Society views the wizards of Hollowfaust as weak-willed, weak-minded amateurs unwilling to make hard choices.

The Society of Immortals is based in the hidden city of Glivid-Autel, somewhere deep within the western reaches of the Hornsaw Forest. The Society's ultimate goal is to achieve immortality – true immortality – through the study and practice of necromancy, and their applications of this dark art are unbounded by any common decency or social norms.

Criminal

Criminal leagues flourish in unstable regions, of which there are many in the Scarred Lands. These

groups prey on weakness, although it is an error to think they always bring anarchy with their illicit activity; sometimes criminal organizations establish order out of chaos – although always at someone else's expense – usually for the sake of money, fame, or power. Organized criminal groups can add a dimension of danger to your game. They are by their very nature ruthless and territorial, relying on intimidation, fear, and the desperation of their victims, and as such might use any means necessary to gain the stronger position over their targets.

Kilharman League

Primary Region: Calastian Hegemony

Alignment: Usually neutral or evil

Leaders: Varies by chapter (see below)

Activities or Expertise: Black market trade, protection, slavery, smuggling, tax evasion

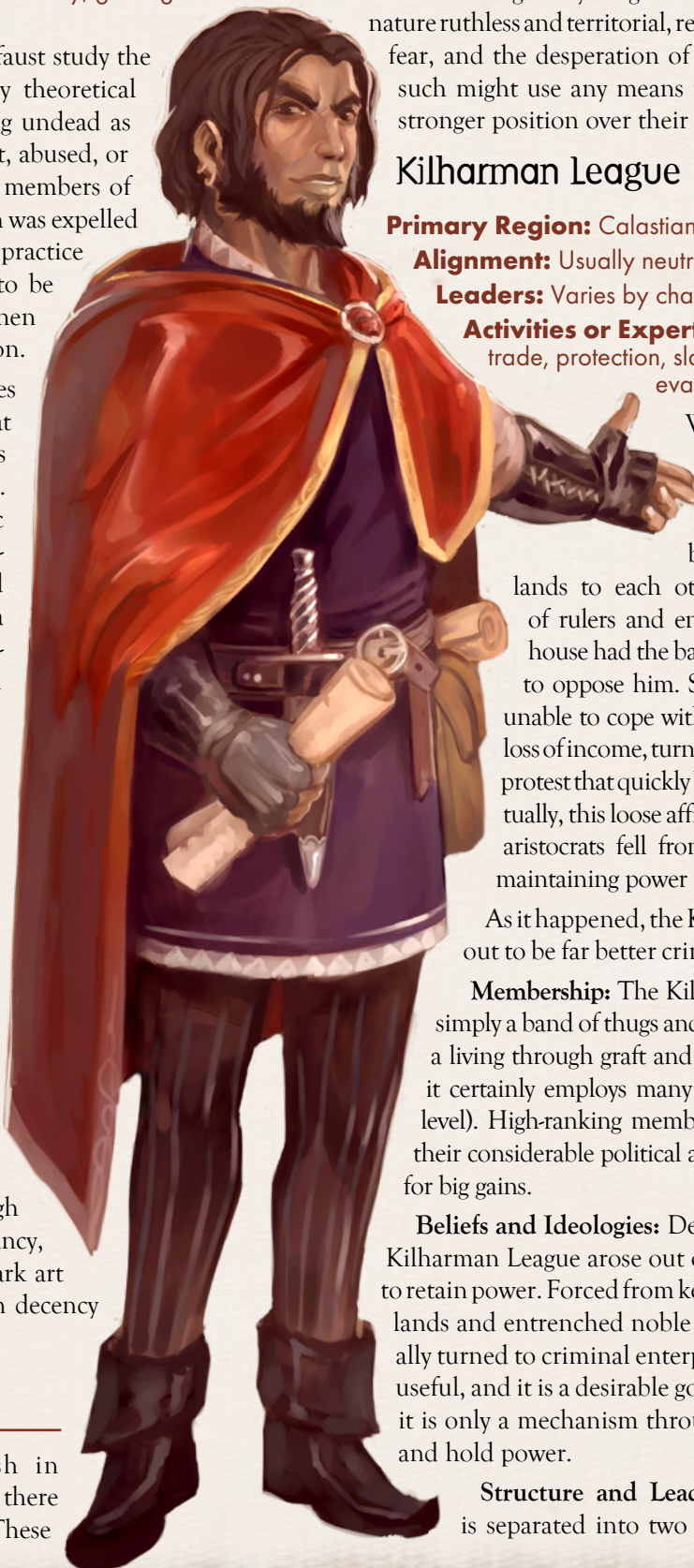
When King Virduk rose to prominence, he disrupted all of Calastia's nobility by redistributing their lands to each other, creating a crisis of rulers and ensuring that no noble house had the backing (or the finances) to oppose him. Several noble families, unable to cope with the changes and the loss of income, turned to a form of political protest that quickly became criminal; eventually, this loose affiliation of dispossessed aristocrats fell from its "lofty ideals" of maintaining power and luxury.

As it happened, the Kilharm family turned out to be far better criminals than courtiers.

Membership: The Kilharman League is not simply a band of thugs and petty thieves who eke a living through graft and petty crime (although it certainly employs many such people at a low level). High-ranking members of the League use their considerable political and social connections for big gains.

Beliefs and Ideologies: Despite its rhetoric, the Kilharman League arose out of the desperate need to retain power. Forced from keeping power through lands and entrenched noble privilege, they gradually turned to criminal enterprise. While money is useful, and it is a desirable goal in itself, ultimately it is only a mechanism through which to achieve and hold power.

Structure and Leadership: The League is separated into two main groups: At the



top are the actual members of the noble or formerly noble houses (or in some cases the scions or byblows of their former aristocratic houses), all ruled by the Kilharm family; and beneath the families are their multitudes of cronies, minions, and loyal vassals, who do most of the dirty work.

Beyond that, the league is further divided into chapters, with each chapter controlling a certain geographical region of the Hegemony. Chapters are expected to respect each others' territories, but this guideline is rarely ever followed, and conflicts are common – and often bloody. Though the chapters are supposed to respect each others' interests, turf wars erupt on a regular basis.

The League Council, comprising the heads of each chapter and always directed by a senior member of the Kilharm family, was designed to settle these disputes on an organizational level. Chapters are essentially independent fiefdoms, with the council ostensibly seeking to maintain order among the various courts. However, in practice, appeals to the council are often merely a formality rather than a legitimate peacemaking effort.

The League Council convenes once a year – perhaps more often in times of emergency – to discuss Kilharman League business across the entirety of the organization. While the Kilharm family still controls the league as a whole, there is no small amount of subterfuge and skullduggery among its many families and affiliates, and there is no guarantee the Kilharms will always remain on top.

Duties and Privileges: While the League as a whole does not maintain its own coffers, the chapter houses (see below) do pay stipends to House Kilharm. Each chapter maintains its own criminal activities throughout its geographic sphere of influence, and the individual courts favor certain criminal activities over others. Each chapter also has its own standards for recruiting new initiates into the organization, as well as for punishing wayward members.

Story Hooks: The following are some ideas for using the Kilharman League in your game.

- The local chapter's ruler, a former earl (or countess) of Calastia, wishes to seize control of the nearby town's protection racket. However, the earl does not want to start a war, so he hires the player characters to sabotage the court and drive them out of town.
- An emissary of King Virduk approaches the player characters, informing them that the League Council is convening soon. The Black Dragon wants to know the location of the council meeting and asks the players to find the information for him.
- The characters are recruited into the chapter of Baron Verne, who controls the crime syndicate in Zathiske. The baron wishes to exploit the burgeoning populations

of orcs, offering protection rackets for new businesses in the orcish settlements and ghettos, and he requires additional muscle in order to keep the operation running.

Other Criminal Organizations

Like the Kilharman League of Calastia, the following organizations of Ghelspad focus on criminal enterprise.

Japhinian Dynasty

Primary Region: Toe Islands; Blood Sea coast

Alignment: Often neutral

Leaders: Dumidian Fenn (*NE orc male*)

Activities or Expertise: Piracy, seafaring, smuggling, weather magic

During the Ledean Empire, a number of penal colonies were established on the barren rocks of what are now known as the Toe Islands to hold thieves and raiders – most of them humans and orcs – captured by the eastern nations of Ghelspad. These colonies were abandoned over time, but the prisoners who resided there remained and thrived.

Some of the descendants of those prisoners, known today as the Japhinians, developed a powerful form of weather magic, for which they are renowned. Today, the spellcasting elite of the Japhinian Dynasty are considered among the most powerful sea witches to be found on the Blood Sea. Most Japhinians have taken to piracy in the current age, marauding Ghelspad's eastern coast. The sea witches among them either captain their own freebooter ships or sell their services to prominent seafaring companies or famous pirate captains, serving as highly respected and feared (and very well-remunerated) weather mages.

The Scaled

Primary Region: Most major cities of Ghelspad

Alignment: Usually neutral

Leaders: Lucera (*CN human female*), Karmut (*N human male*)

Activities or Expertise: Extortion, gambling, prostitution, smuggling, theft, etc.

The Scaled is one of the most infamous – and most highly romanticized – thieves' guilds in all of Ghelspad. "The Guild" began with a group of three siblings, all former wizards' apprentices, performing practical jokes and making witty satirical statements against the repressive political establishment of Hedrad in 111 AV. However, their grassroots fellowship quickly developed into a massive organization of skilled, compassionate criminals. Today, the Scaled is a widespread guild of cunning, magically adept ruffians who commit crimes, in some cases as a gesture of antiestablishment protest (but in most cases, just to line their own pockets).

Under the remarkably adroit leadership of the two surviving siblings, Karmut and Lucera, the Scaled have become a

ubiquitous presence throughout several of the major cities on Ghelspad. Organized crime remains the Scaled's top priority, but always with a purpose of bettering the lives of their own members, never to simply hurt another. As a result, though the Scaled is not exactly loved, it is tolerated by peasants and laborers, especially in the poorer lands where they are sometimes seen as a way out of poverty.

Death

Death cults (some of them operating or perhaps masquerading as assassins) are not uncommon in the Scarred Lands. You can use death cults or assassin guilds to bring high stakes tension to your campaign or to provide a highly skilled set of villains. Like any other group or organization, they may be bound together by familial obligation or other social connections.

Death cults and organizations do not have to be antagonists in your campaign, although that role is most likely. Most such groups are, at their core, disruptive forces, seeking to fulfill a single goal: to bring death to their victims. These cults revere Belsameth, goddess of murder, or Vangal, god of bloodshed, although Sethris, goddess of vengeance, or even the fallen titan Mormo might elicit such worship as well. (See also the Angels of Nemorga below.)

Cult of the Ancients

Primary Region: Most major cities across Ghelspad

Alignment: Usually NE

Leaders: Talina Som (NE human female)

Primary Activity: Assassinations, extortion, fraternity, kidnapping

In the years following the Titanswar, a group of affluent and power-hungry men formed an organization called the Order of the Ancients. They sought to use ancient knowledge passed down from the age before the Divine War to create a unified Ghelspad — unified under their control, of course.

Within a few decades, the order had amassed quite a network of connections, artifacts, and wealth, including darker items such as a tome called *The Power of Death*, which detailed hundreds of ways to commit murder. By 85 AV, however, this text had caused a schism in the order, and a group of Belsameth-worshipping assassins converted several of the established members to their religion. Since then, this splinter group, calling itself the Cult of the Ancients, has been devoted to a dark worship of Belsameth in the form of murder and assassination.

(Meanwhile, the “traditionalist” Order of the Ancients still exists, now quite apart from the cult, a secret society of wealthy merchants and patricians steeped in pseudo-mysticism — but, in reality, today it's become something more akin to a very exclusive gentlemen's club.)

Membership: Members of the Cult of the Ancients can be of any race, culture, class, or background, but they must all worship Belsameth the Slayer. A significant number of the members are assassins, although some are also clerics.

Structure and Leadership: The closest thing the cult has to a leader is Talina Som, known as the Whisper of Belsameth. An enigmatic and powerful figure, Som is said to receive visions and hear commands whispered to her directly from Belsameth herself. She is without fear. She is without error. She is a murderer nonpareil, and she believes unreservedly in Belsameth's teachings.

Aside from the undisputed precedence of the legendary Talina Som, the Cult of the Ancients has a complex power structure. Each guildhouse has a “Housemaster” or “Housemistress” who oversees day-to-day affairs and the assignation of contracts, as well as its own local system of seniority.

Beliefs and Ideologies: The Cult of the Ancients views assassination as a form of worship, similar to how Vangal considers havoc and destruction to be worship and Idra treats sex as a form of worship. The “beautiful murder,” a ritualistic form almost like high art, is the cultist's ideal.

Duties and Privileges: The only duty of the cult is to perform Belsameth's will without question. The cult is very well funded, due to its use of blackmail and extortion against former clients who have since crossed it or fallen out of favor. Members who still have old ties to the Order of the Ancients happily use those relationships as needed to gain favors or access among polite society.

Story Hooks: The following story ideas can be used to incorporate the Cult of the Ancients into your Scarred Lands campaign.

- Someone has put a contract out on one of the player characters. Can the party figure out how to cancel or reverse the hit, or convince the cult that they're not worth the trouble?
- An aristocratic older gentleman offers the characters a considerable sum of money to delve into a system of subterranean ruins he believes belonged to the Ancients and bring back any writings or objects of note. Of course, the old man doesn't intend to pay, for he still has close friends in the Cult of the Ancients who will be only too happy to bestow Belsameth's gift to the party.
- One of Talina Som's agents contacts one of the characters and invites them to meet with Som herself somewhere in Shelzar. It seems the Whisper has been shown a vision, and Belsameth wants something from the characters.

Other Death Organizations

Not all Death-oriented organizations need be evil, even if that is most often the case.

Angels of Nemorga

Primary Region: Eastern Ghelspad, especially Hedrad

Alignment: Usually N or LN

Leaders: Unknown

Activities or Expertise: Assassination

Most followers of Nemorga, the demigod of death, view assassination and murder as misguided or blasphemous (for Nemorga is the god of death-in-its-allotted-time, not death-by-murder). The Angels of Nemorga, however, are assassins, but of a very special sort. They view what they do as a higher calling from their mysterious god and take their funding from some secretive, private source thought to lie beyond the Blood Sea.

The Angels refuse to kill for profit, although anyone can petition them at any time (if one can find them). If the petitioner can convince at least two Angels that the intended target is violating the natural order of life and death in some profound way, the Angels accept the petition and agree to kill the offending party.

Although they are most often found wherever one can also find Nemorgan clergy, members of this cult are never clerics, and Nemorga's clergy consider the Angels heretics. Perhaps one of the best known Angels alive today is Tavi Tasvar, who often haunts her targets in the form of a raven before killing them.

Devotional

Devotional organizations consist of pious followers of one of the great powers, or even devotees of the entire pantheon of gods and demigods (or sometimes, the titans). Their mission is simply to maintain and spread the faith of their chosen god or goddess across the land and to act in her best interests upon Scarn. As the gods are

powered by faith, devotional groups are their greatest emissaries for increasing in power and influence.

Some devotional groups act in the best interest of the divine in general, while other devotional groups serve as zealous fanatics with a single-minded sense of purpose. Devotional groups can also be a reflection of the divine within mortal life, as well as an imperfect lens through which to view particular gods.

Cult of the Forge

Primary Region: Kelder Mountains and parts of Calastia

Alignment: Often neutral

Leaders: Unknown

Activities or Expertise: Conjunction (creation), crafting, forging, transmutation

The Cult of the Forge is a reimagining of the older Golthagga cults that existed in the time of the Empire of Flame. Unlike most of his siblings, Golthagga was not known as a particularly cruel titan, just a careless one who would make things upon his mighty forge and then promptly forget about them (even if they then went rampaging across the countryside). The old embers of this cult were lit once again after Corean reignited the stars. This new incarnation of the cult reasoned that, since Golthagga needed his forge to create, and since Corean needed Golthagga's forge to restart things, it must be that the Forge itself is divine.

Thus, in the current teachings of the Cult of the Forge, Corean is simply a manifestation or perhaps even a worshiper of the World Forge, as was Golthagga before him. They name this mystical, universal Forge *Zme-dah*, and they worship it – and, through it, they worship both Golthagga and Corean.

The Cult of the Forge has always been a minor faction, even prior to the Titanswar. Today, mainstream members of the Coreanic church consider it heretical and seek to convert its followers back into the light. Failing that, excommunication is the best option.

The more zealous among the Adamantine Church would persecute the Forge heretics,



but on more than one occasion, this sort of thinking has met with rebuke from Corean's divine herald, Permenthes.

Membership: Most of the cult's members are smiths and other metalworkers. However, wizards and alchemists interested in transubstantiation, clerics of creativity and knowledge, and other craftsfolk of all kinds are known within the cult. There have even been a few iron knight cultists.

Duties and Privileges: Creative metalworking and artistic pursuits are all considered important as well as the knowledge of alchemy, refining, and smelting; for spellcasters, the magical schools of conjuration (creation) and transmutation are considered the highest forms of their art.

Structure and Leadership: The Cult of the Forge has no real structure beyond the local community, with small groups of worshippers (sometimes as few as two or three) who seek truth and perfection of their craft through meditation and the act of creation. Members carry a small hammer on their person and are often quite open about their faith when others inquire.

Beliefs and Ideologies: The perfection of one's craft — but also, through that, the improvement of one's self — is the most important thing to a Forge cultist. Cultists study the *Codex of the Forge*, a tome older than the Divine War, and they constantly update their own versions of the text with new passages and new discoveries as insight and inspiration find them.

Story Hooks: The following story ideas can be used to incorporate the Cult of the Forge into your Scarred Lands campaign.

- An inquisitor of the Adamantine Church is persecuting a local blacksmith, who happens to be a Forge cultist known to the party. The smith reaches out to the PCs for help.
- A cult member approaches one of the characters and offers to teach her how to craft as he does, but the characters first need to retrieve an enchanted pair of tongs from a nearby forge beast (a deadly aberration Golthagga created before the Titanswar).
- Unfortunately for the modern Forge heretics, a few sects of the older titan-worshipping cult (now calling itself the Cult of the Flesh Reforged) still exist. The titan worshipers find it particularly easy to infiltrate and manipulate simple cultists of the Forge, since both venerate the forge (though the Flesh Reforged worships Golthagga, not Zme-dah). Speaking honeyed words, a druid of the Flesh Reforged has infiltrated the local Cult of the Forge. One of the player characters is contacted by a blacksmith seeking help in rooting out this titan-worshipping threat before his cult-siblings are all corrupted.

Other Devotional Organizations

The following organizations of Ghelspad are devoted to one or more gods or titans.

Adamantine Church

Primary Regions: Darakeene, Gleaming Valley, Mithril

Alignment: Usually LG

Leaders: Emili Derigesh (LG human male), Holy Speaker of the Adamantine Church and Lord Protector of the City of Mithril; Barconius (LG human male), High Champion of the Order of Mithril; Calline Delforn (LG human female), High Curate of the Order of Gold; Lady Daelia (LG human female), High Exorcist of the Order of Silver; Lord Destaem (LG human male), High Chevalier of the Order of Iron

Activities or Expertise: Crafting, slaying evil, protecting the weak and helpless

Based in Mithril, the Adamantine Church is the largest group of Corean devotees on Ghelspad. Its four holy orders, the gold knights (clerics), mithril knights and silver knights (paladins), and iron knights (cavaliers), represent the four points of Corean's symbol, the four-fold sword rose. Both the Order of Gold and the Order of Mithril have their official headquarters in the city-state of Mithril, although gold knights tend to be itinerant, rarely resting in one place for long; the Order of Silver is based at Gascar Keep in the Gleaming Valley, and the Order of Iron operates out of the Fortress of Hope in the city of Trum, in Darakeene.

The Church's mission is the eradication of evil in all its forms, especially the evil of the titans and their spawn. The church is composed of all manner of people devoted to Corean, although clerics and paladins are by far most common among them. However, the Adamantine Church is also known for its history of zealous heroism, having sponsored more than one major crusade against titanspawn. Unfortunately, many of the more conservative members often harbor prejudice and mistrust even for the Redeemed. As a result, the church does not often welcome members from the asaathi, ironbred, orc, or slitherin races, a practice that rankles some of its younger, more progressive members.

Defender's Faith

Primary Region: Heteronomy of Virduk

Alignment: Usually neutral or good

Leaders: Unknown (varies)

Activities or Expertise: Abolishing slavery, fomenting rebellion, smuggling

The Circle of the Defender's Faith is composed entirely of halflings devoted to the demigod Hwyrdd the Rogue, who is called the Great Defender by many halflings. Members of the Defender's Faith seek to honor Hwyrdd, whose worship is often forbidden among enslaved halfling populations such as in Calastia and Chardunae.

Adherents use stories of Hwyrdd and his victories as a rallying cry for rebellion and freedom. The organization is particularly popular in the Heteronomy of Virduk, though it is officially forbidden in other parts of the Calastian Hegemony. Defender's Faith cells are often found before slave rebellions among halfling populations — although it should be noted that very few of these rebellions have been successful.

Mercantile

The nations of the Scarred Lands have done much to reestablish stability in the 150 years since the end of the Divine War. Despite that devastation, many economies have recovered, even flourished. Major trading houses and merchant affiliations compete for resources and customers in the new economic landscape of Ghelspad and, indeed, across the whole Scarred Lands.

These organizations can add consistency and immersion to your campaign as they demonstrate trade patterns and living social systems. Unified mercantile groups can be used in place of nameless shopkeepers or anonymous merchants. In some cases, these groups may work with adventurers, even offering special deals and benefits for players who assist them. Other times, these groups might be antagonists, providing tension off of the battlefield and offering roleplaying obstacles and opportunities for the player characters to overcome without ever drawing a sword or casting a spell.

House Asuras

Primary Region: *Anywhere money exchanges hands*

Alignment: *Often neutral*

Leaders: *Solon Telos Asuras (NE human male)*

Activities or Expertise: *Lucre*

House Asuras has a saying: “We are the tree. Money is the root.” This twisted aphorism perfectly represents the heart of House Asuras, easily the richest and most powerful family in all of Ghelspad. The organization traces its history to Asuras, a village that was destroyed centuries ago, well before the Divine War. This village was ruled by a powerful clan who established a strong foothold among major trade routes in the late-period empires and never relinquished this position.

The Asuras family crest is likely the most recognizable emblem in Ghelspad. This symbol, a yellow, human-faced lion on a black background, is prominently placed above all of House Asuras' commercial outlets. This emblem adorns



wedding rings of those marrying into House Asuras, as well as significant heirlooms. Some family members have even had this crest tattooed on their person.

Membership: The actual members of the Asuras bloodline are not numerous, with a massive and elaborate network of associated merchants, aristocrats, politicians, and petty tyrants comprising the greater House Asuras network. In modern times, the genealogy of the house proper — which has only grown larger and more complicated over the years through political marriages, hostile takeovers, and scores and scores of illegitimate children — has branches reaching throughout the continent.

It is unclear just how many people are actually blood relations and who are merely followers, servants, and flunkies, but it is a point of pride for many petty bureaucrats, local authorities, and even a few low-ranking noble houses to profit from their claim to Asuras blood.

Beliefs and Ideologies: House Asuras is interested in one thing: money. If there is a way for them to make a profit at something, they will undertake it. Odds are good that if coin changes hands somewhere in Ghelspad, regardless of the legality, the Asuras family consortium had a hand somewhere in the transaction. The family has interests in nearly every sort of market, from banking to agriculture, weapon production

and arms dealing, and even illicit areas like human trafficking and war profiteering. At least one House Asuras storehouse can be found in every major city in Ghelspad.

Structure and Leadership: House Asuras operates like a complicated shell corporation with many subsidiary parts. Family members operate merchant shops, trading vessels, and storehouses under the House Asuras name; in turn, the core business receives a cut of the profits from these subsidiary businesses. New ancillary businesses crop up every year, many of them shadowy ventures with little to no outward purpose or apparent business model. These operations often function as fronts for illicit activities, such as the halfling slave trade. Due to rampant bribery, blackmail, and coercion on behalf of House Asuras, local governments are often powerless to shut down these operations.

Traditionally, the leader of House Asuras is known as the Reeve. Currently, this position is held by Solon Telos Asuras, who resides in a splendid villa in Shelzar, which he shares with his many spouses and concubines, as well as his countless siblings, cousins, children, nieces, nephews, and so on. The villa, really more like a stately palace or castle, is the nerve center of House Asuras operations, and it is from here that Telos and his most trusted agents control all aspects of the conglomerate's massive operations: No aspect of the business is conducted without Telos's input in some capacity, although the Reeve has a very small circle of senior relations and trusted advisers who are empowered to act, to a greater or lesser extent, on his behalf.

Duties and Privileges: Telos is rarely seen outside of Shelzar, but his influence can be felt across the continent. While this does introduce considerable delays in major house operations, funneling it all through the one villa, House Asuras is so wealthy that smaller merchants simply can't touch the merchant mammoth's market share.

The family is not militant, preferring to wage economic wars rather than armed battles. That's not to say that House Asuras refuses to fight – the Lion's Head mercenary company, a subsidiary of House Asuras, will beg to differ – but they usually find little profit in direct conflict. Instead, members of House Asuras usually win through subterfuge, skullduggery, blackmail, intimidation, extortion, and other such underhanded means.

Story Hooks: The following story seeds can be used to incorporate House Asuras into your campaign.

- The player characters defeat a corrupt noble, unaware that she is a relative of Telos Asuras. Now the local merchants refuse to sell to the players.
- The player characters are hired or assigned to protect a House Asuras caravan as they attempt to establish a new trade route through the Sweltering Plain.

- One or more of the characters need an infusion of money quickly, and the only option is to borrow from House Asuras at an exorbitant interest rate. What will they do when they can't make payments?

Charek's Fellows

Primary Regions: Vesh, Eastern Ghelspad

Alignment: Usually neutral

Leaders: Charek of Moor (CN human male)

Activities or Expertise: Smuggling, transportation

Operating mostly in and around Vesh, Charek's Fellows are a mercantile league that specializes in the transportation of goods from one place to another. Never mind that most of those goods are illegal – Charek's Fellows can get it done, no questions asked! They're always looking to expand by taking jobs that lead them to new cities and new markets. Most other mercantile leagues view them as hooligans who have a problem with authority.

Most often, the Fellows hire their services out to other mercantile leagues or local governments, pretending to be simple merchants or teamsters. Like criminal organizations, they are interested only in turning a profit; however, they don't engage in the most unsavory sorts of work. (For example, they don't touch the slave trade or involve themselves in trafficking any sort of sapient beings).

Military

Armed conflict is an unfortunate reality in the Scarred Lands. Battles rage between armed combatants on a regular basis, not only between nations, but in smaller skirmishes against titanspawn and other terrible creatures as well.

While an adventuring group may encounter any number of anonymous enemies, organized military and mercenary groups offer a cohesive and consistent force to engage the characters. Knowing an enemy based on its style and tactics can be rewarding for players, and the details of a particular mercenary outfit or military body can broadcast a lot of important strategic and tactical information to the group.

Legion of Ash

Primary Regions: Western Ghelspad

Alignment: Usually lawful

Leaders: Legionary General Dame Greta Botar (LN human female); Lieutenant General Halius Thanakos (LE human male); Brigadier General Agrong Gravelfist (LE orc male)

Activities or Expertise: Mercenary service

The Legion of Ash is perhaps the most feared mercenary corps in all of Ghelspad. Formed centuries ago after the collapse of the Ledean Empire, today it maintains strong ties to the War Colleges of Lede in Darakeene. The Ashen

Legion sponsors promising young soldiers from the colleges, who in turn recommend the legion to their most outstanding graduates.

In modern times, the Legion of Ash offers its services only for a very hefty fee, regardless of political affiliation. It is one of the most highly respected military forces on the continent. Its soldiers are disciplined and very well trained, usually more so than any other force of soldiers on any given battlefield. Evoking the Legion's name is often enough to break the ranks of conscripts, hirelings, and even common soldiers.

Membership: The legion's numbers have varied in recent years between 3,000 and its optimal number of 5,000 soldiers. Most legionnaires are elite infantry, although the legion does contain a few battalions of skilled archers and pikemen.

Beliefs and Ideologies: The Ashen Legion receives its name from its most ancient ritual. When a new initiate is accepted into the legion, her face is smeared with a paste made from the ashes of cremated legionnaires who have fallen on the battlefield. This marking symbolizes the inevitability of a soldier's life, and it serves as a reminder of the Ashen Legion's rich military tradition. Ash paste is sometimes used as war paint during important battles as well.

Structure and Leadership: The legion is separated into cohorts of 500 soldiers and companies of 100 soldiers. The Legion deploys a number of cohorts per contract, and no contract can utilize anything less than a single cohort. As such, the Legion of Ash may currently operate six to ten contracts at once, depending on the number of available cohorts it has garrisoned at any one time, but it will never have units fight on two opposing sides of a conflict at the same time.

By tradition, three generals command the Legion of Ash. A single Legionary General is chosen from among them to oversee the entire corps; a Lieutenant General acts as adjutant; and the third, a Brigadier General, usually leads three or more cohorts on assignment.

The Ashen Legion also maintains an 11th Cohort, kept so secret that it is known only to the legion's field officers (majors and above). This cohort is composed entirely of the spirits of fallen legionnaire officers who have chosen to linger on and help the Ashen Legion prosper. These ghosts, shadows, wraiths, and specters often end up being useful advisors, intel officers, and psychological warfare specialists who sneak into enemy camps before a battle to unsettle their foes.

Duties and Privileges: Often, Ashen Legion troops are among the last units deployed onto the battlefield, used as a morale breaker and to provide a respite for flagging armies. Whether through careful selection of contracts or because of its fierce reputation, the Legion is rarely on the losing side of a battle, and even in those cases, it usually suffers the fewest casualties.

Story Hooks: The following story seeds can be used to incorporate the Legion of Ash into your play session.

- In the midst of a great battle, the Legion of Ash enters the battlefield in a surprise counterattack, pushing the player characters to their limit.
- As the characters track down a legendary titanspawn, they encounter a Legion of Ash cohort or company that is pursuing the same creature.
- A ghostly legionnaire defects from the 11th Legion and contacts the players, hoping they will be sympathetic to his plight: he wishes to pass on, but the Legion of Ash will not allow it.

Other Military Organizations

There are countless military organizations of all sizes on Ghelspad. Those listed here represent but a brief glimpse into such groups.

Iron Riders

Primary Regions: Gleaming Valley

Alignment: Usually lawful

Leaders: Seiva Brightcall (LG ironbred female)

Activities or Expertise: Cavalry, defense of Gleaming Valley

When the hollow knights first established their stronghold in the Gleaming Valley, they imagined their home as a safe haven for all of good heart and good cheer. Yet the world around them was anything but tranquil. Hordes of refugees, former captives of the titanspawn, sought refuge in the Gleaming Valley. Many of these refugees were hosted without question by the hollow knights for some time before — purely out of necessity due to dwindling food and lodging — they were forced to start turning everyone else away from their lands.

One group among the established refugees proved a great addition to the Gleaming Valley: a group of ironbred, who eventually swore loyalty to Corean and fealty to the hollow knights. These ironbred adapted well to the culture of the Gleaming Valley. In time, with the teaching of the hollow knights, a number of them became a mighty troop of cavalry known as the Iron Riders, led by the charismatic heroine Seiva Brightcall.

The Iron Riders are devoted followers of Corean, whose thunderous horn calls and bellows can be heard throughout the Gleaming Valley. Their primary goal is to defend the Gleaming Valley and its inhabitants. This means that, in recent years as increasing numbers of hollow legionnaires have left the valley on personal pilgrimages, they have occasionally been accompanied by one or more members of the Iron Riders, whose purpose is to protect the interests of the Gleaming Valley and its citizens, whether at home or abroad.



War Colleges of Darakeene

Primary Regions: Darakeene

Alignment: Any

Leaders: Varies by college

Activities or Expertise: Training soldiers

Resting proudly upon the lush fields of Darakeene sit the War Colleges, celebrated institutions of martial learning where elite soldiers are trained and cultivated. These War Colleges are a relic of the old Ledean Empire (or at least that is the proud tradition they claim), and they have survived through the centuries through their persistence and dedication to all things military.

There are five major colleges remaining, and several minor. The major colleges, and their areas of expertise, are Clayborn (close-quarters combat, hand-to-hand, and strict body conditioning), Glamerhill (hybrid warrior-spellcasters), Hammerdale (infantry training, with an emphasis on the warhammer), Plague (scouting, reconnaissance, and espionage), and Wake (marines and sea mages). Minor schools usually have more esoteric fighting styles, such as the Iron Wind Brotherhood's use of war fans.

Political

The political landscape of the Scarred Lands is filled with intrigue, machinations, and power-brokering. Nations, city-states, civic leaders, and noble houses vie for control in an inarguably chaotic world. As a result of this turmoil, many politically affiliated organizations have cropped up to manipulate and negotiate the various nobles, leaders, and politicians in subtle or not-so-subtle ways.

You can use political organizations to provide a vibrant social aspect to your campaign. They also can help show the deep connection between the Eight Victors and mortal life on Ghelspad, aside from traditional devotional groups. (The Coourtesans of Idra are one such example.) Political groups are also effective sources of non-combat encounters, utilizing the players' skill at negotiating, bartering, and scheming.

Courtesans of Idra

Primary Regions: Most cities

Alignment: Usually N or NG

Leaders: Unknown

Activities or Expertise: Information gathering (and possibly brokering)

Little is known about the group referred to as the Courtesans of Idra. Ignored as a silly rumor in most places, the Courtesans of Idra are actively hunted within the Calastian Hegemony; every year, at least one woman – probably innocent and unaffiliated – is executed in Calastia for being an “Idran witch.” In Albadia, the courtesans are not openly discussed, but when broached, the subject is treated with a certain degree of awe and reverence, suggesting perhaps that the courtesans might have had their roots among the witches and sorceresses of Albadia.

The group’s membership is said to consist largely of beautiful women who seek power above all else. Beyond that, much about them is speculation. One of the most secretive groups in all of Ghelspad, they are a great mystery to all outsiders.

Membership: Actually composed of both men and women (although the majority of its members are in fact women), the courtesans use seduction, romance, lust, passion, and subterfuge to uncover trade secrets and sensitive knowledge, especially that of a political nature. Most courtesans are aristocrats, experts, bards, rogues, or sorcerers, although not a few among them are clerics of Idra. While it is a fact kept scrupulously hidden, the Courtesans of Idra are, as their name implies, closely aligned with the church of Idra.

Recruitment and training of new courtesans usually comes from a peer, often a trusted friend. New initiates are closely observed by local leaders, of course, but the senior agents’ involvement is never direct and is always kept secret from the novices. Simply finding a local courtesan and choosing to join up is impossible. Generally, if the courtesans want your help, they find you.

Beliefs and Ideologies: From the outside, and even among those few people aware that the courtesans are more than a rumor, the organization seems little more than a loose association of artists, pleasure seekers, prostitutes, or perhaps even just greedy or power-hungry coquets and coquettes. In truth, the Courtesans of Idra seek only two things that, for worshipers of Idra, go hand in hand: sexual liberty and social stability. These things increase the frequency and quality of Idra’s favorite forms of worship: intimacy and sex. In short, they believe that intimacy (in the absence of repression and guilt) makes people happier, thus improving social stability.

Structure and Leadership: Membership among the courtesans does not necessarily give access to many of the group’s secrets. An individual courtesan knows the identities of perhaps three or four other operatives at a time, and new members usually have no direct contact with their immediate superiors for the first year or more. Messages are often passed anonymously and in secret, and the group’s few codes and passwords also are revealed only little by little over the course of many years.

Duties and Privileges: The companions have access to a wealth of information, and they seek to use it to further stability between cities and nations. The most common form of information gathering is to become a lover of someone who has secret knowledge or the power to discover it, and then to use charm and sexuality to gain that person’s adoration and trust. A surprising number of highly placed officials and nobles across Ghelspad have courtesans in their lives; it is not uncommon for courtesans to become husbands, wives, or even parents of people in positions of power, with all the duties, rights, and privileges such a position would normally bring.

Story Hooks: The following story seeds can be used to incorporate the Courtesans of Idra into your campaign.

- The player characters are contacted by a courier, who gives them a letter and a request to meet with a young, attractive person (male or female, as befits the situation) who is currently in prison. The prisoner may or may not have some previous connection to the player characters. Secretly a courtesan of Idra, she claims to have been framed for the murder of a local noble who was the courtesan’s lover. The courtesan enlists the players’ help in clearing her name.
- A young official contracts the player characters to help find and defeat an “Idran witch” who has wormed her way into the counsel of the local magistrate or ruler and taken control of his mind. The player characters must determine what is actually going on, as well as whether the “witch” is in fact an instrument of evil.
- The players successfully defeated or publicly exposed an agent of chaos or instability, attracting the attention and favor of the Courtesans of Idra.

Other Political Organizations

The following organizations of Ghelspad are deeply involved in politics or wield undeniable political influence.

Nalthalites

Primary Regions: Burok Torn, Dier Drendal

Alignment: Usually NE or LE

Leaders: Nalthalos (*LE demigod*)

Activities or Expertise: Serving Nalthalos, putting down rebels, destroying Burok Torn

Not all citizens of Dier Drendal are utterly loyal to their ruler, the demigod-king Nalthalos. However, those who are obey Nalthalos even through his brooding and his rage-filled depressive periods, most of which are driven by the demigod’s hatred for the dwarves of Burok Torn.

The most faithful servants of this golem-bodied dark god are the Nalthalites, who mimic their demigod’s form by

grafting constructed parts and pieces to their own bodies, molding themselves into new forms. Nalthalites are masters of fleshcrafting; older and more daring practitioners are almost unrecognizable as dark elves. These fleshcrafters, empowered by their golem-enhanced bodies, are formidable living weapons, and among Nalthalos' most trusted vanguards in his ongoing struggle with Burok Torn.

Shadow Walkers

Primary Regions: Most major cities

Alignment: Usually neutral

Leaders: Unknown

Activities or Expertise: Espionage, information gathering, shadow magic

The Shadow Walkers are faithful servants of the demigoddess Drendari, originally trained and commissioned to gather intelligence during the Divine War. Now they exist as a network of spies and operatives who serve Drendari and maintain a hidden vigil against extraplanar and eldritch threats to Scarn.

The mission of the Shadow Walkers is twofold: First, they use shadows and subterfuge to seek out knowledge and information whenever possible. Second, they seek to destroy the wizards who practice stolen shadow magic, the "lords" of the Penumbra Pentagon. These two goals often overlap, as the information gleaned and sold by the Shadow Walkers can be used to defeat political rivals and aid in the investigation and elimination of penumbral influence throughout the Scarred Lands.



appendix: Titanspawn

So, what is a titanspawn? Presumably it is a being created or spawned by the titans. Yet by that definition, there are almost no creatures on Scarn that aren't titanspawn. (In fact, technically, even the gods themselves are titanspawn.)

There are other races of creatures, though, explicitly created by the titans for a particular purpose, behavior, or trait (as opposed to being created inadvertently or warped from some other race). Of those intentionally created races, some still worship and serve the titans unremittingly, seeking a way to return their fallen masters to the world.

