

# SLARECIAN -VAULT-

Game Master  
Companion and  
Adventures



BY TRAVIS LEGGE

# SLARECIAN -VAULT-

## Game Master Companion and Adventures



A GAME MASTER'S RESOURCE FOR SCARRED LANDS 5E

BY TRAVIS LEGGE

This product was created under license. SCARRED LANDS and its logo, and Slarecian VAULT and its logo, are trademarks of Onyx Path Publishing. All Scarred Lands setting material, art, and trade dress are the property of Onyx Path Publishing. [www.theonyxpath.com](http://www.theonyxpath.com)

This work contains material that is copyright Onyx Path Publishing. Such material is used with permission under the Community Content Agreement for "Slarecian Vault" Community Content. All other original material in this work is copyright 2018 by TRAVIS LEGGE and published under the Community Content Agreement for "Slarecian Vault" Community Content.

# ART CREDITS

---

SOME ART COURTESY ONYX PATH PUBLISHING

SOME ART BY LONG ROBOT DESIGNS, KAZUKIACE@GMAIL.COM

SOME ART DANIEL COMERCI @ DANIELCOMERCI.COM

SOME ART MATT MORROW

SOME ART COURTESY LOUIS PORTER, JR. DESIGN

SOME ART GARY DUPUIS

SOME ART JACOB E. BLACKMON

SOME ART MARK HUFFMAN

SOME ART JEREMY MOHLER

SOME ART EMILY VITORI AND STARDUST PUBLICATIONS

# TABLE OF CONTENTS

---

PREFACE	4
CHAPTER ONE: RACES OF GHELSPAD	5
HALF-ELF	5
HALF-ORCS	6
TIEFLINGS	7
CHAPTER TWO: TABLES AND REFERENCE	16
SIZE CATEGORIES	16
JUMP DISTANCE	16
GODS	16
MAGIC ITEMS BY RARITY	17
TRAVEL PACE	19
THE CALASTIAN HEGEMONY	19
TITANS	20
FREE NATIONS	20
CHAPTER THREE: ADVENTURE CONVERSIONS	21
THE SHRINE OF MADNESS	21
KADUM'S HORN	29
CHAPTER FOUR: NEW SPELLS	40
APPENDIX: OGL	45



# PREFACE

I've always thought that the **Scarred Lands** setting was awesome. From the release of **Creature Collection** (a book I shamelessly pulled Open Game Content from to create the Hellspawn of the **Contagion** setting) I thought the look, feel, and tone of the Scarred Lands setting was the perfect balance of epic heroism and grim darkness. Though the majority of my role-playing work for the next decade and a half would be firmly within the urban fantasy genre, I found myself returning frequently to the Scarred Lands as a source of inspiration.

With the release of the **5e system**, I returned to playing standard fantasy games for the first time in many years. I immediately fell in love with the system, and once an **SRD** was released for 5e, I began working with the system. The **DMsGuild** Community Content program gave me another avenue to explore storytelling in 5e, and I have since published fairly regularly on the platform.

When the **Slarecian Vault** was announced, I knew I had to jump at the chance to put my fingerprint on the Scarred Lands. I've worked on purely original creations as well as

conversions of earlier material under the Slarecian Vault. Thanks to the merits of this work, I had the privilege of being invited to serve as the Developer for the **Scarred Lands 5e GM Screen**. It is my sincere hope that the screen will be the first of many official Scarred Lands products bearing my name.

While developing the screen I referred back to the original 3rd edition screen for inspiration and reference. In doing so, I came across the **Scarred Lands DM Screen Companion**. Knowing that the format of the new screen would not permit the creation of a companion booklet in any official capacity, I decided to bring this vision to the Slarecian Vault. Within this booklet, I have assembled the ideas I thought would be best for a companion, as well as some conversions from the 3rd edition companion. I hope you enjoy this collection of resources!

Welcome to the Scarred Lands.

# CHAPTER ONE: RACES OF GHELSPAD

Ghelspad is a cosmopolitan continent, despite the best efforts of King Virduk to place humans above all other races. The options included below may be used in addition to the races listed in the **Scarred Lands Players Guide, Chapter Two: Races of Ghelspad**.

## HALF-ELF

Though elves and humans are quite capable of pairing, it rarely occurs. For the isolated drendali, such pairings are considered to be foul and base, viewed as little better than bestiality. However, those dark elves who abandon their homes and strike out into the larger world frequently find love and acceptance among humans. It is through this tendency that drendali half-elves are born. Such children are well treated in human lands. Sometimes they are even afforded extra attention as exotic curiosities. Woe be to the drendali half-elf who wanders into a drendali enclave, though, for if such a half-elf's human lineage is discovered they are likely to face imprisonment or death.

Half-elves of Ganjus descent find acceptance and equality among their elven families. The wood elves see humans as allies and partners. Half-elven children are generally treated no different than full-blooded elves in Ganjus society. Most human lands also extend equality and acceptance to half-elves of Ganjus descent. The Calastian Hegemony is a notable exception, in that half-elves are actively sought and recruited into military service by Virduk's armies. While the Black Dragon may harbor prejudices against those of elven blood, he recognized their value as warriors, sorcerers, and expendable pawns.

### HALF-ELF RACIAL TRAITS

All half-elves share certain traits based on their unique ancestry.

## ON CORE RACES

Many of the races listed herein are adapted from the 5.1 SRD. In adapting these races, the design advice of adding one or two appropriate traits to each race has been applied. These races should be well balanced against the other playable races in the **Scarred Lands Players Guide**. If used in another non-Scarred Lands campaign it is recommended that you consider removing one or two racial traits to balance these races with other standard races.

**Ability Score Increase.** Your Charisma score increases by 1, and two other ability scores of your choice increase by 1.

**Age.** Half-elves mature at the same rate humans do and reach adulthood around the age of 20. They live much longer than humans, however, often exceeding 180 years.

**Size.** Half-elves are about the same size as humans, ranging from 5 to 6 feet tall, though most half-elves are on the slender side. Your size is Medium.

**Speed.** Your base walking speed is 30 feet.

**Darkvision.** Thanks to your elven blood, 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.

**Skill Versatility.** You gain proficiency in one additional skill of your choice.

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

### DRENDALI BLOOD

As a half-elf descended from drendali stock, you have the following additional traits.

**Ability Score Increase.** Your Charisma score increases by 1. This is in addition to the base Charisma increase for being a half-elf.

**Drendali Magic.** Your blood carries a strong affinity to magic, especially illusion magic. You know the mage hand and minor illusion cantrips. Charisma is your spellcasting ability for these innate spells.

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

## GANJUS BLOOD

Descended from Ganjus elves, you have inherited the following traits.

**Ability Score Increase.** Your Wisdom score increases by 1.

**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 the dominant tongue of your human parent's homeland (Albadian, Calastian, Darakeene, Dunahn, Ledean, Ontenazu, Shelzari, Ukrudan, Veshian, or Zathisk), Elvish, plus one other language.

## HALF-ORCS

In the years since the orc surrender at the end of the Divine War, many orcs have spread across Ghelspad, seeking to assimilate into all cultures and nations. While the Plains of Lede remain home to the majority of Ghelspad's orcs, the race has become widespread over the past century. In some communities it has become accepted, if not commonplace, for orcs to intermarry with humans.

Half-orc children born to such unions often face two realities growing up. Their immediate families tend to be accepting, even doting. Both human and orcish society at large tends to be less so. Prejudices from the Divine War run deep in several human communities

when it comes to orcs. Many humans still see orcs as evil savages, even in areas with peaceful orc settlements. Orc society tends to view humanity as frail and weak, thus fearing frailty and weakness in half-orc children.

As a result of these prejudices some human/orc families shelter and shield their children from the outside world for as long as they reasonably can in the hopes of protecting the young ones from the pain of judgment. Others take the opposite approach, exposing their half-orc children to outside prejudices and influences as soon as possible, in the hopes of steeling the children against ignorance, hatred, and cruelty.

Half-orcs who become adventurers tend to either seek glory or fortune. Those who adventure for glory quest to prove their value to two societies who deem them inferior. Those who seek fortune tend to do so in the hopes of purchasing the respect they feel they can never earn due to their blood.



## HALF-ORC RACIAL TRAITS

As a half-orc, you have certain traits deriving from your orc ancestry.

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

**Age.** Half-orcs mature a little faster than humans, reaching adulthood around age 14. They age noticeably faster and rarely live longer than 75 years.

**Size.** Most half-orcs are slightly larger than humans, standing between 5 and a half and 6 and a half feet tall. Half orcs commonly weigh over 200 pounds, though tend to be a bit slither of build than the average orc. 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.** Thanks to your orcish blood, 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 gain proficiency in the Intimidation skill.

**Relentless Endurance.** When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

**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.

**Skill Versatility.** You gain proficiency in one additional skill of your choice.

**Languages.** You speak Orcish and any one other language.

## TIEFLINGS

Scarn is vast and cosmopolitan with numerous mysterious continents and cultures beyond the borders of Ghelspad. Even the vastness of Scarn itself is but a mote in the overarching tapestry of the Planes.

Whether summoned through sorcery, brought to bear by misadventure, or visiting Scarn of their own volition, extraplanar beings walk among the races of Scarn. Sometimes these beings take an interest in humanoids and seek out a union. The products of such unions are known collectively as tieflings.

Tieflings are more a collection of individuals with similar origins than a true race or species. The common thread binding tieflings together is the presence of planar blood within their veins. This planar blood can manifest strongly in a long bloodline, easily traced to a planar progenitor. Planar traits can also skip several generations, manifesting much to the surprise of unsuspecting humanoid parents.

Throughout most of Ghelspad tieflings are treated with suspicion at best. In many areas (particularly the cities of the Calastian Hegemony) tieflings are outright hunted.

## TIEFLING RACIAL TRAITS

Tieflings share certain racial traits as a result of their planar descent.