For rule purposes, these latter creatures—those deliberately created by the titans for a specific reason and ever loyal to their creators—gain the titanspawn tag, noted in parentheses after creature type in the stat block. All titanspawn understand Titan Speech even if they cannot speak. They also gain darkvision to a range of 60 feet (unless the creature does not have eyes and instead “sees” through other senses).

Some titanspawn individuals or groups may choose to give up their worship of the titans, whether or not they actually

worship the gods and thus become Redeemed. A titanspawn that gives up its titanic faith loses the titanspawn tag, but retains the ability to understand Titan Speech.

Revised Titanspawn

Below is a selection of creatures from the various 3.0/3.5 Scarred Lands *Creature Collection* books. All of those creatures included here are known to reside somewhere on Ghelspad, and they all have the titanspawn tag, noted in parentheses after the creature's type.

The creatures included here are not meant to be an exhaustive list. The GM may always decide that a creature of any race used in his or her campaign, including those from the various monster manuals and creature collections, whether official or third-party publications, either is or is not a titanspawn if it suits her campaign. Aberrations, beasts, giants, humanoids, and monstrosities are most likely to be titanspawn, although any creature type is possible.

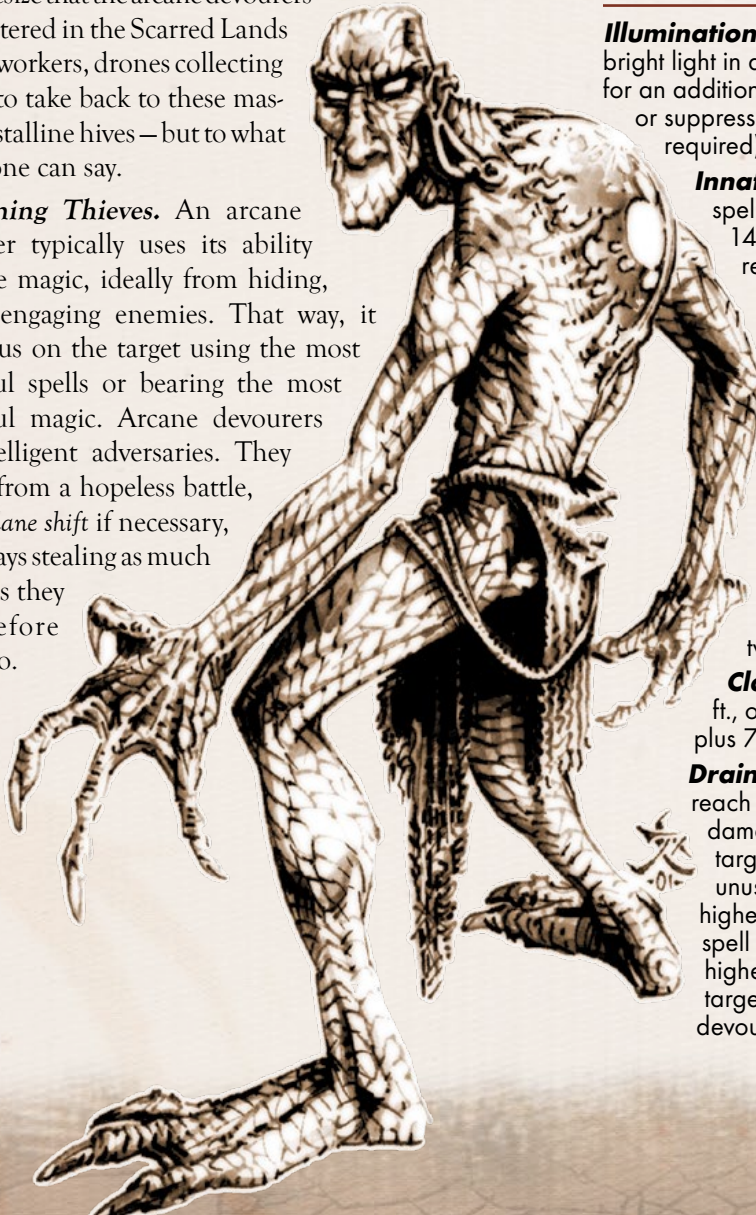
Arcane Devourer

Arcane devourers travel the astral and material planes searching out magical energies, and thus they are attracted to arcane spellcasters and magic items that store and discharge such energy. An arcane devourer appears as a tall, scaled humanoid with elongated limbs and digits, its supple fingers and toes ending in deadly talons. Its eyes glow, and its back is covered in crystalline cysts that also glimmer faintly. A typical devourer stands 6 to 7 feet tall and weighs 175 pounds.

Servants of Mesos. In ages past, arcane devourers were created by Mesos to collect and return any arcane energy that had dissipated from the titan into the aether. Despite Mesos's defeat, the arcane devourers continue their task of searching out arcane energy, storing it within their own bodies.

Arcane Builders. Scholars from the Phylacteric Vault and other mages who plumb the astral depths have reported seeing hordes of devourers constructing and maintaining giant crystalline structures in the astral realm. Some hypothesize that the arcane devourers encountered in the Scarred Lands are but workers, drones collecting energy to take back to these massive crystalline hives—but to what end, none can say.

Cunning Thieves. An arcane devourer typically uses its ability to sense magic, ideally from hiding, before engaging enemies. That way, it can focus on the target using the most powerful spells or bearing the most powerful magic. Arcane devourers are intelligent adversaries. They retreat from a hopeless battle, using *plane shift* if necessary, but always stealing as much magic as they can before doing so.



ARCANE DEVOURER

Medium fiend (titanspawn), neutral evil

Armor Class 15 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	19 (+4)	16 (+3)	14 (+2)	11 (+0)

Skills Arcana +9, Perception +5, Stealth +6

Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned

Senses darkvision 60 ft., sense magic 60 ft., passive Perception 15

Languages Infernal, Primordial, Titan Speech (can't speak); telepathy 90 ft.

Challenge 5 (1,800 XP)

Illumination. The arcane devourer sheds bright light in a 5-foot radius and dim light for an additional 5 feet. It can activate or suppress this feature at the start of its turn (no action required).

Innate Spellcasting. The arcane devourer's spellcasting ability is Intelligence (spell save DC 14). It can innately cast the following spells, requiring no material components.

At will: *counterspell*, *identify*, *see invisibility*
3/day: *flash**, *plane shift* (self only)

Magic Resistance. The arcane devourer has advantage on saving throws against spells and other magical effects.

Sense Magic. An arcane devourer can automatically sense magic and discern the location of any creature capable of casting spells within 60 feet.

ACTIONS

Multiattack. The arcane devourer makes two claw attacks.

Claw. Melee Weapon Attack. +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage plus 7 (2d6) force damage.

Draining Slash. Melee Weapon Attack. +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage plus 7 (2d6) force damage, and if the target is a spellcaster, the target is drained of 1d3 unused spell slots, beginning with those of the highest level and moving down. If the target has no spell slots remaining or is not a spellcaster, then the highest-level spell or magical effect active upon the target is drained instead, ending as if the arcane devourer had cast *dispel magic* on it successfully.

Asaatthi, Unredeemed

The asaaththi are an ancient serpentine race of arcane warriors. It is said that their empire once extended across virtually the entire continent of Ghelspad. Now their settlements are found primarily in the region stretching from the swamps of Kan Thet to the vast Ukrudan Desert. Scattered ruins elsewhere hint at the extent of their ancient domains, but only isolated clans remain of the asaaththi themselves. Living among these ruins are small groups of asaaththi who have never renounced their allegiance to their serpentine mistress, the titan Mormo.

Legacy of the Witch Queen. The asaaththi were created to be skilled at both magic and warfare, and through pursuit of these skills to further the greatness of their maker, Mormo the Serpentmother. The serpentfolk of yore were also masters at crafting magical items that they used to dominate other races, and some among them still have considerable skill in magic crafting.

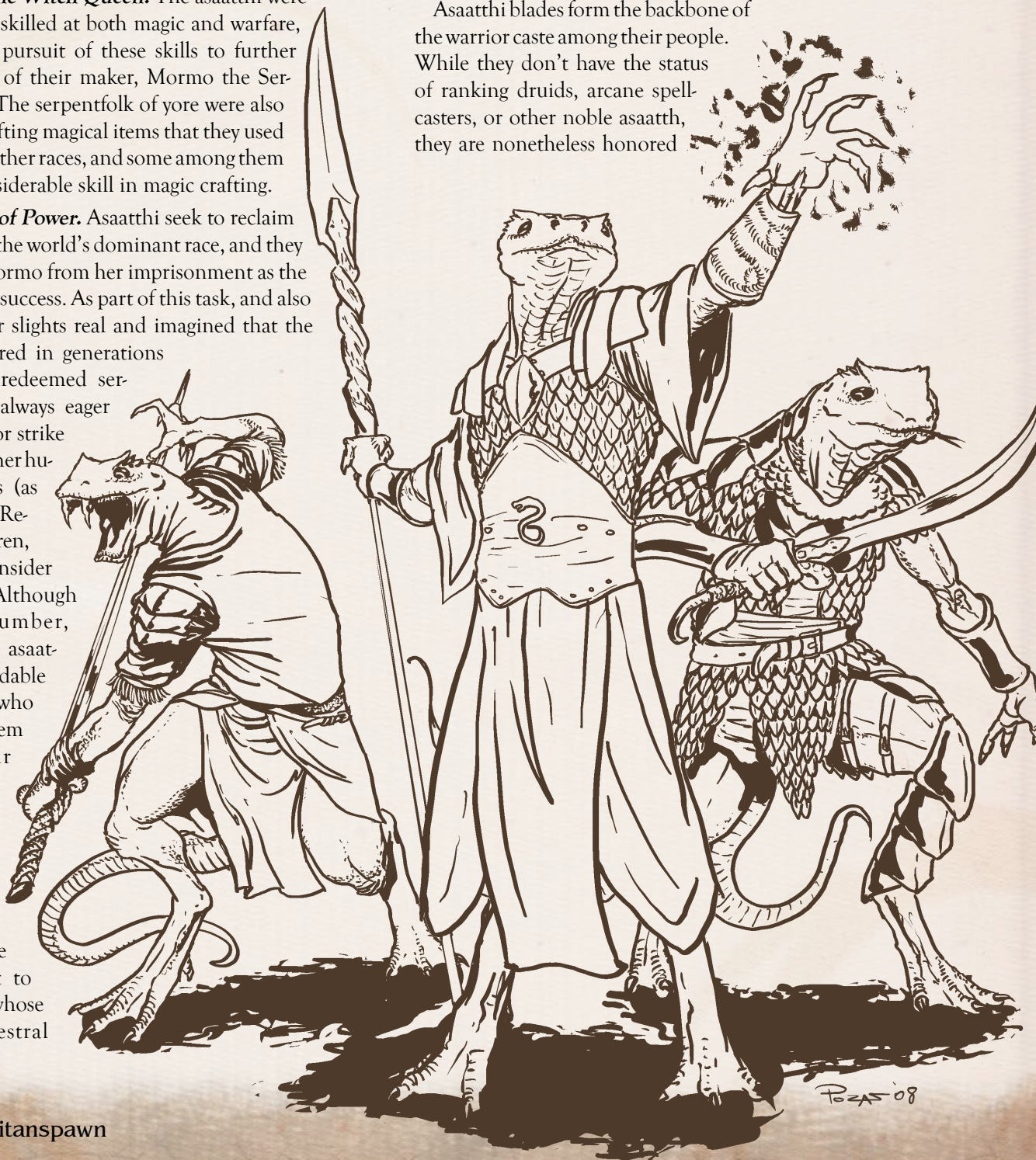
Assertions of Power. Asaatthi seek to reclaim their place as the world's dominant race, and they see freeing Mormo from her imprisonment as the surest path to success. As part of this task, and also in revenge for slights real and imagined that the asaaththi suffered in generations past, the Unredeemed serpentfolk are always eager to dominate or strike out against other humanoid races (as well as their Redeemed brethren, whom they consider anathema). Although small in number, Unredeemed asaaththi are formidable foes. Those who have faced them respect their martial and magical prowess.

Clannish Ancestry. Clans and heritage are all-important to the asaaththi, whose famous ancestral

warriors and wizards are revered as saints. Titanspawn asaaththi generally prefer guerilla-style tactics due to their small numbers, but they are comfortable coordinating large-scale assaults as well (directing their slaves against other humanoids). Given time and resources, they lay traps and ambush opponents, but they are not likely to back down from a direct confrontation; even so, they are all too aware of their own mortality. They generally prefer to retreat and live if the battle turns against them.

Asaatth Blade

Asaatthi blades form the backbone of the warrior caste among their people. While they don't have the status of ranking druids, arcane spellcasters, or other noble asaaththi, they are nonetheless honored



and respected within their communities. Asaatthi blades always act on the commands of more powerful asaaththi. While perfectly capable of independent thought, they have long been conditioned to heed their masters' will.

A typical asaath blade is slender and seemingly delicate, yet lithe, similar in size to a thin human. It wears loose robes and a sash over scale armor, a well-worn scimitar at its side.

Asaatth Witchblade

An asaath witchblade is both battle commander and mage, held in high regard by its people. Most witchblades lead large squads or small war bands, or they form the frontline command hierarchy within larger asaaththi forces. Witchblades are equally at home in melee combat or using magic from afar. They generally try to position themselves so that they may target any of the enemies they can see, and they then support their allies with both spells and blade.

Asaatthi Maleficent

A maleficent is a member of the highest caste, a warrior and spellcaster of great skill and also a commander with a breadth of experience. The word of a maleficent is law in asaaththi society, and lesser asaath obey it unquestioningly. Maleficents usually command from the rear, though they can be fearsome melee opponents when pressed.



ASAATTH BLADE

Medium humanoid (snakefolk, titanspawn), lawful evil

Armor Class 16 (scale mail)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	13 (+1)	10 (+0)	10 (+0)

Skills Acrobatics +4, Perception +2

Damage Resistances poison

Senses darkvision 60 ft.; passive Perception 12

Languages Asaatth, Titan Speech

Challenge 1/2 (100 XP)

Asaatthi Resistances. The asaath has advantage on saving throws against being charmed or poisoned.

Spellcasting. The asaath blade is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 11, +3 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *mage hand*, *poison spray*, *true strike*

1st level (2 slots): *magic missile*, *silent image*

ACTIONS

Multiattack. The asaath blade makes one scimitar attack and one bite attack.

Bite. Melee Weapon Attack. +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Scimitar. Melee Weapon Attack. +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

Shortbow. Ranged Weapon Attack. +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing.

ASAATH WITCHBLADE

Medium humanoid (snakefolk, titanspawn), lawful evil

Armor Class 16 (scale mail)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	16 (+3)	17 (+3)	10 (+0)	12 (+1)

Skills Acrobatics +5, Perception +2

Damage Resistances poison

Senses darkvision 60 ft.; passive Perception 12

Languages Asaath, Titan Speech, plus one other

Challenge 2 (450 XP)

Asaathi Resistances. The asaath has advantage on saving throws against being charmed or poisoned.

Spellcasting. The asaath witchblade is a 6th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *acid splash, mage hand, poison spray, true strike*

1st level (4 slots): *animal friendship, magic missile, silent image, shield*

2nd level (3 slots): *enhance ability, spider climb, twisting thrust**

3rd level (3 slots): *bestow curse, hypnotic pattern*

ACTIONS

Multiattack. The asaath witchblade makes two scimitar attacks and one bite attack, or it makes two shortbow attacks.

Bite. Melee Weapon Attack. +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Scimitar. Melee Weapon Attack. +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Shortbow. Ranged Weapon Attack. +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing.

ASAATH MALEFICENT

Medium humanoid (snakefolk, titanspawn), lawful evil

Armor Class 16 (scale mail)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	16 (+3)	19 (+4)	12 (+1)	14 (+2)

Saving Throws Int +7, Wis +4

Skills Acrobatics +7, Arcana +7, Perception +4

Damage Resistances poison; bludgeoning, piercing, and slashing from nonmagical weapons (from stonewood)

Senses darkvision 60 ft.; passive Perception 14

Languages Asaath, Titan Speech, plus two others

Challenge 6 (2,300 XP)

Asaathi Resistances. The asaath has advantage on saving throws against being charmed or poisoned.

Spellcasting. The asaath maleficent is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *acid splash, mage hand, poison spray, true strike*

1st level (4 slots): *force blast*, magic missile, shield, speak with animals*

2nd level (3 slots): *blur, invisibility, levitate*

3rd level (3 slots): *conjure animals, haste, protection from energy*

4th level (3 slots): *blight, stonewood*

5th level (2 slots): *aura of death**

ACTIONS

Multiattack. The asaath maleficent makes two falchion attacks and one bite attack.

Bite. Melee Weapon Attack. +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage plus 7 (2d6) poison damage.

Falchion. Melee Weapon Attack. +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Blade Beast

The blade beast earns its name from its strange ability to absorb any metal weapon or implement into its body. The blades and spikes of such tools can then be extruded through the creature's hide, like metallic spines.

The hulking blade beast resembles a big panther, or perhaps a construct made in the fashion of one. Its jet-black skin seems hard, like rock, covered in a pattern of fine cracks; a faint, fiery glow, like the one from the creature's eyes, emerges from these cracks and also from subtle runes and symbols on the creature's stony hide.

Spawn of Golthagga. The Shaper created these bizarre creatures somewhat whimsically, finding it amusing that his beasts could steal weapons and turn them against their owners. During the Titanswar, once a blade beast had stolen a sufficient number of weapons, Golthagga directed his minions to slay the creature (whereupon its form shatters, releasing any metal items it has absorbed) and gather up the fallen weapons. In this fashion, Golthagga kept his armories full, and he was also able to steal numerous magical weapons from the divine armies, making them into gifts for his trusted lieutenants.

Always Hostile. Highly aggressive by nature, a blade beast tends to attack without provocation; if potential victims carry metal weapons openly and the beast thinks it can prevail, it is certain to attack. Once combat is joined, the beast fights ferociously, without subtlety.

Fiercely Cunning. Blade beasts are brutish, yet they are also surprisingly clever. While they prefer direct assaults, they have been known to use clever ruses or to wait for distractions to make their approach easier. Blade beasts are rightly feared even by village smiths, whose shops are sometimes raided by the beasts in search of tools and weapons to absorb.

BLADE BEAST

Large monstrosity (titanspawn), unaligned

Armor Class 13 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	6 (-2)	13 (+1)	8 (-1)

Skills Perception +3

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft.; passive Perception 13

Languages Titan Speech (can't speak)

Challenge 3 (700 XP)

Bristling Hide. At the start of each of its turns, the blade beast deals 4 (1d8) piercing damage to any creature grappling it.

Illumination. The blade beast sheds dim light in a 5-foot radius.

Keen Smell. The blade beast has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The blade beast makes three melee attacks.

Bite. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Slam. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Extruded Blade. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

REACTIONS

Absorb Weapon. When a metal weapon hits the blade beast, the beast can use its reaction to force the attacker to make a DC 13 Reflex saving throw. On a failed save, the weapon deals damage normally (after accounting for the blade beast's damage reduction, if applicable), but then it is absorbed into the blade beast. An absorbed weapon is lost and cannot be recovered until the beast is slain.



Blight Wolf

When exactly blight wolves first appeared, and from what source, no mortal can say. Since time out of mind, these fell beasts have prowled the forsaken wastes and desolate places of the world, preying upon all they encounter.

A blight wolf is about the size of a horse, with the dark, furred head of a dire wolf, its fangs dripping foul venom. The rest of its body is more like that of a great lizard or drake, its hide covered in lustrous greenish-black scales. The beast's feet are tipped with cruel talons and a long, spiny tail lashes about behind the beast, while a pair of stunted draconic wings sprouts from its scaled shoulders.

Enemy of the Pure. These foul creatures are drawn to attack those of good alignment, particularly lawful good. They pursue such individuals relentlessly, often to the exclusion of all other prey.

Frightening Predator. The blight wolf chills its enemies with its frightful howl before closing, targeting those who succumb to the howl and try to flee. Blight wolves are frighteningly smart and can be very patient, attacking savagely for a few heart-stopping moments and then fading into the darkness, only to strike again hours or even days later. They keep this up until the enemy is exhausted and then move in for the kill.



BLIGHT WOLF

Large monstrosity (titanspawn), chaotic evil

Armor Class 15 (natural armor)

Hit Points 104 (11d10 + 44)

Speed 50 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	21 (+5)	10 (+0)	14 (+2)	15 (+2)

Skills Perception +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, poisoned

Senses darkvision 60 ft., sense purity 60 ft.; passive Perception 18

Languages Titan Speech (can't speak)

Challenge 7 (2,900 XP)

Keen Hearing and Smell. The blight wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Magic Resistance. The blight wolf has advantage on saving throws against spells and other magical effects.

Magic Weapons. The blight wolf's weapon attacks are magical.

Sense Purity. A blight wolf can automatically sense good and lawful creatures within 60 feet.

ACTIONS

Multiattack. The blight wolf makes four melee attacks: one bite, two claws, and one tail spike.

Bite. *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 10 (3d6) poison damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw against disease or become poisoned until the disease is cured. Every 12 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 10 (3d6) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to 0.

Claw. *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Tail Spike. *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Frightful Howl. Each creature of the blight wolf's choice within 90 feet of the blight wolf that can hear it must make a DC 13 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Frightful Howl of all blight wolves for 1 hour.

Blood Reaper

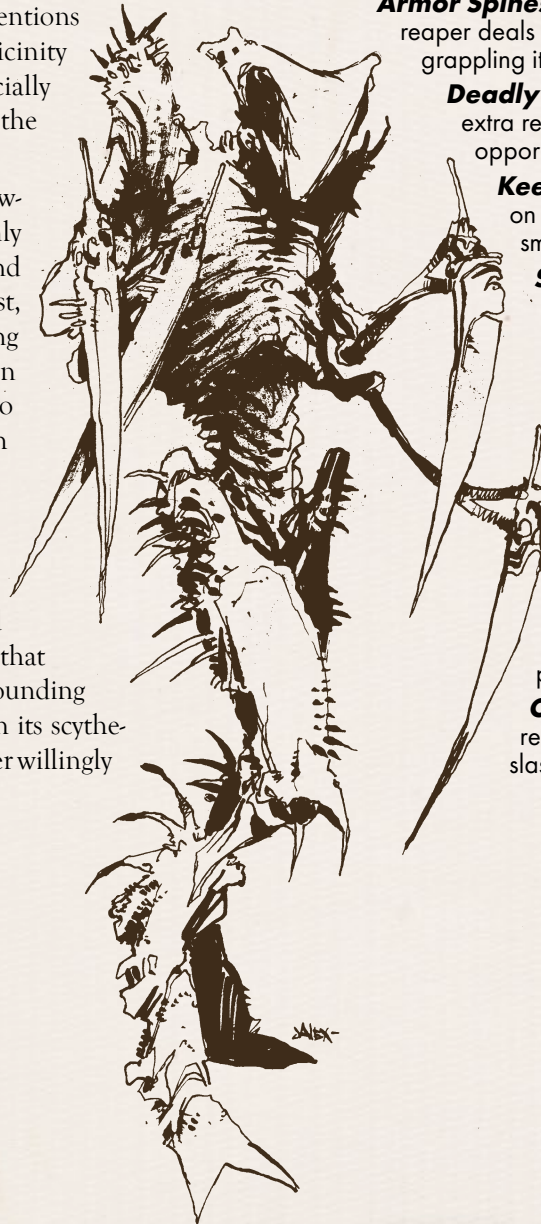
Many horrors lurk in the depths of the Hornsaw Forest, but blood reapers are among the worst of them. These nightmarish creatures resemble a foul union of humanoid, praying mantis, and perhaps some other insect. They are the color of dried blood and shadowy underbrush, their dark reddish-green armored exoskeletons covered in sharp spines.

Blood reapers stand 8 to 10 feet tall and weigh over 350 pounds.

Spawn of Hrinruuk. Created by the titan Hrinruuk, these creatures are infused with a terrible bloodlust and an insatiable desire to hunt. The Hunter's motivation for creating them was twofold: Bored with mundane prey, he wanted a greater challenge for his hunts, and he also enjoyed the prospect of watching his creations ravage the countryside. He sometimes summoned dozens of reapers for his hunts, but thankfully his attentions kept them limited to the vicinity of central Ghelspad, especially the region in and around the Hornsaw.

With the titan's fall, however, the blood reapers' only real predator was gone, and they emerged from the forest, spreading near and far, killing and despoiling. They remain a constant danger today to anyone unfortunate enough to encounter them. The only good thing one might report about them today is that they are thankfully rare.

Fearless Berserker. A blood reaper is a ferocious fighter that leaps into battle heedlessly, wounding as many foes as possible with its scythe-like claws. Blood reapers never willingly retreat from combat.



BLOOD REAPER

Large aberration (titanspawn), chaotic evil

Armor Class 17 (natural armor)

Hit Points 207 (18d10 + 108)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	22 (+6)	13 (+1)	14 (+2)	6 (-2)

Skills Acrobatics +6, Perception +6, Stealth +6, Survival +6

Condition Immunities frightened

Senses darkvision 60 ft.; passive Perception 16

Languages Sylvan, Titan Speech

Challenge 10 (5,900 XP)

Armor Spines. At the start of each of its turns, the blood reaper deals 5 (1d10) piercing damage to any creature grappling it.

Deadly Reflexes. The blood reaper gains two extra reactions per round that can be used only for opportunity attacks.

Keen Smell. The blood reaper has advantage on Wisdom (Perception) checks that rely on smell.

Sleepless. A blood reaper does not need to sleep and can rest while remaining alert. Magic cannot put a blood reaper to sleep.

Standing Leap. The blood reaper's long jump is up to 50 feet and its high jump is up to 25 feet, with or without a running start.

ACTIONS

Multiattack. The blood reaper makes five melee attacks: one bite attack and four claw attacks.

Bite. *Melee Weapon Attack.* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Claw. *Melee Weapon Attack.* +8 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage.

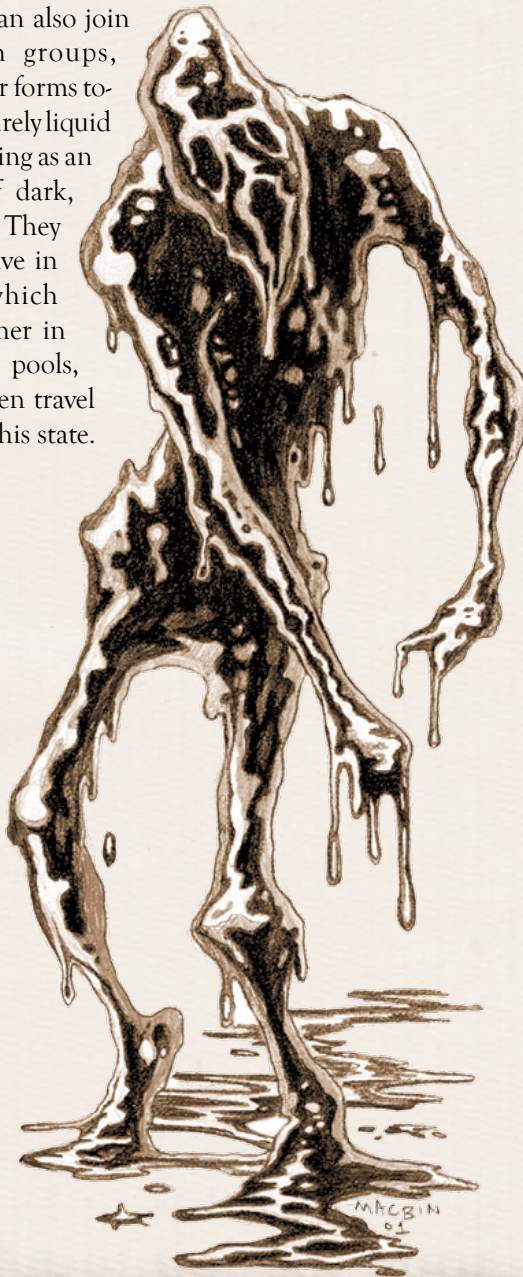
Bloodman

The bizarre creatures known as bloodmen would seem pathetic if they weren't so obviously hostile. Each is a vaguely humanoid mass of crimson gore with rudimentary limbs, its head little more than a round extrusion with vague holes where its eyes and mouth should be. A bloodman moves with a shambling, undulating gait, leaving a scarlet trail behind it.

Servants of Mormo. Living masses of blood, broken bone, and emulsified organs, the first bloodmen were created by the wicked titan Mormo to terrorize her enemies. Bloodmen need to absorb fresh blood to survive, so they tend to move about constantly in search of victims. Small animals are sufficient to keep a lone bloodman alive for a while, but a colony requires larger prey.

Communal Parasites.

Bloodmen can also join together in groups, merging their forms together in a purely liquid state, appearing as an oily pool of dark, bloody fluid. They sometimes live in colonies, which gather together in several large pools, and they often travel together in this state.



BLOODMAN

Medium aberration (shapechanger, titanspawn), neutral evil

Armor Class 13

Hit Points 59 (7d8 + 28)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	18 (+4)	5 (-3)	10 (+0)	5 (-3)

Damage Resistances piercing and slashing attacks

Senses blindsight 30 ft., darkvision 60 ft.; passive Perception 10

Languages Titan Speech (can't speak)

Challenge 4 (1,100 XP)

Amphibious. The bloodman can breathe air and water.

Create Spawn. Once during a short rest, a bloodman that has drained at least 25 hit points from other creatures with its Absorb Blood attack can spawn a new bloodman from its own body. The newly created bloodman emerges into an unoccupied space adjacent to the original bloodman, with 25 current hit points. A newly spawned bloodman cannot use Create Spawn until 24 hours have passed.

Keen Smell. The bloodman has advantage on Wisdom (Perception) checks that rely on smell.

Shapechanger. The bloodman can use its action to assume a fluid state, becoming an ooze-like pool of ichor, or change back into its vaguely humanoid form. In its ooze form, the bloodman can't attack, but its swim speed increases to 40 feet and it gains resistance to all bludgeoning, piercing, and slashing damage. Otherwise, its statistics are the same in either form.

ACTIONS

Absorb Blood. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) necrotic damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained. While it maintains this grapple, the bloodman doesn't attack. Instead, at the start of each of the bloodman's turns, the target loses 11 (2d10) hit points due to blood loss. The bloodman regains a similar number of hit points.

The bloodman can end the grapple itself by spending 5 feet of its movement. It does so after it drains at least 36 hit points of blood or once its current target dies.

Pool Form. A bloodman in either humanoid or ooze form may touch another willing bloodman and cause them both to merge their bodies together into a larger pool of ooze. Any number of bloodmen may join the pool by using an action to touch the pool; for every 4 bloodmen that merge in this way, the pool increases by one size, to a maximum of Gargantuan with 12 or more bloodmen. A merged bloodman pool's hit point total is equal to the sum of all members' current hit points. Otherwise, the pool's stats are the same as that of a bloodman in ooze form.

A bloodman pool acts as a single unit on the initiative of the first bloodman to initiate Pool Form. When a bloodman leaves the pool on its turn (a move action), divide the pool's remaining hit points equally among all merged individuals, rounded down. Any bloodmen that leave the pool get one equal share of those hit points. Newly separated bloodmen all act on the same initiative as the pool.

Carrion Hound

Carrion hounds are loathsome beasts that dwell primarily below ground. They are ghastly to behold, resembling large, mangy wolves covered in sores, with patches of rotting flesh, bare bone, and exposed muscle. Where the wolf's head should be writhes a mass of enormous maggot heads, roughly a dozen in number, like the multiple heads of a hydra.

Spawn of Gaurak. Created by the titan Gaurak, these foul creatures scavenged the land for food, which they consumed only to return to their master and disgorge it for his consumption. Now these ravenous beasts are usually found tunneling beneath the surface of the Scarred Lands, presumably in search of their buried master.

Hydran Abomination. Because of the carrion hound's appearance, some inhabitants of lands where they are common have taken to calling them "maggot hydras." As either name implies, carrion hounds mostly feed on carrion and enjoy the taste of rotting flesh. However, their constant hunger drives them to create cadavers by killing other creatures and letting their corpses fester.

Forever Hungry. Carrion hounds are almost certain to attack potential prey unless grossly outnumbered; their behavior is instinctual and makes no use of any advanced tactics, although sometimes they ambush prey by burrowing out of the ground beneath it.

CARRION HOUND

Large aberration (titanspawn), unaligned

Armor Class 15 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 40 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	2 (-4)	10 (+0)	7 (-2)

Skills Perception +4

Damage Resistances poison

Condition Immunities poisoned

Senses blindsight 60 ft.; passive Perception 14

Languages Titan Speech (can't speak)

Challenge 3 (700 XP)

Disease Immunity. The carrion hound is immune to diseases.

Keen Smell. The carrion hound has advantage on Wisdom (Perception) checks that rely on smell.

Multiple Heads. The carrion hound has roughly a dozen heads. It has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Stench. Any creature other than a carrion hound that starts its turn within 5 feet of the carrion hound must succeed on a DC 13 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all carrion hounds for 1 hour.

ACTIONS

Multiple Bites. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 17 (5d6) acid damage.



Charfiend

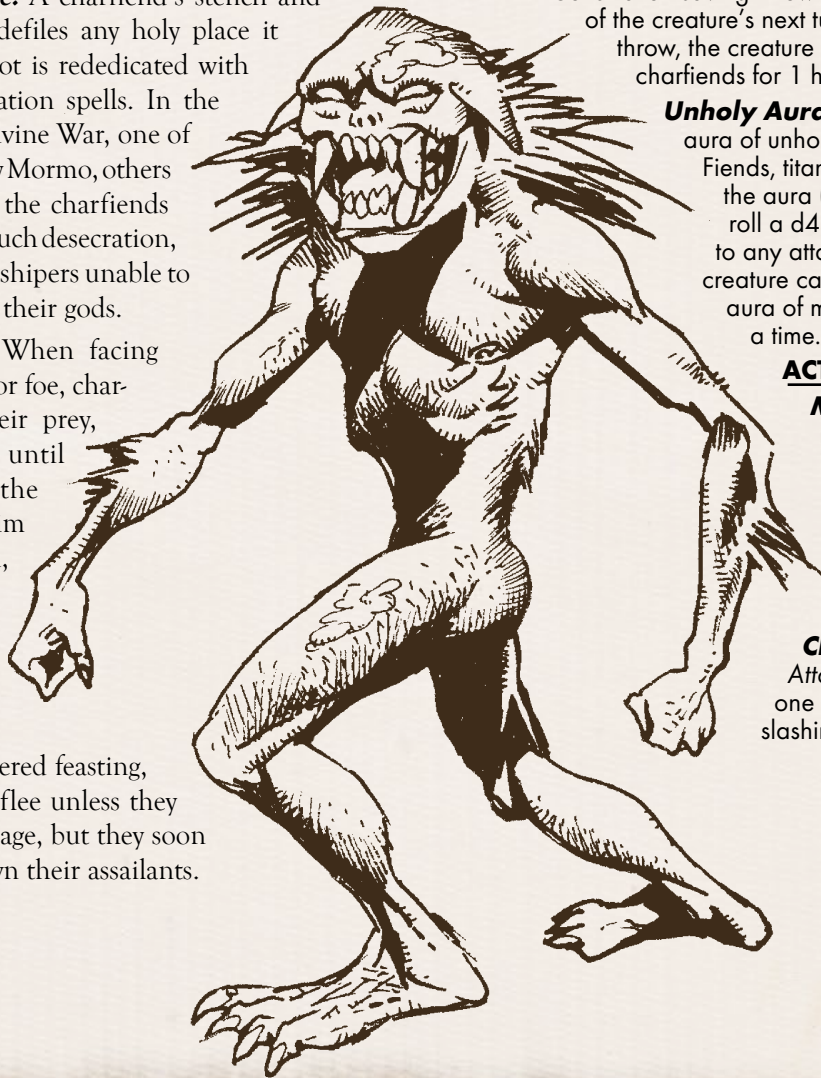
Scavengers that feed on flesh, preferably that of humanoid, charfiends earned their name through their lust for overcooked meat. The stink of burning hair, scorched skin, and sizzling fat stimulates their appetite, and they are drawn irresistibly to burning homes, funeral pyres, and even sacrificial rites involving burnt offerings. Despite their own foul odor, charfiends can seemingly smell burning flesh for miles.

These creatures tend to lair in old ruins and burnt-out structures, emerging often to feed. The Titanswar was a banquet for them; in less incendiary times, many charfiends go hungry. Yet the strongest and smartest among them often resort to starting their own fires.

Charfiends have red eyes, and their mouths are filled with sharp, bloody fangs. They are usually clad in decaying rags and give off a nauseating stench of scorched flesh and smoke. Given these traits and their awkward, jerky gait, charfiends might easily be mistaken for zombies or other forms of shambling corpse did they not move with deceptive speed.

Unholy Presence. A charfiend's stench and hideous presence defiles any holy place it enters until the spot is rededicated with the proper purification spells. In the early days of the Divine War, one of the titans—some say Mormo, others Thulkas—created the charfiends precisely to spread such desecration, thereby leaving worshipers unable to communicate with their gods.

Pack Hunters. When facing an obviously inferior foe, charfiends encircle their prey, closing in slowly until they overwhelm the victim and tear him apart. If cornered, they fight like wild animals, endangering themselves just long enough to escape. When surprised or discovered feasting, charfiends usually flee unless they have a clear advantage, but they soon return to track down their assailants.



CHARFIEND

Medium fiend (titanspawn), chaotic evil

Armor Class 13 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	14 (+2)	8 (-1)	11 (+0)	8 (-1)

Skills Perception +2

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft.; passive Perception 12

Languages Infernal, Titan Speech

Challenge 1 (200 XP)

Keen Smell. The charfiend has advantage on Wisdom (Perception) checks that rely on smell.

Stench. Any creature other than a charfiend that starts its turn within 5 feet of the charfiend must succeed on a DC 12 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all charfiends for 1 hour.

Unholy Aura. The charfiend exudes an aura of unholy power in a 20-foot radius. Fiends, titanspawn, and undead within the aura (including the charfiend) can roll a d4 and add the number rolled to any attack roll or saving throw. A creature cannot benefit from the unholy aura of more than one charfiend at a time.

ACTIONS

Multiattack. The charfiend makes two attacks, one with its bite and one with its claws.

Bite. Melee Weapon Attack. +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

Claws. Melee Weapon Attack. +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.

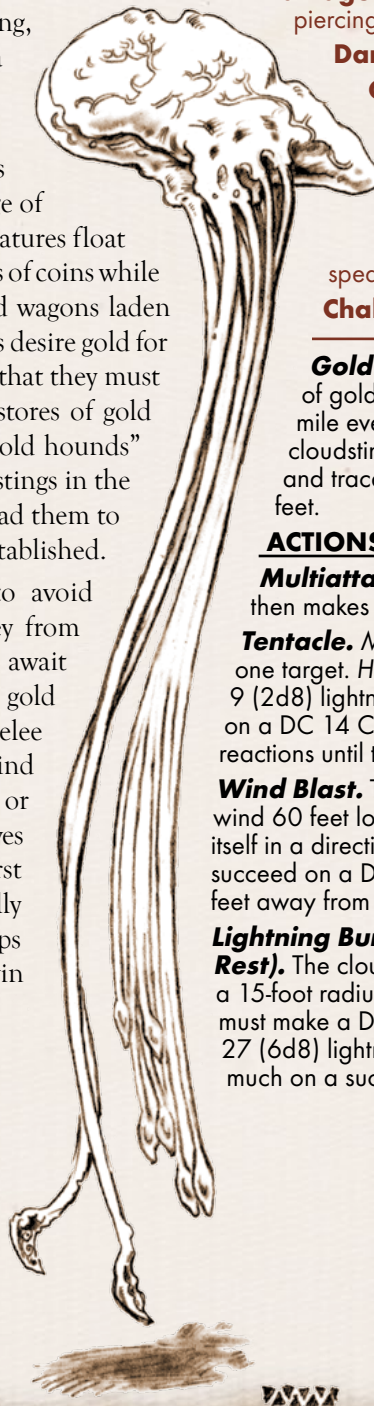
Cloudsting

These floating creatures, created by a forgotten titan of storms and perhaps still bound in service to her, seem to be made of semi-solid air. Cloudstings wander widely, drifting upon the air currents even to those distant lands of which the peoples of Ghelspad know little or nothing at all. On Ghelspad, they predominantly haunt the Kelder Mountains, especially near gold mines and veins, but they have been known to attack caravans across the continent.

A cloudsting's huge, floating body looks rather like a semi-transparent cloud colored by occasional pulses of light, reminiscent of heat lightning, which it can suppress at will. A number of remarkably long, wispy tentacles hang down like those of a jellyfish, extending nearly thirty feet from the bloated form above.

Gold Sniffers. Merchants and travelers tell tales of cloudstings' uncanny knowledge of where gold is hidden. Sometimes, these creatures float low to play the part of the thief and take bags of coins while a caravan slumbers. Other times, they raid wagons laden with ore returning from mines. Cloudstings desire gold for reasons unknown – some have speculated that they must consume it to survive. In any case, their stores of gold have led some merchants to label them “gold hounds” and even to pay adventurers to track cloudstings in the wild, in the hope that the elemental will lead them to locations where a new gold mine might be established.

Stealthy Thieves. Cloudstings tend to avoid combat entirely, preferring to spy on prey from high above; they follow at a distance and await the right opportunity to abscond with any gold coins or items. A cloudsting engages in melee only if pressed, using its tentacles and Wind Blast against smaller or less dangerous foes, or Lightning Burst against creatures it perceives as a serious threat. Once its Lightning Burst ability is exhausted, a cloudsting normally soars up out of range and flies off, perhaps returning later if it thinks it might still win some golden prize.



CLLOUDSTING

Huge elemental (titanspawn), chaotic neutral

Armor Class 15 (natural armor)

Hit Points 102 (12d12 + 24)

Speed fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	14 (+2)	11 (+0)	10 (+0)	11 (+0)

Skills Perception +3, Stealth +9

Damage Resistances thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities lightning, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., gold scent; passive Perception 13

Languages Primordial, Titan Speech (can't speak); telepathy 120 ft.

Challenge 6 (2,300 XP)

Gold Scent. A cloudsting can detect the direction of gold unerringly, by scent, at distances of up to 1 mile even through stone, earth, or other barriers. The cloudsting can pinpoint the location of even gold ore and trace amounts of the precious metal within 60 feet.

ACTIONS

Multiaction. The cloudsting can use its Wind Blast. It then makes two tentacle attacks.

Tentacle. *Melee Weapon Attack.* +6 to hit, reach 15 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage plus 9 (2d8) lightning damage. The target must also succeed on a DC 14 Constitution saving throw or be unable to take reactions until the start of its next turn.

Wind Blast. The cloudsting summons a blast of strong wind 60 feet long and 10 feet wide, stretching outward from itself in a direction it chooses. Each creature in the line must succeed on a DC 14 Strength saving throw or be pushed 15 feet away from the cloudsting in a direction following the line.

Lightning Burst (Recharges after Long or Short Rest). The cloudsting emits a web-like spread of lightning in a 15-foot radius around itself. All creatures within the area must make a DC 14 Dexterity saving throw. A creature takes 27 (6d8) lightning damage on a failed save, or half as much on a successful one.

Dark Womb

Many centuries ago, an arrogant hag thought herself good enough to dabble at creating life, just as the Mother of Serpents and other titans did. Mormo put the haughty child back in her place, transforming her into Scarn's first dark womb. The hag's new form allowed her to create all the life she wanted, yet none of it would be truly new, for the things she gave birth to would be mere imitations of that which the titans had already created.

Today, a few dark wombs can still be found in secluded caverns throughout the Scarred Lands, attended by a host of cloned "children" that serve the womb's every need. Dark wombs are greedy creatures, with a thirst for magical knowledge and items and a gnawing hunger for bits and samples of creatures that would make more children. Any tissue from a living creature that the hag consumes can be used to gestate a clone of that creature. The resulting clone children then serve their dark womb mother to their deaths.

A dark womb is a revolting creature, looking like a huge, bloated, corpulent hag from the waist up, but with the lower half of an immense slug or perhaps a termite queen — a pale, reeking, semi-translucent, undulating sac.

Ever Spawning. Dark wombs seek to create large broods of cloned children to defend their lairs, seek out treasures, or even assassinate and replace the original creatures (for any number of nefarious or malicious reasons). To such ends, a dark womb sends its children out to collect pieces of other creatures, be they strands of hair, blood or viscera, or samples gained through other means. The children then bring back their samples, which the dark womb devours to produce ever more cloned offspring.

Very rarely, the female clone child of a dark womb spontaneously mutates into a dark womb herself and becomes free of the charm linking her to her dark womb mother. Such offspring are usually killed or exiled

if they don't manage to kill their mother and her other children first.

Cowardly Manipulators. Dark wombs always seek to bargain or maneuver their way out of difficult situations, relying on lies and subterfuge. They scorn physical combat, preferring to let their "children" do their dirty work. If necessary, a dark womb supports her children from a safe vantage using her spells and poison spittle, but she typically uses every means at her disposal to avoid physical confrontation.

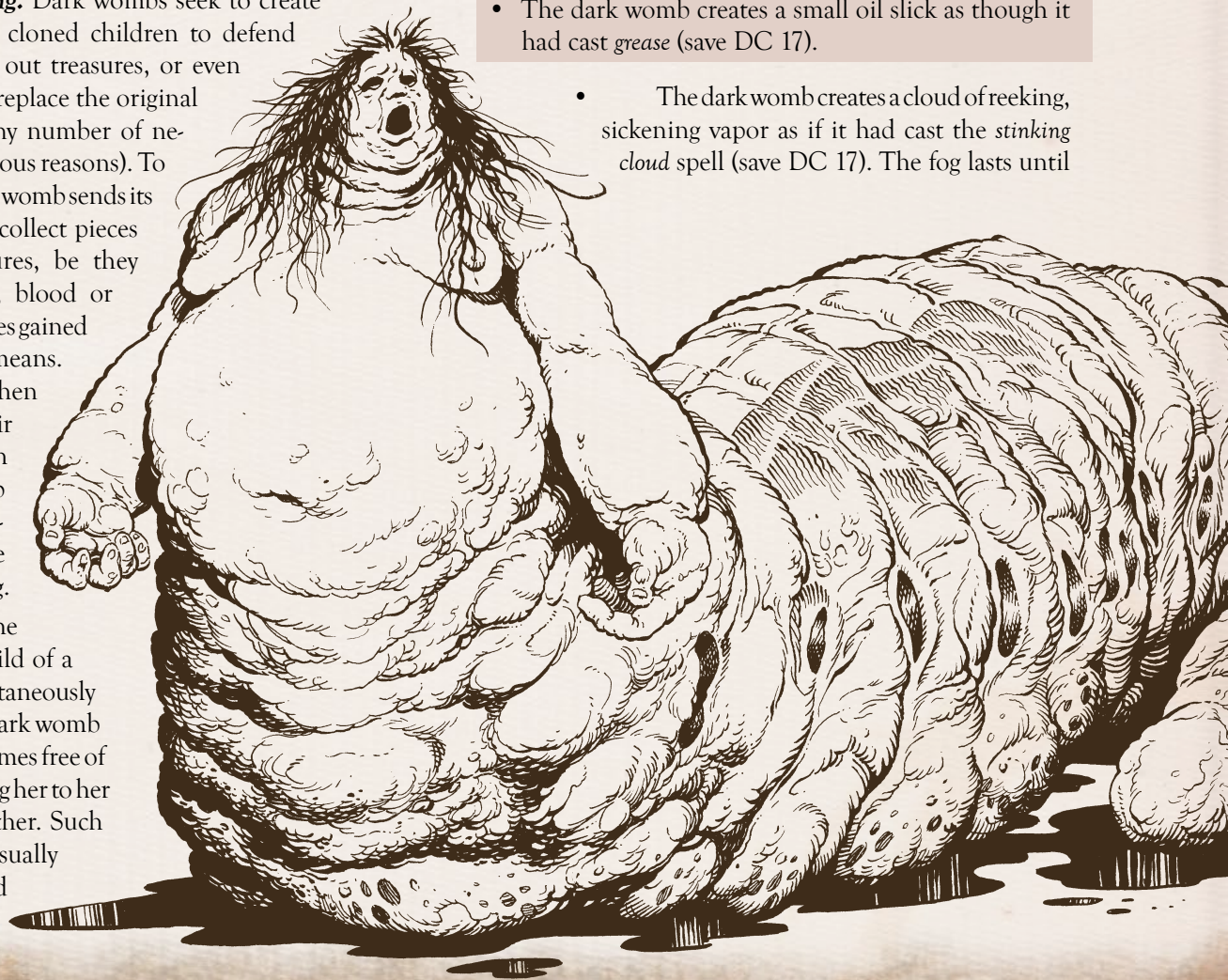
A Dark Womb's Lair

A dark womb's lair is well hidden, usually underground or in a high mountain cave. Since the dark womb needs other creatures in order to create its cloned children, its lair is almost always found near a settlement or colony of other creatures. In some cases, the lair may actually be hidden underneath or within another settlement. The lair is invariably guarded by the womb's children, utterly loyal to their foul mother.

Lair Actions

On initiative count 20 (losing initiative ties), the dark womb takes a lair action to cause one of the following effects:

- The dark womb creates a small oil slick as though it had cast *grease* (save DC 17).
- The dark womb creates a cloud of reeking, sickening vapor as if it had cast the *stinking cloud* spell (save DC 17). The fog lasts until



initiative count 20 on the next round, and the dark womb need not concentrate to maintain it.

Regional Effects

The region surrounding a dark womb's lair is warped subtly by its magic in the following ways:

- Shadows cast within 3 miles of the lair seem deeper and heavier. Areas of dim light within this region grant creatures advantage on Dexterity (Stealth) checks.

DARK WOMB

Huge monstrosity (titanspawn), neutral evil

Armor Class 14 (natural armor)

Hit Points 136 (13d12 + 52)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	6 (-2)	19 (+4)	21 (+5)	14 (+2)	17 (+3)

Saving Throws Str +8, Int +9, Wis +6, Cha +7

Skills Arcana +9, Deception +7, Insight +6, Perception +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities paralyzed, petrified, poisoned, prone

Senses darkvision 120 ft.; passive Perception 16

Languages Infernal, Primordial, Titan Speech, plus any two other tongues

Challenge 10 (5,900 XP)

Clone Child. A dark womb can consume a morsel (blood, flesh, hair, nail cuttings, etc.) of any creature that has been dead for less than one week. One day later, the dark womb gives birth to a cloned version of the creature, appearing virtually identical to the original. The dark womb may not clone a creature of greater than Large size, and in any case the creature cannot have more than half the dark womb's Hit Dice. When birthed from the dark womb, the cloned creature is of the same age as the original was at the time the tissue sample was taken.

Cloned creatures are typical members of their race, with natural armor, natural weapons, traits, skills, and statistics as appropriate. They do not possess any class levels, spellcasting, innate casting, or supernatural abilities of the original creature.

A dark womb may not have more than one living clone child at a time derived from the same cloned creature. She cannot clone a clone.



- Nonmagical flames are extinguished within the dark womb's lair. Torches and lanterns are snuffed out and cannot be relit.
- Magical light sources or spells of lower than 3rd level produce light of one category less within the lair. Bright light is reduced to dim light, and dim light becomes darkness.

If the dark womb dies, these effects fade in 2d6 days.

Innate Spellcasting. The dark womb's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components.

At will: *detect evil and good*, *detect magic*

3/day each: *charm monster*, *sleep* (as 5th-level spell; 13d8 hit points)

Legendary Resistance (3/Day). If the dark womb fails a saving throw, it can choose to succeed instead.

Spellcasting. The dark womb is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). It has the following wizard spells prepared: Cantrips (at will): *acid splash*, *chill touch*, *mage hand*, *message*

1st level (4 slots): *charm person*, *comprehend languages*, *grease*, *spectral hand**

2nd level (3 slots): *blindness/deafness*, *detect thoughts*, *misty step*, *shadow bolt**

3rd level (3 slots): *counterspell*, *penumbral trap**, *slow*

4th level (3 slots): *arcane eye*, *wall of darkness**

5th level (2 slots): *geas*, *modify memory*

ACTIONS

Multiattack. The dark womb makes two slam attacks.

Slam. Melee Weapon Attack. +8 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) bludgeoning damage.

Spit Poison. Ranged Weapon Attack. +8 to hit, range 15/30 ft., one target. *Hit:* The target must make a DC 16 Constitution saving throw. On a failed save, the target takes 45 (10d8) poison damage and is poisoned for 1 minute. On a successful save, the target takes half as much damage and is not poisoned.

LEGENDARY ACTIONS

The dark womb can take 3 legendary actions, choosing from the options below. It can use only one legendary action option at a time, and only at the end of another creature's turn. The dark womb regains spent legendary actions at the start of its turn.

Impose Drowsiness. The dark womb casts *sleep* as a 3rd-level spell (affecting 9d8 hit points), requiring no material components and without expending any spell slots.

Shadowy Escape. The dark womb teleports up to 60 feet, along with any equipment it is wearing or carrying, into an unoccupied space it can see. The destination space cannot be in an area of bright light.

Poison Spittle. The dark womb makes a Spit Poison attack.

Deryth

Deryth are a rare sight in the Scarred Lands. Although they are not prone to violence, they are nonetheless titanspawn, so they are not welcome in civilized lands even when they do appear. This suits the deryth fine anyway, for most of them prefer to wander the face of Scarn.

Deryths have powerful physiques, standing around 6 feet tall or taller and weighing 225 pounds on average. A deryth's skin varies from pale blue to deep violet, and small blue-grey spikes adorn most of their bodies. Their eyes range from ash grey to sea green. Large horns protrude from just behind a deryth's catlike ears, curving around the forehead until they almost touch in the middle; poised between the tips of its horns is a faintly pulsating blue stone.

Collecting the Disjoined. A deryth primarily engages itself in collecting and reuniting more of its disjoined race. This goal often involves finding and collecting its disjoined brethren and then kidnapping creatures to become hosts to the fractured deryths — especially if the creature is already host to one or more disjoined deryths.

Peaceful Wanderers. Deryths are not violent or cruel by nature; they normally engage in combat only to protect themselves or their allies, or to further their goal of restoring more of their race. However, they are willing to fight in self-defense or to protect their kin.

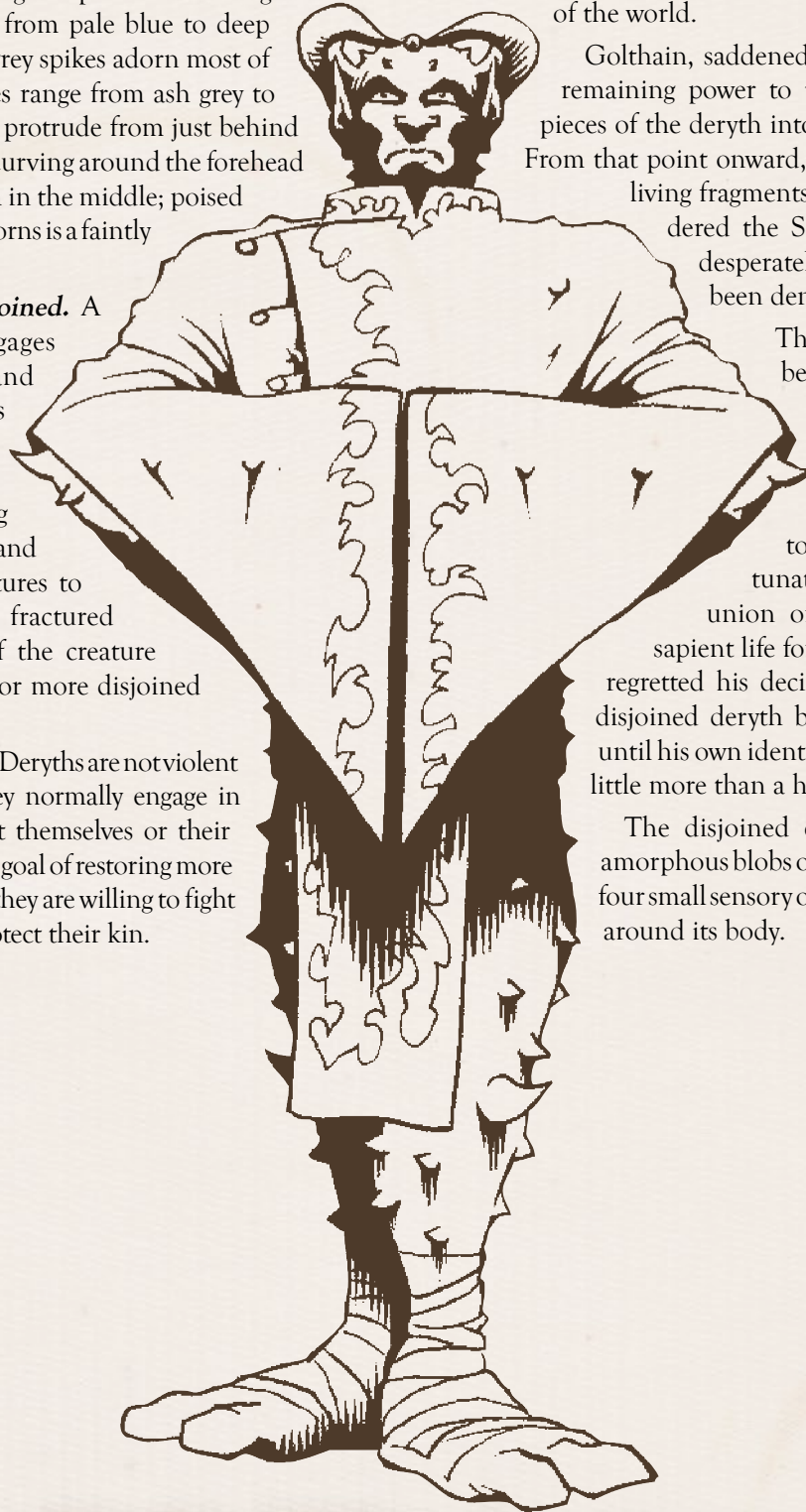
Disjoined Deryth

The deryth were the last creation of the titan Golthain before the other titans stripped him of his senses. As further punishment for his compassion to the lesser races, the titans gathered up the deryth and rent their bodies, separating them into their component parts (skin, bone, blood, muscle, and nerves) and flinging the separate pieces to the far ends of the world.

Golthain, saddened and outraged, used his remaining power to transform the disjoined pieces of the deryth into separate living entities. From that point onward, these disjoined, yet still living fragments of the deryth have wandered the Scarred Lands, searching desperately for the unity that has been denied them.

The disjoined deryth can be reunited through their ability to meld with other living creatures, and naturally, they feel an overwhelming need to be made whole. Unfortunately, they can accomplish union only by bonding with a sapient life form, and many a host has regretted his decision as more and more disjoined deryth bits meld with his body, until his own identity is lost and he becomes little more than a helpless host.

The disjoined deryth appear as small amorphous blobs of varying colors. Each has four small sensory organs located equidistant around its body.



DERYTH

Medium fey (titanspawn), any neutral

Armor Class 14 (natural armor)

Hit Points 59 (7d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	13 (+1)	14 (+2)	15 (+2)

Skills Deception +4, Persuasion +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities incapacitated, stunned

Senses darkvision 60 ft.; passive Perception 12

Languages Titan Speech; telepathy 120 ft.

Challenge 4 (1,100 XP)

Body Spikes. At the start of each of its turns, the deryth deals 3 (1d6) piercing damage to any creature grappling it.

Innate Spellcasting (Psionics). The deryth's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *disguise self*, *friendship*

3/day each: *calm emotions*, *sleep*

1/day each: *suggestion*, *tongues*

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

Magic Weapons. The deryth's weapon attacks are magical.

ACTIONS

Multiattack. The deryth makes two slam attacks.

Slam. Melee Weapon Attack. +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage, and the target must make a DC 13 Constitution saving throw or be incapacitated until the end of the target's next turn.

DERYTH, DISJOINED

Tiny fey (titanspawn), unaligned

Armor Class 13 (natural armor)

Hit Points 10 (3d4 + 3)

Speed 20 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
5 (-3)	13 (+1)	12 (+1)	6 (-2)	12 (+1)	11 (+0)

Skills Stealth +2

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, prone, stunned

Senses blindsight 60 ft.; passive Perception 11

Languages Titan Speech; telepathy 30 ft.

Challenge 1/4 (500 XP)

Amorphous. The disjoined deryth can move through a space as narrow as 1 inch wide without squeezing.

Innate Spellcasting (Psionics). The disjoined deryth's innate spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: *friendship*

1/day: *sleep*

Magic Resistance. The disjoined deryth has advantage on saving throws against spells and other magical effects.

Merge Form. Using its Meld attack, a disjoined deryth can merge with a Medium humanoid, disappearing entirely into the host creature's body. Once merged, the disjoined can be removed only by means of a *miracle* or a *wish* spell or similar magic, or with a *dispel evil and good* or a *greater restoration* cast upon the host.

Each successive disjoined that melds with the same host grants certain abilities, but also causes the creature to suffer a negative effect, as shown below.

Number of Disjoined Deryth Merged	Host Benefit	Host Drawback
1	+1 bonus to Armor Class	-2 penalty to Intelligence
2	Can't be incapacitated or stunned	-2 penalty to Wisdom
3	+2 bonus to Constitution, to a maximum of 18	-2 penalty to Charisma
4	Gain deryth's Body Spikes and Magic Resistance traits	25 percent chance each round of being incapacitated (ignores immunity to being incapacitated)

Any host who has merged with five separate disjoined deryth transforms completely into a deryth, most likely resulting in a player character becoming an NPC.

ACTIONS

Attach. Melee Weapon Attack. +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) psychic damage, and the disjoined deryth attaches to the target. While attached to the target, the disjoined deryth can attack no other creature except the target, but it has advantage on its attack rolls. The disjoined deryth's speed also becomes 0, it can't benefit from any bonus to its speed, and it moves with the target. A creature can detach the disjoined deryth by making a successful DC 13 Strength check as an action. On its turn, the disjoined deryth can detach itself from the target by using 5 feet of movement.

Meld. Melee Weapon Attack. +3 to hit, reach 0 ft., one Medium humanoid to which the disjoined deryth is attached. *Hit:* 3 (1d4 + 1) psychic damage, and the target's Intelligence score is reduced by 1d4. If this attack reduces the target's Intelligence to 0, then the disjoined deryth merges completely with the target (see Merge Form). Otherwise, the reduction lasts until the target finishes a short or long rest.

Desert Stalker

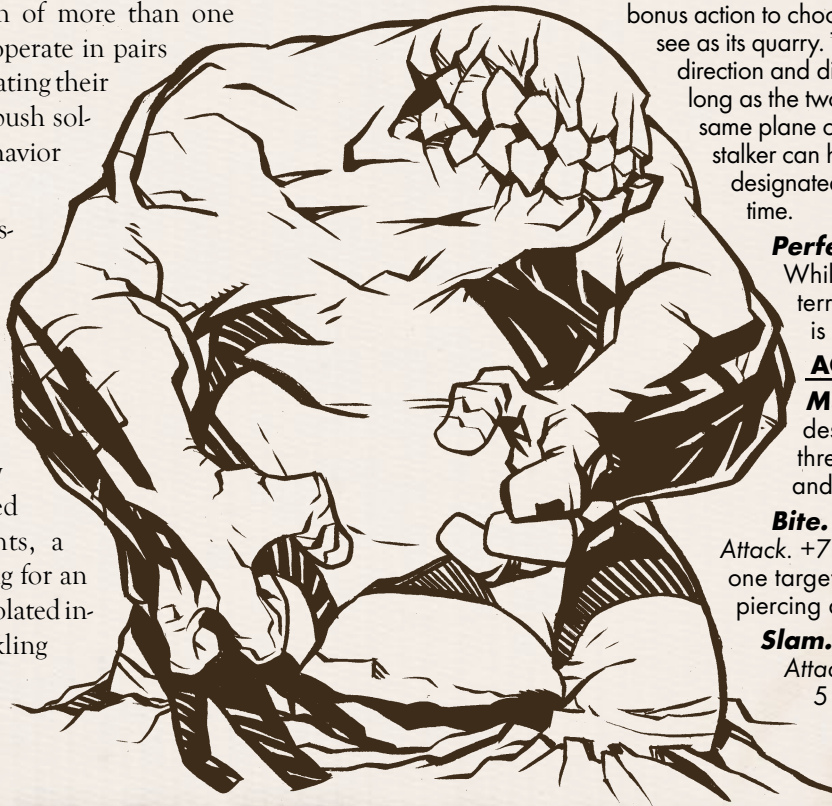
Desert stalkers, found primarily in and around the Ukruadan Desert, were created by Hrinruuk to hunt and kill, and they seek out any prey that presents a significant challenge to their abilities. A stalker is hard to spot even while moving, for it blends in uncannily against the desert background. It is large, powerful, and vaguely humanoid, but notably missing eyes or other visible sensory organs on its flattened head, most of which is taken up by its enormous mouth.

Loathed by All. No other creatures are friendly with desert stalkers. If the fearsome stalkers have a significant enemy in the Ukruadan, though, it is another titanspawn race: If any sutak spot a stalker, their leaders challenge their warriors to slay the stalker and present its teeth to the tribal elders. A triumphant sutak warrior is given a necklace made from the stalker's black teeth, marking her as a master hunter among her people.

Lone Hunters. Using their chameleon-like ability to blend with the sands and an innate capacity to observe signs and messages from their environment, desert stalkers track their victims patiently, savoring the battle of wits and strength. A stalker frequently torments its prey, closing in until escape seems impossible and then backing off to prolong the enjoyment of the chase. When the time comes to attack, a stalker attempts to take a victim unawares, using its stealth abilities to sneak up on a victim and attack from below, behind, or above.

On rare occasions, a large, well-armed group of travelers may attract the attention of more than one stalker, so the creatures operate in pairs or even as a pack, coordinating their tactics to isolate and ambush solitary victims, but this behavior is highly unusual.

Tireless Pursuers. Desert stalkers enjoy the thrill of the chase and pursue their prey for leagues across the desert, closing in for the kill only when a target grows too exhausted to run any more. When confronted with multiple opponents, a stalker is cautious, waiting for an opportunity to ambush isolated individuals rather than tackling the entire group at once.



DESERT STALKER

Large monstrosity (titanspawn), chaotic evil

Armor Class 15 (natural armor)

Hit Points 136 (13d10 + 65)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	21 (+5)	10 (+0)	12 (+1)	7 (-2)

Skills Perception +7, Stealth +7

Condition Immunities exhaustion

Senses blindsight 60 ft., tremorsense 60 ft.; passive Perception 17

Languages Primordial, Titan Speech, Ukruadan

Challenge 5 (1,800 XP)

Blind Senses. The desert stalker can't use its blindsight while unable to smell.

Earth Glide. The desert stalker can burrow through nonmagical, unworked sand and earth, but not through solid stone. While doing so, the stalker doesn't disturb the material it moves through.

Innate Spellcasting. The desert stalker's innate spellcasting ability is Wisdom (spell save DC 12). It can innately cast the following spells, requiring no material components:

3/day each: *commune with nature*, *locate creature*

Keen Smell. The desert stalker has advantage on Wisdom (Perception) checks that rely on smell.

Peerless Tracker. The desert stalker can use a bonus action to choose one creature it can see as its quarry. The stalker knows the direction and distance to its quarry as long as the two of them are on the same plane of existence. The desert stalker can have only one creature designated as its quarry at a time.

Perfect Camouflage.

While it is in desert terrain, a desert stalker is invisible.

ACTIONS

Multiattack. The desert stalker makes three attacks: one bite and two slams.

Bite. Melee Weapon Attack. +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

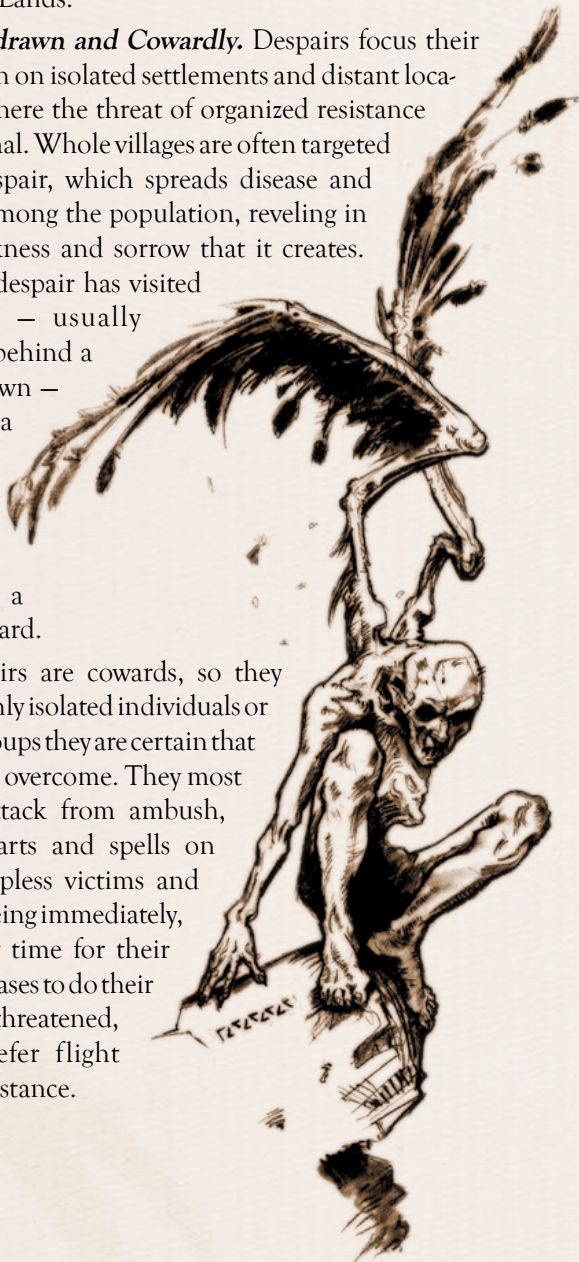
Slam. Melee Weapon Attack. +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Foul beings akin to devils or daemons, despairs were created in the tarnished image of Madriel's angelic hopes. Dirty, bedraggled, emaciated, and ugly, with greasy dark grey wings covered in scant, scraggly feathers, their expression mixes scorn and cruelty in one withering glance.

Spawn of Sickness. The titan Chern first introduced despairs during the Divine War, through them seeking to both mock and disparage their beneficent counterparts. The Great Scourge used them as instruments to discourage and destroy the morale of the gods' followers. Many despairs were slain during the war. However, a few escaped, and they continue to spread pain and hopelessness throughout the Scarred Lands.

Withdrawn and Cowardly. Despains focus their attention on isolated settlements and distant locations, where the threat of organized resistance is minimal. Whole villages are often targeted by a despair, which spreads disease and doubt among the population, reveling in the darkness and sorrow that it creates. After a despair has visited a place — usually leaving behind a ghost town — it drops a single dirty gray feather as a calling card.

Despains are cowards, so they attack only isolated individuals or small groups they are certain that they can overcome. They most often attack from ambush, using darts and spells on their hapless victims and then fleeing immediately, allowing time for their foul diseases to do their work. If threatened, they prefer flight over resistance.



DESPAIR

Medium fiend (titanspawn), neutral evil

Armor Class 15 (natural armor)

Hit Points 97 (13d8 + 39)

Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	16 (+3)	17 (+3)	14 (+2)	19 (+4)

Saving Throws Dex +6, Wis +5

Skills Deception +7, Perception +5, Stealth +6

Damage Resistances acid, cold, lightning; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 90 ft., truesight 30 ft.; passive Perception 15

Languages Infernal, Primordial, Titan Speech; telepathy 120 ft.

Challenge 7 (2,900 XP)

Disease Immunity. The despair is immune to disease.

Foul Pinions. As a bonus action, the despair plucks one of the foul, sickly feathers from its wings to be used as a Foul Dart attack. Its feathers grow back almost instantly, so the despair never runs out of darts.

Innate Spellcasting. The despair's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *bane*, *darkness*, *detect evil and good*, *ray of enfeeblement*

3/day: *bestow curse* (as 5th-level spell; 8 hours)

1/day: *blight*

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

Magic Weapons. The despair's weapon attacks are magical.

ACTIONS

Multiattack. The despair makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack. +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage plus 31 (9d6) poison damage.

Claw. Melee Weapon Attack. +6 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) slashing damage.

Foul Dart. Ranged Weapon Attack. +6 to hit, range 30/120 ft., one target. Hit: 5 (1d4 + 3) piercing damage plus 24 (7d6) poison damage, and the target is afflicted by the contagion spell (save DC 14).

Dragon, Wrack

Created as living siege weapons, wrack dragons were created to serve their masters, the titans, as officers and warriors in the Divine War. Few wrack dragons survived the war or the concerted cleansing operations the gods staged afterward. However, those that did survive are generally the craftiest, if not the mightiest, of their kind, and some still lead the remnants of the forces they once commanded (or their descendants).

Elemental Natures. Wrack dragons are clever and malicious, and some also have a natural aptitude for magic. All are formed from *elemental wrack* – natural elements exposed to harmful energies and imbued with a destructive spiritual resonance. The titans amplified and shaped this energy into great, lithe beasts of war. Thus wrack dragons are more than mere elementals; they are actually dragons, yet they share many elemental traits.

Immortal Machines of War. Each wrack dragon is unique. Some weaker and some more powerful specimens exist, and certain individuals may have spellcasting or other unique abilities to set them apart from others of their kind. Wrack dragons do not age like true dragons, nor are they mortal creatures at all. They do not need to eat, drink, or sleep. They seek only to unleash devastation into the world around them, fueling their existences with the very wrack whence they were created.

Wrack dragons are as much forces of nature as they are living creatures; they do not mate and cannot reproduce. Wrack dragons are thus an ever-diminishing breed, for they were never truly born, and barring the return of their creators, there will likely be no more of them. In a sense, then, wrack dragons are already dead.

Hidden Masters. Those wrack dragons that survived the Titanswar tend to live a quiet, isolated existence, keeping their heads down as it were, and instead working discreetly through servants and intermediaries. Those wrack dragons that remain are individuals of many minds. Some, particularly those created near the end of the Titanswar, are bitter, solitary, brooding things, angry at having been left to the mercy of hostile gods. They live a furtive existence in the dark places of the world. Still, most surviving wrack dragons remain loyal to their creators even now, working diligently with other loyal titanspawn to rescue and restore their titanic lords.

Wrack Types

There are numerous sorts of wrack dragons. The four best-known varieties are listed here.

Seawrack. The first wrack dragons made by the titans were formed from sea wrack, the debris of the ever-churning ocean imbued with a terrible primal hate. Caustic, hateful beasts, these creatures served as the aquatic scouts of the titans.

Firewrack. Next, dragons were formed from fire wrack: embers, ash, burnt bones, and the essence of flame and the destructive power of the unchecked forest fire. These mighty creatures were made the officers and elite champions of the titan armies.

Icewrack. Following the firewracks, the titans made wrack dragons from the bitter cold winds of the northern and southern regions, the crushing ice of ancient glaciers and icebergs. These dragons are monstrous conglomerations of ice, snow, biting winds, frozen blood, and the despair brought on by the relentless cold of the deepest winters. While they are not as magically gifted as the stormwracks, icewrack dragons have some skill with illusions and cold magic.

Stormwrack. The titans finally settled on the most potent wrack yet, storm wrack, the stuff of tempests and typhoons, the captured and polluted essence of tornadoes and thunderstorms breaking over the land. These dragons are made of bleached and storm-cracked tree limbs, of animals drowned in flash-floods and wind-bent trees split by lightning. These powerful creatures – often misleadingly called “woodwrack dragons” because of the cracked and splintered wood that makes up much of their physical form – were the magicians, assassins, and advisors to the commanders of the titans.

Firewrack Dragon

Firewrack dragons were the commanders and champions of the titan armies. While not as magically adept as their stormwrack cousins, they are slightly larger and just as capable in melee combat. Fighters to the last, firewracks combine aggressive instincts with a keen intellect focused on finding the most direct way to the soft underbelly of a problem.

Mass of Embers. This massive dragon is made not of flesh and scales, but a great assemblage of red-hot coals, glowing embers, and charred, smoldering bones such as those of scorched animals killed in forest blazes, but others as well that do not seem like they came from simple beasts. Its entire form shimmers with heat and glows with a dull radiance, and it is wreathed in foul smoke. It has wings that shimmer and smoke as well, but it seems unlikely that a creature this enormous could ever fly.

Fearless Juggernauts. Firewrack dragons are the largest and physically strongest of the wrack dragons, so they have good cause to be quite fearless in combat. They almost always use their breath weapon before closing into melee combat if opponents are within range. They tend to smash into or roll over most enemies, searing them with their great heat. They typically single out and seek to neutralize the most dangerous combatant as quickly as possible, seeing enemy magicians as the greatest threat, even to the exclusion of similarly dangerous warriors.

A Firewrack Dragon's Lair

Most firewrack dragons perished in the Divine War, and those that did not were hunted down shortly thereafter. Those that did survive usually hide deep underground or in blasted volcanic wastelands where their smoldering hides do not betray them. (In how many places might a huge, animate mass of smoldering timbers, superheated rock, and scorched flesh hide?)

Lair Actions

On initiative count 20 (losing initiative ties), the firewrack dragon takes a lair action to cause one of the following effects:

- A burst of flame erupts from a point on the ground the firewrack can see within 120 feet of it, creating a 20-foot high, 5-foot radius column. Each creature in the column must make a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half that amount on a successful one.
- Blinding smoke and ash form a cloud in a 30-foot-radius sphere centered on a point the firewrack can see within 120 feet of it. The cloud spreads around corners, and its area is heavily obscured. It lasts until initiative count 20 on the next round. Each creature that enters or starts its turn in the cloud must succeed on a DC 15 Constitution saving throw or be blinded until initiative count 20 on the next round.
- Toxic volcanic gases form a cloud in a 20-foot-radius sphere centered on a point the firewrack can see within 120 feet of it. The sphere spreads around corners, and its area is lightly obscured. It lasts until initiative count 20 on the next round. Each creature that starts its turn in the cloud must succeed on a DC 15 Constitution saving throw or be poisoned until initiative count 20 on the next round. While poisoned in this way, a creature is incapacitated.