**Ability Score Increase.** Your Intelligence score increases by 1, and your Charisma score increases by 1.

**Age.** Tieflings mature at the same rate as humans but live a few years longer.

**Size.** Tieflings are about the same size and build as humans. Your size is Medium.

**Speed.** Your base walking speed is 30 feet.

### ASTRALBORN

Your planar ancestry hails from the Astral Plane. This connection to the plane of mind and thought grants you the following traits.

**Ability Score Increase.** Your Intelligence score increases by 2. This is in addition to the Intelligence score increase for the base tiefling race.

**Appearance.** Though you look basically human, your skin has a sparkling sheen to it when you are in bright light. Your eyes are either very light blue, gray, or white.

**Magical Sight.** You have innate access to the detect magic spell which you can cast at will, without components.

**Innate Countermagic.** You can cast counterspell as a 3rd level spell without the need for



components. Intelligence is your spellcasting ability for this spell. Once you have used this feature a number of times equal to your Intelligence modifier (minimum 1) you may not do so again until you have completed a long rest.

**Languages.** You can speak, read, and write one Common language and Hedraic.

## BRILLIANT

Your planar ancestry hails from the Highest Brilliance. This connection to the plane of life and healing grants you the following traits.

**Appearance.** Your appearance is human for the most part. Your skin tends to be flush and ruddy even when you are calm or at rest and you are always warm to the touch. Your eyes are brightly colored in blue, gold, purple, or white.

**Ability Score Increase.** Your Wisdom score increases by 1.

**Lifeshare.** You can share a measure of your connection to the Highest Brilliance with a touch. You may touch a willing creature and grant that creature advantage on all death saving throws until they complete a long rest. You may use this trait a number of times equal to your Wisdom modifier (minimum 1) and may not use it thereafter until you complete a short or long rest.

**Tenacious.** You have advantage on death saving throws. Anytime you become stabilized you gain 1 hit point.

**Vital Legacy.** You know the light cantrip. When you reach 3rd level, you can cast cure wounds as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast prayer of healing as a 3rd level spell once with this trait and regain the ability to do so when you finish a long rest. Wisdom is your spellcasting ability for these spells.

**Languages.** You can speak, read, and write one Common language and Celestial.

## DREAMWALKERS

Your planar ancestry hails from the Plane of Dreams. This connection to the Dreamlands grants you the following traits.

**Ability Score Increase.** Your Charisma score increases by 1. This is in addition to the Charisma score increase for the base tiefling race.

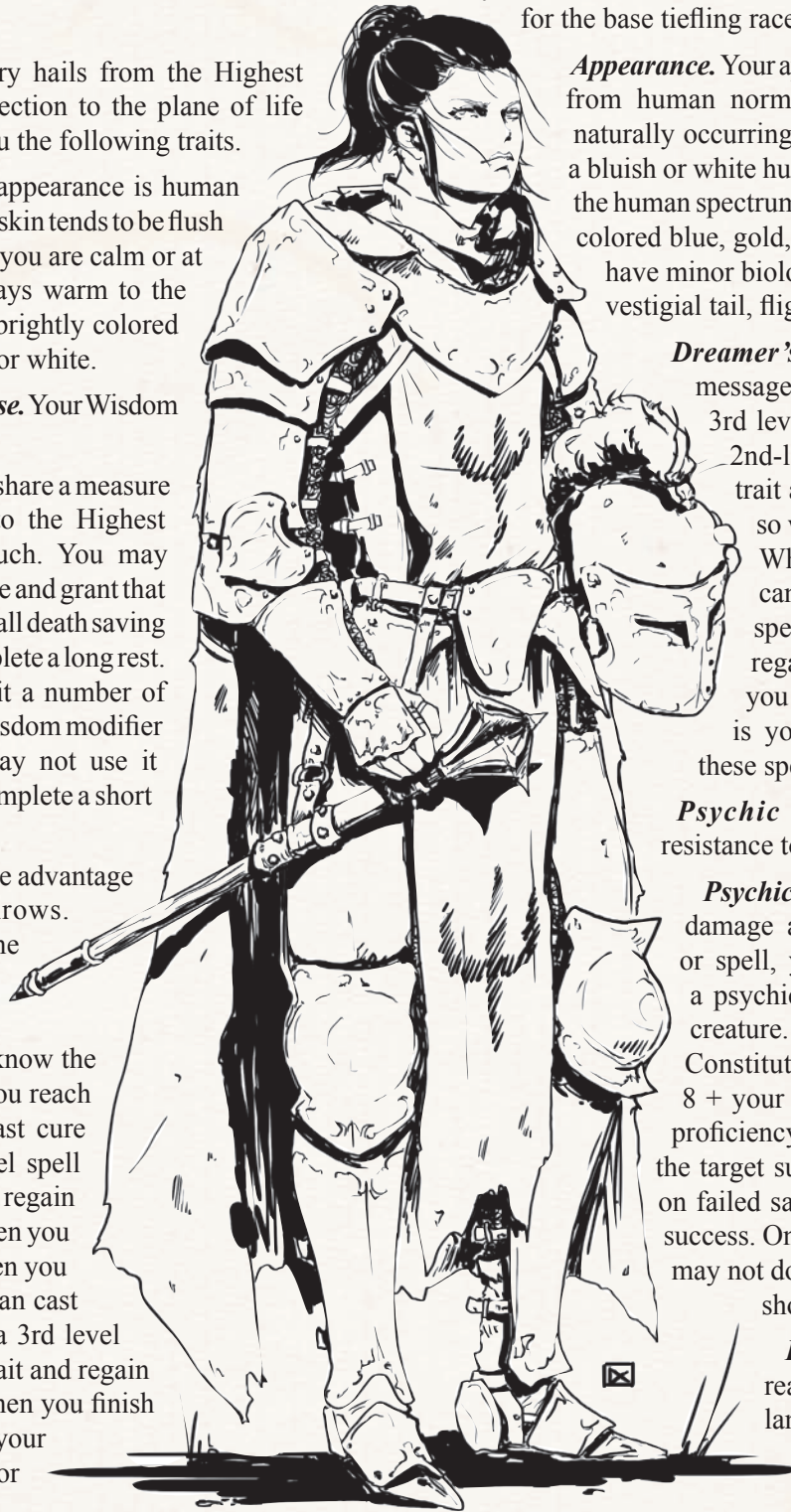
**Appearance.** Your appearance may vary slightly from human norms. Your skin can be any naturally occurring human color or may have a bluish or white hue. Your eyes can fall within the human spectrum of color, or can be brightly colored blue, gold, purple, or white. You may have minor biological aberrations such as a vestigial tail, flightless wings, or fur.

**Dreamer's Legacy.** You know the message cantrip. When you reach 3rd level, you can cast sleep as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the detect thoughts spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

**Psychic Resistance.** You have resistance to psychic damage.

**Psychic Energy Spike.** When you damage a creature with a weapon or spell, you may choose to inflict a psychic energy spike within that creature. The target must make a Constitution saving throw (DC = 8 + your Charisma modifier + your proficiency bonus). On a failed save the target suffers 2d6 psychic damage on failed save, and half as much on a success. Once you use this feature you may not do so again until you finish a short or long rest.

**Languages.** You can speak, read, and write one Common language and Hedraic.



## EARTH BORN

Your planar ancestry hails from the Vault of Earth. This connection to the plane of elemental earth grants you the following traits.



**Ability Score Increase.** Your Strength score increases by 1.

**Appearance.** Your appearance is rough to the touch and rugged. Your skin tends to be stone gray, brown like fresh soil or deep red like drying lava. Your eyes are likely to lack a visible iris and be a lighter shade of the tone of your skin.

**Darkvision.** Thanks to your planar heritage, 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.

**Earthen Legacy.** You know the shockwave\* cantrip. When you reach 3rd level, you can cast the entangle spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the spike growth spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

**Earthen Resistance.** You have resistance to bludgeoning damage.

**Tireless.** You have advantage on any saving throw made to resist exhaustion. You may go twice as long as without food or water before succumbing to the effects of related exhaustion.

**Languages.** You can speak, read, and write one Common language and Primordial.

\*see Chapter 4: New Spells

## FALLEN

Your planar ancestry hails from the Pestilential Abyss. This connection to the Halls of the Fallen grants you the following traits.

**Ability Score Increase.** Your Strength score increases by 1.

**Appearance.** You may have any number of anomalies to your appearance. Your skin could be virtually any color or could be hidden beneath a layer of fur or scales. You may have horns, hooves, flightless wings, a vestigial tail, or other physical traits often associated with demons. Your eyes are brightly colored in red, a sickly green, purple, or white.

**Legacy of the Ravager.** You know the thaumaturgy cantrip. When you reach 3rd level, you can cast the hunter's mark spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the enlarge/reduce spell once with this trait



and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

**Fire Resistance.** You have resistance to fire damage.

**Ravage.** When you reduce a creature to 0 hit points with a melee attack on your turn, you can take a bonus action to move up to your speed and make an additional melee attack. Once you use this feature you may not do so again until you finish a short or long rest.

**Languages.** You can speak, read, and write one Common language and Infernal

## FLAMEBORN

Your planar ancestry hails from the Great Inferno. This connection to the plane of elemental fire grants you the following traits.

**Ability Score Increase.** Your Constitution score increases by 1.

**Appearance.** Though you have a human shape, your planar origin is clear to any who see you. Your skin tends to be colored in the hues of flame, whether blue, yellow, orange or red. Your hair is drawn from similar colors (though rarely the same color) and tends to be wild and messy, giving the impression of a crown of flame on your head. Your eyes can be brightly colored in blue, gold, purple, or white, or can fall within the normal spectrum of human eye color.