Regional Effects

The region surrounding a firewrack dragon's lair is warped by its magic in the following ways:

- Nonmagical fires within 6 miles of the lair burn hotter and brighter. Torches, lanterns, and other nonmagical sources of light

derived from flame produce twice the usual amount bright and dim light.

- Water sources within 1 mile of the lair are unnaturally warm, and they are fouled by sulfur and other toxic substances.
- Smoky fissures and magma pools within 1 mile of the lair form portals to the Great Inferno, allowing creatures of elemental fire into the world.

If the dragon is destroyed, these effects fade in 1d10 days.



FIREWRACK DRAGON

Huge dragon (titanspawn), lawful evil

Armor Class 18 (natural armor)

Hit Points 232 (16d12 + 128)

Speed 50 ft., burrow 30 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	26 (+8)	14 (+2)	13 (+1)	19 (+4)

Saving Throws Dex +5, Con +13, Wis +6, Cha +9

Skills Nature +7, Insight +6, Perception +11

Damage Immunities fire, poison

Condition Immunities blinded, exhaustion, paralyzed, petrified, poisoned, unconscious

Senses blindsight 60 ft., darkvision 120 ft.; passive Perception 21

Languages Primordial, Titan Speech, plus any two other tongues

Challenge 16 (15,000 XP)

Fire Wrack. The firewrack dragon's weapon attacks are magical. When the firewrack hits with any weapon, the weapon deals an extra weapon die of fire damage (included in the attack). At the start of each of its turns, the firewrack deals 7 (2d6) fire damage to any creature grappling it.

Illumination. The firewrack dragon sheds dim light in a 15-foot radius.

Legendary Resistance (Recharge 4-6). If the firewrack dragon fails a saving throw, it can choose to succeed instead.

Water Susceptibility. For every 5 feet that the firewrack dragon moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

ACTIONS

Multiattack. The firewrack dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack.* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 5 (1d10) fire damage.

Claw. *Melee Weapon Attack.* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage plus 3 (1d6) fire damage.

Tail. *Melee Weapon Attack.* +12 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage plus 4 (1d8) fire damage.

Frightful Presence. Each creature of the firewrack dragon's choice that is within 120 feet of the firewrack and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the firewrack's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 4-6). The firewrack exhales fire in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The firewrack dragon can take 3 legendary actions, choosing from the options below. It can use only one legendary action option at a time, and only at the end of another creature's turn. The firewrack regains spent legendary actions at the start of its turn.

Detect. The firewrack makes a Wisdom (Perception) check.

Tail Attack. The firewrack makes a tail attack.

Crushing Charge (2 Actions). The firewrack moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the firewrack enters a creature's space, the creature must make a DC 20 Dexterity saving throw. On a successful save, the creature can choose to be pushed back or to the side, into a space of its choice within 5 feet of the firewrack. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. On a failed save, the firewrack enters the creature's space. The creature takes 14 (2d6 + 7) bludgeoning damage and 7 (2d6) fire damage and is knocked prone. If the firewrack does not leave the prone creature's space, the creature is restrained and takes 14 (2d6 + 7) bludgeoning damage and 7 (2d6) fire damage at the start of each of the firewrack's turns. Once the firewrack moves out of the creature's space, the creature is no longer restrained. A restrained creature can try to escape by taking an action to make a DC 20 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the firewrack.

Icewrack Dragon

Icewrack dragons are monstrous conglomerations of ice, snow, and the bitter, unrelenting cold of winter. Their eyes glow pale blue with an evil cunning, their great wings ripple and crack like an ice floe, and their bodies glisten with the misty sheen of a deep frost. Wind and ice flakes swirl at the creature's approach. It resembles a huge dragon, but one sculpted from pale ice, including its tall, frost-rimed wings. The beast gives off a palpable aura of terrible, numbing cold.

Some of these creatures are rumored to have survived the Divine War by retreating deep into the Titanshome Mountains, and loremasters in Lokil have linked the icewrack dragons to the slow spread of glaciers down from the Stiffened Sea.

Malicious Schemers. Like winter in the mountains, icewrack dragons are cold and cruel. They are more likely to lure interlopers into a snow-covered crevasse or icy deadfall than to confront them directly. During the Titanswar, icewrack dragons descended upon isolated towns under the cover of night, hid nearby, and simply waited for the townsfolk to flee or die as temperatures dropped uncontrollably.

Profoundly Patient. Icewrack dragons almost always wait for their enemies to come to them, choosing locations where they have all the advantages. They thus ensure that any who would confront them have already been beaten down and weakened by the combination of sub-freezing temperatures, deadly traps, and other magic. Once their foes have been thoroughly demoralized, any who have not yet succumbed to the intense cold are attacked by the dragon's breath weapon, and then swiftly slaughtered.

Arrogant and Aloof. Because of the power they wield, icewrack dragons tend to be extremely self-confident, if not downright arrogant and dismissive of other creatures' abilities. Once the tide of battle goes against them, however, they try to escape to somewhere cold and distant where they can nurse their rage and plot their revenge.

An Icewrack Dragon's Lair

Icewrack dragons lair high above the permafrost, in glittering caves carved from the ice, or in lairs deep beneath empty, snowbound cities. Along the northern coast of the Bleak Savannah lie several cities buried under the ice, testament to the cold that lingers where icewrack dragons pass.

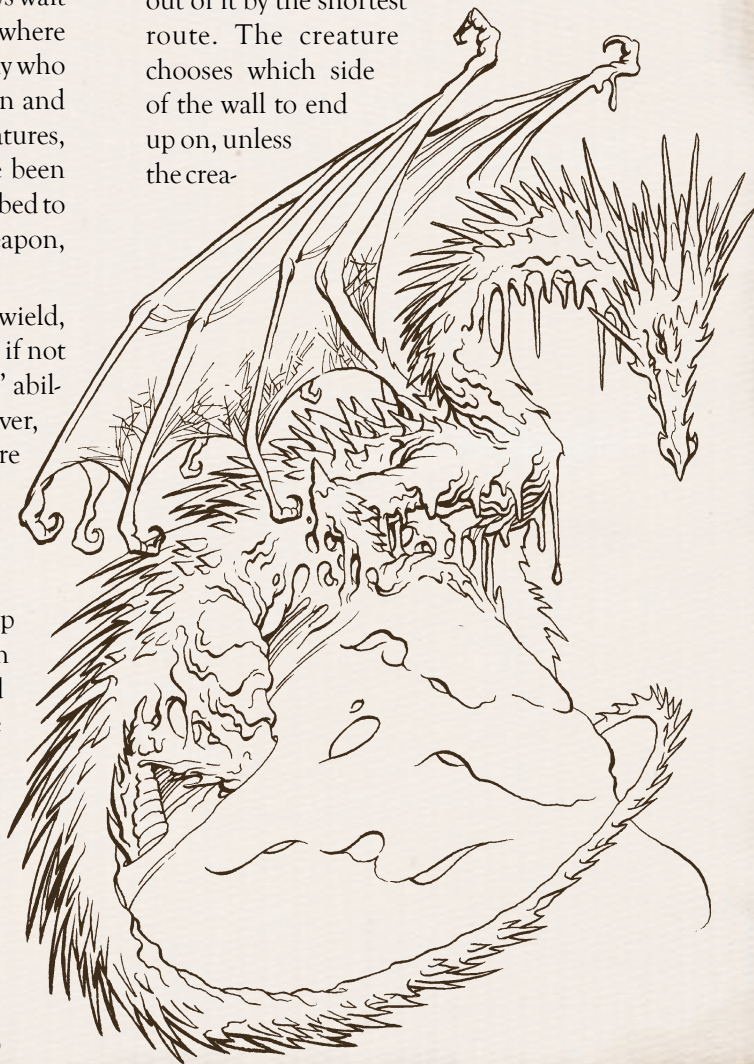
Lair Actions

On initiative count 20 (losing initiative ties), the icewrack dragon takes a lair action to cause one of the following effects:

- A numbingly cold wind blows through the lair near the icewrack. Each creature within 60 feet of the dragon must succeed on a DC 16

Constitution saving throw or take 11 (2d10) cold damage. Gases and vapors are dispersed by the wind, and unprotected flames are extinguished. Protected flames, such as those of a lantern, have a 50 percent chance of being blown out.

- Freezing fog fills a 20-foot-radius sphere centered on a point the icewrack can see within 120 feet of it. The fog spreads around corners, and its area is heavily obscured. It lasts until initiative count 20 on the next round. Each creature in the fog when it appears must succeed on a DC 13 Constitution saving throw, taking 10 (3d6) cold damage on a failed save, or half that amount on a successful one. A creature that ends its turn in the fog takes 10 (3d6) cold damage. A wind of at least 20 miles per hour disperses the fog. The fog otherwise lasts until the icewrack uses this lair action again or is destroyed.
- The icewrack creates an opaque wall of ice on a solid surface it can see within 120 feet of it. The wall can be up to 30 feet long, 30 feet high, and 1 foot thick. When the wall appears, each creature in its space is pushed out of it by the shortest route. The creature chooses which side of the wall to end up on, unless the crea-



ture is incapacitated. The creature then makes a DC 16 Dexterity saving throw, taking 17 (5d6) cold damage on a failed save, or half as much damage on a successful one. Each 10-foot section of the wall has AC 5, 30 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage. The wall otherwise lasts until the icewrack uses this lair action again or is destroyed.

Regional Effects

The region surrounding an icewrack dragon's lair is warped by its magic in the following ways:

- Chilly fog lightly obscures the land within 6 miles of the icewrack's lair.
- Freezing precipitation falls within 6 miles of the icewrack's lair, forming blizzard conditions.
- Once per day, the icewrack can magically alter the weather in a 3-mile radius centered on its lair. The icewrack doesn't need to be outdoors; otherwise, the effect is identical to the *control weather* spell.

If the dragon is destroyed, the fog and precipitation fade within hours, and the altered weather returns to normal over the course of a day.

ICEWRACK DRAGON

Huge dragon (titanspawn), chaotic evil

Armor Class 18 (natural armor)

Hit Points 189 (14d12 + 98)

Speed 40 ft., burrow 30 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	25 (+7)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +5, Con +12, Wis +7, Cha +9

Skills Nature +8, Perception +12, Stealth +5

Damage Vulnerabilities fire

Damage Resistances acid

Damage Immunities cold, poison

Condition Immunities blinded, exhaustion, paralyzed, petrified, poisoned, unconscious

Senses blindsight 60 ft., darkvision 120 ft.; passive Perception 22

Languages Primordial, Titan Speech, plus any three other tongues

Challenge 14 (11,500 XP)

Ice Walk. The icewrack dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Ice Wrack. The icewrack dragon's weapon attacks are magical. When the icewrack hits with any weapon, the weapon deals an additional 4 (1d8) cold damage (included in the attack). At the start of each of its turns, the icewrack deals 9 (2d8) cold damage to any creature grappling it.

Legendary Resistance (Recharge 4-6). If the icewrack dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The icewrack dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack.* +11 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage plus 4 (1d8) cold damage.

Claw. *Melee Weapon Attack.* +11 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) slashing damage plus 4 (1d8) cold damage.

Tail. *Melee Weapon Attack.* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage plus 4 (1d8) cold damage.

Frightful Presence. Each creature of the icewrack dragon's choice that is within 120 feet of the icewrack and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the icewrack's Frightful Presence for the next 24 hours.

Cold Breath (Recharge 5-6). The icewrack exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 20 Constitution saving throw, taking 49 (11d8) cold damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The icewrack dragon can take 3 legendary actions, choosing from the options below. It can use only one legendary action option at a time, and only at the end of another creature's turn. The icewrack regains spent legendary actions at the start of its turn.

Detect. The icewrack makes a Wisdom (Perception) check.

Tail Attack. The icewrack makes a tail attack.

Wing Attack (2 Actions). The icewrack beats its wings, stirring up ice pellets, sleet, and driving snow. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and 4 (1d8) cold damage and be knocked prone. The icewrack can then fly up to half its flying speed.

Seawrack Dragon

The first created, least powerful, and most common of the wrack dragon types, the seawrack is nonetheless a dangerous opponent, being highly resistant to magic like all of its kind and more than capable of vanquishing strong foes. A typical seawrack dragon has a large horn jutting from its snout and a dark frill down its neck and back. It smells of muck and rot and brine. Like other wrack dragons, it is not a creature of flesh and scales: It is composed of flotsam, driftwood, coral, dead fish and rotting crustaceans, of thick foam checked with rotting kelp and the deep, dark green brine of storm-tossed seas.

Simple and Direct. Seawrack dragons are relatively uncomplicated creatures. They are not stupid, but neither are they subtle, at least by comparison with most other wrack dragons. They tend to have a severe, direct approach to most matters. Those that survive today are much more likely to do so at least in part because they have always dwelt in isolated areas than because of any particularly cunning stratagem.

Seawracks use simple tactics – attack from ambush (usually from under water), weaken as many foes as possible with a breath attack, and then pick the remaining enemies off, starting with the most dangerous.

Social Creatures. Seawracks are the most social of the wrack dragons, and they are thus sometimes found in small groups, even still. In terms of percentages, few of these dragons survived the war – most died fighting the armies of the gods. Yet they greatly outnumbered their cousins during the war, so today they remain the most numerous sort of wrack dragon.

A Seawrack Dragon's Lair

Despite their name, seawrack dragons are not limited to life in the sea, being fully able to function on dry land. Some actually prefer to dwell in and around dank lakes, bayous, and other inland waters. Large barren areas surround many seawrack lairs, dead zones where plants are stunted and the water is made undrinkable by the dragon's acidic breath.

Lair Actions

On initiative count 20 (losing initiative ties), the seawrack dragon takes a lair action to cause one of the following effects:

- A pool of acid forms in a 20-foot-radius spread centered on a point the seawrack can see within 120 feet of it. It lasts until initiative count 20 on the next round. Each creature in the pool when it appears must succeed on a DC 13 Reflex saving throw, taking 7 (2d6) acid damage on a failed save, or half that amount on a successful one. A creature that ends its turn in the pool takes 7 (2d6) cold damage. The pool otherwise lasts until the seawrack uses this lair action again or is destroyed.



- The seawrack creates fog as though it had cast *fog cloud*. The fog lasts until initiative count 20 on the next round.
- Thick magical fog billows around one creature the seawrack can see within 120 feet of it. The creature must succeed on a DC 15 Strength saving throw or be restrained until initiative count 20 on the next round.

Regional Effects

The region surrounding a seawrack dragon's lair is warped by its magic in the following ways:

- Constant fog lightly obscures the land within 6 miles of the seawrack's lair.
- Water sources within 1 mile of the lair are supernaturally fouled. Enemies of the dragon that drink this water regurgitate it within minutes.
- Reptiles, fish, and birds within 1 mile of the seawrack's lair serve as its eyes and ears, informing it of intruders and their general activities.

If the seawrack dragon is destroyed, these effects fade over 1d6 days.

SEAWRACK DRAGON

Large dragon (titanspawn), neutral evil

Armor Class 17 (natural armor)

Hit Points 162 (13d12 + 78)

Speed 40 ft., fly 60 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	22 (+6)	13 (+1)	14 (+2)	16 (+3)

Saving Throws Dex +5, Con +9, Wis +6, Cha +7

Skills Nature +5, Perception +10, Stealth +5

Damage Immunities acid, poison

Condition Immunities blinded, exhaustion, paralyzed, petrified, poisoned, unconscious

Senses blindsight 60 ft., darkvision 120 ft., sea sight; passive Perception 20

Languages Primordial, Titan Speech, plus any one other tongue

Challenge 11 (7,200 XP)

Freeze. If the seawrack dragon takes cold damage, it partially freezes; its speeds are each reduced by 20 feet until the start of its next turn.

Legendary Resistance (Recharge 4-6). If the seawrack dragon fails a saving throw, it can choose to succeed instead.

Magic Weapons. The seawrack dragon's weapon attacks are magical.

Sea Sight. The seawrack dragon has blindsight out to 120 feet while under water.

ACTIONS

Multiattack. The seawrack dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack. +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 7 (2d6) acid damage.

Claw. Melee Weapon Attack. +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Frightful Presence. Each creature of the seawrack dragon's choice that is within 120 feet of the seawrack and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the seawrack's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5-6).

The seawrack exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 49 (11d8) acid damage on a failed save, or half as much damage on a successful one.

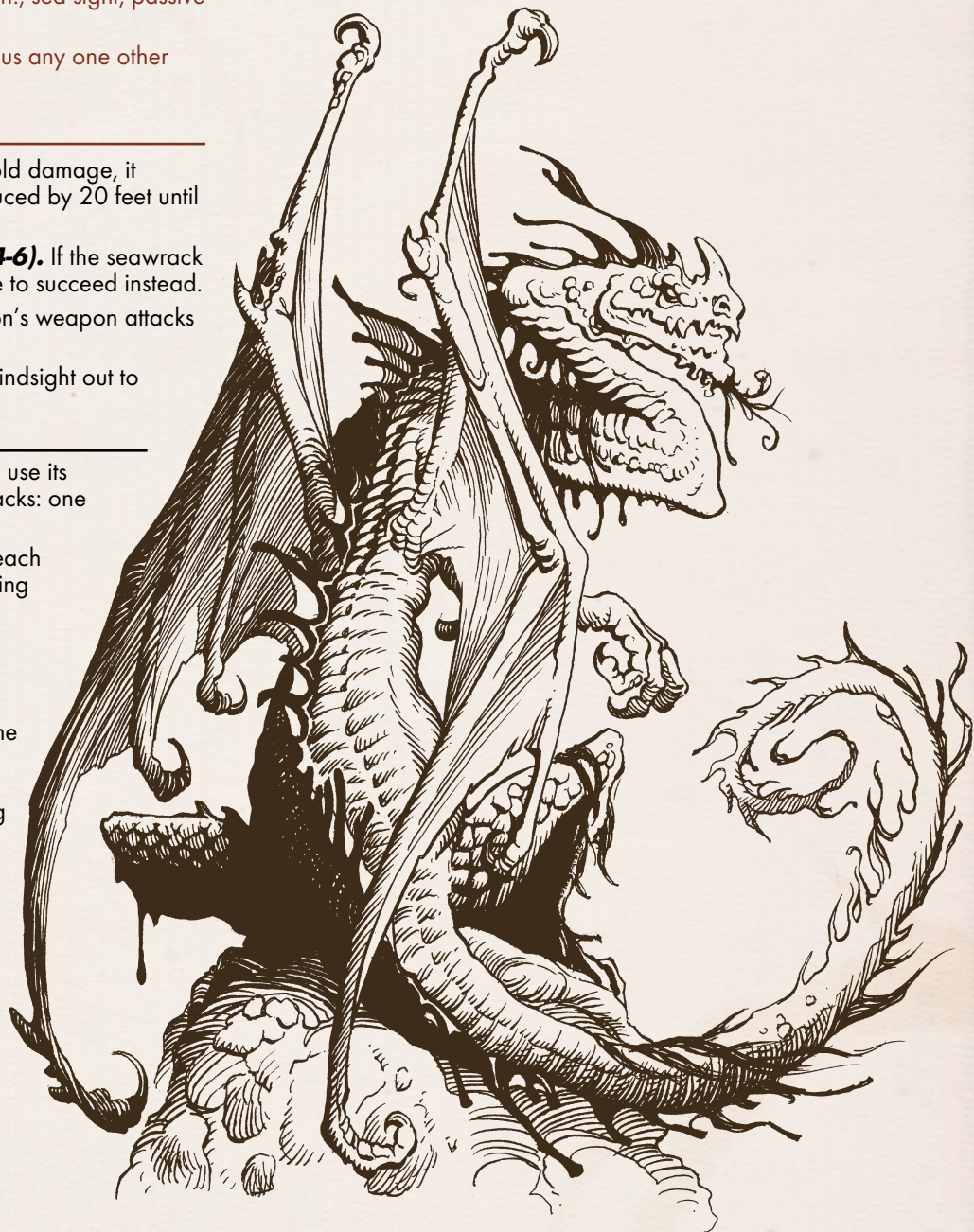
LEGENDARY ACTIONS

The seawrack dragon can take 3 legendary actions, choosing from the options below. It can use only one legendary action option at a time, and only at the end of another creature's turn. The seawrack regains spent legendary actions at the start of its turn.

Detect. The seawrack makes a Wisdom (Perception) check.

Move. The seawrack moves (or flies or swims) up to its speed.

Wing Attack (2 Actions). The seawrack beats its wings, stirring up dirt, ocean spray, and debris. Each creature within 10 feet of the dragon must succeed on a DC 17 Dexterity saving throw or take 12 (2d6 + 5) bludgeoning damage and be knocked prone. The seawrack can then fly or swim up to half its speed.



Stormwrack Dragon

Lightning fast and deadly, impossibly stealthy for creatures so huge, stormwrack dragons, also sometimes called “woodwracks,” were often used during the Titanswar as elite assassins. They also sometimes acted as commanders of special detached or guerrilla forces, and as advisors and roaming sorcerers in support of their more combative, front-line firewrack cousins.

A stormwrack dragon’s face typically has large, obsidian teeth, spiny brows, and fanlike frills on either side of the head. It smells of loam and the lingering scent of a lightning blast. Its body is composed of chunks of rock, smashed and scorched tree limbs, bits and pieces of tempest-tossed greenery and the bleached remnants of old buildings, all interwoven with layers of shed snake skins, storm-tangled fish nets, and dusty spider webs.

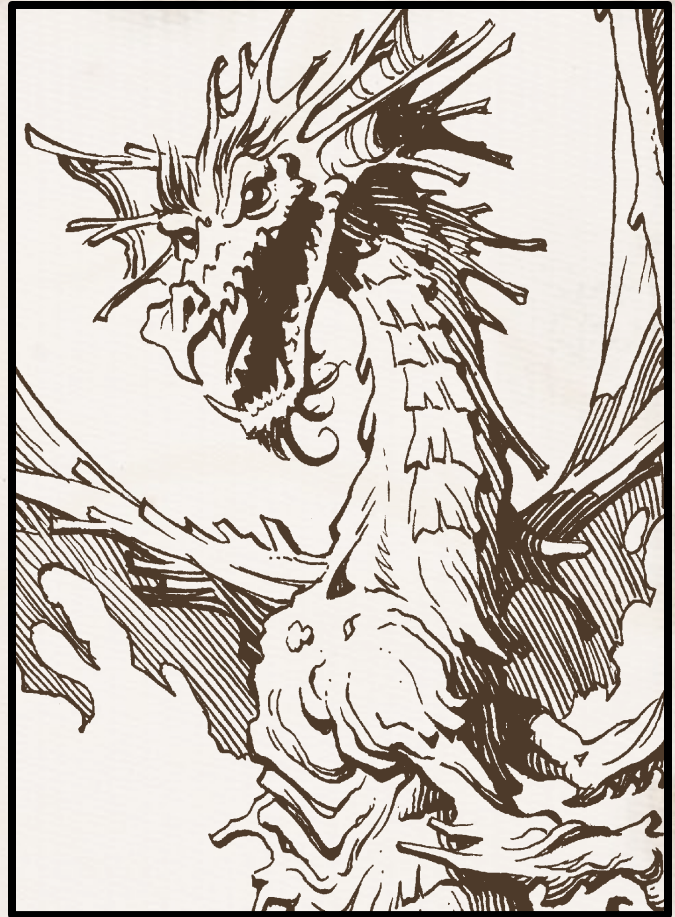
One with Nature. Stormwracks have a natural affinity for animals of all sorts and often use this to their advantage. When strangers enter their territory, they generally know of it almost immediately, and those hunting for the dragon’s lair are likely to be ambushed long before they near their goal.

Fierce and Cunning. Stormwrack dragons prefer to attack from the air or from ambush, often aided by stealth magic. If they must engage an enemy directly, they usually burst down through the treetops or other cover (often carrying treetops or other debris down with them to clutter the battlefield). If for some reason they cannot fly, they find a good place to burrow or hide in the local terrain, waiting until their targets stand almost on top of them before acting.

Once in combat, stormwrack dragons use their great speed and mobility to strafe their foes. They do not use their magic sparingly, but launch their most powerful spells early and often: most use direct damage and compulsion spells as a matter of course. Stormwracks tend to use their breath weapons for indirect attacks as often as they do for direct damage – for example, knocking down trees with a blast of lightning to impede an enemy’s movement, or starting tactically advantageous blazes.

A Stormwrack Dragon’s Lair

Stormwrack dragons prefer to live in forests and marshes, particularly coastal or tropical ones where they are closest to the forces from which they were birthed. While there were never many stormwracks, they are generally the smartest and strongest of the wrack dragons, so a greater percentage of them have survived the years since the war than have other types. More flexible in their thinking and circumspect in their behavior, stormwracks tend to lurk quietly in forgotten places, hidden from observation, pursuing whatever long-term, far-reaching plans they have developed in the years since the titans’ defeat.



Lair Actions

On initiative count 20 (losing initiative ties), the stormwrack dragon takes a lair action to cause one of the following effects:

- Writhing roots and limbs erupt in a 20-foot radius centered on a point on the ground that the stormwrack can see within 120 feet of it. The area becomes difficult terrain, and each creature there must succeed on a DC 17 Strength saving throw or be restrained by the grasping plants. Another creature can use an action to make a DC 15 Strength check, freeing the restrained creature on a success. The roots and limbs fade away or become inert when the stormwrack uses this action again or is destroyed.
- The stormwrack creates a barrier of spiky brush and brambles on a solid surface it can see within 120 feet of it. The wall can be up to 60 feet long, 10 feet high, and 5 feet thick. When the wall appears, each creature in its space is pushed out of it by the shortest route. The creature chooses which side of the wall to end up on, unless the creature is incapacitated. The creature then makes a DC 17 Dexterity saving throw, taking 14 (4d6) piercing damage on a failed save, or half as

much damage on a successful one. A creature can move through the wall, albeit slowly and painfully. For every 1 foot a creature moves through the wall, it must spend 4 feet of movement. Furthermore, the first time a creature enters the wall on a turn or ends its turn there, the creature must make a DC 15 Dexterity saving throw. It takes 14 (4d6) piercing damage on a failed save, or half as much damage on a successful one. Each 10-foot section of the wall has AC 5, 15 hit points, vulnerability to fire damage, resistance to bludgeoning and piercing damage, and immunity to psychic damage. The wall otherwise lasts until the stormwrack uses this lair action again or is destroyed.

- A surge of lightning limns one creature the stormwrack can see within 120 feet of it. The creature must succeed on a DC 17 Dexterity saving throw or take 21 (6d6) lightning damage and be incapacitated until initiative count 20 on the next round. On a successful save, the creature takes half damage and is not incapacitated.

Regional Effects

The region surrounding a stormwrack dragon's lair is warped by its magic in the following ways:

- Thunderstorms and violent winds rage within 6 miles of the stormwrack's lair.
- Thickets and brambles within 1 mile of the lair are supernaturally thick and bear unnaturally long, sharp thorns. For every 1 foot a creature moves through this terrain, it must spend 4 feet of movement. A creature in these thickets must make a DC 13 Dexterity saving throw each round or take 3 (1d6) piercing damage.
- Small mammals and birds within 1 mile of the stormwrack's lair serve as its eyes and ears, informing it of intruders and their general activities.

If the stormwrack dragon is destroyed, these effects fade over 1d6 days.



STORMWRACK DRAGON

Huge dragon (titanspawn), chaotic evil

Armor Class 19 (natural armor)

Hit Points 237 (19d12 + 114)

Speed 40 ft., burrow 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	23 (+6)	16 (+3)	16 (+3)	19 (+4)

Saving Throws Dex +7, Con +12, Wis +9, Cha +10

Skills Nature +9, Insight +9, Perception +15, Stealth +7

Damage Resistances cold, thunder

Damage Immunities lightning, poison

Condition Immunities blinded, exhaustion, paralyzed, petrified, poisoned, unconscious

Senses blindsight 60 ft., darkvision 120 ft.; passive Perception 25

Languages Primordial, Titan Speech, plus any three other tongues

Challenge 18 (20,000 XP)

Innate Spellcasting. The stormwrack dragon's innate spellcasting ability is Charisma (spell save DC 18). It can cast the following spells, requiring no material components.

At will: *alarm*, *mage hand*, *speak with animals*

3/day each: *blur*, *charm person*, *hallucinatory terrain*

2/day each: *arcane eye*, *invisibility*, *suggestion*

1/day each: *chain lightning*, *control weather*

Legendary Resistance (Recharge 4-6). If the stormwrack dragon fails a saving throw, it can choose to succeed instead.

Storm Wrack. The stormwrack dragon's weapon attacks are magical. When the stormwrack hits with any weapon, the weapon deals an additional 9 (2d8) lightning damage (included in the attack). At the start of each of its turns, the stormwrack deals 9 (2d8) lightning damage to any creature grappling it.

ACTIONS

Multiattack. The stormwrack dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack.* +12 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage plus 9 (2d8) lightning damage.

Claw. *Melee Weapon Attack.* +12 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 9 (2d8) lightning damage.

Tail. *Melee Weapon Attack.* +12 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage plus 9 (2d8) lightning damage.

Frightful Presence. Each creature of the stormwrack dragon's choice that is within 120 feet of the stormwrack and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the stormwrack's Frightful Presence for the next 24 hours.

Lightning Breath (Recharge 5-6). The stormwrack exhales lightning in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 20 Dexterity saving throw, taking 67 (15d8) lightning damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The stormwrack dragon can take 3 legendary actions, choosing from the options below. It can use only one legendary action option at a time, and only at the end of another creature's turn. The stormwrack regains spent legendary actions at the start of its turn.

Detect. The stormwrack makes a Wisdom (Perception) check.

Tail Attack. The stormwrack makes a tail attack.

Wing Attack (2 Actions). The stormwrack beats its wings, stirring up dirt, dust, leaves, and other debris. Each creature within 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be pushed back 5 feet and knocked prone. The stormwrack can then fly up to half its flying speed.

Fatling

During the Divine War, the gods imprisoned Gaurak the Gorger beneath the earth, but that does not mean his vile influence can't still be felt in the Scarred Lands. The most favored of Gaurak's servants are blessed by their buried lord. Gaurak's favor is clear for those who know what to seek: A patch of jaundiced, greasy fruit, vegetables, or edible fungi grows suddenly somewhere near the follower's shrine. Eating these repulsive things transforms a druidic worshiper into a reflection of the Ravenous One himself.

Scions of Gaurak. The servant becomes a fatling, a grotesquely obese monstrosity around whom other adherents to the titan gather to perform their disgusting rituals in hopes of currying the buried titan's favor. Repugnant as a fatling might be, followers of Gaurak who honor the creature would give their very lives to protect the titan's chosen.

Foul Though and Through. Fatlings are inhumanly repulsive, with literally rolls upon rolls of greasy, unwholesome, sallow skin. They constantly sweat a foul-smelling, slippery oil that allows them to slide their bulk around, when they choose to move at all – for they are so obese that they can barely move their own legs. Fatlings receive the further gift of lard worms (see sidebar), creatures that inhabit the priests' folds and eat whatever might be trapped therein, including the decaying bits of flesh that the fatling routinely sloughs off.

Deceptively Lethal. Although fatlings may seem defenseless, they're actually quite dangerous. Many weapons cannot harm them, thanks to the creatures' excessive tissue. They are also highly resistant to magic, and anyone who gets too close can be pinned and suffocated under layers of blubber. Finally, they are also druids or sorcerers who draw power from Gaurak, so they usually have a variety of spells at their disposal.

Fatling Template

Any neutral or evil humanoid can become a fatling, provided it is able to cast druid or sorcerer spells. A



Lard Worm Infestation

Just as some fish have a symbiotic relationship with larger predator fish, so do lard worms have a symbiotic relationship with fatlings. Around 8 to 10 inches long and half an inch thick, lard worms live deep in the folds and recesses of fatlings' mounds of flesh, cleaning away the various unwholesome substances (including smothered victims' bodies) that accumulate there. One active fatling can host several hundred worms.

Lard worms almost always attack creatures enveloped by a fatling, since their bite makes it more likely that the creature dies there and thus becomes food for the entire colony.

Individually, lard worms are Tiny vermin with 1 hit point each.

creature that becomes a fatling retains all its statistics except as noted below.

Size. The fatling's size increases by one category, to a minimum of Large.

Alignment. The fatling's alignment is always neutral evil.

Speed. The fatling's speed is reduced to 10 feet. Its speed cannot be reduced further (such as by difficult terrain), nor can it benefit from any bonus to its speed.

Damage Resistances. The fatling has resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

Disease Immunity. The fatling is immune to disease.

Poison Immunity. The fatling is immune to poison damage and to being poisoned.

Senses. A fatling gains darkvision out to 60 feet, or the range of its darkvision increases by 30 feet if it already had darkvision.

Immutable Form. The fatling is immune to any spell or effect that would alter its form.

Lard Worms. Fatlings are infested with colonies of lard worms, horrific creatures that feed off the rotting flesh that collects in the corpulent folds of the fatling. A creature grappled by a fatling also takes 4d6 acid damage from lard worms at the start of the fatling's turn each round.

New Action: Slam. The fatling gains a Slam attack, a melee weapon attack that deals 2d6 bludgeoning damage + the fatling's Strength modifier. For each size category the fatling is above Large, increase this slam damage by 1d6.

On a successful hit, the fatling's target is also grappled (escape DC 8 + the fatling's proficiency bonus + the fatling's Strength modifier). If the target is at least one size smaller than the fatling, it is also restrained until this grapple ends. While grappling this target, the fatling has advantage on attack rolls against it and can't use this attack against other creatures. When the fatling moves, any smaller creature it is grappling moves with it.

FATLING (FULTHIS MARUK)

Large humanoid (dwarf, titanspawn), neutral evil

Armor Class 12 (hide armor)

Hit Points 93 (11d10 + 33)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	17 (+3)	10 (+0)	18 (+4)	7 (-2)

Skills Nature +3, Survival +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 90 ft.; passive Perception 14

Languages Druidic, Dwarvish, Ledeon, Titan Speech

Challenge 6 (2,300 XP)

Disease Immunity. The fatling is immune to disease.

Immutable Form. The fatling is immune to any spell or effect that would alter its form.

Sample Fatling

This example of a fatling uses a dwarf druid, increased to a 10th-level spellcaster. Its ability scores have been modified as well.

Lore. Fulthis Maruk was a dwarven druid of Denev, revering the Earth Mother. Part of an adventuring company, he accompanied his comrades into the deeps of the Perforated Plains in search of glory. Unfortunately, tragedy struck and his compatriots died, leaving him distraught and alone in the wilderness. Delirious from disease and hunger, Fulthis found his way into the Gluttonous Caves north of the Plains.

Ravenous, he found a subterranean patch of mushrooms and fell on them, staving off starvation. A short time after, a voice awakened him – it was the voice of his own hunger, but it spoke to him in the words of Gaurak, saying only, “Feed.” He has come to be known only as the “Bloat Beneath the Caves,” ruling a small tribe of titanspawn from his lair within a tiny section of the Gluttonous Caves.

Lard Worms. A creature grappled by the fatling takes 14 (4d6) acid damage from lard worms at the start of the fatling's turn.

Spellcasting. The fatling is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, or +7 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft, guidance, mending, poison spray*

1st level (4/day): *awareness ward**, *cure wounds*, *goodberry*, *speak with animals*, *thunderwave*

2nd level (3/day): *barkskin*, *corrode metal**, *spike growth*

3rd level (3/day): *animal spy**, *dispel magic*

4th level (3/day): *blight*, *stone shape*

5th level (2/day): *commune with nature*, *wall of stone*

ACTIONS

Slam. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 14). If the target is Medium or smaller, it is also restrained until this grapple ends. While grappling this target, the fatling has advantage on attack rolls against it and can't use this attack against other creatures. When the fatling moves, a Medium or smaller creature it is grappling moves with it.

Flailing Dreadnought

Flailing dreadnoughts are huge metallic creatures with some bio-organic material mixed into their composition. They resemble huge floating eggs covered in segmented metal plates, with massive, fanged maws that can be extended like a shark's when biting. Dreadnoughts attack virtually anything that comes near them, particularly if it has metal on or about its person. They are thought to ingest some amount of metal ore or metallic goods occasionally, but it is unknown whether they do this out of necessity, habit, or for some other reason.

Spawn of Golthagga. The flailing dreadnoughts were the twisted creation of the Shaper. In the latter days of the Divine War, the titan created dozens of these creatures and threw them into battle to shred through the ranks of the divine armies. Now with their creator gone, those few flailing dreadnoughts that remain dwell in remote areas, especially underground near large concentrations of metal ore such as abandoned mines or ruined wasteland cities.

Machine of Destruction. Created to be a weapon of war, the flailing dreadnought is a fierce, but not very bright opponent. It almost always rushes into combat, roaring and biting, and if it has several opponents near it unleashes its flailing burst as often as possible. Against fewer enemies, or those who try to maintain their distance, the dreadnought drags foes about the battlefield to place them wherever is most advantageous for itself.



FLAILING DREADNOUGHT

Huge construct (titanspawn), chaotic evil

Armor Class 16 (natural armor)

Hit Points 142 (15d12 + 45)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	17 (+3)	4 (-3)	10 (+0)	1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone

Senses blindsight 60 ft.; passive Perception 10

Languages Titan Speech (can't speak)

Challenge 13 (10,000 XP)

Immutable Form. The flailing dreadnought is immune to any spell or effect that would alter its form.

Magic Weapons. The flailing dreadnought's weapon attacks are magical.

ACTIONS

Multiattack. The flailing dreadnought makes four attacks: one with its bite and three with its tentacles.

Bite. *Melee Weapon Attack.* +10 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage.

Tentacle. *Melee Weapon Attack.* +10 to hit, reach 15 ft., one target. *Hit:* 21 (3d10 + 5) slashing damage.

Flailing Burst (Recharge 4-6). The flailing dreadnought makes one tentacle attack against each creature it chooses within 15 feet of it. Attack rolls against the dreadnought have advantage until the start of its next turn.

Flesh Corruptor

A flesh corruptor is a pitiful creature, a vaguely humanoid walking mass of decay. Oozing sores and seeping wounds run rampant across its exposed flesh, and great, yellowish blisters cover its hands and feet. Its hunched posture and cowl hide its face, and much of its body is concealed by a leper's rags and tattered robes.

Children of Chern. Flesh corruptors were created by Chern, and they are referred to in some old texts as "Chern's children." The titan crafted his children to destroy whatever they touched by putrefying it. He also made sure that none of those killed would be raised to plague him again by giving the flesh corruptors an appetite for putrefied remains.

Hidden in Plain Sight. Some flesh corruptors can still be found wandering the Mourning Marshes, especially along the borders of Vesh, although they have been discovered in many other regions as well. Cunning, the flesh corruptors hide by joining roving leper bands or other groups of poor, sick, and disenfranchised folk, following them from city to city. If any of the unfortunate wanderers ever notice their numbers shrinking, most assume they have simply lost another fellow to their ailments (or perhaps to predators, or simply to the elements).



FLESH CORRUPTOR

Medium aberration (titanspawn), chaotic evil

Armor Class 13 (natural armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	16 (+3)	11 (+0)	12 (+1)	10 (+0)

Skills Deception +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft.; passive Perception 11

Languages Titan Speech

Challenge 1 (200 XP)

Disease Immunity. The flesh corruptor is immune to disease.

Septic Aura. Creatures within 10 feet of the flesh corruptor suffer a weakened resistance to necrotic damage. Creatures within the aura that are normally immune to necrotic damage instead have only resistance to necrotic, and those that normally have resistance to necrotic lose that resistance.

ACTIONS

Flesh Corruption. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) necrotic damage, and the target must succeed a DC 13 Constitution saving throw against disease or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A creature slain by this magical disease decomposes at an unnaturally accelerated rate, reduced to a pool of putrefied muck after 2d6 minutes. A *remove curse* cast upon the body negates this effect. A *gentle repose* spell halts decomposition as well, but its duration is reduced to 24 hours when cast on a body slain by Flesh Corruption.

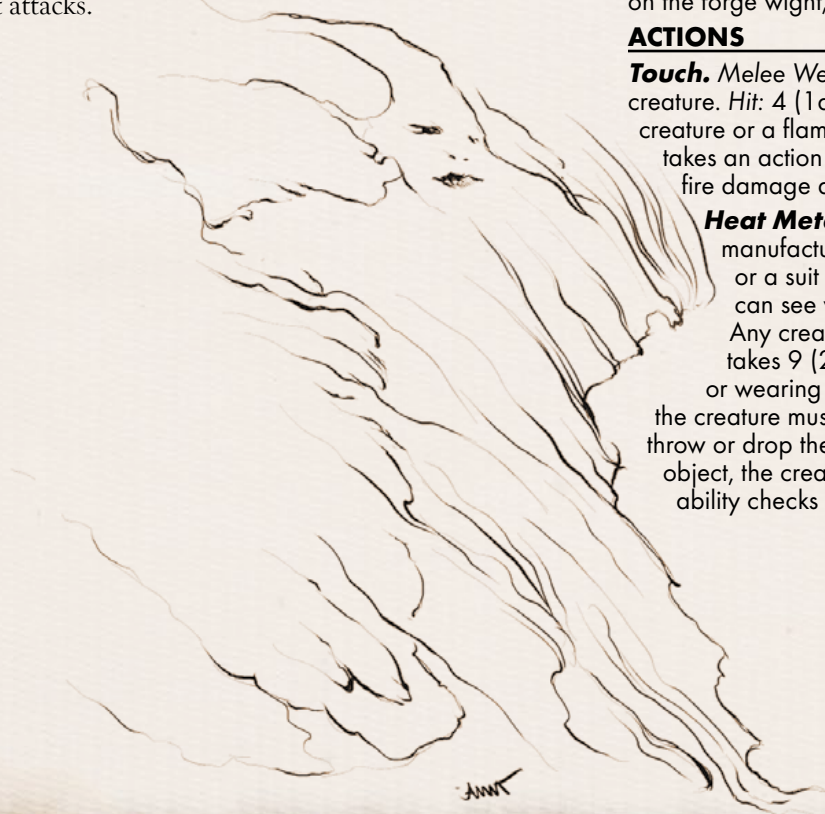
Forge Wight

Forge wights (a misnomer, for they are not undead spirits) are elemental creatures trapped in cold forges abandoned by the ages, eager to lash out at any unwary soul that passes too close. They appear as an eerily flickering tongue of pale, ghostly flame dancing in the otherwise cold forge.

The forge wight uses heat to torment and kill its victims. It vents its anger on any mortal that stays within range, but can be placated momentarily if Thulkas is propitiated and hot coals or the like are tossed into the forge. As soon as the coals die out, however, the spirit resumes its attacks, likely angrier than before.

Spawn of Thulkas. In ancient times, master smiths across the land kept their forges hot through sacrifice to Thulkas, titan of iron and fire. In return, he would send a forge wight to inhabit the smith's forge and keep it burning. Unfortunately, the world changed; titans fell and the old smiths died. A few of these inhabited forges remain, though, in the depths of shattered fortresses or in towns long deserted, and the fire spirits trapped within are bitter from their long, cold imprisonment. An individual versed in the rites of Thulkas might perform the ceremony to free a forge wight from its prison, but there are likely very few still alive who know such lore.

Always Hostile. The forge wight strikes out by using *heat metal* liberally on the gear of any who approach without making the proper obeisance. It can never leave its forge, but if a target gets close enough, the wight attacks.



FORGE WIGHT

Tiny elemental (titanspawn), neutral evil

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft. (40 ft.; forge bound)

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	10 (+0)	6 (-2)	10 (+0)	6 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft.; passive Perception 10

Languages Primordial (Ignan), Titan Speech

Challenge 1 (200 XP)

Fire Form. The forge wight can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the forge wight or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

Forge Bound. The forge wight is bound to its forge and cannot leave that location. If the forge is very large, then the wight can move its normal speed of 40 feet within the confines of the forge, but it cannot leave the forge itself.

Illumination. The forge wight sheds bright light in a 10-foot radius and dim light out in an additional 10 feet.

Water Susceptibility. For every gallon of water splashed on the forge wight, it takes 1d4 cold damage.

ACTIONS

Touch. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 3 (1d6) fire damage at the start of each of its turns.

Heat Metal. The forge wight chooses a manufactured metal object, such as a metal weapon or a suit of heavy or medium metal armor, that it can see within 60 feet. The object glows red-hot. Any creature in physical contact with the object takes 9 (2d8) fire damage. If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a DC 12 Constitution saving throw or drop the object if it can. If it doesn't drop the object, the creature has disadvantage on attack rolls and ability checks until the start of the forge wight's next turn.

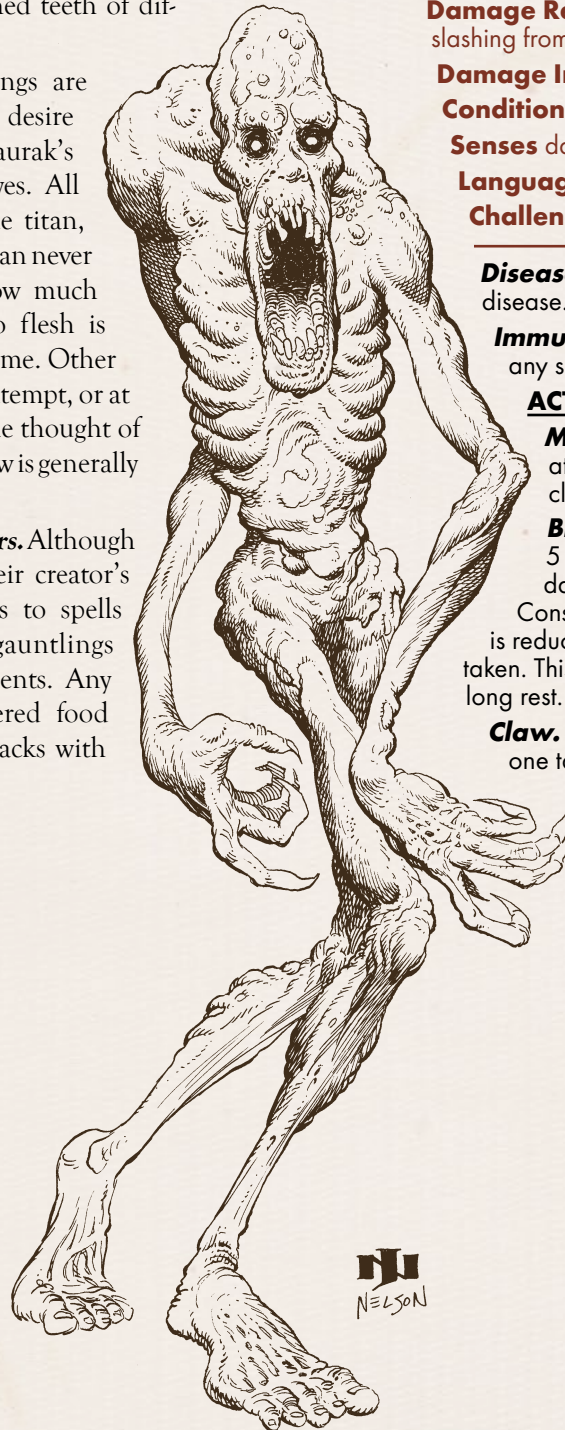
Gauntling

Although Gaurak remains buried, his cruel will remains. The wretched creatures known as gauntlings are what remains of fatlings who reached too far and attempted to partake too heavily of their titanic master's essence. Gauntlings are doomed to a life of endless hunger, devouring everything in their path, desperately attempting to regain Gaurak's favor.

Emaciated, virtually skeletal, gauntlings are disgusting creatures half again as tall as a human, yet gaunt and crooked, with nearly transparent skin. Their mouths are abnormally large, filled with mismatched teeth of different shapes and sizes.

Failed Spawn. Gauntlings are driven by hunger and the desire to redeem themselves in Gaurak's and other titanspawns' eyes. All they eat is a tribute to the titan, but their ravenous hunger can never be satiated; no matter how much a gauntling consumes, no flesh is ever added to its wasted frame. Other servants of Gaurak feel contempt, or at best pity for gauntlings. The thought of one so honored falling so low is generally repulsive to them.

Simpleminded Devourers. Although they have lost most of their creator's blessings, including access to spells and spell-like abilities, gauntlings remain formidable opponents. Any living creature is considered food for the gauntling, who attacks with blind ferocity.



GAUNTLING

Large humanoid (titanspawn), chaotic evil

Armor Class 14 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	7 (-2)	13 (+1)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft.; passive Perception 11

Languages Titan Speech

Challenge 4 (1,100 XP)

Disease Immunity. The gauntling is immune to disease.

Immutable Form. The gauntling is immune to any spell or effect that would alter its form.

ACTIONS

Multiattack. The gauntling makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest.

Claw. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

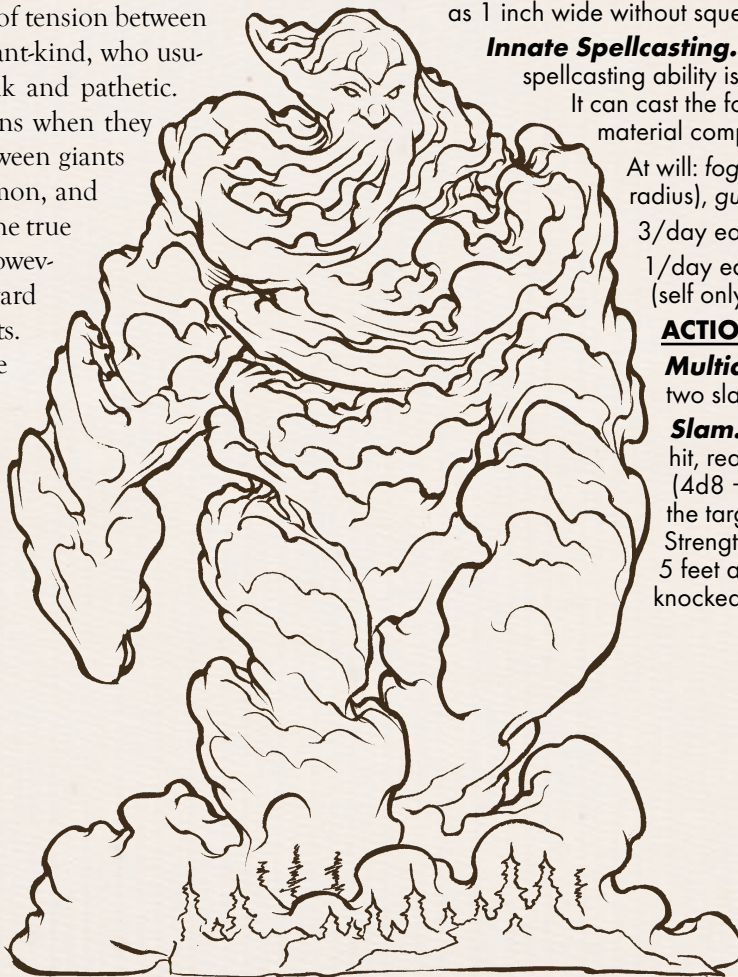
Giant, Celestian

In the eyes of the gods, the giants were all titanspawn, and they were justly punished after the defeat of their titan masters. The storm god Enkili passed down a most ironic punishment to the Hundred-Hand Ones, a cadre of the most magically gifted and most arrogant cloud-dwelling giants, for the role they played in the Divine War. The Trickster tore their physical forms asunder, making them as hollow as the wind. Thus, these giants, who had formerly crushed dwarves with one blow of their mighty fists, were reduced to cloudy, ephemeral beings, doomed to an eternity as strange creatures of the clouds and mists.

A celestian appears as giant, translucent, vaguely humanoid form, its cloudlike, amorphous body wavering and shifting as it moves. Huge crystal blue eyes stare down with a cold, startlingly fierce intelligence.

Accursed Ones. The celestians, as they are now known, are not as dim-witted as some of their gigantic brethren. Since the Divine War, they have adapted to their new cloudlike state and learned to use their magical gifts in ways appropriate to their forms. Their transformation has only increased their fury, so the celestians spread destruction wherever they go.

Vengeful and Bitter. The celestians' curse has created a great deal of tension between them and the rest of giant-kind, who usually consider them weak and pathetic. On those rare occasions when they cross paths, clashes between giants and celestians are common, and marvelous to behold. The true focus of celestians' ire, however, remains directed toward the gods and their servants. They are as bitter as the titans themselves, and they abhor any priests, paladins, or other divine spellcasters they encounter, targeting such opponents before all others.



CELESTIAN

Gargantuan giant (titanspawn), chaotic evil

Armor Class 12

Hit Points 136 (13d20)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	10 (+0)	16 (+3)	17 (+3)	17 (+3)

Saving Throws Con +4, Wis +7, Cha +7

Skills Insight +7, Perception +7

Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison, thunder

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses blindsight 60 ft., darkvision 60 ft.; passive Perception 17

Languages Giantish, Primordial, Titan Speech

Challenge 9 (5,000 XP)

Cloud Form. The celestian can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Innate Spellcasting. The celestian's innate spellcasting ability is Charisma (spell save DC 15).

It can cast the following spells, requiring no material components.

At will: fog cloud (as 3rd-level spell; 60-ft. radius), gust of wind

3/day each: call lightning, ice storm

1/day each: control weather, wind walk (self only)

ACTIONS

Multiattack. The celestian makes two slam attacks.

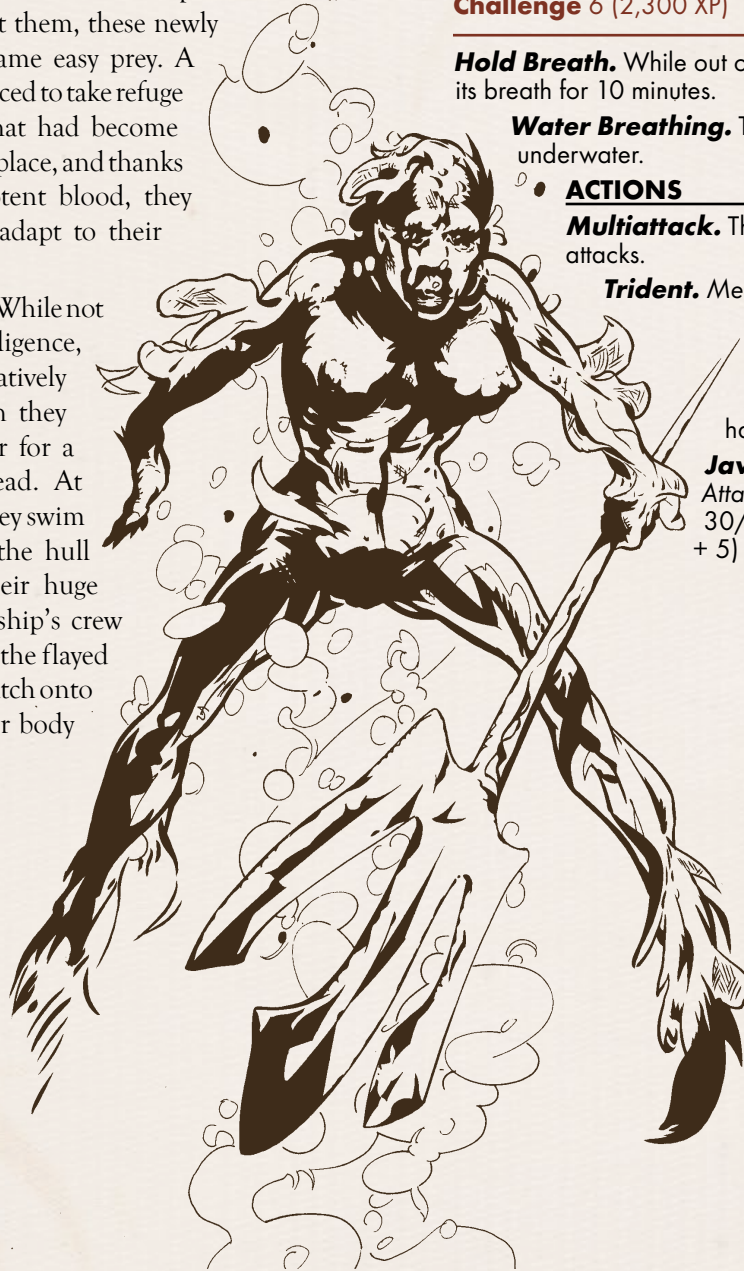
Slam. *Melee Weapon Attack.* +9 to hit, reach 10 ft., one target. *Hit:* 23 (4d8 + 5) bludgeoning damage, and the target must succeed on a DC 17 Strength saving throw or be pushed 5 feet away from the celestian and knocked prone.

Giant, Flayed

A flayed giant's skin is reddish, the color of fresh blood, yet semi-transparent and scaly. It has gills like those of a fish on its neck and shoulders, and fins protrude at odd angles from its extremities. It wields a massive trident nearly twice the length of a human.

Spawn of Kadum. Once favored warriors of Kadum, giants roamed the hills and mountains of Ghelspad as they wished, crushing the diminutive soldiers of the gods much as a child would squash an ant. Then the Day of Bleeding came, when the insolent gods opened Kadum's chest and bound the Mountainshaker to the bottom of the deepest ocean chasm. The puny races then rose up against the giants, driving many of them from their steadings and caverns. Without the power of Kadum to support them, these newly homeless giants became easy prey. A great number were forced to take refuge in the bloody sea that had become their master's resting place, and thanks to their patron's potent blood, they mutated quickly to adapt to their new home.

Raiders of the Sea. While not known for their intelligence, flayed giants are relatively cunning. Most often they wait below the water for a ship to pass overhead. At the right moment, they swim upward and pierce the hull of the ship with their huge tridents. While the ship's crew tends to the damage, the flayed giants then attempt latch onto the vessel, using their body weight to capsize it.



FLAYED GIANT

Huge giant (titanspawn), chaotic evil

Armor Class 14 (natural armor)

Hit Points 137 (13d12 + 65)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	20 (+5)	6 (-2)	13 (+1)	8 (-1)

Skills Perception +3

Damage Resistances cold

Senses darkvision 60 ft.; passive Perception 13

Languages Giantish, Titan Speech

Challenge 6 (2,300 XP)

Hold Breath. While out of water, the flayed giant can hold its breath for 10 minutes.

Water Breathing. The flayed giant can breathe only underwater.

ACTIONS

Multiattack. The flayed giant makes two trident attacks.

Trident. Melee or Ranged Weapon Attack. +8 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage, or 18 (3d8 + 5) piercing damage if used in two hands.

Javelin. Melee or Ranged Weapon Attack. +8 to hit, reach 10 ft. or range 30/120 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage.

Goblin, Spider-Eye

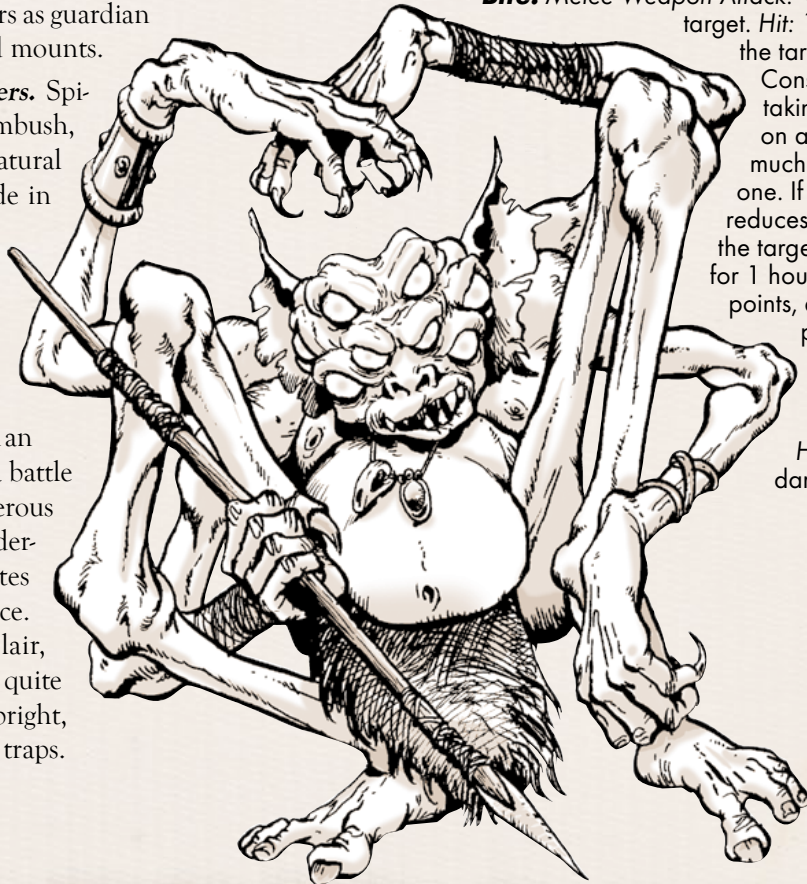
Goblinoids were among the titans' first attempts at creating humanoids. They fell somewhat short of being a desirable servitor race and were soon forgotten. Over time, many tribes soaked up aspects of the primordial Scarn, evolving into the numerous varieties of goblinoid races that exist in present times.

A typical spider-eye goblin has four long, slender arms ending in wicked claws, along with a bizarre array of eight eyes above its fanged maw. It wears scraps of cloth and bits of polished stone, and it scampers about easily on one of its pairs of arms and its legs.

Spider-eye goblins speak their own language, a debased dialect of Goblin blended with a smattering of Titan Speech and some crude words from the Ledean tongue. Their speech is also punctuated with odd clicks and hisses. In combat, they have evolved a clicking and chittering battle language, but also enjoy taunting their opponents in their nasty version of Ledean phrases and insults, of which most spider-eye goblins know at least a few.

Twisted Spiderkin. Spider-eye goblins make their lairs in deep, dark places far enough from divine races that they can't easily be routed, but close enough that they can still send long-range raiding parties from time to time. Their typical ruling structure is a matriarchy, with a female witch most often ruling the group. Any sizable spider-eye goblin tribe keeps giant spiders as guardian beasts if not as trained mounts.

Cowardly Ambushers. Spider-eye tactics rely on ambush, making use of their natural climbing ability to hide in the tree canopy or on cavern ceilings, where they rain javelins and darts upon their prey. They are hostile and ferocious, but not particularly courageous; in an extended fight, or in a battle against foes more numerous than themselves, a leaderless gang demonstrates typical goblin cowardice. In defense of their lair, though, they can be quite fearless. Though not bright, they are cunning with traps.



SPIDER-EYE GOBLIN

Small monstrosity (titanspawn), neutral evil

Armor Class 15 (natural armor)

Hit Points 13 (3d6 + 3)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	12 (+1)	8 (-1)	11 (+0)	6 (-2)

Skills Perception +4, Stealth +5

Damage Resistances poison

Senses darkvision 60 ft.; passive Perception 14

Languages Spider-Eye Goblin (Goblin dialect), Titan Speech

Challenge 1/2 (100 XP)

Keen Sight. The spider-eye goblin has advantage on Wisdom (Perception) checks that rely on sight.

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Multiattack. The spider-eye goblin makes two claw attacks. If both claws hit, the goblin can then make one bite attack against that target.

Claw. *Melee Weapon Attack.* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d3 + 1) slashing damage.

Bite. *Melee Weapon Attack.* +3 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and the target must make a DC 10 Constitution saving throw, taking 2 (1d4) poison damage on a failed save, or half as much damage on a successful one. If this poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Dart. *Ranged Weapon Attack.* +3 to hit, range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

One of the most twisted legacies the titans left behind are the gorgons. There are actually two varieties of gorgons in the Scarred Lands: the bestial low gorgon, and the humanoid high gorgon. Although they seem as different as humans are from lions, both varieties of gorgon are actually aberrations, and repulsively, they are also completely inter-fertile – the males of either species can fertilize females of either kind. In either case, they lay clutches of up half a dozen eggs, one in five of which typically hatches into a high gorgon, while the rest become low gorgons.

Spawn of Mormo. The Serpent Mother birthed these wretched creatures shortly before the Titanswar began, and they served their mother obediently throughout the war. They were arguably her most successful and terrifying creation, and today the gorgons work ceaselessly to restore their witch mother.

High Gorgon

A high gorgon looks like a hairless human with faintly elfin features, yet there is something indeterminably cold about its behavior. Within the smooth flesh of its abdomen lies a twisting mass of proboscises or tentacles shaped like fanged serpents. The gorgon can reveal these appendages via a bizarre muscled orifice, a barely discernible vertical slash like a tight-lipped mouth. When revealed, these serpentine appendages lash out through the wet crimson gap, their fangs dripping with venom.

High gorgons have their own unique tongue, derived from Titan Speech, which they keep secret from all others except their low gorgon brethren.

Talented Deceivers. High gorgons don't have a proper culture of their own, really; they imitate human society as best they can. Within human society, high gorgons often pose as members of obscure human cults, which seek to convince adherents to grant a little more indulgence to their sect's unusual customs. They have no real allies among the other races, but they have been known to hire or cooperate with various goblins, werewolves, and even Unredeemed asaathi.

Secretive Arcanists. High gorgons gather in small cabals to exchange information and magic, and they particularly prize any rumors that might lead to another piece of Mormo's dis severed remains. The Hornsaw Forest is a place of pilgrimage to high gorgons, who visit an underground temple there dedicated to the Witch Queen's spilled blood.

Low Gorgon

It seems impossible that the bestial low gorgons are related to their humanoid-seeming cousins, but that's exactly the case. Where the high gorgons are intelligent and subtle, low gorgons are relentless and savage. Still, the blood of Mormo binds them, and the two races are often found in one another's company.

A low gorgon looks like a reptilian version of a lion, with a mass of writhing tentacles or snaky tendrils where a lion's mane would be. Its dark-green scales are thick, almost metallic, and its long, flexible tail ends in a bony knob, much like a great mace.

Dull, Yet Trainable. Low gorgons are rather more common than high gorgons, but they still tend to avoid civilization unless their kin imported them. A few people have managed to train low gorgons as watch-beasts by raising them from the egg, but the vicious, cunning creatures have to be monitored carefully at all times lest they turn on their masters at the first opportunity.



HIGH GORGON

Medium aberration (titanspawn), lawful evil

Armor Class 16 (with mage armor)

Hit Points 123 (13d8 + 65)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	20 (+5)	15 (+2)	14 (+2)	19 (+4)

Skills Arcana +6, Deception +8, Perception +6

Damage Resistances cold, necrotic, psychic

Damage Immunities poison

Condition Immunities paralyzed, poisoned

Senses darkvision 60 ft.; passive Perception 16

Languages Gorgon, Titan Speech, plus any two other tongues

Challenge 9 (5,000 XP)

Magic Resistance. The high gorgon has advantage on saving throws against spells and other magical effects.

Serpentine Ancestry. Magic can't put the high gorgon to sleep.

Spellcasting. The high gorgon is a 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, or +8 to hit with spell attacks). The gorgon knows the following sorcerer and warlock spells:

Cantrips (at will): *acid splash*, *mage hand*, *minor illusion*, *prestidigitation*

1st level (4/day): *charm person*, *hexing eye*, *mage armor*, *magic missile*

2nd level (3/day): *alter self*, *enthrall*, *rend the sovereign soul**

3rd level (3/day): *clairvoyance*, *fear*, *fly*

4th level (3/day): *binding aura**, *dominate beast*

5th level (2/day): *dominate person*

6th level (1/day): *mass suggestion*

ACTIONS

Multiattack. The high gorgon makes two scimitar attacks and one Serpents attack.

Scimitar. Melee Weapon Attack. +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 7 (2d6) poison damage.

Serpents. Melee Weapon Attack. +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 21 (6d6) poison damage.

LOW GORGON

Large aberration (titanspawn), neutral evil

Armor Class 15 (natural armor)

Hit Points 126 (11d10 + 66)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	22 (+6)	6 (-2)	13 (+1)	11 (+0)

Skills Perception +4

Damage Resistances acid, cold, psychic

Damage Immunities poison

Condition Immunities paralyzed, poisoned

Senses darkvision 60 ft.; passive Perception 14

Languages Gorgon, Titan Speech (can't speak)

Challenge 8 (3,900 XP)

Keen Smell. The low gorgon has advantage on Wisdom (Perception) checks that rely on smell.

Magic Resistance. The low gorgon has advantage on saving throws against spells and other magical effects.

Serpentine Ancestry. Magic can't put the low gorgon to sleep.

ACTIONS

Multiattack. The high gorgon makes four attacks: a bite, two claws, and a tail slam.

Bite. Melee Weapon Attack. +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 13 (3d8) acid damage.

Claw. Melee Weapon Attack. +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

Tail Slam. Melee Weapon Attack. +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.



More than simply witches, hags are a different breed of creature entirely — foul, cruel monsters, corrupted by the influence of the fallen titan of witchcraft, Mormo, whose dark blessings infuse them. The hags have strange magical and elemental powers, allowing them to align themselves with the forces of the night and with darker aspects of nature. The pact they swear to Mother Mormo keeps them from aging, so that the passage of time does naught but make them more powerful.

Hags are typically either disgustingly gaunt or hideously rotund, with sharp noses, pointy chins, warts, and hairy moles. They typically live only to acquire power, which they do happily at the cost of their humanity. Hags on Scarn are invariably larger than normal humans, often standing 10 feet or more in height as a result of the Hag Queen's influence and the strange magical procedure that produces them.

On the whole, hags are hateful, despising most mortals and preying on them whenever the opportunity arises. Hags frequently adorn themselves with the remains of their victims, making horrific trophies of the bones, scalps, or skins of those who have crossed their paths.

Hags in the Scarred Lands can form covens, as described in the core monster rulebook.

Hag Queen's Metamorphosis. Traditionally, a female of any mortal race who has been driven from her home, especially for unjust reasons or by profound acts of chauvinism or misogyny, could become a hag by offering herself to Mormo. The Hag Queen's children sometimes use divinatory powers to determine where they might next find a future sister. They spirit away likely candidates to their secluded wilderness lairs, there teaching the mortal women — as often as not unwilling prisoners of their malicious, cruel mentors — the dark ways of witchcraft bequeathed to them by their colossal queen.

Even today, hags still gather recruits in the old way. They select women who have suffered exile, although some will also choose young women from happy homes, plotting to ruin their young charges' lives, and those of their families, out of spite. Female spellcasters who demonstrate a strong natural talent, particularly when combined with intense ambition, are prized targets.

Willing or otherwise, a hag feeds her new "granddaughter" a diet of strange fruits and herbs, raw fish, poisonous berries, gulls' heads, fungal tea, or whatever bilious concoction is appropriate to begin the evolution. Step by step, the woman is stripped of her humanity; by the time she reaches late middle age, she has mastered the elemental ways of the hags, and soon her transformation is complete. As she becomes a hag, her teeth and claws lengthen and become sharper; her skin hardens; she becomes wiry and tough; and she develops an

unnatural understanding of the forces of nature so that she is able to manipulate it in accordance with her will.

Unmentored Hags. Not all hags are brought into being deliberately by other hags. There are some women who feel such deep hatred, anguish, or rage that it sustains them through circumstances that would normally kill a mortal. No one is quite sure how such creatures occur spontaneously, although there is always some kind of extraordinary supernatural circumstance involved.

Creating a Hag

No two hags on Scarn are the same, although they share certain traits — most notably the ability to cast spells. Ideally, hags in the Scarred Lands should be built from scratch using the monster creation rules in the DMG.

To save time, a GM can use a standard hag from the core rules, with only the following changes:

- Increase the hag's size to Large.
- Add the titanspawn tag.
- Add the Spellcasting feature, with a spellcaster level of somewhere between half and equal to the hag's HD and spells from the druid, sorcerer, or warlock spell lists. The hag uses Intelligence, Wisdom, or Charisma as her spellcasting ability (whichever is highest); in some cases, the GM should increase one of these ability scores to reflect the hag's spellcasting acumen.
- It may also be necessary to increase the hag's Challenge rating as dictated by her Spellcasting ability. (See "Creating a Monster Stat Block" in the DMG.)
- If the hag casts spells as a druid, it gains proficiency in the Nature skill. If the hag casts spells as a sorcerer or warlock, it gains proficiency in the Arcana skill.

Alternatively, the GM can create a hag from a normal humanoid spellcaster using the following template.

Hag Template

Any female humanoid can become a hag, provided it is able to cast druid, sorcerer, or warlock spells. A creature that becomes a hag retains all its statistics except as noted below.

Size. The hag's size increases by one category, to a minimum of Large.

Type. The hag's type changes to fey, and it gains the titanspawn tag.

Alignment. The hag's alignment is always evil.

Senses. The hag gains darkvision out to 60 feet if she does not already have darkvision.

Horrid Appearance. Any humanoid that starts its turn within 30 feet of the hag and can see the hag's true form must make a Wisdom saving throw against the hag's spell save DC. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the hag is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hag's Horrid Appearance for the next 24 hours. Unless the target is surprised or the revelation of the hag's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the hag.

New Action: Claws. The hag gains a Claws attack, a melee weapon attack that deals 2d6 slashing damage + the hag's Strength or Dexterity modifier. For each size category the hag is above Large, increase this damage by 2d6.

New Action: Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of Medium or Large size and humanoid shape. The effect ends if the hag takes a bonus action to end it or if she dies. The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have no claws, but someone touching her hand might feel the claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on an Intelligence (Investigation) check against the hag's spell save DC to discern that the hag is disguised.

Sample Hag

The following unique hag is based on an NPC druid, raised to 12th level, with the hag template added. Her Strength, Constitution, and Wisdom scores have been increased, and she has been given a flying speed of 60 feet, damage resistances and immunities to match her role, the Lightning Shroud feature, and a Lightning Blast attack.



Hielaa, Hag of the Dar al Annot

One of the foremost operatives of the sinister Dar al Annot in the Hornsaw Forest, Hielaa is a horrible crone, cunning and utterly ruthless. This huge crone's skin is a dusky gray, like that of a storm cloud, and her yellow eyes flash like lightning. Her face is dominated by an inhumanly long, tapered nose; long white hair balloons out around her head like a lion's mane, swirling as if constantly ruffled by a chaotic wind.

In the recent past, Hielaa was responsible for losing an artifact sacred to the Dar al Annot and now works furiously to get it back.

Cackling Storm Crone. Hielaa refuses to engage her enemies in melee when her abilities can prevent them from ever touching her, remaining in flight, with gusting winds around her to disrupt missile attacks. In fact, she dislikes touching the ground entirely, doing so only out of necessity.

HIELAA

Large fey (titanspawn), chaotic evil

Armor Class 14 (natural armor) (16 with barkskin)

Hit Points 136 (13d10 + 65)

Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	21 (+5)	12 (+1)	18 (+4)	11 (+0)

Skills Medicine +7, Nature +4, Perception +7

Damage Resistances cold, thunder

Damage Immunities lightning

Senses darkvision 60 ft.; passive Perception 17

Languages Ancient Ledeau, Druidic, Ledeau, Giantish, Sylvan, Titan Speech

Challenge 8 (3,900 XP)

Horrific Appearance. Any humanoid that starts its turn within 30 feet of Hielaa and can see her true form must make a DC 15 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if Hielaa is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Hielaa's Horrific Appearance for the next 24 hours. Unless the target is surprised or the revelation of the hag's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against Hielaa.

Lightning Shroud. When Hielaa hits with any weapon, the weapon deals an additional 9 (2d8) lightning damage (included in the attack). At the start of each of her turns, Hielaa deals 9 (2d8) lightning damage to any creature grappling her.

Spellcasting. Hielaa is a 12th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 15, or +7 to hit with spell attacks). Hielaa has the following druid spells prepared:

Cantrips (at will): *druidcraft, guidance, poison spray, resistance*

1st level (4/day): *charm person, cure wounds, fog cloud, speak with animals*

2nd level (3/day): *animal messenger, barkskin, enhance ability, gust of wind*

3rd level (3/day): *call lightning, chill wind*, protection from energy, wind wall*

4th level (3/day): *blight, ice storm, stonkskin*

5th level (2/day): *conjure elemental*

6th level (1/day): *conjure fey*

ACTIONS

Multiattack. Hielaa makes two claw attacks or uses Lightning Blast twice.

Claw. Melee Weapon Attack. +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 4) slashing damage plus 9 (2d8) lightning damage.

Lightning Blast. Ranged Spell Attack. +7 to hit, range 120 ft., one target. *Hit:* 25 (6d6 + 4) lightning damage, and the target cannot take reactions until the start of its next turn.

Illusory Appearance. Hielaa covers herself and anything she is wearing or carrying with a magical illusion that makes her look like an ugly creature of her general size and humanoid shape. The effect ends if Hielaa takes a bonus action to end it or if she dies. The changes wrought by this effect fail to hold up to physical inspection. For example, Hielaa could appear to have no claws, but someone touching her hand might feel the claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 14 Intelligence (Investigation) check to discern that Hielaa is disguised.

Sample Hag

Here a sea hag has been modified using the “Creating a Hag” guidelines above. Her Charisma score has been increased to 17 to augment her sorcerer spellcasting.

Imishakaia, the Crone of Bleached Bay

Imishakaia is a creature of the oceans, with an undersea lair of sharp stones, whale bones, and sea shells. The sea floor near her lair is littered with the wreckage of ships as well as anything else interesting she can find to mark her territory. She sometimes keeps sharks as pets and guards for her demesnes.

Sullen and Reclusive. Imishakaia rarely comes to the surface, preferring to remain in the depths, far from the hated mortal races. From time to time, she may swim up to the surface, climb the side of a passing ship, and drag a victim down to her lair as a means of adding some variety to her diet. Other times, she has been known to ride the violence of a particularly fierce storm on the surface of the sea.