**Legacy of the Flame.** You know the fire bolt cantrip. When you reach 3rd level, you can cast burning hands as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast flaming sphere as a 3rd level spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

**Fire Resistance.** You have resistance to fire damage.

**Stoke the Inferno.** You can call upon your connection to the realm of fire, surrounding yourself in living flame. For the next minute, any creature who starts their turn within 5 feet of you must make a Dexterity saving throw (DC = 8 + your Charisma modifier + your proficiency bonus) taking 2d6 fire damage on a failed save, and half as much on a success. Once you use this feature you may not do so again until you finish a short or long rest.

**Languages.** You can speak, read, and write one Common language and Primordial.

## GHOSTBORN

Your planar ancestry hails from the Ethereal Plane. This connection to the plane of ether and mist grants you the following traits.

**Ability Score Increase.** Your Wisdom score increases by 1.

**Appearance.** Your appearance is human, though the pallor of undeath is apparent upon your flesh. Your skin could be pale, ashy, or even have some patches where it appears rotten or decayed. Your eyes are colored as a normal human's but tend to be pale. Your pupils appear cloudy despite a lack of cataracts.

**Darkvision.** Thanks to your planar heritage, 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.

**Ethereal Sight.** You can see 60 feet into the Ethereal Plane when you are on the Material Plane, and vice versa

**Ethereal Step.** You can briefly step into the Ethereal Plane, as if you are under the effect of an etherealness spell. As a bonus action on your turn, you may choose to step into the Border Ethereal. You remain in the Border Ethereal for a number of rounds equal to your Wisdom modifier (minimum 1 round). On the final round of this effect you emerge from the Border Ethereal at the end of your turn, returning to the plane you originated from in the spot you currently occupy. Once you have used this feature you may not do so again until you have completed a long rest.

**Ghostly Touch.** Your unarmed strikes and melee weapon attacks are considered magical for the purposes of overcoming the damage resistances and immunities of undead creatures.

**Languages.** You can speak, read, and write two Common languages.



## GLADEWALKER

Your planar ancestry hails from the Eternal Glade. This connection to the plane of Myrtana grants you the following traits.

**Ability Score Increase.** Your Wisdom score increases by 1.

**Appearance.** Your basic form is human, though you have some notable differences. Your skin tends may have bark-like texture or be the color of autumn leaves. You may have hooves, a vestigial tail, antlers or horns. If you have fur, it is confined to one area of your body, such as your legs, arms, or torso. Your eyes are range within human norms but tend to be extremely bright in color.

**Beast Speech.** You have innate access to the speak with animals spell which you can cast at will, without components.

**Harmonious Soul.** Your connection to primal nature grants you proficiency with Nature and Animal Handling.

**Legacy of the Glade.** You know the druidcraft cantrip. When you reach 3rd level, you can cast the goodberry spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the barkskin spell once with this trait and regain the ability to do so when you finish a long rest. Wisdom is your spellcasting ability for these spells.

**Nature's Resistance.** You have resistance to poison damage.

**Languages.** You can speak, read, and write one Common language and Primordial.

## HELLFORGED

Your planar ancestry hails from the Iron Hells. This connection to the plane of tyranny and war grants you the following traits.

**Ability Score Increase.** Your Strength score increases by 1.

**Appearance.** You may have any number of anomalies to your appearance. Your skin could be virtually any color or could be hidden beneath a layer of fur or scales. You may have horns,

hooves, flightless wings, a vestigial tail, or other physical traits often associated with devils. Your eyes are brightly colored in red, a sickly yellow, purple, or white.

**Darkvision.** Thanks to your planar heritage, 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.

**Fire Resistance.** You have resistance to fire damage.

**Infernal Legacy.** You know the thaumaturgy cantrip. When you reach 3rd level, you can cast hellish rebuke as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast heat metal as a 3rd level spell once with this trait and regain the ability to do so when you finish a longrest. Charisma is your spellcasting ability for these spells.



**Slaver's Lash.** When you damage a creature with a weapon or spell, you may choose to put the fear of Chardun in that creature. The target must succeed on a Charisma saving throw (DC = 8 + your Charisma modifier + your proficiency bonus). If the target fails, they become frightened of you for the next minute.

**Languages.** You can speak, read, and write one Common language and Infernal

## HOWLER

Your planar ancestry hails from the Howling Limbo. This connection to the realm of chaos and storms grants you the following traits.

**Ability Score Increase.** Your Charisma score increases by 1. This is in addition to the Charisma score increase for the base tiefling race.

**Appearance.** Your appearance is human, if a slightly exaggerated or idealized form. You are likely very attractive and tend to acquire attention even when you may not want to. Your eyes are intense, but fall along normal human spectrum of eye color. The only thing that betrays your otherworldly nature is the fact that you are almost constantly carrying and generating static electricity. Your touch tends to spark and tickle. This is not enough to generate any sort of effect other than narrative, but it can grow annoying to those you come into contact with.

**Lucky.** When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

**Enkili's Legacy.** You know the vicious mockery cantrip. When you reach 3rd level, you can cast charm person as a 2nd level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the suggestion spell once with this trait and regain the ability to do so when you finish a long rest. Wisdom is your spellcasting ability for these spells.

**Storm Resistance.** You have resistance to lightning and thunder damage.

**Languages.** You can speak, read, and write one Common language and Hedraic.

## IDYLLIC

Your planar ancestry hails from the Golden Paradise. This connection to the Realm of the Shining Sun grants you the following traits.

**Ability Score Increase.** Your Wisdom score increases by 1.

**Appearance.** Your appearance is rather plain. You look like the perfect average human from the land of your prime material parent. The most exceptional thing about your features is the total lack of anything exceptional.

**Divine Proficiency.** Your connection to the quiet lands of Aolib grants you a divine connection to the simple joys of crafting. You are proficient with three sets of artisan's tools of your choice.

**Serene.** You have advantage on all saving throws and ability checks to resist being intimidated or angered whether by way of magic or via mundane means. This includes any situation that would impose the frightened condition.

**Aolibian Legacy.** You know the enumerate cantrip. When you reach 3rd level, you can cast the sanctuary spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the calm emotions spell once with this trait and regain the ability to do so when you finish a long rest. Wisdom is your spellcasting ability for these spells.

**Languages.** You can speak, read, and write one Common language and Celestial

## MIDNIGHT

Your planar ancestry hails from the Black Lands. This connection to the Cradle of Nightmares grants you the following traits.

**Ability Score Increase.** Your Dexterity score increases by 1.

**Appearance.** Your appearance is human but unsettling. Your skin tends to be lumpy and grayish. You may be covered in fine hairs like those on a spider. You are also likely to have odd birthmarks in web or hourglass patterns. Your eyes are black or purple with no discernible difference between iris, pupil, or cornea.

**Darkvision.** Thanks to your planar heritage, 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.

**Poison Resistance.** You have resistance to poison damage.



**Spiderstep.** You have a climb speed of 30 ft. You can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. You also ignore movement restrictions caused by webbing.

**Nightmarish Legacy.** You know the poison spray cantrip. When you reach 3rd level, you can cast bane as a 2nd level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the web spell once with this trait and regain the ability to do so when you finish a long rest. Constitution is your spellcasting ability for these spells.

**Languages.** You can speak, read, and write one Common language and Infernal.

## MITHRIL

Your planar ancestry hails from the Mithril Heaven. This connection to the planar home of Corean the Shining One grants you the following traits.

**Ability Score Increase.** Your Wisdom score increases by 1.

**Appearance.** Your appearance is human perfection. You are likely very attractive and tend to acquire attention even when you may not want to. Your eyes are intense but fall along normal human spectrum of eye color. You tend to have traits that are commonly referred to as a noble bearing and have a difficult time blending in with common folks.

**Divine Watch.** Your connection to the House of Corean grants you the ability to stand watch, even while you sleep. Though you require the same amount of rest as a human, you remain aware of your surroundings and able to react immediately to stimuli while sleeping. You are immune to the unconscious condition and magic cannot put you to sleep.

**Keen Senses.** You have advantage on all Wisdom (Perception) checks.

**Mithril Legacy.** You know the guidance cantrip. When you reach 3rd level, you can cast holy beacon once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast mass true strike as a 3rd level spell once with this trait and regain the ability to do so when you finish a long rest. Wisdom is your spellcasting ability for these spells.

**Languages.** You can speak, read, and write one Common language and Celestial.

## SHADOWBORN

Your planar ancestry hails from the Plane of Shadow. This connection to the plane of obfuscation grants you the following traits.

**Ability Score Increase.** Your Wisdom score increases by 1.

**Appearance.** Your appearance is human, though the pallor dwelling in shadow is apparent upon your flesh. Your skin could be pale or ashy and shadows tend to fall menacingly on your features giving you an unsettling look. Your eyes are colored as a normal human's but tend to be pale.

**Darkvision.** Thanks to your planar heritage, 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.

**Necrotic Resistance.** You have resistance to necrotic damage.

**Shadowstep.** When you are lightly obscured by shadow you may teleport to any space within 60 feet of you that is also lightly obscured by shadow, which you can see. Once you have used this ability you may not do so again until you finish a short or long rest.



**Umbral Legacy.** You know the filch cantrip. When you reach 3rd level, you can cast the gloom\* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the darkflame\* spell once with this trait and regain the ability to do so when you finish a long rest. Constitution is your spellcasting ability for these spells.

**Languages.** You can speak, read, and write one Common language and Slarecian.

\*see Chapter 4: New Spells

## SKYBORN

Your planar ancestry hails from the Deepest Sky. This connection to the plane of elemental air grants you the following traits.

**Ability Score Increase.** Your Dexterity score increases by 1.

**Appearance.** Your appearance is in line with mythological tales of angels, and you may easily be mistaken for one. Feathered wings extend from your back, your skin ranges from a bright pink to a bright blue, and your hair tends to be shiny and blonde or white. Your voice tends to be deep and booming.