Direct and Deadly. Imishakaia tends to use her spells to gird herself before combat or to escape, if needed; she prefers to taste blood on her claws after combat and does not like fighting from a distance. Imishakaia may begin an encounter by hurling armored opponents into the water to drown, then attacking less heavily armored foes with her terrible claws.



IMISHAKAIA

Large fey (titanspawn), chaotic evil

Armor Class 14 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	12 (+1)	12 (+1)	17 (+3)

Skills Arcana +3

Senses darkvision 60 ft.; passive Perception 11

Languages Darakeene, Giantish, Kraken, Titan Speech

Challenge 3 (700 XP)

Amphibious. Imishakaia can breathe air and water.

Horrific Appearance. Any humanoid that starts its turn within 30 feet of Imishakaia and can see her true form must make a DC 13 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if Imishakaia is within line of sight, ending the effect on itself on a success. If a creature’s saving throw is successful or the effect ends for it, the creature is immune to Imishakaia’s Horrific Appearance for the next 24 hours. Unless the target is surprised or the revelation of the hag’s true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against Imishakaia.

Spellcasting. Imishakaia is a 5th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 13, or +5 to hit with spell attacks). Imishakaia knows the following sorcerer spells:

Cantrips (at will): *dancing lights*, *enumerate* *, *mage hand*, *minor illusion*, *ray of frost*

1st level (4/day): *fog cloud*, *shield*, *thunderwave*

2nd level (3/day): *hold person*, *invisibility*

3rd level (2/day): *gaseous form*

ACTIONS

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

Death Glare. Imishakaia targets one frightened creature she can see within 30 feet of her. If the target can see Imishakaia, it must succeed on a DC 13 Wisdom saving throw against this magic or drop to 0 hit points.

Illusory Appearance. Imishakaia covers herself and anything she is wearing or carrying with a magical illusion that makes her look like an ugly creature of her general size and humanoid shape. The effect ends if Imishakaia takes a bonus action to end it or if she dies. The changes wrought by this effect fail to hold up to physical inspection. For example, Imishakaia could appear to have no claws, but someone touching her hand might feel the claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 15 Intelligence (Investigation) check to discern that Imishakaia is disguised.

Sample Hag

The following unique hag is built using the monster creation rules.

Yshalla, Hag of the Icy Winds

The people of Albadia all know of Yshalla. Her name is invoked to make children behave on winter nights when the winds howl outside, for it is well known that the hag loves to steal children away and turn them into her servants — or food. The wise know that Yshalla was once one of the Helliann, back when that sisterhood worshipped a triune of titans. In the conflict following the Titanswar, while Denev's worship remained acceptable, those who worshipped Mormo or Lethene were cast out or slain; Yshalla, a rage-filled apprentice witch and a staunch worshipper of the titans, was one of the first to be driven out.

Yshalla is a giant woman with deep blue-black skin covered in an icy rime. Her heavy black staff, nearly as tall as she, is adorned with a carved skull. Pale bluish-white hair hangs thin and stiff, as if frozen, from beneath a crude leather cap or bonnet, and she exudes an aura of bitter cold.

Champion of the Titans. Wrapped in tattered, dirty collections of the hides of her prey, the hag now haunts the northern lands, feeling it her sacred duty to protect the northern wastes from incursions by non-titan-worshipping humanoids. She often haunts the wilderness outside human settlements, avenging herself on the god-fearing mortals who once drove her out to die of exposure.

Mistress of Arctic Monsters. Yshalla has also been known to use various charmed animals or monsters to do her bidding; she has also been known to strike pacts with creatures such as sleet devils to share prey. At one time, she even positioned herself as the chieftain of a tribe of ice ghouls, who brought



her meat in exchange for her guidance and strength. Unless her victim is a lone wanderer or obviously easy prey, Yshalla orders her menagerie of arctic allies to soften interlopers up.

Cruel and Adaptable. Once her targets have been weakened (and she has evaluated their tactical capabilities and preferences), Yshalla either attacks directly, using her breath weapon and spells against the most dangerous spellcasters, or else she stalks the party, picking them off one at a time as she separates them from one another or as they sleep.

YSHALLA

Large fey (shapechanger, titanspawn), lawful evil

Armor Class 17 (natural armor)

Hit Points 184 (16d10 + 96)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	22 (+6)	20 (+5)	17 (+3)	18 (+4)

Saving Throws Dex +5, Int +9, Cha +8

Skills Arcana +9, History +9, Intimidation +8, Perception +7

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold

Senses darkvision 60 ft.; passive Perception 17

Languages Albadian, Ancient Ledean, Giantish, Primordial, Titan Speech

Challenge 11 (7,200 XP)

Horrific Appearance. Any humanoid that starts its turn within 30 feet of Yshalla and can see her true form must make a DC 17 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if Yshalla is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Yshalla's Horrific Appearance for the next 24 hours. Unless the target is surprised or the revelation of the hag's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against Yshalla.

Icy Form. Yshalla's weapon attacks are magical. When Yshalla hits with any weapon, the weapon deals an additional 9 (2d8) cold damage (included in the attack). At the start of each of her turns, Yshalla deals 9 (2d8) cold damage to any creature grappling her.

Magic Resistance. Yshalla has advantage on saving throws against spells and other magical effects.

Otherworldly Perception. Yshalla can sense the presence of any creature within 30 feet of her that is invisible or on the Ethereal Plane. She can pinpoint such a creature that is moving.

Spellcasting. Yshalla is a 15th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 17, or +9 to hit with spell attacks). She has the following spells prepared: Cantrips (at will): *chill touch*, *dancing lights*, *minor illusion*, *fire bolt*, *ray of frost*

1st level (4/day): *charm person*, *fog cloud*, *hideous laughter*, *longstrider*

2nd level (3/day): *blindness/deafness*, *hold person*, *misty step*, *shatter*

3rd level (3/day): *bestow curse*, *chill wind**, *gaseous form*, *tongues*

4th level (3/day): *darkstaff**, *ice storm*, *resilient sphere*

5th level (2/day): *cone of cold*, *scrying*

6th level (1/day): *eyebite*

7th level (1/day): *etherealness*

8th level (1/day): *control weather*

Winter Witch. Yshalla can move across icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost her extra movement. In arctic terrain, Yshalla leaves behind no tracks or other traces of her passage unless she wishes to; if she does not, she can't be tracked except by magical means.

ACTIONS

Multiattack. Yshalla makes two Icy Staff attacks.

Claws (Hag Form Only). *Melee Weapon Attack.* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage plus 9 (2d8) cold damage.

Icy Staff. *Melee Weapon Attack.* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage, or 13 (2d8 + 4) bludgeoning damage if used in two hands, plus 27 (6d8) cold damage. The target's speed is reduced by 20 feet until the start of Yshalla's next turn.

Change Shape. Hielaa magically polymorphs into a Medium or Large female humanoid, or back into her hag form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her hag form if she dies.

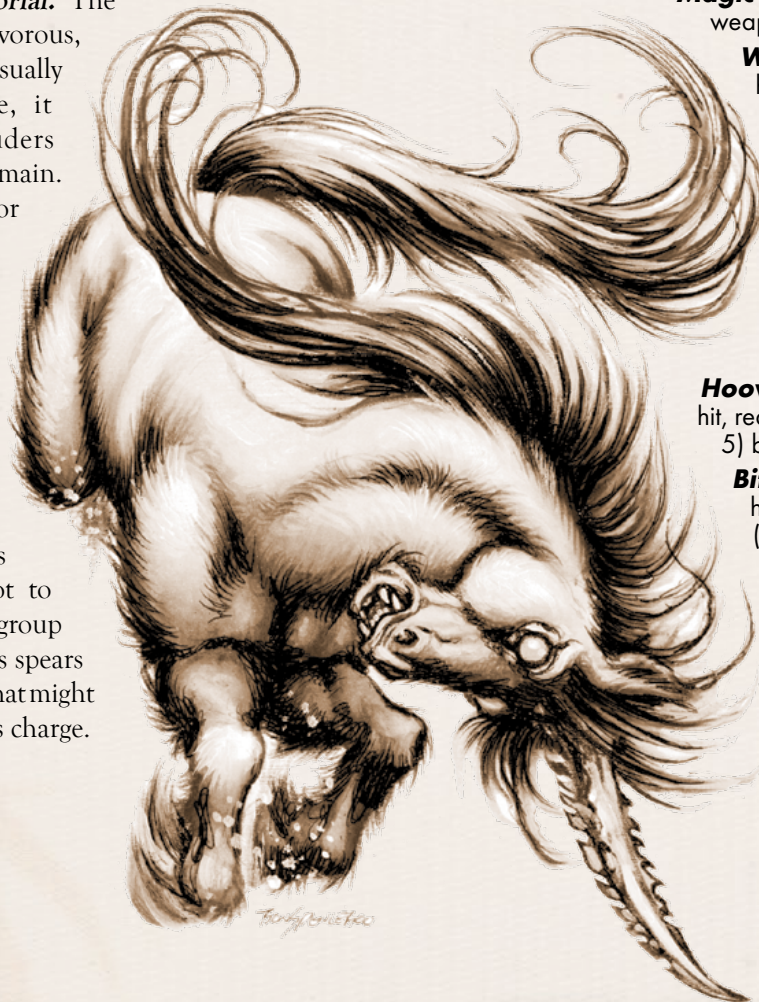
Hornsaw

Unicorns in the Scarred Lands were once benevolent, yet ferociously territorial magical beasts that guarded the heart of Scarn's forests; the hornsaw (or hornsaw unicorn) is less magical, yet far more ferocious than a traditional unicorn. One of these beasts, sighted not long after the Titanswar, first gave the Hornsaw Forest its new name, for nothing summed up the changes to the land better than the unruly beasts its unicorns had become.

A hornsaw looks much like a great, shaggy warhorse with sharply cloven hooves and a predator's teeth. Most striking of all, however, is the metallic, slightly curved, saw-edged horn that grows from its forehead.

Inheritors of the Forests. The hornsaw is now the "default" breed of unicorn throughout the Scarred Lands. According to sages, this change is probably due to breeding between hornsaw unicorns that migrated outward and the more "common" breed of yore. If so, it would stand to reason that what is now commonly called the hornsaw is merely a halfbreed – implying that there might be "true" hornsaw unicorns in the depths of the Hornsaw Forest that are even larger and more vicious than these brutes.

Fiercely Territorial. The hornsaw is omnivorous, and while it is usually content to graze, it gladly eats intruders who enter its domain. It rarely hunts for food or sport, but it can be remarkably aggressive when defending its territory. The hornsaw charges headlong into its opponents, ripping and goring, though it is canny enough not to do so against any group of foes that possess spears or other weapons that might be set to receive its charge.



HORNSAW

Large beast (titanspawn), chaotic neutral

Armor Class 15 (natural armor)

Hit Points 147 (14d10 + 70)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	21 (+5)	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 7 (2,900 XP)

Charge. If the 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 9 (2d8) slashing damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

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

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

Wounded Fury. When it has 35 hit points or fewer, the 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 hornsaw makes three attacks: one with its hooves, one with its bite, and one with its horn.

Hooves. *Melee Weapon Attack.* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Bite. *Melee Weapon Attack.* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Horn. *Melee Weapon Attack.* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

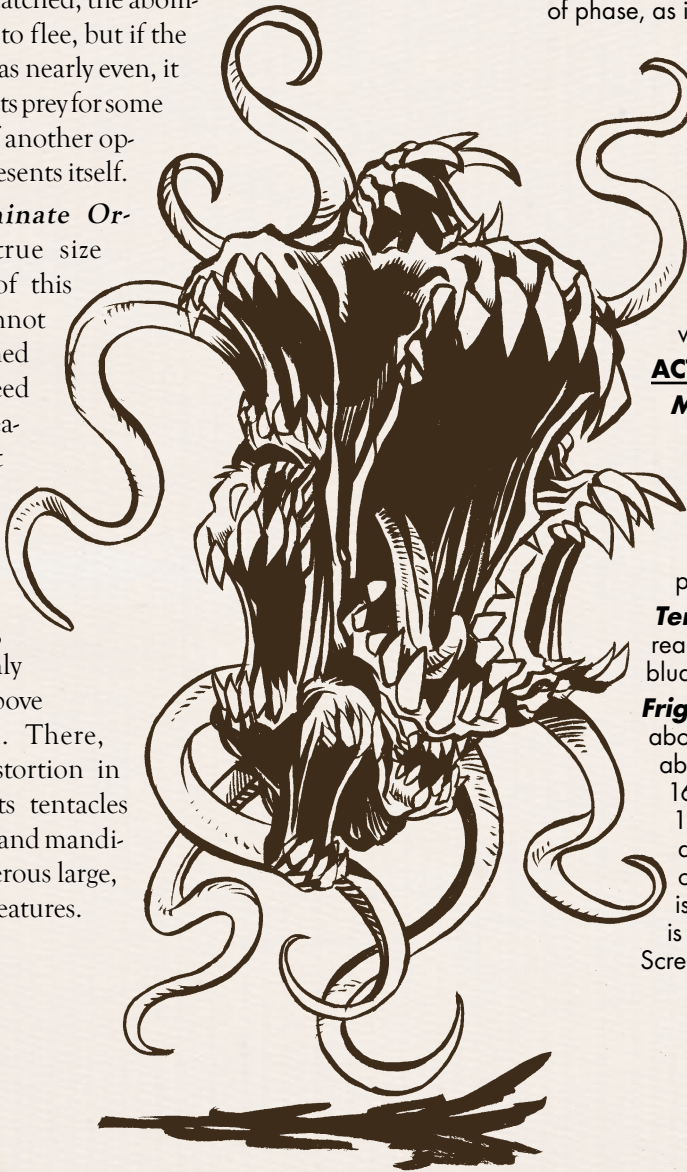
Howling Abomination

Thought to be fearsome creations of the titan Golthagga or Gormoth, or perhaps Mesos, howling abominations derive their name from the wild screeches and ululations that emerge from the churning mass when it grows agitated. The abomination itself is unstable and incapable of existing on the material plane for more than brief moments at a time, constantly shifting in and out of phase.

Aggressive Hive Mind. Collectively, howling abominations seem to operate under the control of a single malevolent intelligence that guides them all equally. While they are intelligent, they show no desire to communicate with other beings. They have been observed to react with gleeful savagery toward servants of the gods, and with particular hatred for worshipers of both Corean and Vangal.

The howling abomination prefers to attack by surprise, targeting clerics and other spellcasters first if able. If outmatched, the abomination tries to flee, but if the encounter was nearly even, it may shadow its prey for some time to see if another opportunity presents itself.

Indeterminate Origin. The true size and shape of this creature cannot be determined (if it is indeed a singular creature), but the distortion that marks its presence is quite large, sitting roughly 5 to 10 feet above the ground. There, a roiling distortion in space sprouts tentacles and the jaws and mandibles of numerous large, predatory creatures.



HOWLING ABOMINATION

Huge fiend (titanspawn), chaotic evil

Armor Class 14 (natural armor)

Hit Points 256 (19d12 + 133)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	24 (+7)	12 (+1)	11 (+0)	11 (+0)

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone, restrained

Senses blindsense 60 ft., darkvision 60 ft.; passive Perception 10

Languages Infernal, Primordial, Titan Speech (can't speak)

Challenge 11 (7,200 XP)

Blink. The howling abomination shifts constantly in and out of phase, as if under the effects of a permanent *blink* spell.

Death Warp. When the howling abomination is slain, the spatial distortion that surrounds it collapses violently, creating a concussive burst. Creatures within 30 feet of the abomination must make a DC 19 Dexterity saving throw or be hurled 10 feet away from the howling abomination and take 35 (10d6) points of thunder damage, or half that amount on a successful save.

Magic Weapons. The howling abomination's weapon attacks are magical.

ACTIONS

Multiattack. The howling abomination can use its Frightful Presence. It then makes three attacks: one with its bite and two with its tentacles.

Bite. *Melee Weapon Attack.* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage plus 9 (2d8) necrotic damage.

Tentacle. *Melee Weapon Attack.* +10 to hit, reach 15 ft., one target. *Hit:* 17 (2d10 + 6) bludgeoning damage.

Frightful Screeching. Each creature of the howling abomination's choice that is within 90 feet of the abomination and can hear it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the howling abomination's Frightful Screeching for the next 24 hours.

Hunter's Hound

A “Hunter’s hound” is a large, wolf-like creature that stands about 9 feet long and 5 feet high. Its fur is the color of rust, with occasional patches of black and brown. It has two heads set on thick necks, each sporting sharp teeth; four crimson eyes glare balefully around it, betraying too much intelligence for a common beast.

Hunter’s hounds usually attack in packs, focusing their attacks on arcane spellcasters or creatures with spell-like abilities.

Spawn of the Hunter. Legends suggest that the titan Hrinruuk took offense to a barbed remark from Mesos, implying that Hrinruuk’s daughter Tanil was a superior hunter to her father. Enraged, Hrinruuk created these magic-impervious hounds – sometimes called Hrinruuk’s hounds – to hunt the arcane races of Scarn that Mesos had created. The hounds can sense the presence of magic, and if they discover a creature that can cast spells, they hunt that creature to the exclusion of other prey.



HUNTER'S HOUND

Large monstrosity (titanspawn), neutral evil

Armor Class 15 (natural armor)

Hit Points 85 (9d10 + 36)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	18 (+4)	5 (-3)	13 (+1)	8 (-1)

Skills Perception +5, Stealth +3

Senses darkvision 120 ft.; passive Perception 15

Languages Titan Speech (can't speak)

Challenge 2 (450 XP)

Keen Noses. The Hunter’s hound has advantage on Wisdom (Perception) checks that rely on smell. It can detect the smell of blood at ranges of up to a mile. In addition, it can notice and locate magic effects, spells, or items within 60 feet by smell, as if it were constantly under the effect of a *detect magic* spell.

Two Heads. The Hunter’s hound has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

ACTIONS

Multiattack. The Hunter’s hound makes two bite attacks.

Bite. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Huror

A huror is a rare, cunning, powerful creature that plays a large role in many tales among the Albadian tribesfolk. Stories tell of hurors aiding lost worshipers of Denev, but just as often the huror is said to be a force of vengeance, punishing foolhardy folk who would despoil nature or profane the Great Mother's sacred places.

A huror resembles a huge polar bear nearly the size of an elephant. Snow and harsh winds swirl about it, stony ice crystals cake its pelt, and its blue eyes reveal the unmistakable glimmer of intelligence.

Legendary Guardian. Other legends claim that an ancient huror, nearing the end of its lifespan, may seek out a worthy hero to face in mortal combat. If the hero loses, she is spared, but shamed; if she wins, though, the huror shares some useful bit of ancient knowledge and offers up its hide as a rare magical cloak before it fades away. Then, when that hero later dies, she becomes a huror upon her death and guards the north in her new form.

A Huror's Lair

Hurors guard the mountains and tundra of the frozen north on behalf of Denev the Earth Mother. They typically lair in frozen caverns deep beneath the ground.

Lair Actions

On initiative count 20 (losing initiative ties), the huror takes a lair action to cause one of the following effects:

- The huror creates fog as though it had cast *fog cloud* as a 3rd-level spell (60-foot radius). The fog lasts until initiative count 20 on the next round.
- A bone-chillingly cold wind blows through the lair near the huror. Each creature within 60 feet of the huror must succeed on a DC 20 Constitution saving throw or take 5 (1d10) cold damage. Gases and vapors are dispersed by the wind, and unprotected flames are extinguished. Protected flames, such as those of a lantern, have a 50 percent chance of being blown out.

Regional Effects

The region surrounding a huror's lair is warped by its magic in the following ways:

- Chilly fog and constant snowfall lightly obscure the land within 6 miles of the huror's lair.
- A severe blizzard normally surrounds the huror's lair out to a radius of 3 miles. Creatures not protected from exposure or adapted to cold climes are subject to hazards such as hypothermia and frostbite.
- Once per day, the huror can magically alter the weather in a 3-mile radius centered on its lair. The huror doesn't need to be outdoors; otherwise, the effect is identical to the *control weather* spell.

If the huror is slain, the altered weather returns to normal over the course of a day, and the fog and precipitation fade in 1d3 days.



HUROR

Huge fey (titanspawn), neutral

Armor Class 19 (natural armor)

Hit Points 237 (19d12 + 114)

Speed 50 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	24 (+6)	18 (+4)	23 (+6)	18 (+4)

Saving Throws Dex +6, Con +13, Wis +12

Skills Nature +10, Perception +12, Stealth +6, Survival +12

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold

Condition Immunities charmed, exhaustion, paralyzed, petrified, unconscious

Senses blindsight 60 ft., darkvision 120 ft.; passive Perception 22

Languages Druidic, Primordial, Titan Speech

Challenge 17 (18,000 XP)

Arctic Paragon. The huror has advantage on Dexterity (Stealth) checks made to hide in arctic terrain. It can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Icy Aura. The huror's weapon attacks are magical. At the start of each of its turns, the huror deals 9 (2d8) cold damage to any creature grappling or grappled by it.

Keen Smell. The huror has advantage on Wisdom (Perception) checks that rely on smell.

Legendary Resistance (3/Day). If the huror fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The huror makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack. +13 to hit, reach 5 ft., one target. Hit: 15 (2d8 + 6) piercing damage plus 4 (1d8) cold damage.

Claw. Melee Weapon Attack. +13 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 6) slashing damage.

Cold Breath (Recharge 5-6). The huror exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 21 Constitution saving throw, taking 58 (13d8) cold damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The huror can take 3 legendary actions, choosing from the options below. It can use only one legendary action option at a time, and only at the end of another creature's turn. The huror regains spent legendary actions at the start of its turn.

Detect. The huror makes a Wisdom (Perception) check.

Attack. The huror makes one bite attack.

Bear Hug (2 Actions). The huror makes two claw attacks. If it hits a creature of Huge or smaller size, the target is grappled (escape DC 21). The target also restrained until this grapple ends. While grappling this target, the huror has advantage on bite attack rolls against it and can't use its claw attacks against other creatures. When the huror moves, any smaller creature it is grappling moves with it.

Mechanoid Emulator

A mechanoid emulator, or “skeletal host,” appears in its natural form as a strangely geometric construct composed of a number of random materials in all manner of shapes, sizes, and positions. It might best be described as an ever-shifting assortment of gears, rods, wires, mesh, chains, pulleys, and other unidentifiable machinery. However, most mechanoid emulators wear skin (and possibly clothing and armor) stolen from other creatures in order to disguise their true nature. Only in combat does the disguise sometimes tear away, revealing the inhuman construct beneath.

Spawn of Golthagga. Mechanoid emulators are perhaps the most subtle creations the Shaper ever devised. It is thought that he measured his design against living creatures like doppelgangers and skin devils, but it is entirely possible that those creatures were made by other titans after they saw the efficacy of Golthagga’s emulators.

Solitary, Cunning Infiltrators. Mechanoid emulators are not mindless constructs, for they possess a vicious will and purpose of their own (or rather, that of their creator). It is rare to encounter an emulator in its true form, for they prefer to assume the identity of living creatures and move among them. If an emulator is careful, it can remain in one

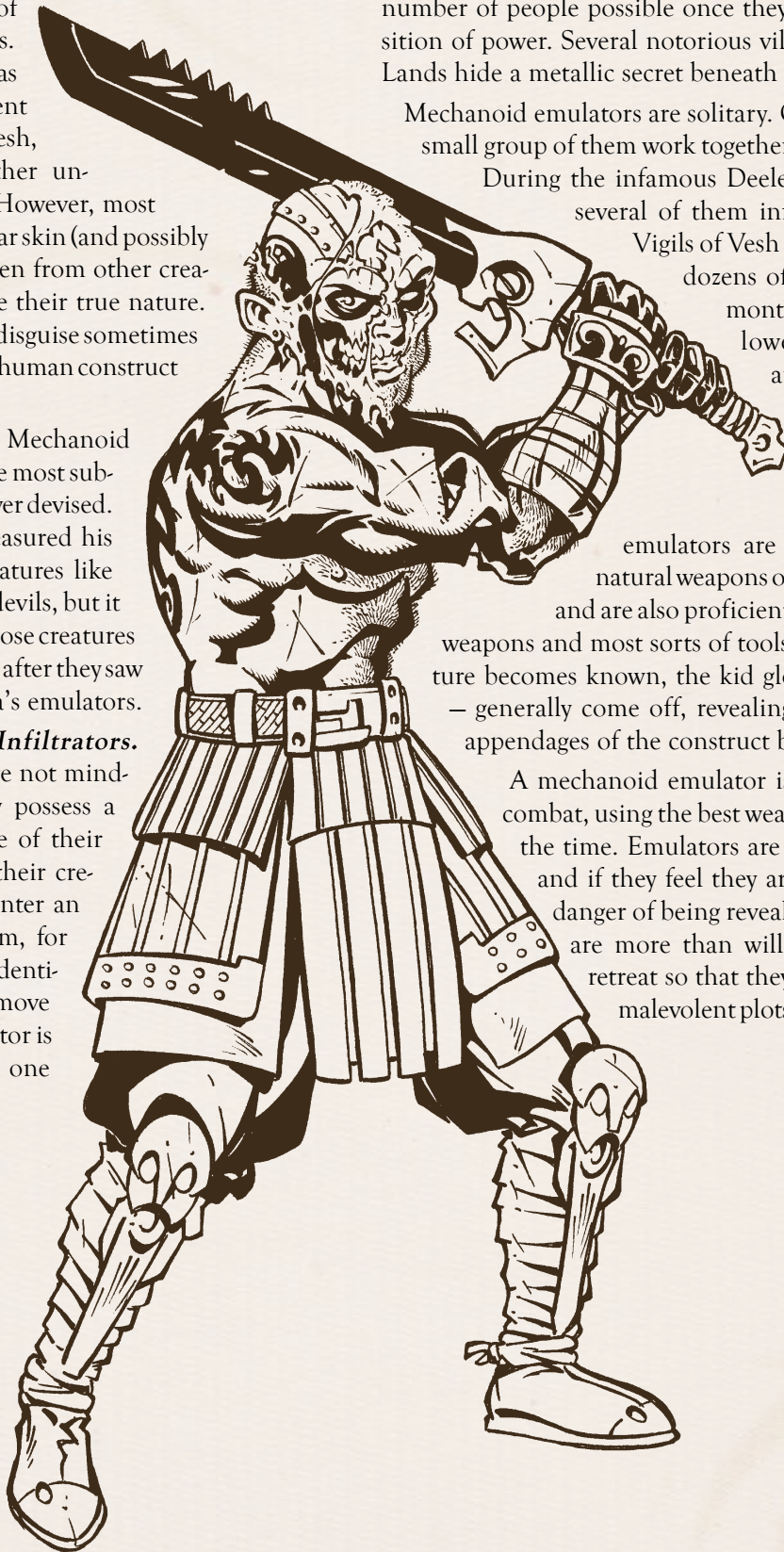
disguise for years. Emulators despise “shambling meat,” as they call humanoids and other living creatures. They use their influence to cause the greatest harm to the greatest number of people possible once they have reached a position of power. Several notorious villains in the Scarred Lands hide a metallic secret beneath their stolen skins.

Mechanoid emulators are solitary. On rare occasions, a small group of them work together for mutual benefit.

During the infamous Deelerian Crystal Affair, several of them infiltrated one of the Vigils of Vesh and commandeered dozens of men for nearly six months before some of the lower-ranking officers among the Vigil began to suspect something was amiss.

Masters of Tools. Mechanoid emulators are adept at using the natural weapons of their assumed form and are also proficient with manufactured weapons and most sorts of tools. If a host’s true nature becomes known, the kid gloves – and the skin – generally come off, revealing the deadly clawed appendages of the construct beneath.

A mechanoid emulator is straightforward in combat, using the best weapon available to it at the time. Emulators are intelligent, though, and if they feel they are outmatched or in danger of being revealed or defeated, they are more than willing to withdraw or retreat so that they can continue their malevolent plots, perhaps elsewhere.



MECHANOID EMULATOR

Medium construct (titanspawn), neutral evil

Armor Class 15 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	16 (+3)	11 (+0)	12 (+1)

Skills Deception +7, Insight +3, Perception +3

Damage Resistances necrotic, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft.; passive Perception 13

Languages Titan Speech, plus any three other tongues

Challenge 5 (1,800 XP)

Emulation. A mechanoid emulator can assume the form and identity of any Small or Medium humanoid or beast. It does this by flaying the hide and soft tissue off a freshly killed creature of the correct type and then donning the flesh, in a process requiring 1 hour, reorienting its metallic frame to become the endoskeleton. At the end of the hour, the mechanoid emulator looks exactly like the creature whose skin it now wears. Its statistics, other than its size, are the same in each form. While the emulator wears a creature's skin, it has advantage on Charisma (Deception) checks to maintain its guise.

The stolen skin is also sustained by the magic that animates the mechanoid emulator itself, and thus it benefits from the emulator's Regeneration while it is worn, keeping the skin fresh and intact indefinitely. However, if the emulator is reduced to half its maximum hit points or fewer while emulating a living creature, the fleshy disguise is destroyed and falls away, revealing the emulator's true form.

Immutable Form. The mechanoid emulator is immune to any spell or effect that would alter its form.

Regeneration. The mechanoid emulator regains 5 hit points at the start of its turn. If the emulator takes acid or fire damage, this trait doesn't function at the start of the emulator's next turn. The emulator is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Tool Mastery. The mechanoid emulator is proficient with all types of armor, shields, simple and martial weapons, and with all artisan's tools, musical instruments, and vehicles.

ACTIONS

Multiattack. The mechanoid emulator makes three melee attacks.

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

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

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

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

Javelin. *Ranged Weapon Attack.* +7 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 4) piercing damage.

Murder Sprite

Cruel and bloodthirsty creatures, murder sprites are by no means swift-witted. They are possessed of a malicious cunning, though, and they take great pride in inflicting woe. Unlike many of the creatures created by the titans, murder sprites have prospered in the time since the war. With their fast breeding cycle, they have infested many places, displacing rats as vermin (or in some instances, actually herding them for food).

Cruelty has shaped the malicious features of these tiny fey, their hideous mouths toothy and circular, like the ringed maw of a lamprey eel.

Malicious Wretches. Murder sprites happily carry out campaigns of terror for little more reason than that fear and pain delight them. Where they dwell, small children and the elderly are set upon and blinded or hamstringed, pets are poisoned and tortured, and every grain silo is a bomb waiting to explode. For these reasons and more, wherever they are discovered, murder sprites are mercilessly hunted and destroyed. These fey are as brutal to one another as they are to the larger inhabitants of the world around them, and their existence is a squalid caricature of human life, composed of little more than sly manipulation and brutal dominance games.

Deadly in Numbers. Despite their aggressiveness, murder sprites prefer to avoid combat with healthy specimens of creatures larger than themselves, at least unless they have great numbers to counteract their physical weakness. Typically, they attack lone or weakened targets through poison or traps, and then ambushes as a last resort. A murder sprite is certainly clever enough to use tools, although it shares the same antipathy for ferrous metals as do most fey.

MURDER SPRITE

Tiny fey (titanspawn), neutral evil

Armor Class 14

Hit Points 14 (4d4 + 4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	18 (+4)	12 (+1)	8 (-1)	11 (+0)	8 (-1)

Skills Perception +2, Stealth +6

Senses darkvision 60 ft.; passive Perception 12

Languages Sylvan, Titan Speech

Challenge 1/4 (50 XP)

ACTIONS

Blood Drain. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 2 (1d4) poison damage, and the murder sprite attaches to the target. While attached, the sprite doesn't attack. Instead, at the start of each of the sprite's turns, the target loses 3 (1d4 + 1) hit points due to blood loss. The murder sprite can detach itself by spending 5 feet of its movement. It does so after it drains 7 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the sprite.



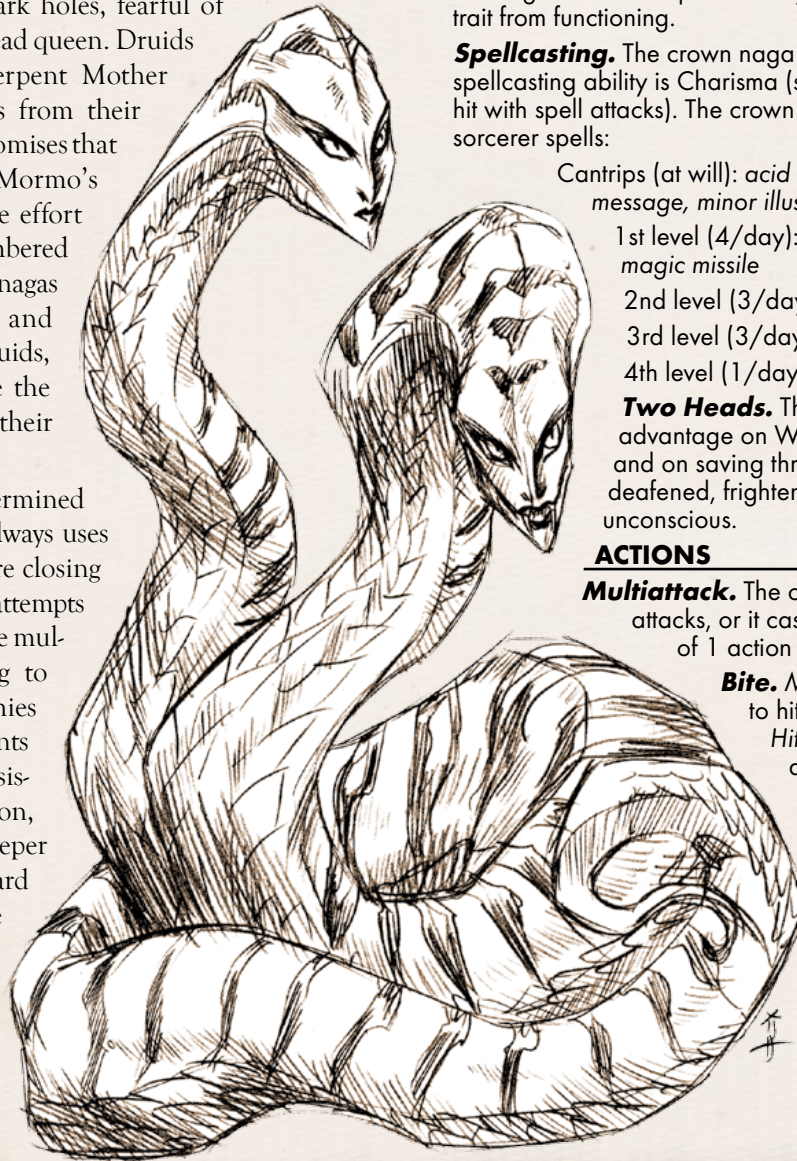
Naga, Crown

A crown naga is a serpentine thing 20 feet or more in length, with two heads vaguely resembling those of human women. Its great, yellowish fangs drip foul venom, and its dual visage is distorted with a mixture of arrogance, fear, and loathing.

Spawn of Mormo. Following the Titanswar, those crown nagas that survived the initial, terrible battles slithered off, seeking out holes and burrows in which to hide from the assembled gods. Some crown nagas still exist in hiding, unaware of what has transpired above in the 150 years since the war. They shelter in their tunnels, feeding off rodents, beasts, and the occasional intruder. Such nagas would undoubtedly attack or flee from anyone bearing a sign of Tanil on sight, but they might do anything to placate one who claimed to be the hand of Mormo.

Cowardly and Conniving. It was only years after the Divine War that they were discovered again, quivering in their dark holes, fearful of the wrath of their dread queen. Druids dedicated to the Serpent Mother coaxed the creatures from their hiding places with promises that they might regain Mormo's favor — by aiding the effort to restore the dismembered titan. Some crown nagas are now protected and served by Mormo's druids, who feed and house the nagas and facilitate their mating rituals.

If it must face determined foes, a crown naga always uses defensive spells before closing with enemies. It then attempts to close quickly to bite multiple targets, seeking to poison as many enemies as possible. If opponents prove immune or resistant to the naga's poison, it typically retreats deeper into its lair or toward known allies, while harassing pursuers with spells.



CROWN NAGA

Large monstrosity (titanspawn), neutral evil

Armor Class 16 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	16 (+3)	14 (+2)	15 (+2)	19 (+4)

Saving Throws Dex +6, Con +6, Cha +7

Damage Resistances poison

Damage Immunities charmed, poisoned

Senses darkvision 60 ft.; passive Perception 12

Languages Infernal, Primordial, Titan Speech

Challenge 7 (2,900 XP)

Rejuvenation. If it dies, the naga returns to life in 1d6 days and regains all its hit points. Only a wish spell can prevent this trait from functioning.

Spellcasting. The crown naga is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, or +7 to hit with spell attacks). The crown naga knows the following sorcerer spells:

Cantrips (at will): acid splash, mage hand, message, minor illusion, poison spray

1st level (4/day): charm person, detect magic, magic missile

2nd level (3/day): hold person, mirror image

3rd level (3/day): fear, haste

4th level (1/day): confusion

Two Heads. The crown naga has advantage on Wisdom (Perception) checks and on saving throws against being blinded, deafened, frightened, stunned, or knocked unconscious.

ACTIONS

Multiattack. The crown naga makes two bite attacks, or it casts a spell with a casting time of 1 action and makes one bite attack.

Bite. Melee Weapon Attack. +6 to hit, reach 10 ft., one target.

Hit: 6 (1d6 + 3) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one.

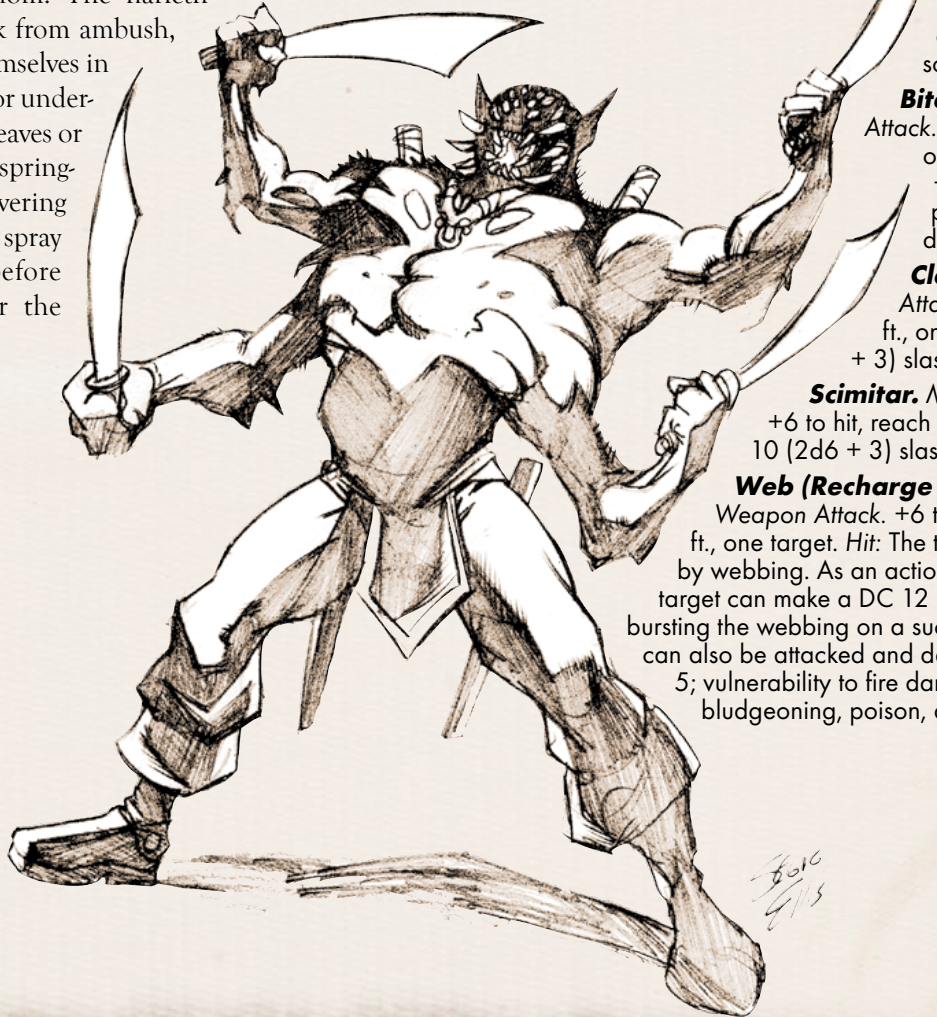
Narleth

The narleth (a name derived from the Elvish expression “silken death”) may have been created as warriors during the Titanswar, or they may simply have mutated from ettercaps or giant spiders during the wild magical storms that occurred as a result.

Narleths are 8-foot-tall creatures that seem a horrible mixture of human and spider. Four muscular arms, each ending in a clawed hand, sprout from their impossibly broad, bony chests. Multiple tiny eyes glare from large, insectoid heads covered in bristly brown spines and sprouting vicious, fang-tipped mandibles.

Bane of the Elves. In the years immediately following the Titanswar, the narleth became a plague amongst the Ganjus elves, terrorizing their forests and preying upon their children. Many decades ago, the elves banded together and hunted these creatures nearly to extinction, or so they believed. Those narleths that remain, whatever their numbers, haunt lonely caverns or nurse their hatred of the elves in forgotten ruins.

Savage and Bloodthirsty. Narleths delight in causing misery to any creature that stumbles into their clutches, immobilizing it in silken cocoons and slowly dissolving its innards with their venom. The narleth prefer to attack from ambush, concealing themselves in deep shadows or underneath piles of leaves or rubbish, then springing out and covering a victim with a spray of webbing before moving in for the capture.



NARLETH

Large aberration (titanspawn), chaotic evil

Armor Class 15 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	18 (+4)	6 (-2)	15 (+2)	6 (-2)

Skills Perception +5, Stealth +6

Senses darkvision 60 ft.; passive Perception 15

Languages Titan Speech (can't speak)

Challenge 5 (1,800 XP)

Web Sense. While in contact with a web, the narleth knows the exact location of any other creature in contact with the same web.

Web Walker. The narleth ignores movement restrictions caused by webbing.

ACTIONS

Multiattack.

The narleth makes four melee attacks: one with its bite, one claw, and two with its scimitars.

Bite. Melee Weapon Attack. +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 9 (2d8) poison damage.

Claw. Melee Weapon Attack. +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Scimitar. Melee Weapon Attack. +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Web (Recharge 5-6). Ranged Weapon Attack. +6 to hit, range 30/60 ft., one target. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

The night-touched are one of many varieties of creatures created by Hrinruuk, it is said – in this case, an experiment that combined the essence of demonic outsiders with the negative energies of the shadow realms. The results were monstrous beings that are almost alive, part fiend and part undead. Needless to say, Hrinruuk was very pleased with his creations, and he spread them throughout the realm.

Physically, night-touched are very strange. In its natural state, their “skin” is extremely smooth, with an almost rubbery feel to it. It is always a deep midnight blue, aubergine, or obsidian color that seems to absorb any light that touches it. The night-touched have internal organs, but like those of undead creatures, they do not really function. They have thick, dark green blood that oozes slowly out of wounds, rather than spurting or pulsing like that of a living creature.

Creatures of Darkness. Although night-touched are intelligent, their minds are incomprehensible to most mortals. They are generally solitary, paranoid creatures who believe that anything they cannot control must be destroyed. They have been known to join forces on occasion, or even to form extremely powerful bands with other types of creatures, ravaging nearby regions. Night-touched can be found anywhere, but they prefer to remain in darkness at all times.

Hrinruuk created several breeds of night-touched, each of which was granted different powers to make the chase more interesting. Only two types are shown here, but numerous others exist.

Night-Touched Controller

When Hrinruuk first created them, night-touched controllers had the ability to summon, control, and even create other life forms, but for some reason, since then, they have lost that ability and are now able to manipulate only the undead. However, their mastery is so great that they can force spirits back into the material realm, animating simple undead seemingly at will. They are often found in the company of undead creatures, and they shun contact with other night-touched.

A night-touched controller is a strange being with a

vaguely humanoid shape, roughly the size of a human male. Its skin is a rubbery deep purplish-black, and it has a severely hunched back. Its abnormally large, thick hands have just three fingers and a thumb.

Fight from the Rear. Night-touched controllers generally do not engage in direct combat. They prefer to summon or create the appropriate creatures to defeat whatever obstacles are present. When forced into combat, they attack with their club-like hands once their useful spells are exhausted.

Night-Touched Hound

Night-touched hounds are always ready and willing to attack their prey, but often they are accompanied by more dangerous allies, with commands to simply track and corner the quarry. Stories still told by titanspawn claim that Hrinruuk created these hounds as part of a game he devised for himself: He would set them loose after the same prey he sought, and then challenge himself to find, defeat, and capture the prey before the hounds could even track it down.

This mastiff-sized beast resembles a hound, but it has no fur. Its flesh seems rubbery, and it is hard to say whether it is dark brown or black in color. The creature’s eyes and teeth glimmer faintly like pearls against its dark hide.

Unrelenting Nocturnal Predators.

Because of their aversion to sunlight, night-touched hounds typically harry their prey only after sundown. However, they are intelligent, and if they have reason to believe the prey is aware of its pursuers and nearing a friendly sanctuary or stronghold, then the hound might suffer the effects of sunlight to reach the prey in time. Getting its prey is always a hound’s first priority.

When they do attack, night-touched hounds simply savage their victims until one of them is dead, much like any wolf or hunting dog. They may catch foes off-guard initially, though, by approaching with a sudden burst of speed using *expeditious retreat* or from seemingly nowhere using *misty step*.



NIGHT-TOUCHED CONTROLLER

Medium fiend (titanspawn), chaotic evil

Armor Class 18 (natural armor)

Hit Points 120 (16d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	17 (+3)	16 (+3)	15 (+2)	18 (+4)

Saving Throws Dex +7, Con +6, Wis +6

Skills Perception +6, Stealth +7

Damage Resistances lightning, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities cold, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 120 ft.; passive Perception 16

Languages Infernal, Titan Speech (can't speak); telepathy 120 ft.

Challenge 9 (5,000 XP)

Innate Spellcasting. The night-touched controller's spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components.

At will: *animate dead*, *darkness*

1/day: *create undead*

Magic Weapons. The night-touched's weapon attacks are magical.

Night-Touched. Magical darkness doesn't impede the night-touched's darkvision. In areas of dim light or darkness, the night-touched has advantage on Dexterity (Stealth) checks to hide.

Sunlight Sensitivity. While in sunlight, the night-touched has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Sense Undead. The night-touched controller can automatically sense and discern the location of any undead within 120 feet.

ACTIONS

Life Drain. *Melee or Ranged Spell Attack.* +8 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 26 (5d8 + 4) necrotic damage plus 22 (5d8) cold damage. The target must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain by this attack rises 24 hours later as a zombie under the night-touched controller's control, unless the humanoid is restored to life or its body is destroyed.

Charm Undead. The night-touched controller targets one undead it can see within 60 feet of it. The target must succeed on a DC 16 Wisdom saving throw against this magic or be charmed by the controller. The charmed target regards the controller as a trusted friend to be heeded and protected. The effect lasts 24 hours or until the night-touched is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

NIGHT-TOUCHED HOUND

Medium fiend (titanspawn), chaotic evil

Armor Class 13 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	17 (+3)	7 (-2)	15 (+2)	14 (+2)

Saving Throws Dex +3, Con +5, Wis +4

Skills Perception +6, Stealth +3

Damage Resistances lightning, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities cold, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 120 ft., truesight 30 ft.; passive Perception 16

Languages Infernal, Titan Speech (can't speak); telepathy 120 ft.

Challenge 2 (450 XP)

Innate Spellcasting. The night-touched hound's spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components.

3/day: *expeditious retreat*

1/day: *misty step*

Magic Weapons. The night-touched's weapon attacks are magical.

Night-Touched. Magical darkness doesn't impede the night-touched's darkvision. In areas of dim light or darkness, the night-touched has advantage on Dexterity (Stealth) checks to hide.

Peerless Tracker. The night-touched hound can use a bonus action to choose one creature it can see as its quarry. The hound knows the direction and distance to its quarry as long as the two of them are on the same plane of existence. The hound can have only one creature designated as its quarry at a time.

Sunlight Sensitivity. While in sunlight, the night-touched has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Bite. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) cold damage.

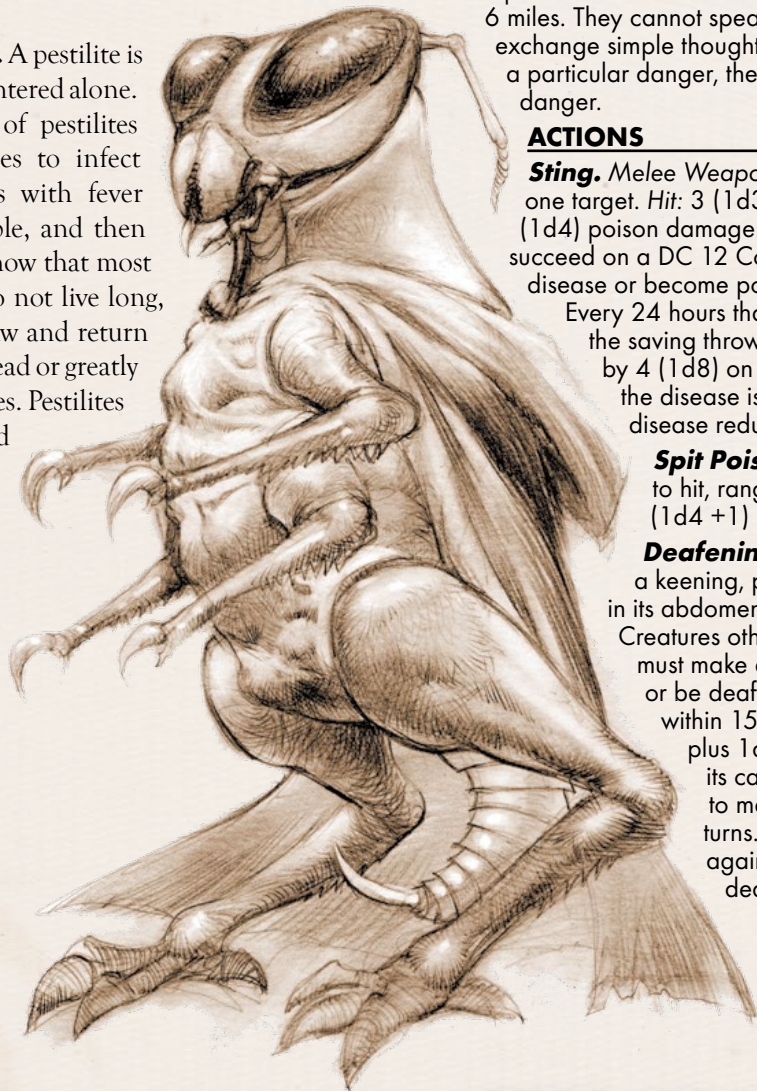
Pestilite

Pestilites are a plague, a well-oiled machine of destruction and malevolence created by the titan Chern. These foul abominations are devoted to unearthing Chern's leprous body from the Mourning Marshes and restoring his power. The pestilites believe that the key to reviving their creator is to infect other creatures with disease; they teach that Chern is healed by devouring the souls of those who die of horrid diseases. The Madrielite Order of the Morning Sky is among the pestilites' most formidable enemies.

An insectoid creature about the size of a halfling, a pestilite stands upright. It has a locust's body, a mantis's head, and the wings and stinger of a wasp or hornet. Its thin carapace is a sickly yellow with brownish markings, and its eyes are large and solid black.

Cunning Interlopers. Pestilites are sometimes able to move unnoticed through cities by disguising themselves as halflings or other small humanoids under long, deeply cowl'd robes or similar coverings. Some dwell in large communities under large cities or in massive nests near smaller settlements.

Swarming Death. A pestilite is almost never encountered alone. Together, a group of pestilites swoops in and tries to infect all possible targets with fever as quickly as possible, and then they retreat; they know that most infection victims do not live long, so they can withdraw and return later to feed upon dead or greatly weakened adversaries. Pestilites normally swarm and sting their opponents while using their deafening cadence.



PESTILITE

Small aberration (titanspawn), lawful evil

Armor Class 14 (natural armor)

Hit Points 16 (3d6 + 6)

Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Deception +4, Stealth +3

Damage Resistances poison

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 60 ft.; passive Perception 10

Languages Titan Speech

Challenge 1/4 (100 XP)

Disease Immunity. The pestilite is immune to diseases.

Hive Mind. All pestilites are in constant, rudimentary telepathic communication with every other pestilite within 6 miles. They cannot speak via this link, but they can exchange simple thoughts and images. If one is aware of a particular danger, they all are aware of a particular danger.

ACTIONS

Sting. *Melee Weapon Attack.* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d3 + 1) piercing damage plus 2 (1d4) poison damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw against disease or become poisoned until the disease is cured.

Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 4 (1d8) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to 0.

Spit Poison. *Ranged Weapon Attack.* +3 to hit, range 10/30 ft., one target. *Hit:* 3 (1d4 + 1) poison damage.

Deafening Cadence. A pestilite produces a keening, piercing wail via drum-like organs in its abdomen, audible out to nearly a mile. Creatures other than pestilites within 15 feet must make a DC 12 Constitution saving throw or be deafened for as long as they remain within 15 feet of the deafening cadence, plus 1d4 rounds. Once a pestilite starts its cadence, it can use a bonus action to maintain the noise on subsequent turns. A creature that saves successfully against this effect is immune to deafening cadence for 24 hours.

Pilfer Pixie

Pilfer pixies attack magicians' familiars, possessing the creatures to get at their masters. Once the pixie possesses a familiar, it causes terrible nightmares to plague the creature's master, thus disrupting her spellcasting capacity. Presumably, whatever magic is lost by the spellcaster somehow nourishes the pixie.

Pilfer pixies resemble other varieties of sprites or pixies, with very angular features. Their gossamer wings produce a small glitter trail about two feet behind them as they fly.

Spawn of Mesos. These wicked, devious little faeries are said to be the brood of the titan Mesos, who sent them far and wide to steal magic from the world and make those who practiced the arcane arts miserable beyond compare. Today, many years after Mesos' dismemberment, pilfer pixies still roam the Scarred Lands looking to harass arcane spellcasters.

Magical Thieves. When a pilfer pixie encounters a warlock's or wizard's familiar, it uses any means at its disposal to get close to the creature. It may try to lull the beast into complacency or, in more obstreperous targets, use its pixie dust to reduce the familiar's resistance and perhaps even render it comatose for a time. If the pixie's theft is revealed, it flees (with its possessed familiar-host if it can), or abandons the familiar's body altogether and retreats to find an easier meal.



PILFER PIXIE

Tiny fey (titanspawn), neutral evil

Armor Class 15

Hit Points 5 (2d4)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	20 (+5)	10 (+0)	12 (+1)	12 (+1)	15 (+2)

Skills Arcana +5, Deception +6, Stealth +7

Senses darkvision 60 ft.; passive Perception 11

Languages Sylvan, Titan Speech

Challenge 1/2 (100 XP)

Inflict Nightmare. Once per day, when the master of a familiar that the pilfer pixie has possessed takes a long rest, the pixie can cause the spellcaster to suffer terrible nightmares. The target must make a DC 12 Wisdom saving throw. On a failed save, the target suffers nightmares that last the duration of the target's sleep and prevents the target from gaining any benefit from that rest. In addition, when the target wakes up, it takes 10 (3d6) psychic damage.

Innate Spellcasting. The pilfer pixie's spellcasting ability is Charisma (spell save DC 12, or +4 to hit with spell attacks). It can innately cast the following spells, requiring only its pixie dust as a component.

At will: *detect magic*, *druidcraft*, *invisibility*, *mage hand*, *speak with animals*

3/day each: *dancing lights*, *sleep*

1/day each: *detect thoughts*, *dispel magic*

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

ACTIONS

Dagger. *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Possess Familiar. The pilfer pixie can attempt to possess the familiar of another creature within 5 feet of the pixie. If the target is not asleep or incapacitated, the pixie must make a successful melee spell attack against it. The target must make a DC 14 Will saving throw. A familiar that saves against this effect is immune to the pilfer pixie's Possess Familiar for the next 24 hours.

If the target fails the save, the pixie possesses the target; the pixie then disappears, and the target is incapacitated and loses control of its body. The pixie now controls the familiar's body but doesn't deprive the target of awareness. The pixie's body actually merges into that of the creature, its presence discernible only by *true seeing* or similarly powerful magic. While possessing a familiar, the pixie can't be targeted by any attack, spell, or other effect, except ones that target fey specifically, and it retains its alignment, Intelligence, Wisdom, and Charisma. It otherwise uses the possessed target's statistics.

The proud are a race of centaur-like creatures with the upper body of a human and the torso of a lion. Their faces are generally feline, with males sporting manes and women having slightly larger eyes. Not much is known about proud life expectancy or their complex tribal interactions since few proud are willing to explain such things to outsiders, and especially not to the divine races or the Redeemed.

Spawn of Hrinruuk. The proud believe they are the favored children of Hrinruuk the Hunter, and they fought bravely alongside their titanic masters during the divine uprising. Today, they still prowl the Plains of Lede and the Bleak Savannah, and they remain a threat to the orcs of Lede, the manticora of the Bleak Savannah, and the homesteaders of Mithril alike.

Fierce Loyalists. The proud are still profoundly bitter about the Divine War and make no qualms about slaughtering “traitors to the titans.” They yearn for the day when they can run alongside Hrinruuk again. Fortunately for the divine races, the proud seem to have a hard time organizing beyond the basic tribal level, and they are prone to infighting without a strong ruler.

Plains Warriors. The proud usually hunt in prides during the earliest and latest hours of the day as lions do, although nocturnal attacks are not uncommon. When attacking traveling targets, the proud pick off stragglers and scouts, harrying the main group at regular intervals until the targets’ nerves are ragged. This repetitive hounding can cause prey to develop a kind of defensive rhythm – which allows the proud to attack in full force when the enemy least expects it. They often recruit prides of lions to bolster their numbers during larger raids.

The proud are savage warriors, giving no quarter and expecting none. Still, they may retreat if they find themselves significantly outmatched.



PROUD

Large monstrosity (titanspawn), chaotic evil

Armor Class 15 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	16 (+3)	9 (-1)	13 (+1)	10 (+0)

Skills Athletics +5, Perception +3, Survival +3

Senses darkvision 60 ft.; passive Perception 13

Languages Leonid, Titan Speech

Challenge 2 (450 XP)

Innate Spellcasting. The proud’s spellcasting ability is Wisdom (spell save DC 11). It can innately cast the following spells, requiring no material components.

At will: *druidcraft*

1/day each: *animal friendship*, *speak with animals*

Overbearing Charge. If the proud moves at least 20 feet straight toward a creature and then hits it with a melee attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone.

ACTIONS

Multiattack. The proud makes three attacks: one with its bite and two with its claws, or one with its spear and two with its claws.

Bite. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Claw. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Spear. *Melee or Ranged Weapon Attack.* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used in two hands.

Shadow Raven

Shadow ravens sometimes darken the skies of Scarn. Indeed, they may actually have increased in number since they were created, long before the Titanswar. Their eerie, raucous cries can often be heard echoing at night. Large gatherings of shadow ravens can be seen swooping overhead or festooning trees at important gatherings or events among the various mortal races.

A shadow raven is a large, yet oddly indistinct bird, standing perhaps 18 inches high, yet swathed in darkness. Blood-red eyes glimmer within the folds of midnight that make up its form, and its wings are little more than wisps of shadow.

Spawn of Golthain. Long before his imprisonment by the gods, but after the start of the Divine War, when he was punished by his fellow titans, Golthain the Faceless transformed mundane birds into these creatures. Shadow ravens — also known as the “Eyes of Golthain,” or alternately, the “Ears of Golthain” — became the titan’s spies in the outside world. Wherever his influence was plied, a flock of shadow ravens could be found.

Gatherers of News and Lore. Were it possible for the Faceless One to still receive information learned by his creations, or if these creatures now serve a new master, then that being might be the most informed anywhere regarding matters of import in any part of the Scarred Lands. There have long been tales of spellcasters who somehow gained a shadow raven as a familiar, although the method of how one might do so is unknown.

“Let not the Ears of Golthain hear you” remains a popular saying in some regions, a reminder of discretion when secrets are told or private matters are discussed.

Unnerving Observers. Shadow ravens do not normally attack other creatures; their role is to gather and observe, then report back to their master. Solitary shadow ravens, or even small flocks of them, always seek to escape attackers rather than fighting back. Even if a large flock is assaulted, it typically flies away. If a flock of shadow ravens has no avenue of escape, it may swarm attackers, using incorporeal beaks to incapacitate aggressors before flying away.

Shadow ravens do not like brilliant lights; sudden flashes can scare them away, at least for a time.

SHADOW RAVEN

Tiny beast (titanspawn), neutral

Armor Class 12

Hit Points 2 (1d4)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	15 (+2)	10 (+0)	10 (+0)	13 (+1)	11 (+0)

Skills Perception +5, Stealth +4

Senses darkvision 60 ft.; passive Perception 15

Languages Titan Speech

Challenge 1/4 (50 XP)

Gift of Tongues. The shadow raven can understand the literal meaning of any spoken language that it hears.

Incorporeal Movement. The shadow raven can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Light Sensitivity. While in bright light, the shadow raven has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Shadow Sight. Magical darkness doesn’t impede the shadow raven’s darkvision.

Shadow Stealth. While in dim light or darkness, the shadow raven can take the Hide action as a bonus action.

ACTIONS

Strength Drain. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 1 necrotic damage, and the target’s Strength score is reduced by 1d3. The target becomes unconscious if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.



Skullworm [Hazard]

Skullworms are maggot-like vermin, approximately half an inch long at full size. Created by Chern the Scourge, they exist in warm, damp, ill-seeming places such as swamps, sewers, rubbish heaps, and open graves. They can be noticed by adventurers with a DC 10 Intelligence (Investigation), Wisdom (Perception), or Wisdom (Survival) check.

Otherwise, a living creature poking about their lair inadvertently transfers one or more skullworms to its body. The worms then search out a warm location on the creature, waiting until their host is sleeping or otherwise inert, and then enter the victim via one of its cranial orifices. Once inside the creature's head, they lay eggs before dying. The eggs hatch 4d6 hours later, and the larvae start to weave fibers into the victim's synapses.

Once the eggs hatch, the host must make a DC 11 Constitution saving throw against disease or become poisoned until the skullworms are removed. Every hour that elapses thereafter, the creature must repeat the saving throw, reducing its Intelligence and Wisdom scores each by 2 (1d4) on a failure. This reduction lasts until the skullworms are removed. If the creature's Intelligence or Wisdom score is reduced to 0, it is incapacitated for 1d4 hours. After that time, it awakes, its Intelligence and Wisdom scores restored to their normal values; however, the skullworms now control the creature's body, although they don't deprive the target of awareness.

Any effect that cures disease kills any skullworms or unhatched eggs in or on a host. A creature already possessed by the skullworms when they are killed collapses and is incapacitated permanently, effectively brain-dead. Only a *regenerate*, *wish*, or similarly powerful magic can restore the creature at this point.

Malevolent Corrupters. The skullworms' true purpose is to invade the bodies of other living creatures and control their minds. Once skullworm larvae lodge in a brain, they start to replace the consciousness of the victim with a fragment of Chern's malicious will. The larvae have limited access to the memories of the host and use them to copy his behavior almost exactly.

Gradually, the skullworms corrupt and destroy what the host once held dear, usually in the cruelest ways possible. The victim is painfully aware of his body's actions, but he is essentially an observer, unable to prevent any of it, which is perhaps the worst torment of all. A worm can remain in control of a host for years unless detected magically or unless someone who knows the person realizes that he behaves out of character and possibly against his will. The worms ultimately force the victim to kill his family and friends and to destroy his own best-held accomplishments.

Upon the death of their host, or if they find the host unsuitable for some other reason, the adult skullworms crawl out to seek a new host.



Slitherin, Unredeemed

Slitherin were referred to during the Divine War as the “scourge of the underrealm.” Today, those ratfolk who still follow the titans and the old ways lurk yet in the dark corners of the Scarred Lands. The Redeemed slitherin of the Scarred Lands often call their debased titanspawn cousins “ratlings,” a term of contempt.

Cultists and Fanatics. Led by their druidic priest-kings, the various clans of Unredeemed slitherin are each a pale and twisted reflection of the titan upon whose essence they once fed. They are a superstitious people, filled with a burning fear of starvation and of their dark titanic masters, a fear kept at a fever pitch by the priesthood. Prayers are made twice daily to the priest-king for his intercession with the titans, and the slitherin year is filled with holy days and rituals. In fact, each tribe observes its own calendar of tribute events, and any commingling of ratfolk from different nests demands honoring the holy days of all participants.

Social Creatures.

Slitherin are known to bolster their forces by calling upon packs of giant rats and swarms of normal rats to join them in battle. When led by their priests, ratfolk are capable of organized warfare and can use their great numbers to deadly effect. Lone ratfolk usually attempt to flee from conflict, but they can be driven into a fury if cornered. They fight only when in a group, preferably with three-to-one odds or better and from ambush.

Slitherin

The common slitherin here represents a common ratfolk warrior, guard, or cultist that could be encountered almost anywhere in the Scarred Lands, having no particular clan affiliation. To better

emulate a slitherin from a particular clan, add one or two appropriate clan abilities or features (borrowed from the sample statistics for the various slitherin clans, below).

Most ratfolk encountered away from their burrows or nests are warriors. Like their clothing, their armor and weapons are typically pitted and caked with filth.

Slitherin Clans

There are numerous clans or sub-species of ratfolk titanspawn, such as the Brown Gorgers, the Diseased, and the Red Witches. In general, each clan has traits and abilities that align it with one of the fallen titans. Information and typical stats for representative members of the Diseased, the Dunewalkers, the Foamers, and the Red Witches appear here.

Diseased

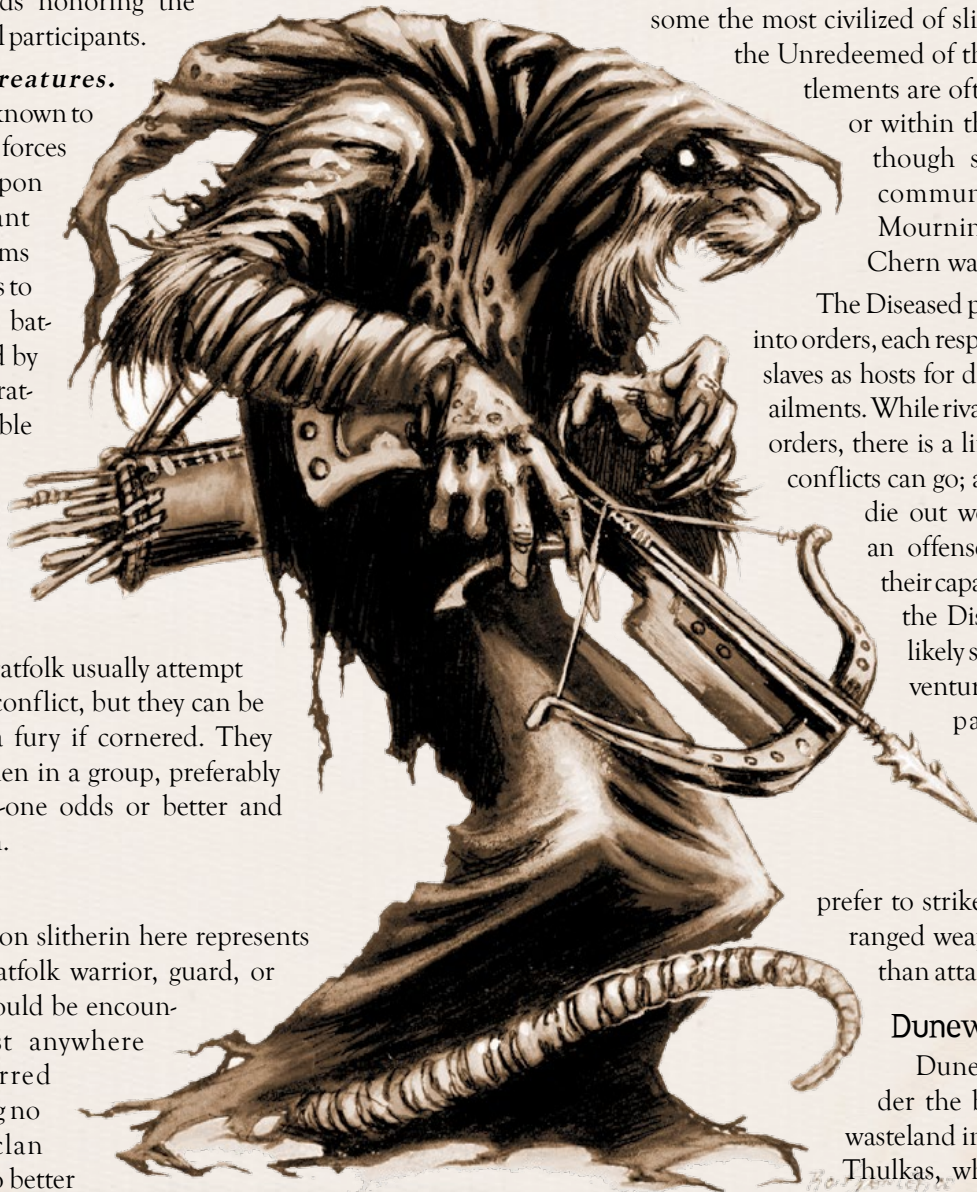
Those ratfolk that revere Chern the Unclean have formed some of the most civilized of slitherin nests among the Unredeemed of their kind. Their settlements are often hidden beneath or within those of other races, though some aboveground communities exist in the Mourning Marshes, where Chern was interred.

The Diseased priesthood is divided into orders, each responsible for breeding slaves as hosts for different plagues and ailments. While rivalries exist among the orders, there is a limit to how far such conflicts can go; allowing a disease to die out would be considered an offense to Chern. Given their capacity for cooperation, the Diseased are the most likely slitherin to seek joint ventures with other nests, particularly when they require brute strength for their cunning plots.

The Diseased prefer to strike from stealth, with ranged weapons ideally, rather than attack directly in melee.

Dunewalkers

Dunewalkers stride under the burning sun of the wasteland in tribute to the titan Thulkas, whom they venerate.



Their tribes gather around the smoldering embers that were scattered when Corean forged the Father of Fire into an arrow, before Tanil then fired the titan into the sun. Indeed, the Dunewalkers believe that all deserts of the Scarred Lands were created where such sparks landed, and they are found in most arid lands.

To this day, each tribe feeds Thulkas' fire by gathering all combustible materials they can find in the wastes and burning them in tribute to their master. Seasoned desert travelers who see scattered firelight on the night horizon know to avoid it. Although they will certainly attack travelers for food (that which they carry and the travelers themselves), the Dunewalkers' most cherished prizes are wagons, chests, and barrels — materials made of dense wood that can burn for a long time.

Dunewalkers are skilled predators, making astounding leaps over dunes to attack caravans, seemingly from out of nowhere. They can also burrow through the sand and spring upward from the ground.

Foamers

Foamers are the physically largest and most savage of the Unredeemed ratfolk. They are weaned on the hate-maddened blood of Kadum the Mountainshaker, and they live for battle and slaughter. Natural swimmers, they are the bane of the seas, churning up from the water, surrounded by packs of giant rats, to rend the life from the unprepared.

Instead of dwelling in tunnels, Foamers reside on bloodstained and half-sunken boats and ships they have captured, sometimes lashing them together as floating atolls. Lacking sailing skills, they rely on captured slaves to propel these makeshift craft, either by sail or oar. In addition to propelling the ships, slaves are

used for any task that is not combat-related, as the ratfolk consider such chores beneath warriors.

The Foamer priesthood is composed of generals and admirals of warbands, with their massive, ogre-sized priest-king being the most bloodthirsty berserker of them all. His white fur is crusted black by the oceans of blood through which he has waded, and his mad eyes search always for new victims. As might be expected, Foamer rituals are based on blood and slaughter, often pitting captured humanoids against each other in battles to the death.

Foamers lose all control in combat, disdaining defense and preferring the satisfaction of slashing and biting their foes. If they use missiles at all, they throw javelins as they close with their targets. They are fond of siege engines for the mayhem they cause in extended campaigns. In most cases, they back down only when commanded to do so by their priest-king. Otherwise, they fight to the death.

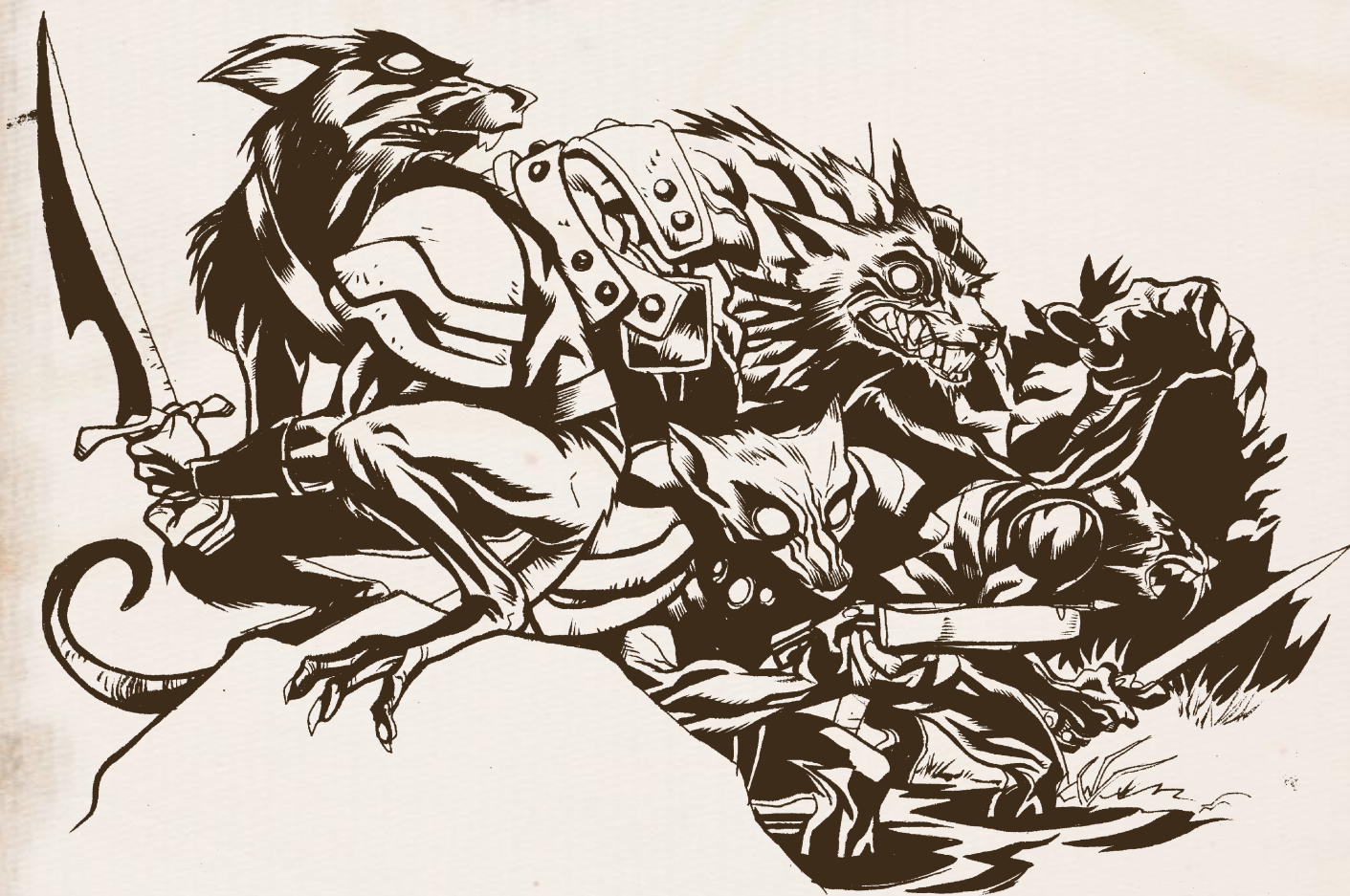
Red Witches

Those ratfolk who gorge upon the flesh of Mormo are the most terrifying and inscrutable of their kind. Instead of martial skills, their power derives from witchcraft. This talent develops through rigorous training in rituals designed to ensure that only the wiliest and deadliest spellcasters survive. Thankfully, they are also the fewest in number of all the major ratfolk clans.

The Red Witches were more heavily imprinted by the will and ways of their titan than any other slitherin breed.

Physically the smallest of their race, they have rust- or ginger-colored fur. Their clan is matriarchal, consisting of female witches who take groups of lesser male warlocks, up to two dozen at a time, as covens. These covens seek out areas of magical power and establish underground lairs nearby. Their havens are filled with traps, illusions, and the witches' undead servitors. As they absorb and extract the local magical energy, the witches ingest various potions and powders intended to inspire prophetic





visions. The resulting knowledge is called, collectively, the Gifts of Mormo.

The most powerful witch in each coven is called the Queen, in honor of the true Witch Queen Mormo. The Red Witches are unlike other ratfolk clans in another way as well: some lone Red Witches go off on their own to pursue research they do not care to share with the others. These individuals sometimes find their way into civilization, if that is where their visions take them.

A Red Witch slitherin is smaller than a human by more than a head, but it appears no less threatening for its small

stature. A cunning, cruel intellect gleams in its red eyes, and it leers with a twisted smile. Reddish fur covers its body, except for its pink nose and long, hairless tail. Its sparse clothing is layered with pouches, and bits of arcane oddments poke from its leather belt.

Red Witch slitherin fight with magic, using charmed or summoned monsters or animating undead to do the physical fighting for them. In most cases, though, unless a prophecy demands otherwise, they typically flee a superior force, using magic as required. Red Witches are the most intelligent, cunning, and subtle of the Unredeemed slitherin, and their stratagems reflect that fact.