**Winged.** You have bird-like wings. You have a fly speed of 30 ft.

**Hold Breath.** You can hold your breath for 1 hour.

**Legacy of the Storm.** You know the shocking grasp cantrip. When you reach 3rd level, you can cast the thunderwave spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the gust of wind spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

**Storm Resistance.** You have resistance to lightning and thunder damage.

**Languages.** You can speak, read, and write one Common language and Primordial.



## TIMELESS

Your planar ancestry hails from the Timeless Vault. This connection to the plane of law and order grants you the following traits.

**Ability Score Increase.** Your Wisdom score increases by 1.

**Appearance.** Your appearance is human, though your demeanor is remarkably stern and humorless. You are likely to be firm and come off as distant or unfeeling on observation. Your eyes along normal human spectrum of eye color. Most people who look upon you find you a little on the boring side.

**Lawful Legacy.** You know the enumerate cantrip. When you reach 3rd level, you can cast command as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the Hedrada's balance spell once with this trait and regain the ability to do so when you finish a long rest. Wisdom is your spellcasting ability for these spells.

**Respected Arbiter.** Unlike many tieflings, those of timeless blood are respected and cherished by the people of Scarn. The very existence of the timeless implies to the faithful of Hedrada that they are born with the Lawgiver's blessing. Most civilizations assume this to mean that the timeless speak with some authority on law and order. You have advantage on Charisma (Persuasion) checks when acting as an appointed arbiter or mediator in any situation.

**Watchful.** You have advantage on Wisdom (Insight) checks.

**Languages.** You can speak, read, and write one Common language and Hedraic.

## WATERBORN

Your planar ancestry hails from the Endless Deep. This connection to the plane of elemental water grants you the following traits.

**Ability Score Increase.** Your Constitution score increases by 1.

**Appearance.** Your appearance is human with an athletic build. Your skin has a blue or greenish hue, reminiscent of clear waters. Your hands and feet are visibly webbed, and you may or may not have visible gills on your neck. Your eyes lack a visible cornea or pupil but fall along normal human spectrum of eye color.

**Amphibious.** You can breathe normally in water or air.

**Aquatic.** You have webbed fingers and toes. You have a swim speed of 30 ft.

**Darkvision.** Thanks to your planar heritage, 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.

**Deep Resistance.** You have resistance to cold damage.

**Legacy of the Sea.** You know the resistance cantrip. When you reach 3rd level, you can cast create or destroy water as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the darkness spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

**Languages.** You can speak, read, and write one Common language and Primordial.

## VOIDLING

Your planar ancestry hails from the Eternal Void. This connection to the plane of decay, entropy and destruction grants you the following traits.

**Ability Score Increase.** Your Constitution score increases by 1.

**Appearance.** Your appearance is that of an ambulatory human corpse. Your skin is pale or ashy, pulled tight to your bones, and has patches where it appears rotten or decayed. Your eyes are colored as a normal human's but tend to be pale. Your pupils appear cloudy despite a lack of cataracts. Upon cursory examination most people will assume you are a wight, ghoul, or zombie of some sort.

**Darkvision.** Thanks to your planar heritage, 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.

**Entropic Legacy.** You know the chill touch cantrip. When you reach 3rd level, you can cast inflict wounds as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the blindness/deafness spell once with this trait and regain the ability to do so when you finish a long rest. Constitution is your spellcasting ability for these spells.

**Necrotic Resistance.** You have resistance to necrotic damage.

**Negative Energy Spike.** When you damage a creature with a weapon or spell, you may choose to inflict a negative energy spike within that creature. The target must succeed on a Constitution saving throw (DC = 8 + your Constitution modifier + your proficiency bonus). If the target fails, they cannot regain hit points until they complete a long rest. A remove curse or greater restoration spell can end this effect on a target.

**Languages.** You can speak, read, and write one Common language and Primordial.

# CHAPTER TWO: TABLES AND REFERENCE

When designing a Game Master Screen, there is simply not enough room to include all of the tables, reference charts, and bits of information one might need to access while running the game. While every effort was employed to craft the **Scarred Lands 5e GM Screen** to achieve maximum utility, several reference items had to be omitted for the sake of space. These are included here.

## SIZE CATEGORIES

SIZE	SPACE
Tiny	2½ by 2½ ft.
Small	5 by 5 ft.
Medium	5 by 5 ft.
Large	10 by 10 ft.
Huge	15 by 15 ft.
Gargantuan	20 by 20 ft. or larger

## JUMP DISTANCE

JUMP	DISTANCE	COMPLICATIONS
Long Jump	Strength score in feet	Must move 10 feet immediately before jump or distance halved. If landing on difficult terrain must succeed on DC 10 Strength (Athletics) check or land prone.
High Jump	Strength Modifier +3 feet	Must move 10 feet immediately before jump or distance halved. May extend arms to reach and grab an object at distance equal to jump distance plus 1 ½ times your height.

## GODS

NAME	TITLE	FOLLOWERS
Belsameth [BEL-za-meth]	Assassin, Shifter, Slayer, Witch	Assassins, spies, evil necromancers, witches
Chardun [char-DOON]	Great General, Overlord, Slaver	Soldiers, warlords, nobles
Corean [KOR-ay-un]	Avenger, Champion, Forgefather, Shining One	Anyone demonstrating fairness, decency, honesty & goodwill
Enkili [en-KEE-lee]	Shapeshifter, Storm God (or Goddess), Trickster, Unlucky	Rogues, thieves, gamblers, sailors
Hedrada [neh-DRAH-dah]	Judge, Lawgiver	Judges, magistrates, barristers, guards
Madriel [MAD-ree-el]	Angel of Mercy, Archangel, First Angel, Redeemer	Those seeking redemption; those seeking to deliver others from evil
Tanil [TAHN-il]	Archer, Chaste, Huntress	Rangers, loners, hunters, archers
Vangal [VAN-gahl]	Reaver, Ravager	Warriors, torturers, executioners, sadists and the violent



## MAGIC ITEMS BY RARITY

COMMON ITEM	SOURCE
Cold Iron Weapon	PG
Elven Razor Bow	PG
Fangtooth Weapon	PG
Ghost Hand Pattern	PG
Mithril Weapon	PG
Moltleather Armor	PG
Mother's Tongue Sigil	PG
Rings of the Pack	PG
Saddle of the Master Rider	PG
Serpentsteel Weapon	PG
Squire's Weapon	PG
Wood Elf Fetish	PG

UNCOMMON ITEM	SOURCE
All-Mother's Reaper	PG
Amulet of Peaceful Repose	PG
Azurium Armor	PG
Bag of the Pyre	PG
Beads of Altered Voice	PG
Blood Pearl (Discord)	PG
Blood Pearl (Fear)	PG
Blood Pearl (Hopelessness)	PG
Bone Quills	WW
Bones of Protection	WW
Boots of the Huntress	PG
Brutality Boon	PG
Cat's Claw (Single)	PG
Clasp of the Blade	PG
Clothborn Armor	PG
Darkleaf Armor	PG
Darkwood Bow	PG
Eye of Night Sigil	PG
Glove of the Gladiator (Single)	PG
Hunger Pastry	WW
Mark of the Earth Mother	PG
Mark of the Muskhorn	PG
Mark of the Spinning Coin	PG
Oaken Armor	PG
Pattern of the Oaken Shield	PG
Ring of the Chameleon	WW
Ring of Weaponcall	WW
Sign of the Bat	PG
Sign of the Deer	PG

Sign of the Owl	PG
Sign of the Werebeast	PG
Symbol of Dawn	PG
Torc of the Shielding Storm	PG
Web Ammunition	PG
RARE ITEM	SOURCE
Ashen Powder	WW
Arcanist's Boon	PG
Battle Glove	WW
Band of Deepsight	PG
Banner of Renown	PG
Barbed Mail	PG
Basalt Amulet	PG
Beastform Ring	PG
Beast-Master's Boon	PG
Blighter's Boon	PG
Bloodfang	WW
Blood Pearl (Insanity)	PG
Blood Pearl (Pain)	PG
Blood Pearl (Stunning)	PG
Brutality Boon	PG
Cat's Claw (Pair)	PG
Clarity Boon	PG
Cloak of Whispers	PG
Color-Weaver's Boon	PG
Corpseskin Belt	WW
Crossbow of Accuracy	WW
Dagger of Spiragos	GoS
Divine Champion's Boon	PG
Enrapturing Boon	PG
Fey Staff	WW
Fire Boon	PG
Glibness Boon	PG
Glove of the Gladiator (Pair)	PG
Glutton's Boon	PG
Halfling Blade	PG
Healer's Ring	WW
Holy Boon	PG
Honor Gauntlets (Single)	PG
Hunter's Boon	PG
Judge's Boon	PG
Lava Boon	PG
Magma Lantern	PG

Mask of Desire	PG
Prophet's Vanity	WW
Rainbow-Walker's Boon	PG
Ravager's Mask	WW
Restorer's Boon	PG
Ring of Judgment	PG
Ring of Riving	PG
Ring of Spiragos	GoS
Ring of Turning	PG
Shackles of Apathy	PG
Shadow-Walker's Boon	PG
Shield of the Archangel	PG
Shield of the Envoy	PG
Sign of the Juggernaut	PG
Slayer's Boon	PG
Solar Brooch	PG
Sorcerer's Ring	PG
Sorcerer's Steel Armor	PG
Spear of the Redeemer	PG
Staff of Crafting	PG
Storm Boon	PG
Stormseeker	PG
Swarm Circlet	WW
Tactician's Boon	PG
Tattoo of the Soldier	PG
Three Feathers Mark	PG
Venomlash	WW
Vigil Medallion	PG
Witch Eye Pattern	PG
Wight Dagger	PG
World-Walker's Boon	PG
Wrack Dragon Tattoo	PG
<b>VERY RARE ITEM</b>	<b>SOURCE</b>
Arcanist's Boon	PG
Asaatthi Battle Ring	WW
Barbed Armor	WW
Blood Pearl (Death)	PG
Book of Knowledge	PG
Brutality Boon	PG
Canopic Urn of the Undead	WW
Champion's Helm	PG
Circlet of the Iron Mind	WW
Companion's Garb	PG
Darkaxe	WW