SLITHERIN

Medium humanoid (titanspawn), any alignment

Armor Class 12 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	13 (+1)	10 (+0)	10 (+0)	7 (-2)

Skills Acrobatics +3, Stealth +3

Senses darkvision 60 ft.; passive Perception 10

Languages Slitherin, Titan Speech

Challenge 1/4 (50 XP)

Contortionist. The slitherin has advantage on Dexterity checks to escape from bonds or being grappled, as well as to squeeze through tight spaces.

Disease Resistance. The slitherin has advantage on saving throws against disease.

Rodent Empathy. The slitherin can converse with rodents through body language and simple sounds, communicating simple ideas to such beasts.

ACTIONS

Multiattack. The slitherin makes one bite attack and one shortsword attack.

Bite. Melee Weapon Attack. +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d3 + 1) piercing damage.

Shortsword. Melee Weapon Attack. +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Shortbow. Ranged Weapon Attack. +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

DISEASED (SLITHERIN)

Medium humanoid (titanspawn), any evil

Armor Class 13 (leather armor)

Hit Points 19 (3d8 + 6)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	15 (+2)	14 (+2)	12 (+1)	5 (-3)

Skills Acrobatics +4, Medicine +3, Stealth +4

Senses darkvision 60 ft.; passive Perception 11

Languages Slitherin, Titan Speech

Challenge 1/2 (100 XP)

Contortionist. The slitherin has advantage on Dexterity checks to escape from bonds or being grappled, as well as to squeeze through tight spaces.

Disease Carrier. The Diseased slitherin is immune to the effects of disease. However, it can still contract diseases and be a carrier, exposing others to the disease's ravages.

Rodent Empathy. The slitherin can converse with rodents through body language and simple sounds, communicating simple ideas to such beasts.

ACTIONS

Multiattack. The slitherin makes two attacks: one bite and one claw, or one bite and one shortsword.

Bite. Melee Weapon Attack. +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d3 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 3 (1d6) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to 0.

Claw. Melee Weapon Attack. +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Shortsword. Melee Weapon Attack. +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 2) piercing damage.

Light Crossbow. Ranged Weapon Attack. +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

DUNEWALKER (SLITHERIN)

Medium humanoid (titanspawn), any evil

Armor Class 12 (leather armor)

Hit Points 26 (4d8 + 8)

Speed 30 ft., burrow 15 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	15 (+2)	10 (+0)	12 (+1)	6 (-3)

Skills Acrobatics +3, Stealth +3, Survival +5

Senses darkvision 60 ft.; passive Perception 11

Damage Resistances fire

Languages Slitherin, Titan Speech

Challenge 1/2 (100 XP)

Contortionist. The slitherin has advantage on Dexterity checks to escape from bonds or being grappled, as well as to squeeze through tight spaces.

Disease Resistance. The slitherin has advantage on saving throws against disease.

Rodent Empathy. The slitherin can converse with rodents through body language and simple sounds, communicating simple ideas to such beasts.

Surprise Attack. If the Dunewalker surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 3 (1d6) damage from the attack.

ACTIONS

Multiattack. The Dunewalker makes two attacks: one with its bite and one with its spear, or two with its shortbow.

Bite. Melee Weapon Attack. +3 to hit, reach 5 ft., one target. Hit: 3 (1d3 + 1) piercing damage.

Spear. Melee or Ranged Weapon Attack. +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used in two hands.

Shortbow. Ranged Weapon Attack. +3 to hit, range 80/320 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

FOAMER (SLITHERIN)

Medium humanoid (titanspawn), chaotic evil

Armor Class 13 (studded leather)

Hit Points 32 (5d8 + 10)

Speed 30 ft., climb 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	8 (-1)	10 (+0)	7 (-2)

Skills Acrobatics +3, Athletics +4, Stealth +3

Senses darkvision 60 ft.; passive Perception 10

Languages Slitherin, Titan Speech

Challenge 1 (200 XP)

Blood Frenzy. The Foamer has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Contortionist. The slitherin has advantage on Dexterity checks to escape from bonds or being grappled, as well as to squeeze through tight spaces.

Disease Resistance. The slitherin has advantage on saving throws against disease.

Rodent Empathy. The slitherin can converse with rodents through body language and simple sounds, communicating simple ideas to such beasts.

ACTIONS

Bite. Melee Weapon Attack. +4 to hit, reach 5 ft., one target. Hit: 4 (1d3 + 2) piercing damage.

Greataxe. Melee Weapon Attack. +4 to hit, reach 5 ft., one target. Hit: 8 (1d12 + 2) slashing damage.

Javelin. Melee or Ranged Weapon Attack. +4 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

RED WITCH (SLITHERIN)

Medium humanoid (titanspawn), lawful evil

Armor Class 12 (15 with mage armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	16 (+3)	12 (+1)	10 (+0)

Skills Acrobatics +4, Arcana +5, Stealth +4

Senses darkvision 60 ft.; passive Perception 11

Languages Slitherin, Titan Speech, plus any two other tongues

Challenge 1 (200 XP)

Contortionist. The slitherin has advantage on Dexterity checks to escape from bonds or being grappled, as well as to squeeze through tight spaces.

Disease Resistance. The slitherin has advantage on saving throws against disease.

Rodent Empathy. The slitherin can converse with rodents through body language and simple sounds, communicating simple ideas to such beasts.

Spellcasting. The Red Witch is a 3rd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, or +5 to hit with spell attacks). The Red Witch has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *filch**, *minor illusion*

1st level (4/day): *color spray*, *mage armor*, *magic missile*, *silent image*

2nd level (2/day): *acid arrow*, *blindness/deafness*

ACTIONS

Bite. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d3 + 2) piercing damage.

Shortsword. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.



Sutak

Fierce and cruel, the sutak are among the most aggressive of the titanspawn remaining in the Scarred Lands. Sutak organize into nomadic clans, each led by a powerful and ruthless chieftain. Feuds and petty rivalries are common among them, often triggered by competition for the meager resources of the Ukrudan as well as by violent clannish politics. Alliances in the interests of a common goal are short-lived, much to the relief of the human settlements along the edges of the desert.

A sutak, like its ironbred brethren, has the upper body of a well-muscled human covered in a very short coat of rust-colored fur. Its legs are like a horse's, ending in hooves, and its horrible, emaciated head is also similar to that of a horse or a donkey.

Spawn of Thulkas. Favored children of Thulkas, the sutak were decimated during the final years of the Titanswar. In the aftermath of their patron's fall, the remnants of the race escaped the fury of the divine races by retreating into the fiery reaches of the Ukrudan Desert. From there, the sutak prey upon merchant caravans plying the trade routes between Chardunahae and the kingdoms to the east, and they erupt from the desert sporadically on far-ranging rampages to sate their lust for plunder and revenge.

The sutak continue to worship the Father of Fire. Fire-mages and sorcerers fill the cultural role of priests for their tribes, and many of their leading warriors bear ceremonial tattoos that they make using molten metal instead of ink. A mighty sutak chieftain's chest, face, and arms are covered with designs of gleaming bronze or gold that pronounce his devotion to the Iron Titan.

SUTAK

Medium humanoid (titanspawn), lawful evil

Armor Class 17 (half plate)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+1)	15 (+2)	14 (+2)	12 (+1)	10 (+0)	8 (-1)

Skills Athletics +4, Intimidation +3, Survival +2

Damage Immunities fire

Senses darkvision 60 ft.; passive Perception 10

Languages Sutak, Titan Speech

Challenge 1 (200 XP)

Sure-Footed. The sutak has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

Multiattack. The sutak makes two flail attacks.

Flail. Melee Weapon Attack. +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage.

Javelin. Melee or Ranged Weapon Attack. +4 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.



Thulkan

Thulkans are one of the few races that the Iron Father, Thulkas, created intentionally. He drew these monstrosities from his iron cauldron and shaped them into living smiths to churn out mighty magical weapons for the Divine War. No one knows how many thulkans yet remain, but their numbers have certainly dwindled in the era after the Titanswar.

A thulkan is a fiery creature seemingly composed of rock and magma, glowing with a dreadful heat. Its giant, hominid body is strangely featureless and sexless, with a marbled black rocky hide that's constantly cooling and reheating. Its white-hot eyes seethe with hatred and power.

Consummate Artisans. Thulkans are gifted in most crafts, but especially cunning with metalwork, able to forge nearly any weapon, suit of armor, jeweled treasure, or device. They are also skilled at enchanting such items, even though they are not themselves spellcasters. However, they are also fond of placing subtle curses on the items they create.

Craven Recluses. Despite their considerable power, thulkans are greedy and selfish, and they cherish life far more than they do material things or victory in combat. They are likely to barter their way out of a defeat by offering to create magic items in exchange for double the amount of raw materials required.

THULKAN

Huge elemental (titanspawn), lawful evil

Armor Class 16 (natural armor)

Hit Points 125 (10d12 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	22 (+6)	14 (+2)	17 (+3)	16 (+3)

Saving Throws Dex +2, Con +9, Wis +6

Skills Insight +6, Perception +6

Damage Resistances fire, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities poisoned

Senses darkvision 90 ft.; passive Perception 16

Languages Primordial (Ignan), Titan Speech, plus any two other tongues

Challenge 8 (3,900 XP)

Heated Body. A creature that touches the thulkan or hits it with a melee attack while within 5 feet of it takes 11 (2d10) fire damage.

Illumination. The thulkan sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

ACTIONS

Multiattack. The thulkan makes two warhammer attacks.

Warhammer. *Melee Weapon Attack.* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage, or 21 (3d10 + 5) bludgeoning damage if used in two hands, plus 3 (1d6) fire damage.

Flaming Rock. *Ranged Weapon Attack.* +8 to hit, range 60/240 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage plus 10 (3d6) fire damage.



Tree Giant

Tree giants are ancient, colossal treants, encountered only in the oldest of forests where the trees can be as tall as themselves. They are very rare and quite difficult to spot in their native terrain, despite their enormous size. A tree giant usually stands 75 to 80 feet tall.

Spawn of Denev. The tree giants were created by the Earth Mother to guard the deepest, most holy sites within her forests. Most tree giants remain loyal to Denev, although some of them have become tainted and evil and instead revere one or more of the fallen titans. Whatever their alignment, tree giants are largely reclusive. Most tree giants go out of their way to protect wildlife, forests, and those who would preserve them. Those uncommon evil-aligned tree giants, though, instead seek to harm anyone who pass into their domains.



TREE GIANT

Gargantuan plant (titanspawn), any neutral

Armor Class 18 (natural armor)

Hit Points 277 (15d20 + 120)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	6 (-2)	27 (+8)	14 (+2)	21 (+5)	17 (+3)

Saving Throws Str +11, Con +13, Wis +10

Skills Nature +7

Damage Resistances bludgeoning, piercing

Damage Vulnerabilities fire

Senses darkvision 120 ft.; passive Perception 15

Languages Druidic, Sylvan, Titan Speech

Challenge 15 (13,000 XP)

False Appearance. While the tree giant remains motionless, it is indistinguishable from a normal, massive tree.

Siege Monster. The tree giant deals double damage to objects and structures.

Spellcasting. The tree giant is an 11th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 18, or +10 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft, guidance, mending, resistance*

1st level (4/day): *entangle, goodberry, healing word, speak with animals*

2nd level (3/day): *animal messenger, locate animals or plants, spike growth*

3rd level (3/day): *daylight, plant growth, speak with plants*

4th level (3/day): *conjure woodland beings, hallucinatory terrain*

5th level (2/day): *awaken, commune with nature*

6th level (1/day): *move earth, wall of thorns*

ACTIONS

Multiattack. The tree giant makes three slam attacks.

Slam. Melee Weapon Attack. +11 to hit, reach 5 ft., one target. *Hit:* 30 (7d6 + 6) bludgeoning damage, and the target must succeed on a DC 20 Strength saving throw or be pushed 10 feet away from the tree giant and knocked prone.

Rock. Ranged Weapon Attack. +11 to hit, range 60/240 ft., one target. *Hit:* 39 (6d10 + 6) bludgeoning damage.

Animate Trees (3/Day). The tree giant magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as a treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the tree giant. The tree remains animate for 1 day or until it dies; until the tree giant dies or is more than 120 feet from the tree; or until the tree giant takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

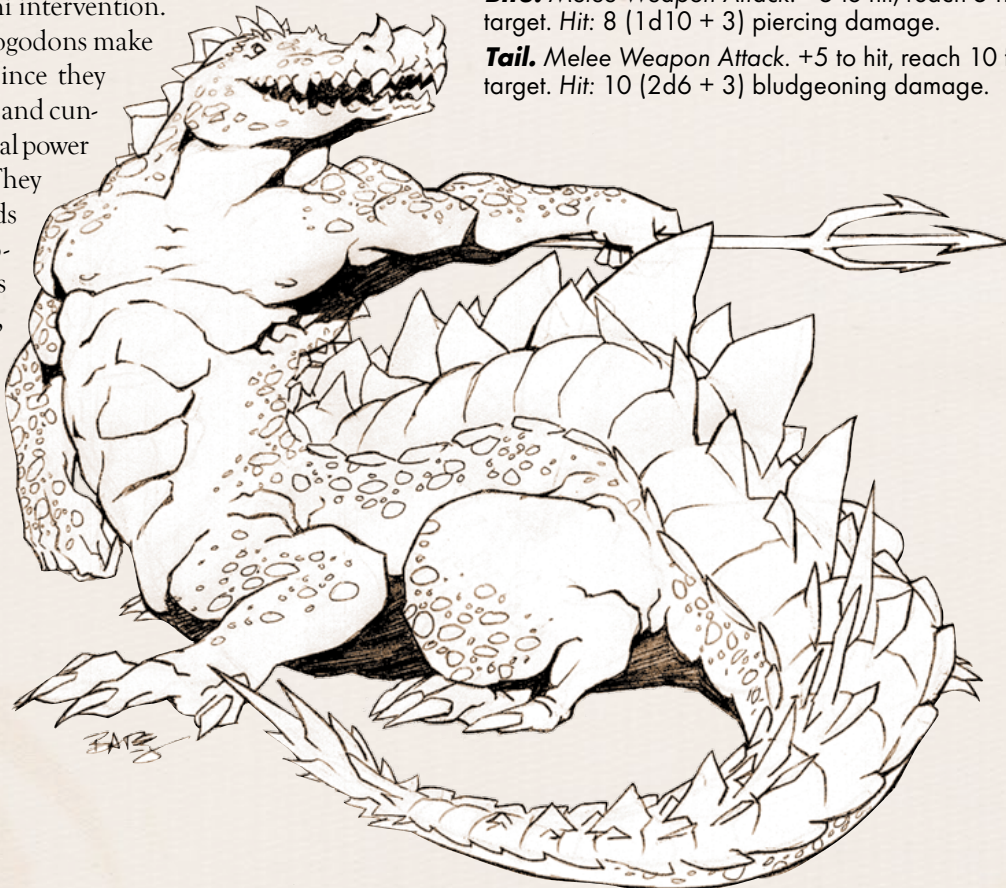
Trogodon

Trogodons are a bizarre combination of reptile and giant that infest the swamps of Kan Thet. They are formed somewhat like a centaur, but rather than man and horse, they share parts of an over-sized lizardfolk and a huge lizard. A trogodon's head is reptilian, like that of a great lizard or alligator, with sharp teeth and wide-spaced eyes. Their rough hide is patterned, usually a dappled green and black, and rows of bony plates extend from their heads all the way to the tip of their tails.

Stupid and Savage. In general, a trogodon does little more than lurk in the shallow waters, hunting for food and attacking anything that disturbs it. Powerful and brutish, a trogodon knows little of things like tactics. It has a degree of instinctive cunning, though, charging unsuspecting prey from ambush in dank pools, deep rivers, and murky swamps. Invariably, it strikes hard and fast.

Servants of the Asaatthi. Unredeemed asaaththi are known to use trogodons to guard the marshes around their few remaining cities. The snakefolk lend their martial and strategic expertise to develop simple tactics for trogodon raids. Asaatthi seldom take part in the attacks themselves, since trogodons do not take direction well in the thick of battle.

Tribal Raiders. In a few reported cases, intelligent trogodons, rare among their kind, have lead entire tribes, independent of asaaththi intervention. These "greater" trogodons make formidable foes, since they can add reasoning and cunning to their physical power and durability. They enjoy leading raids against non-trogodon tribes and settlements, sometimes even training and commanding normal alligators in attacks.



TROGODON

Large monstrosity (titanspawn), neutral evil

Armor Class 15 (natural armor)

Hit Points 115 (11d10 + 55)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	20 (+5)	5 (-3)	11 (+0)	10 (+0)

Skills Perception +2

Senses darkvision 60 ft.; passive Perception 12

Languages Asaatth, Titan Speech

Challenge 4 (1,100 XP)

Aggressive. As a bonus action, the trogodon can move up to its speed toward a hostile creature that it can see.

Hold Breath. The trogodon can hold its breath for 15 minutes.

ACTIONS

Multiattack. The trogodon makes three attacks: one with its trident, one with its bite, and one with its tail.

Trident. *Melee or Ranged Weapon Attack.* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, or 12 (2d8 + 3) piercing damage if used in two hands.

Bite. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

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

Troll, Gluttonous

Gluttonous trolls roam the hills and moors by night, sometimes in small groups, hunting and devouring anything that crosses their path. Whatever self-awareness these creatures possess is constantly embattled by their incessant hunger, driving them to attack even large, fortified settlements in search of food.

A gluttonous troll resembles a common troll, but a huge 16-foot-tall specimen, its lanky frame dominated by powerful, hunched shoulders and a loose mane of thick, greenish fur running down its back. Its gaunt, bestial face is underlined by a massive, tusked underbite. Its belly is perpetually taut and shrunken.

Spawn of Gaurak. Gluttonous trolls are often called Gaurak trolls, named for their sire, who created them from Golthagga's "common" trolls. The gluttonous troll hurls rocks only if it must, but otherwise prefers to rush forward and rend its prey with teeth and claws. If it grabs an enemy successfully, it attempts a grapple check to transfer the unfortunate creature to its mouth so it can swallow the victim whole.

Cannibalistic Hunters. Because of their fearlessness and physical power, gluttonous trolls are sometimes accompanied by a number of common trolls, who hope for easy pickings in the wake of these giants' depredations. As often as not, though, such opportunists are themselves eaten when food is scarce, for the gluttonous trolls will turn even upon one another when their hunger overwhelms them.

Utterly Fearless. Gluttonous trolls attack anything that they believe they can eat, without regard to tactics or their own survival. They refuse to retreat from a battle, no matter how grave their injuries; they kill and eat their prey or die trying.



GLUTTONOUS TROLL

Huge giant (titanspawn), chaotic evil

Armor Class 16 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	22 (+6)	6 (-2)	9 (-1)	6 (-2)

Skills Perception +3

Condition Immunities charmed, frightened

Senses darkvision 60 ft.; passive Perception 13

Languages Giantish, Titan Speech

Challenge 10 (5,900 XP)

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The gluttonous troll regains 15 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The troll makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack.* +10 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage.

Claw. *Melee Weapon Attack.* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage, and the target is grappled (escape DC 18). If the target is Medium or smaller, it is also restrained until this grapple ends. While grappling this target, the troll has advantage on attack rolls against it and can't use the grappling claw's attack against other creatures. When the gluttonous troll moves, a Large or smaller creature it is grappling moves with it.

Rock. *Ranged Weapon Attack.* +10 to hit, range 60/180 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Swallow. The gluttonous troll makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the troll, and it takes 21 (6d6) acid damage at the start of each of the troll's turns. A gluttonous troll can have only one creature swallowed at a time. If the troll takes 25 damage or more on a single turn from the swallowed creature, the troll must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the troll. If the troll dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

Unitaurs dwell in small, scattered tribes upon the Bleak Savannah, where they attack hunting camps and traveling parties under cover of darkness, exacting revenge for their fallen kin and the titans. While not quite as intelligent as humans, unitaurs are quite clever when it comes to raiding and pillaging, and they are good trackers and survivalists. A small number of them develop spellcasting abilities and rise quickly to leadership positions among the tribes.

A unitaur is a large humanoid in form, with thick, grayish-tan skin and a bulky, powerful body. Its face is bestial, with a large, rhinoceros-like horn atop the heavy, flattened snout. Its mouth holds sharp teeth similar to those of a dog or bear.

Fallen Spawn of Denev. Long before the Divine War, the land now called the Bleak Savannah was dominated by a powerful race of titanspawn that jealously guarded the grasslands, driving off those of all other races who entered their territory. This race, known as the unitaurs, originally worshipped Denev, but when the Earth Mother turned against the other titans, the unitaurs turned their backs on her and sided with the other titans. With their defeat, the remnants of the race retreated back to the Bleak Savannah, but they no longer had the strength to keep its lands free of human interference.

Brutal Raiders. Unitaur enter combat with a thunderous bellow and charge directly at their opponents, attempting to gore them. Many unitaurs also favor greatclubs or other heavy weapons scavenged from former victims, favoring crushing weapons over piercing or slashing where possible. They prefer night assaults and ambushes, striking quickly before retreating to regroup for another charge.



UNITAUR

Large giant (titanspawn), neutral evil

Armor Class 16 (natural armor)

Hit Points 66 (7d10 + 28)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	18 (+4)	8 (-1)	11 (+0)	9 (-1)

Skills Perception +2, Survival +2

Senses darkvision 60 ft.; passive Perception 12

Languages Giantish, Titan Speech

Challenge 2 (450 XP)

Charge. If the unitaur moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 14 (4d6) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

ACTIONS

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

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

Javelin. *Melee or Ranged Weapon Attack.* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Vengaurak

A vengaurak is a repulsive, terrifying creature the size of a large draft horse that reeks of carrion and blood. A twisted hybrid of beetle, mantis, maggot, and serpent, it moves like a snake on its long, articulated body. Vengaurak are single-minded in combat; they do not see enemies, but only things to be eaten.

Spawn of Gaurak. Vengaurak are vermin terribly transformed by the influence of the titan Gaurak. Once simple burrowing insects mutated and grown huge by the titan's fell essence, they tunnel up from the depths in search of anything edible – and they can consume almost anything. Totally fearless, they chase down anything that moves, but they have a special, unnatural hunger for those who worship the gods.

Burrowing Horrors. Though they are not particularly intelligent, vengaurak often ambush their prey, sometimes unintentionally. When moving into a new area, they burrow extensive underground tunnels, and if they then detect prey with their tremorsense, they burst up from below, often surprising those above them. They are even known to erupt into city streets, unerringly discovering and devouring any who choose to hide rather than flee.

Hatred of the Gods. When a worshiper of the gods is among their possible prey, vengaurak tend to seek that victim out first. They also fight fiercely and savagely against anything that would seek to stop their passage or keep them from their prey, being swayed by Gaurak's hatred of restraint. Once set on a target, a vengaurak rarely ceases pursuit unless another tasty morsel tries to bar its path.



VENGAURAK

Large monstrosity (titanspawn), chaotic evil

Armor Class 14 (natural armor)

Hit Points 136 (13d10 + 65)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	21 (+5)	3 (-4)	10 (+0)	3 (-4)

Skills Perception +3

Senses darkvision 90 ft., sense faith 60 ft., tremorsense 60 ft.; passive Perception 13

Languages Titan Speech (can't speak)

Challenge 5 (1,800 XP)

Aggressive. As a bonus action, the vengaurak can move up to its speed toward a hostile creature that it can see.

Sense Faith. The vengaurak can automatically sense and discern the location of any celestial, fiend, or creature capable of casting cleric or paladin spells within 60 feet.

ACTIONS

Multiattack. The vengaurak makes one bite attack and one constrict attack.

Bite. *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 4 (1d8) acid damage.

Constrict. *Melee Weapon Attack.* +7 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 11 (2d6 + 4) slashing damage. The target is grappled (escape DC 15) if the vengaurak isn't already constricting a creature, and the target is restrained until this grapple ends.

Web weavers have stalked the Scarred Lands' deep forests and jungles since long before the Titanswar, and none can say what titan thought it fit to create such a thing. A reaver appears at first glance to be an impossibly large spider; the first time it roars, however, it is revealed as one of the ancient servants of the titans: a twisted, deformed creature, a haphazard mix of fur, shell, fang, and squirming guts, with no purpose but to terrify, devour, and destroy.

Deadly Stillness. One would think such an enormous creature would be unable to catch prey at unawares, but a web reaver often surprises its opponents by remaining quite still, its legs and bristly hairs blending in with the trees and fernlike foliage around it. Most victims are destroyed almost incidentally as they are swept up in the reaver's swath of destruction.

Webs and Spines and Dripping Fangs. If it is attacked by a lone assailant, a reaver responds by webbing its attacker and then biting the opponent to apply its paralytic poison. It hurls webs or spike-like hairs at attackers too far away for it to reach immediately with its bite. Against a small number of nearby targets that are close together, the reaver prefers to use its crush attack, pinning them, and then shifts around in subsequent rounds to bite them one at a time.

A Web Weaver's Lair

Fortunately, these creatures are very rare, and such a beast has not been reported on Ghelspad for some years. Unfortunately, that means few might be prepared for one to appear.

Lair Actions

On initiative count 20 (losing initiative ties), the web reaver takes a lair action to cause one of the following effects:

- Dense webs fill a 20-foot-radius sphere centered on a point the web reaver can see within 120 feet. This effect otherwise functions as the *web* spell (save DC 17), save that the web reaver does not need to concentrate to maintain the webs. The webs last for 1 hour or until the web reaver uses this lair action again or is destroyed.
- The web reaver creates an opaque wall of webbing between any two solid surfaces it can see within 120 feet of it. The wall can be up to 50 feet long, 20 feet high, and 1 foot thick. When the wall appears, any creature in its area must make a DC 17 Dexterity save or be restrained, as if by a *web* spell. Each 10-foot section of wall has AC 10; hp 30; vulnerability to fire damage; resistance to cold, force, and piercing damage; and immunity to bludgeoning, poison, and psychic damage.
- Until initiative count 20 on the next round, any non-spider creature that tries to cast a spell using a spell



slot of 6th level or higher inside the lair is afflicted by poison. The creature must make a DC 14 Constitution saving throw. On a failed save, the caster takes 1d8 poison damage per level of the spell slot used to cast the spell, and the spell has no effect and the spell slot is lost. On a successful save, the spellcaster takes half damage and casts the spell normally.

Regional Effects

The region surrounding a web reaver's lair is warped by its magic in the following ways:

- The land within 3 miles of the lair is thick with spider webs, making the entire region both difficult terrain and lightly obscured.
- While they are within 1 mile of the lair, non-spider creatures that are normally immune to poison damage instead merely have resistance to poison, and those with resistance to poison lose that resistance.

If the web reaver is destroyed, the suppression of poison resistance and poison immunity fades immediately. The webs don't disappear, but they gradually thin out over 1d6 days so that the region is no longer difficult terrain or lightly obscured.

WEB REAVER

Gargantuan monstrosity (titanspawn), chaotic evil

Armor Class 17 (natural armor)

Hit Points 310 (20d20 + 100)

Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	11 (+0)	20 (+5)	4 (-3)	13 (+1)	16 (+3)

Saving Throws Dex +6, Wis +7, Cha +9

Skills Perception +7, Stealth +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities paralyzed, petrified, poisoned, unconscious

Senses blindsight 60 ft., darkvision 120 ft.; passive Perception 17

Languages Titan Speech (can't speak)

Challenge 19 (22,000 XP)

Legendary Resistance (3/Day). If the web reaver fails a saving throw, it can choose to succeed instead.

Spider Climb. The web reaver can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the web reaver knows the exact location of any other creature in contact with the same web.

Web Walker. The web reaver ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The web reaver can use its Frightful Presence. It then makes one bite attack and one slam attack.

Bite. *Melee Weapon Attack.* +13 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage, and the target must make a DC 20 Constitution saving throw, taking 27 (6d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Slam. *Melee Weapon Attack.* +13 to hit, reach 15 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage, and

the target must make a DC 20 Strength saving throw or be pushed 10 feet away from the web reaver and knocked prone.

Barbed Hairs. *Ranged Weapon Attack.* +13 to hit, range 30/120 ft., one target. *Hit:* 24 (5d6 + 7) piercing damage.

Web (Recharge 5-6). *Ranged Weapon Attack.* +13 to hit, range 30/120 ft., one target. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 20 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 30; vulnerability to fire damage; resistance to cold, force, and piercing damage; and immunity to bludgeoning, poison, and psychic damage).

Frightful Presence. Each creature of the web reaver's choice that is within 120 feet of the web reaver and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the web reaver's Frightful Presence for the next 24 hours.

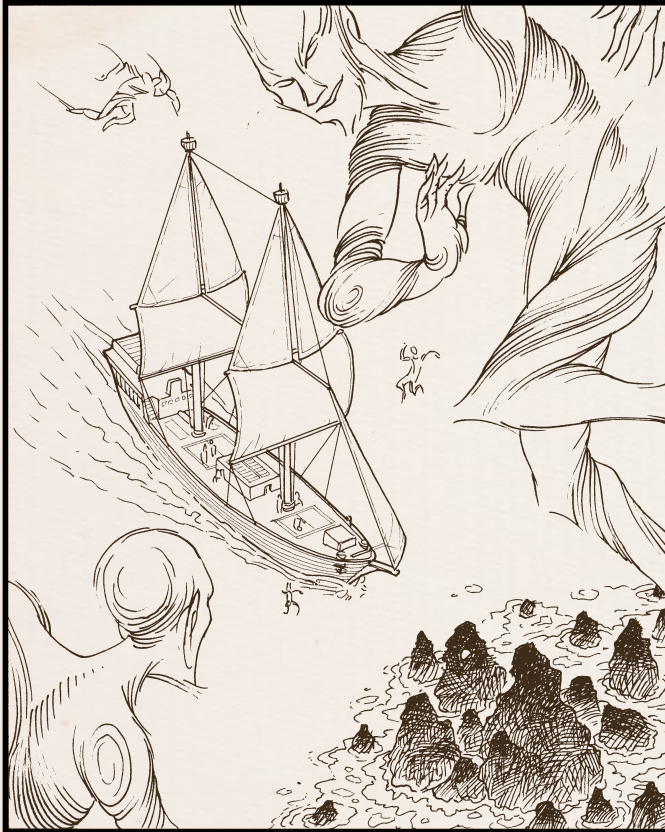
LEGENDARY ACTIONS

The web reaver can take 3 legendary actions, choosing from the options below. It can use only one legendary action option at a time, and only at the end of another creature's turn. The web reaver regains spent legendary actions at the start of its turn.

Detect. The web reaver makes a Wisdom (Perception) check.

Slam Attack. The web reaver makes a slam attack.

Crush (2 Actions). The web reaver moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the web reaver enters a creature's space, the creature must make a DC 20 Dexterity saving throw. On a successful save, the creature can choose to be pushed back or to the side, into a space of its choice within 5 feet of the web reaver. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. On a failed save, the web reaver enters the creature's space. The creature takes 14 (2d6 + 7) bludgeoning damage and is knocked prone. If the web reaver does not leave the prone creature's space, the creature is restrained and takes 14 (2d6 + 7) bludgeoning damage at the start of each of the web reaver's turns. Once the web reaver moves out of the creature's space, the creature is no longer restrained. A restrained creature can try to escape by taking an action to make a DC 20 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the web reaver.



Windriders are malicious elementals that once performed for the pleasure of a forgotten, legendary “Lady of Winds,” luring sailors to their doom all along Scarn’s rugged coastline. Since the fall of the titans, these spirits have haunted the coasts and seas, feeding on the fear and desperation of ship crews and taking revenge for the fall of their mistress.

A windrider looks human, but as though made entirely of mist, continually whipped by winds. Its face is angular and cruel, alight with malicious intelligence.

Wicked Tricksters. Though windriders are capable of causing considerable damage to a ship all on their own, they prefer to manipulate sailors. The elementals encircle a craft invisibly and whisper in sailors’ ears as they sleep, enticing them to acts of vandalism and sabotage, such as setting fire to the sails or contaminating the water supply. When one sailor is punished for his deeds, an elemental moves to the next, and so on through the crew until the situation becomes desperate and tensions are at a fever pitch. At this point, a windrider attempts to push one or more crew members into mutiny and then sits back to enjoy the bloodshed.

Deadly if Cornered. If confronted, a windrider attempts to kill or drive off an attacker by hurling the creature back using its mastery of the winds or by using *suggestion* to incite an innocent bystander into fighting on its behalf. If all else fails, the elemental uses fear to send attackers scattering or hurls them about with *thunderwave*.

WINDRIDER

Medium elemental (titanspawn), chaotic evil

Armor Class 13

Hit Points 58 (9d8 + 18)

Speed 40 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	14 (+2)	15 (+2)	14 (+2)	18 (+4)

Skills Deception +6, Insight +4

Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, thunder

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft.; passive Perception 12

Languages Primordial (Auran), Titan Speech, plus any two other tongues

Challenge 4 (1,100 XP)

Air Form. The windrider can enter a hostile creature’s space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Innate Spellcasting. The windrider’s spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components.

At will: *charm person*, *gust of wind*, *invisibility*

3/day each: *suggestion*, *thunderwave*

1/day each: *fear*, *wind walk*

ACTIONS

Multiattack. The windrider makes three slam attacks.

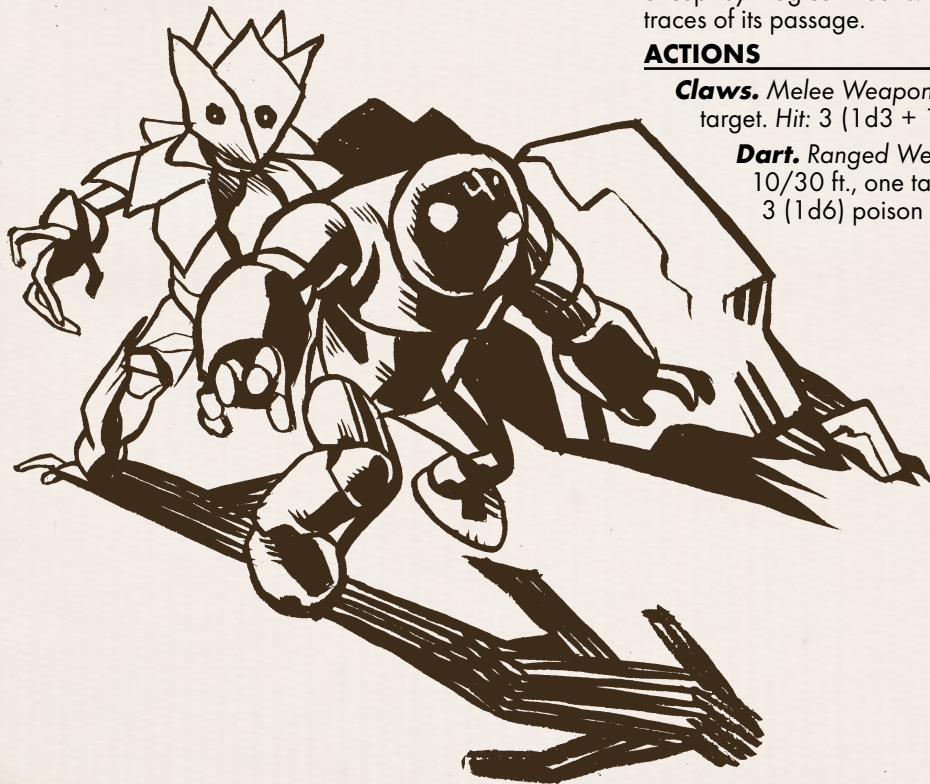
Slam. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Witch Totem

A witch totem is a tiny, doll-like thing constructed from carved wood and fibrous bundles of twigs, leaves, grass, and other natural materials. It stands not much more than a foot high and bears a rune etched upon its forehead. Witches' totems rarely initiate combat unless specifically commanded to do so. Instead, they usually remain hidden and then report enemies and interlopers back to their masters.

Tools of Mormo. Witches' totems are created by high gorgons and others who worship the Queen of Witches, particularly in and around the Hornsaw Forest. While of generally flimsy construction, the totems (sometimes called "totems of Mormo" or "Mormite tokens") can be dangerous opponents. They are virtually invisible in the forest because they are made from its natural elements, and they can easily bypass guard dogs and other beasts. Once close to an enemy, a totem can unleash a nauseating dart attack.

If forced or commanded to fight, a totem favors using darts. It uses its tiny claws only as a last resort, preferring instead to flee from enemies, sometimes escaping up into trees or other vegetation.



WITCH TOTEM

Tiny construct (titanspawn), any evil

Armor Class 13 (natural armor)

Hit Points 7 (2d4 + 2)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	13 (+1)	12 (+1)	8 (-1)	11 (+0)	6 (-2)

Skills Stealth +5

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft.; passive Perception 9

Languages Titan Speech (can't speak)

Challenge 1/4 (50 XP)

Forest Camouflage. While it is in forest terrain and remains motionless, a witch totem is invisible.

Regeneration. The witch totem regains 1 hit point at the start of its turn. If the totem takes acid or fire damage, this trait doesn't function at the start of its next turn. The witch totem is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Traceless Passage. The witch totem can't be tracked except by magical means. It leaves behind no tracks or other traces of its passage.

ACTIONS

Claws. *Melee Weapon Attack.* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d3 + 1) slashing damage.

Dart. *Ranged Weapon Attack.* +3 to hit, range 10/30 ft., one target. *Hit:* 1 piercing damage plus 3 (1d6) poison damage.

Titanspawn by Challenge Rating

The creatures from within this appendix have all been listed here by Challenge rating.

CHALLENGE 1/4

Deryth, disjoined
Murder sprite
Pestilite
Shadow raven
Slitherin
Witch totem

CHALLENGE 1/2

Asaath blade
Goblin, spider-eye
Pilfer pixie
Slitherin, Diseased
Slitherin, Dunewalker

CHALLENGE 1

Charfiend
Flesh corrupter
Forge wight
Slitherin, Foamer
Slitherin, Red Witch
Sutak

CHALLENGE 2

Asaath witchblade
Hunter's hound
Night-touched hound
Proud
Unitaur

CHALLENGE 3

Blade beast
Carrion hound
Hag (Imishakaia)

CHALLENGE 4

Bloodman
Deryth
Gauntling
Trogodon
Windrider

CHALLENGE 5

Arcane devourer
Desert stalker
Mechanoid emulator
Narleth
Vengaurak

CHALLENGE 6

Asaath maleficent
Cloudsting
Fatling (Fulthis Maruk)
Giant, flayed

CHALLENGE 7

Blight wolf
Despair
Hornsaw
Naga, crown

CHALLENGE 8

Gorgon, low
Hag (Hielaa)
Thulkan

CHALLENGE 9

Giant, celestial
Gorgon, high
Night-touched controller

CHALLENGE 10

Blood reaper
Dark womb
Troll, gluttonous

CHALLENGE 11

Dragon, seawrack
Howling abomination

CHALLENGE 12

Hag (Yshalla)

CHALLENGE 13

Flailing dreadnought

CHALLENGE 14

Dragon, icewrack

CHALLENGE 15

Tree giant

CHALLENGE 16

Dragon, firewrack

CHALLENGE 17

Huror

CHALLENGE 18

Dragon, stormwrack

CHALLENGE 19

Web reaver

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