Death's Boon	PG
Divine Champion's Boon	PG
Dweomer Crystal	WW
Ebalo's Bracers	WW
Everseeing Eyepatch	PG
Fists of Vangal	WW
Helm of the Sacred Ram	PG
Holy Boon	PG
Holy Pennant	WW
Honor Gauntlets (Pair)	PG
Hornsaw Flute	PG
Huntress Bow	PG
Huror's Hide	PG
Irontusk	WW
Life's Boon	PG
Luck Boon	PG
Poisoner's Boon	PG
Rage Boon	PG
Reaver's Token	WW
Rebuker's Boon	PG
Redeemer's Band	PG
Robe of the Netherworld	WW
Serpent Fang	PG
Serpent-Eyes Boon	PG
Serpent-Skin Armor	PG
Spell-Shield Boon	PG
Staff of Glivid-Autel	WW
Staff of Night Everlasting	PG
Staff of Subterfuge	PG
Staff of the Wayfarer	PG
Unity Boon	PG
Water Boon	PG
Wormtongue	PG
<b>LEGENDARY ITEM</b>	<b>SOURCE</b>
Antimagic Boon	PG
Arcanist's Boon	PG
Bestiary of Binding	PG
Crimson Warstaff	WW
Devil Cloak	WW
Divine Champion's Boon	PG
Flesh-Warper's Boon	PG
Holy Boon	PG
Iron Sword of the Champion	PG
Karbrud's Fang	WW

## MAGIC ITEMS BY RARITY

		ARTIFACT	SOURCE
Monarch's Plate	PG	Hammer of Goran	WW
Oracle's Boon	PG	Key to the Fourth Shadow Gate	WW
Oroladis	WW	Scepter of Nara-noden	WW
Resistance Boon	PG	Swords of Scarn	WW
Robe of the Earth Mother	PG	<i>Sources: GoS- Gauntlet of Spiragos, PG - Scarred Lands Player's Guide 5e, WW- The Wise and the Wicked</i>	
Secret-Stealer's Boon	PG		
Spell-Reflection Boon	PG		
Staff of the Bleeding Earth	WW		
Trickster's Boon	PG		

## TRAVEL PACE

PACE	DISTANCE TRAVELED PER . . .			EFFECT
	MINUTE	HOUR	DAY	
Fast	400 feet	4 miles	30 miles	-5 penalty to passive Wisdom (Perception) scores.
Normal	300 feet	3 miles	24 miles	—
Slow	200 feet	2 miles	18 miles	Able to use stealth

**Forced March.** The Travel Pace table assumes that characters travel for 8 hours in day. They can push on beyond that limit, at the risk of exhaustion. For each additional hour of travel beyond 8 hours, the characters cover the distance shown in the Hour column for their pace, and each character must make a Constitution saving throw at the end of the hour. The DC is 10 + 1 for each hour past 8 hours. On a failed saving throw, a character suffers one level of exhaustion.

**Mounts and Vehicles.** For short spans of time (up to an hour), many animals move much faster than humanoids. A mounted character can ride at a gallop for about an hour, covering twice the usual distance for a fast pace. If fresh mounts are available every 8 to 10 miles, characters can cover larger distances at this pace, but this is very rare except in densely populated areas.

Characters in wagons, carriages, or other land vehicles choose a pace as normal. Characters in a waterborne vessel are limited to the speed of the vessel, and they don't suffer penalties for a fast pace or gain benefits from a slow pace. Depending on the vessel and the size of the crew, ships might be able to travel for up to 24 hours per day.

Certain special mounts, such as a pegasus or griffon, or special vehicles, such as a carpet of flying, allow you to travel more swiftly.

## THE CALASTIAN HEGEMONY

NATION	RULER	LANGUAGES	WORSHIP	CAPITAL
Ankila	High Minister Arnes Riven (LE human male)	Calastian, Zathisk	Chardun, Hedrada	Sussephra
Calastia	King Virduk (LE human male) and Queen Geleeda (LE human female)	Calastian, Ledean	Chardun (Nobles and Military)	Vashon
Heteronomy of Virduk	Satrap Tamvolie (LE female halfling)	Calastian, Ledean, Zathisk	Enkili, Hwyrdd	Calas
Lageni	Grand Duke Traviak the Steel-Fisted (LE human male)	Calastian	Chardun	Durm
New Venir	Prince Urlis (NE human male)	Calastian, Shelzari, Zathisk	Belsameth	Femulyae
Rahoch (City-State)	Mayor Erdil Trotila (LE human male)	Calastian, Ledean	Manawe	Rahoch
Zathiske	Lord Satrap Olem (N human male)	Calastian, Shelzari, Zathisk	Enkili (Chardun among Nobles)	Quelsk

## TITANS

TITAN	TITLE	LORE
Denev [deh-NEV]	Earth Mother	Worshiped by Druids, Denev sided with the Gods in the Divine War.
Chern [CHURN]	Great Sickness, the Scourge	Creator of plagues, enjoyed watching life wither and die.
Gaurak [GOW-rock]	Glutton, the Ravenous One, Voracious	Constantly insatiably hungry. His teeth are said to have formed mountain ranges where they fell before he was banished to the void.
Golthagga [gul-THAH-gah]	Golthagga of the Forge, Shaper	Creator of new life, especially resilient life and constructs. Worked the forge before the Divine War.
Golthain [GOL-thane]	Blind One, the Faceless One	Supported the Gods until he was blinded and beaten by other Titans. Subsumed into Denev's body at the end of the Divine War.
Gormoth [GOR-muth]	Warper, the Writhing Lord	Spiteful and manipulative. Cleaved in half at the end of the Divine War and left writing on two ends of a giant chasm.
Hrinruuk [RRIN-roo-ick]	Hunter	Created monsters to hunt until he grew bored, then abandoned them to wander freely. Dismembered by the gods for unspeakable crimes of dark passion.
Kadum [KAH-doom]	Bleeding One, Mountainshaker, Sire of Monsters	Creator of giants and behemoths. Lies chained and bleeding at the bottom of the Blood Sea.
Lethene [leh-THEE-nuh]	Dame of Storms, Untamed One	Chaotic and wrathful weather Titan, banished to an otherworldly realm of chaos.
Mesos [MAY-zohs]	The Dismembered, the Disrupted, Sire of Sorcery	The creator of arcane magic, his destruction was the cause of side effects of magic use known as Mesos' Bane.
Mormo [MOR-moh]	Hag Queen, Mother of Serpents, Queen of Witches	Responsible for all serpentine creatures. Encouraged espionage and assassinations. Was dismembered and her pieces scattered at the end of the Divine War.
Thulkas [THOOL-kahs]	Father of Fire, Iron God	Thought to be the lava and lifeblood of the earth itself. Essence bound into an arrow which was fired into the sun.

## FREE NATIONS

NATION	RULER	LANGUAGES	WORSHIP	CAPITAL
Albadia	High King Thalos (N human male)	Albadian, Ledean	Belsameth, Denev, Madriel	Thurfas
Chardunahae	First Minister Aarixthic (LE charduni male)	Dunahn, Dwarvish	Chardun	Dun
Darakeene	Emperor Klum the Impartial (N human male)	Darakeene, Ledean	All	Meliad
Durrover	High King Jeddrad III (NG human male)	Dwarvish, Veshian	All	Durrover
Gleaming Valley	The Golden King (LN hollow knight)	Dunahn, Ledean, Veshian	Corean, Hedrada	The Golden City
Karria	Queen Tagani (CG human female)	Darakeene, Ledean	All	Doison
Ontenazu	Canyonmaster Frem Artone (N human male)	Ledean, Ontenazu	Denev, Enkili	East Ontenazu
Uria	King Arwin (LG elf male)	Elvish, Ledean	Corean, Madriel	Bilaagwyndel
Vesh	Home Commander Kelemis Durn (NG human male)	Veshian	Corean, Madriel, Tanil	Lave

# CHAPTER THREE: ADVENTURE CONVERSIONS

The original **Scarred Lands DM Screen Companion** included two adventures, which were designed to introduce players to the world of Scarn. As the stories contained within these adventures are excellent resources, I have included system conversions to bring them in line with 5e. These conversions will require access to the Scarred Lands DM Screen Companion available in .PDF at DriveThruRPG.

## THE SHRINE OF MADNESS

---

### CHAPTER 1: SUSPICIOUS DEALINGS

**Replace:** “The PCs should be allowed to make Spot checks (DC 30); those who succeed see the elf fumble about in the belt of one of the PCs as he rises.”

**Instead use:** “Characters with a passive Perception score of 16 or higher see the elf fumble about in the belt of one of the PCs as he rises.”

### DREL’S MAP

**Replace:** “As the PCs investigate the site, allow them all a Spot check (DC 15): success means that they spot the rough parchment shoved into one of their belts.”

**Instead use:** “As the PCs investigate the site, allow them to make a DC 10 Intelligence (Investigation) check. Success means that they discover the rough parchment shoved into one of their belts.”

**Replace:** “The PCs can gain the following from this map:  
Bardic Knowledge (DC 18): Making this roll allows

the PCs to know the story of Drel, as detailed under “The Legend of Drel Darkblade,” above.

Knowledge (History) (DC 20): As above.

Knowledge (Religion) (DC 12): Making this roll allows the PCs to know about the Shrine of Madness, as detailed under “Adventure Background,” above.”

**Instead use:** “The PCs can gain the following from this map:

Intelligence (History) (DC 12): As above.

Intelligence (Religion) (DC 10): Making this roll allows the PCs to know about the Shrine of Madness, as detailed under “Adventure Background,” above.”

### AMBUSH IN THE STREETS

**Replace:** “roll Spot and Listen checks (DC 16 each) for all PCs. Those who succeed note movement by shadowy figures on the rooftops of the alley. The moment the rogues are noticed, they attack.”

**Instead use:** “Characters with a passive Perception of 14 or higher note movement by shadowy figures on the rooftops of the alley. The moment the rogues are noticed, or when the PCs are in the center of an alley or thoroughfare, the rogues attack. Characters who do not notice the rogues are surprised.”

**Replace:** “light crossbows”

**Instead use:** “hand crossbows”

**Ignore** any sentence containing the term “flat-footed”

**Replace:** (Climb check DC 16)

**Instead use:** “(requiring a successful DC 10 Strength (Athletics) check. The rooftops are 20 feet high)”

## THE THREE ROGUES

*Ignore* the game stats provided and instead use the following.

### BRINETH

Medium humanoid (female, human), chaotic evil

**Armor Class** 13 (leather armor)

**Hit Points** 27

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

**Skills** Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

**Senses** Passive Perception 16

**Languages** The local common tongue, Elvish.

**Challenge** 1 (200 XP)

**Cunning Action.** On each of her turns, Brineth can use a bonus action to take the Dash, Disengage, or Hide action.

**Sneak Attack (1/Turn).** Brineth deals an extra 7 (2d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Brineth that isn't incapacitated, and Brineth doesn't have disadvantage on the attack roll.

#### Actions

**Multiattack.** Brineth makes two melee attacks.

**Dagger.** Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft., or range 20/60 ft., one target. Hit: 4 (1d4+2) piercing damage.

**Dagger (Spider Venom Poisoned).** Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft., or range 20/60 ft., one target. Hit: 4 (1d4+2) 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. Once a successful attack has been made with this dagger, the poison is expended, requiring the user to coat it in poison again during a short or long rest.

**Rapier.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

**Hand Crossbow.** Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

### GOL

Medium humanoid (male, drendali half-elf), chaotic evil

**Armor Class** 14 (leather armor)

**Hit Points** 33 (6d8+6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	11 (+1)	12 (+1)	14 (+2)	18 (+4)

**Skills** Deception +7, Insight +4, Investigation +5, Perception +6, Persuasion +7, Sleight of Hand +5, Stealth +5, Survival +4

**Senses** Darkvision 30 ft., Passive Perception 16

**Languages** The local common tongue, Elvish

**Challenge** 1 (200 XP)

**Cunning Action.** On each of his turns, Gol can use a bonus action to take the Dash, Disengage, or Hide action.

**Fey Ancestry.** Gol has advantage on saving throws against being charmed, and magic can't put him to sleep.

**Innate Spellcasting.** Due to his drendali blood, Gol can innately cast spells. Charisma is his spellcasting ability for these innate spells.

*Cantrips (at will):* *mage hand*, *minor illusion*

**Sneak Attack (1/Turn).** Gol deals an extra 7 (2d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Gol that isn't incapacitated, and Gol doesn't have disadvantage on the attack roll.

#### Actions

**Multiattack.** Gol makes two melee attacks.

**Dagger.** Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft., or range 20/60 ft., one target. Hit: 5 (1d4+3) piercing damage.

**Shortsword.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

**Hand Crossbow.** Ranged Weapon Attack: +5 to hit, range 30/120 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

## STORINAR

Medium humanoid (male, half-orc), chaotic evil

**Armor Class** 14 (studded leather)

**Hit Points** 27 (6d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	12 (+1)	14 (+2)	16 (+3)

**Skills** Deception +5, Insight +4, Investigation +5, Intimidation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

**Senses** Darkvision 30 ft., Passive Perception 16

**Languages** Any two languages

**Challenge** 1 (200 XP)

**Aggressive.** As a bonus action, Storinar can move up to his speed toward a hostile creature he can see.

**Cunning Action.** On each of his turns, Storinar can use a bonus action to take the Dash, Disengage, or Hide action.

**Relentless Endurance.** When Storinar is reduced to 0 hit points but not killed outright, he can drop to 1 hit point instead. Storinar can't use this feature again until he finishes a long rest.

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

**Sneak Attack (1/Turn).** Storinar deals an extra 7 (2d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Storinar that isn't incapacitated and Storinar doesn't have disadvantage on the attack roll.

### Actions

**Multiattack.** Storinar makes two melee attacks.

**Shortsword.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

**Hand Crossbow.** Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.



## THE CLERIC OF HEDRADA

**Replace:** “Dethaz uses his Diplomacy skill to soothe everyone’s passions.”

**Instead use:** “Dethaz speaks to soothe everyone’s passions, relying on a Charisma (Persuasion) check if necessary.”

**Replace:** “He offers 3 potions of cure light wounds and a scroll of bless.”

**Instead use:** “He offers 3 potions of healing and a scroll of bless.”

**Replace:** “Perhaps a Sense Motive check (opposed by Dethaz’s Bluff check) could leave the PCs with a sense that all is not as it seems.”

**Instead use:** “Perhaps a Wisdom (Insight) check (opposed by Dethaz’s Charisma (Deception) check) could leave the PCs with a sense that all is not as it seems.”

**Ignore** the game stats provided and instead use the following.

### DETHAZ

Medium humanoid (male, human), LN shifting to N

**Armor Class** 10

**Hit Points** 33 (6d8 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+1)	17 (+4)	16 (+3)

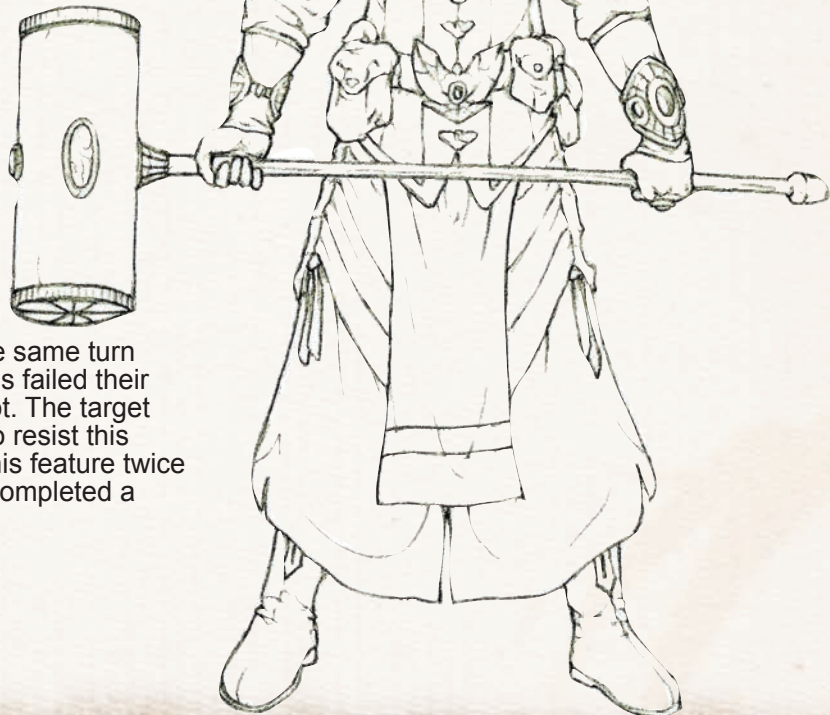
**Skills** Arcana +4, Deception +6, Medicine +7, Persuasion +6, Religion +4

**Senses** Passive Perception 14

**Languages** Any two languages

**Challenge** 3 (700 XP)

**Hedrada’s Decree.** As an action, Dethaz can attempt to read the thoughts of a creature within 30 feet who he can see. The target makes a Wisdom saving throw against Dethaz’s spell save DC. If the target fails, Dethaz becomes immediately aware of the target’s surface thoughts. If he chooses to, Dethaz can use a bonus action on the same turn to cast suggestion on a target who has failed their saving throw, without using a spell slot. The target automatically fails any saving throw to resist this suggestion. Once Dethaz has used this feature twice he may not do so again until he has completed a short or long rest.



**Spellcasting.** Dethaz is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The priest has the following 10 cleric spells prepared:

**Cantrips (at will):** guidance, resistance, spare the dying, thaumaturgy

**1st level (4 slots):** command, cure wounds, detect magic, identify, guiding bolt, sanctuary

**2nd level (3 slots):** augury, hedrada’s balance\*, lesser restoration, suggestion, spiritual weapon

**3rd level (2 slots):** dispel magic, nondetection, speak with dead, spirit guardians, tongues

### Actions

**Greathammer (Maul).** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d6) bludgeoning damage.

\*see Chapter 4: New Spells



## CHAPTER 2: THROUGH THE SWAMPS

### INTO THE SWAMPS

**Replace:** “Every hour of searching, a character with Wilderness Lore must make a check (DC 18, or 16 if the PCs had the chance to talk with Dethaz about the Vale)”

**Instead use:** “Every hour of searching, a character may make a DC 12 Wisdom (Survival) check. If the PCs had the chance to talk with Dethaz about the Vale, this check is made with advantage.”

### CREATURES IN THE SWAMPS

**Ignore** the game stats provided and instead use the following.

#### DIRE FROG

Medium beast, unaligned

**Armor Class** 11

**Hit Points** 26 (4d8+8)

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

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	2 (-4)	14 (+2)	4 (-3)

**Skills** Perception +2, Stealth +3

**Senses** darkvision 30 ft., passive Perception 12

**Languages** —

**Challenge** 1/4 (50 XP)

**Amphibious.** The frog can breathe air and water.

**Standing Leap.** The dire frog’s long jump is up to 30 feet and its high jump is up to 15 feet, with, or without a running start.

#### Actions

**Bite.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the frog can’t bite or tongue lash another target.

**Swallow.** The frog makes one bite attack against a Small or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the frog, and it takes 5 (2d4) acid damage at the start of each of the frog’s turns. The frog can have only one target swallowed at a time. If the frog dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

**Tongue Lash.** Melee Weapon Attack: +4 to hit, reach 15 ft., one target. Hit: 8 (2d6 + 2) bludgeoning damage and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the frog can’t bite, or tongue lash another target. As a bonus action on its turn, the frog can pull a creature it has grappled with its tongue 10 feet closer.

#### SWAMP GOBLER

Small humanoid (swamp gobbler), chaotic neutral

**Armor Class** 14 (natural armor)

**Hit Points** 36 (6d6)

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

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	10 (+0)	7 (-2)	15 (+2)	4 (-3)

**Skills** Perception +5, Stealth +4

**Senses** Darkvision 30 ft., Passive Perception 20

**Languages** --

**Challenge** 1 (200 XP)

**Amphibious.** The swamp gobbler can breathe both air and water.

**Camouflage.** The swamp gobbler has advantage on Dexterity (Stealth) checks made while in a swamp environment.

**Keen Senses.** The swamp gobbler has advantage on Wisdom (Perception) checks.

**Pack Tactics.** The swamp gobbler has advantage on an attack roll against a creature if at least one of the swamp gobbler’s allies is within 5 feet of the creature and the ally isn’t incapacitated.

#### Actions

**Multiattack.** The swamp gobbler makes three attacks: one with its bite and two with its claws.

**Bite.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

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

**Tail.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d8 + 1) bludgeoning damage

## THE VALE OF MIST

**Replace:** the Wandering Encounters: The Vale of Mists sidebar.

**Instead use:**

### WANDERING ENCOUNTERS: THE VALE OF MISTS

Every hour the PCs are within 3 miles of the shrine, roll on the following table and consult the entry text that matches it.

D10 ROLL	RESULT
1-2	1d4 swamp gobblers
3-4	1d4 stirges
5-6	1d4 dire frogs
7-8	Mistwalker cleric of Enkili
9-10	No encounter

**Replace:** “they must make a Fortitude save (DC 8) or suffer 2d6 minutes of mild hallucinations.”

**Instead use:** “they must succeed on a DC 10 Constitution saving throw or become paralyzed for 2d6 minutes, during which time the character suffers mild hallucinations. Any effect that would end a sleep spell will end this condition as well as the hallucinations.”

**Replace:** “all Hide checks in the mists are made at +2 and all Spot checks are made at -2.”

**Instead use:** “all areas within the mists are considered lightly obscured.”

## SHRINE OF MADNESS

**Replace:** “The PCs must make a successful Wilderness Lore check (DC 16) to find the Shrine of Madness.”

**Instead use:** “Finding the Shrine of Madness requires a successful DC 12 Wisdom (Survival) check. This check suffers disadvantage due to the area of the mists being lightly obscured.”

## WANDERING ENCOUNTERS NEAR THE SHRINE

**Ignore the following text:** “Remember that those who are aware of attacking stirges gain attacks of opportunity on them as the stirges close, due to their size and reach.”

**Ignore the following text:** “See the Appendix at the end of this adventure for more on the dire frogs.”

**Replace:** “and Creature Collection, page 136”

**Instead use:** “Slarecian Vault Game Master Companion and Adventurers p. 27”

**Replace:** “No encounter, though a Fortitude save versus the effects of the mist is still required.”

**Instead use:** “No encounter, though a Constitution saving throw to resist the effects of the mist is still required.”

## CHAPTER 3: THE SHRINE OF MADNESS

**Replace:** “The shrine radiates a permanent circle of protection from law effect.”

**Instead use:** “The shrine radiates a permanent magic circle effect. The chosen type for this circle is celestials.”

## INSIDE THE SHRINE

**Replace:** “any PCs entering the Shrine must make a Fortitude save (DC 12) every 10 minutes”

**Instead use:** “any PCs entering the Shrine must succeed on a DC 12 Constitution saving throw every 10 minutes”

## BAS RELIEF FACES (EL2)

**Replace:** “make a Fortitude save (DC 12). Those failing the save suffer 1d3 points of temporary Wisdom damage and 2d6 minutes of mild hallucinations. Those succeeding in their save are also afflicted with 2d6 minutes of mild hallucinations, though they suffer no Wisdom damage. Any PC who rolls a natural 20 on his or her Fortitude save gains 1d3 temporary Wisdom for 24 hours from the lingering connection to Enkili.”

**Instead use:** “succeed on a DC 12 Constitution saving throw. Those who fail the save suffer disadvantage on all Wisdom ability checks and become paralyzed for 2d6 minutes, during which time the character suffers mild hallucinations. Any effect that would end a sleep spell will end this condition as well as the hallucinations. The disadvantage on Wisdom checks remains until the character completes a long rest. A lesser restoration, remove curse, or similar magic targeting the creature will end the disadvantage on Wisdom checks immediately. Those succeeding in their save are also afflicted with 2d6 minutes of mild hallucinations, though they do not suffer the paralyzed condition, nor do they suffer disadvantage on Wisdom checks. Any PC who rolls a natural 20 on his or her Constitution saving throw receives advantage on all Wisdom ability checks for the next 24 hours due to their lingering connection to Enkili.”

## THE SECRET DOOR (EL2)

**Replace:** “a Fortitude save (DC 12)”

**Instead use:** “a DC 12 Constitution saving throw.”

**Replace:** “Secret Stone Door in the Central Pillar: CR 2; 4 in. thick; Hardness 8; hp 60; Break (DC 28); opening

produces the effects of the mist (Fortitude save [DC 14] or 1d3 temporary Wisdom damage); Search (DC 12 for the door; once that is found, an additional DC 12 for the opening mechanism).”

**Instead use:** “The secret door can be located with a successful DC 10 Intelligence (Investigation) check. The mechanism to open the secret door can be located with an additional successful DC 10 Intelligence (Investigation) check.”

**Ignore:** “Any PCs trying to travel down the shaft must make a Climb check (DC 6) or fall and suffer 2d6 points of damage.”

## BENEATH THE SHRINE

**Replace:** “a Fortitude save (DC 12)”

**Instead use:** “a DC 12 Constitution saving throw.”

## ENTRANCE ROOM (EL 3)

**Replace:** “Three of the runes on the floor are glyphs of warding. They are placed beneath the landing of the rung ladder, in the center of the floor, and near the doorway exiting the room.”

**Instead use:** “among the runes on the floor is a glyph of warding, using explosive runes. Detecting the rune requires a successful DC 15 Intelligence (Investigation) check. The glyph can be disarmed without setting it off by marring the rune with a successful DC 15 Dexterity check using thieves’ tools. The glyph can also be disarmed with dispel magic. The glyph will detonate if a creature of small size or larger passes within 20 feet of its location, making the room effectively impassible without disarming or setting off the rune. If triggered, all creatures within a 20-foot radius of the rune must make a DC 15 Dexterity saving throw, suffering 3d8 thunder damage on a failed save, or half as much on a successful one.”

**Ignore:** Glyph of Warding (blast): CR 1; 1d8 blast damage (chaotic energy); Reflex save (DC 15) for half damage; Search (DC 28); Disable Device (DC 28). The glyph may be identified (with read magic) without triggering it by a successful Spellcraft check (DC 13).

## ROOM 2: “GHOSTS” (EL 6)

**Ignore** the game stats provided and instead use the following.

## MISTWALKER

Medium undead, neutral

**Armor Class** 15 (natural armor)

**Hit Points** 30 (6d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	12 (+1)

**Skills** Perception +4, Religion +2, Stealth +4

**Damage Resistances** Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren’t Silvered

**Damage Immunities** Cold, Poison

**Damage Vulnerabilities** Fire

**Condition Immunities** Exhaustion, Poisoned

**Senses** Passive Perception 13

**Languages** The languages it knew in life

**Challenge** 1 (200 XP)

**Creature of the Mist.** While in mist or fog, the mistwalker ignores any visual impairments or obscured areas due to the mist or fog.

**Mist Walk.** While in mist or fog, the mistwalker may take the Dash or Hide action as a bonus action on each of its turns. If a mistwalker using this feature to Dash steps outside the area of the mist their speed immediately drops to 0 until the end of their next turn.

### Actions

**Chilling Touch.** Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 10 (3d6 + 1) cold damage. The target must succeed on a DC 15 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. The target dies if this effect reduces its hit point maximum to 0.

## TRAPPED ROOM (EL 6)

**Replace:** “Secret Stone Door: CR 3; 4 in. thick; Hardness 8; hp 60; Break (DC 28); opening produces the effects of the mist (Fortitude save [DC 14] or 1d3 temporary Wisdom damage); Search (DC 12 for the door; once that is found, an additional DC 12 for the opening mechanism).”

**Instead use:** “The secret door can be located with a successful DC 10 Intelligence (Investigation) check. The mechanism to open the secret door can be located with an additional successful DC 10 Intelligence (Investigation) check.”

**Replace:** “permanent image (see the spell description in Core Rulebook I, page 235, for more details).”

**Instead use:** major image cast with a 6th level spell slot.

**Replace:** “Insanity Mist Trap: CR 5; no attack roll necessary (trap releases insanity mist, Fort save DC 15 or 1d4 Wis/2d6 Wis plus stricken as per confusion spell); Search (DC 21); Disable Device (DC 25).”

**Instead use:** “The insanity-causing gas emerges from a series of hidden vents, which can be spotted with a successful DC 15 Intelligence (Investigation) check. If the vents are spotted, they can be closed with a successful DC 15 Dexterity check using thieves’ tools. While active, the trap causes each creature in the room to make a DC 15 Constitution saving throw at the beginning of its turn. Failure on this saving throw causes the creature to be subjected to the effects of a confusion spell until the beginning of their next turn. Unless disabled, the insanity-causing gas trap will remain active for 1 minute.”

## SANCTUARY (EL 3)

**Ignore** the game stats provided and instead use the following.

### CAVE MOTH

Tiny ooze, chaotic neutral

**Armor Class** 12

**Hit Points** 5 (1d10)

**Speed** 5 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	1 (-5)	10 (+0)	1 (-5)

**Damage Resistances** acid

**Damage Immunities** lightning, slashing

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, prone

**Senses** blindsight 120 ft., passive Perception 10

**Languages** None

**Challenge** 1/4 (50 XP)

**Damage Transfer.** While grappling a creature, the cave moth takes only half the damage dealt to it (rounded down), and that creature takes the other half.

**Transparent.** Cave moths are incredibly difficult to see unless they are attacked to a living creature. Spotting a cave moth in midair requires a successful DC 15 Wisdom (Perception) check. If this check is not successful, the cave moth is considered to be invisible to the creature who failed the check. A creature trying to spot an airborne cave moth may repeat this check on each of its turns.

### Actions

**Smother.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1 bludgeoning damage and the target must succeed on a DC 15 Strength (Athletics) check or become grappled by the cave moth. While grappled in such a fashion, the creature is considered to be choking. The grappled creature can attempt to pull the cave moth off by using its action on each of its turns, ending the grapple with a successful DC 15 Strength (Athletics) check.

**Replace:** “Secret Stone Door: CR 3; 4 in. thick; Hardness 8; hp 60; Break (DC 28); opening produces the effects of the mist (Fortitude save [DC 14] or 1d3 temporary Wisdom damage); Search (DC 12 for the door; once that is found, an additional DC 12 for the opening mechanism).”

**Instead use:** “The secret door can be located with a successful DC 10 Intelligence (Investigation) check. The mechanism to open the secret door can be located with an additional successful DC 10 Intelligence (Investigation) check.”

## THE SECRET ROOM (EL2)

**Replace:** “It does, however, still grant a +1 chaos bonus to the Wisdom of its possessor, which is immediately apparent to any who grasp the star.”

**Instead use:** “Anyone examining the star of chaos over the period of a short rest or casting the identify spell on it will determine its magical power.”

## STAR OF CHAOS

*Wondrous item, unique, requires attunement.*

This rough, unworked diamond emits a gentle, flickering light. While attuned to the star of chaos your Wisdom score increases by 2, up to a maximum of 22. You must be within 30 feet of the star of chaos to gain this benefit.”

# KADUM'S HORN

## AUTHORITY FIGURES

**Replace:** “Celnin (CG male human Exp2; Diplomacy +4, Sense Motive +2)”

**Instead use:** “Celnin (CG male human noble)”

**Replace:** “Sedura (NG male human Ftr3; Str 14, Dex 12, Con 14; Spot +4)”

**Instead use:** “Sedura (NG male human veteran)”

Replace “Vaarsha (NG female half-elf Rgr6/Vigl)”

**Instead use:** “Vaarsha, see Deus Ex Machina, below”

**Replace:** “Militia: War6, War3, War1 (x16)”

**Instead use:** “Militia: 1 knight, 1 veteran, 16 guards”

**Replace:** “Furthrz (CG female wood elf Clr2 - Tanil)”

**Instead use:** “Furthrz (CG female Ganjus elf acolyte – Tanil)”

**Replace:** “Bursh (N male human Com2)”

**Instead use:** “Bursh (N male human commoner)”

**Replace:** “Ferik (LN male mountain dwarf Exp5; Craft +10)”

**Instead use:** “Ferik (LN male Kelder dwarf commoner)”

**Ignore:** “Others: Exp5, Exp2, Exp1 (x8); Clr1 (x2); Drd2, Drd1 (x2); Ftr1 (x2); Sor2; Wiz1; Adp3; Aril; Com7, Com3 (x5), Com1 (x256).”

## CHAPTER 1: ABDUCTION

### GORLA'S TALE

**Replace:** “Gorla (N human female Com1; hp 3; Craft +2)”

**Instead use:** “Gorla (N human female commoner)”

**Replace:** “(Warlx4)”

**Instead use:** “(N human guards)”

### AT THE FARMHOUSE

**Replace:** “A successful Heal check (DC 12)”

**Instead use:** “A successful DC 10 Wisdom (Medicine) check or a successful DC 12 Intelligence (Investigation) check”

**Replace:** “A successful Track check inside the house (DC 19)”

**Instead use:** “A successful DC 15 Wisdom (Survival) check or a successful DC 15 Intelligence (Investigation) check inside the house”

**Replace:** “A broader search (Search DC 18) locates a

finely crafted metal dart accidentally dropped by one of the attackers in some nearby shrubs. It is wickedly shaped. A successful Craft (weaponsmith) or Appraise check (DC 12) reveals that the item is of very good make. The dart appears to be coated with some substance. A successful Alchemy or Profession (herbalist) check (DC 16) determines that the dart is coated with some type of poison. Spending an hour to examine the poison reveals that it is wolf spider poison, if a subsequent successful Alchemy check (DC 16) is made.”

**Instead use:** “Searching the exterior of the property and succeeding on a DC 16 Intelligence (Investigation) check reveals a finely crafted metal dart accidentally dropped by one of the attackers in some nearby shrubs. It is wickedly shaped. Characters proficient in smith’s tools, tinker’s tools, or poisoner’s kits will recognize the weapon’s fine quality. The dart is coated with a substance that can be identified with a successful DC 10 Intelligence (Investigation) or a successful DC 10 Wisdom (Medicine) check reveals this substance to be wolf spider poison. If the character making either check is proficient with poisoner’s kit or alchemist’s kit they may claim advantage on the check.”

**Replace all:** “Track checks (Wilderness Lore DC 12)”

**Instead use:** “DC 10 Wisdom (Survival) check”

**Replace:** “increase the Wilderness Lore DC accordingly (see the Track feat in Core Rulebook I, pages 85-86).”

**Instead use:** “Feel free to increase the DC of the Wisdom (Survival) check to follow the trail accordingly.”

**Ignore:** “(all War1)”

**Ignore:** “Dosath Town Guards, male human War1” stat block.

**Instead use:** the following stat block:

### GUARD

Medium humanoid (human), any alignment

**Armor Class** 16 (Chain Shirt, Shield)

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

**Skills** Perception +2

**Senses** Passive Perception 12

**Languages** Any one language (usually Common)

**Challenge** 1/8 (25 XP)

### Actions

**Spears.** 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 with two hands to make a melee attack.

**Replace:** “(Intimidate DC 12)”

**Instead use:** “A successful DC 11 Charisma (Intimidation) check”

## CHAPTER 2: RETRIBUTION

### THE WALL OF WEBS (EL 2)

**Replace:** “As the characters approach, allow them to make a Spot check (DC 18). Failure means the point character stumbles into the web and is trapped as though by a successful web attack (see page 210 of Core Rulebook III for more details on the webs of giant spiders). Webs: hp 6; Break (DC 26); Escape (DC 20); Spot (DC 18); SQ damage reduction (5/fire).”

**Instead use:** “As the characters approach they run the risk of stepping into a giant spider’s web. You may allow the PCs to make a DC 15 Wisdom (Perception) check to notice the webs, or you may simply decide that any character with a passive Perception of 15 or higher notices the webbing. If all checks are failed, or no one present has a high enough passive Perception score, the first character in the marching order becomes caught in the webbing. The unfortunate PC is thus 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).”

**Replace:** “partial cover (treat as one-half cover, granting them a +4 cover bonus to AC and a +2 cover bonus to Reflex saves).”

**Instead use:** “half cover.”

**Ignore:** “This requires two Climb checks (DC 10) - one to climb up and one to climb down the other side.”

### THE SPIDER-EYE GOBLINS

**Ignore** all game stats. Use the following game stats:

#### SPIDER-EYE GOBLIN SHAMAN

Small monstrosity, neutral evil

**Armor Class** 14 (natural armor)

**Hit Points** 14 (4d6)

**Speed** 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	10 (+0)	8 (-1)	13 (+1)	9 (-1)

**Skills** Perception +5, Stealth +5

**Damage Resistances** poison

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Goblin, Undercommon

**Challenge** 1/2 (100 XP)

**Keen Sight.** The shaman has advantage on Wisdom (Perception) checks that rely on sight.

**Nimble Escape.** The shaman can take the Disengage or Hide action as a bonus action on each of her turns.

**Spellcasting.** The shaman is a 2nd-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The shaman currently has the following spells prepared:

*Cantrips (at will): acid splash, mending*

*1st level (3 slots): faerie fire, healing word, speak with animals*

#### Actions

**Multiattack.** The spider-eye goblin makes two claw attacks. If both claw attacks hit the same target, 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 (1d4 + 1) slashing damage.

**Bite.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 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.



DENTON  
2014



## SPIDER-EYE GOBLIN

Small monstrosity, neutral evil

**Armor Class** 13 (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** Goblin, Undercommon

**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 claw attacks hit the same target, 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 (1d4 + 1) slashing damage.

**Bite.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 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.

## GIANT WOLF SPIDER

Medium beast, unaligned

**Armor Class** 13

**Hit Points** 11 (2d8 + 2)

**Speed** 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	3 (-4)	12 (+1)	4 (-3)

**Skills** Perception +3, Stealth +7

**Senses** Blindsight 10 ft., Darkvision 60 ft., Passive Perception 13

**Languages** --

**Challenge** 1/4 (50 XP)

**Spider Climb.** The spider 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 spider

knows the exact location of any other creature in contact with the same web.

**Web Walker.** The spider ignores movement restrictions caused by webbing.

### Actions

**Bite.** Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 4 (1d6 + 1) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 7 (2d6) 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.

### SPIDER-EYE GOBLIN WATCH PATTERN

**Replace:** “(make appropriate opposed Spot, Listen, Hide, and Move Silently rolls).”

**Instead use:** “(make appropriate opposed Wisdom (Perception) and Dexterity (Stealth) checks)”

### TREASURE

**Replace:** “(Fort save DC 13 or 1d4 Str/1d6 Str)”

**Instead use:** “DC 11 Constitution saving throw. 7 (2d6) 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.”

**Replace:** “(see Relics and Rituals, page 167).”

**Instead Use:** “Kadum’s blood. When properly refined, the blood of Kadum can be turned into a terrible potion that allows the drinker to inflict horrific wounds on their victims. When you drink this potion, all of your melee weapon attacks and unarmed strikes may inflict wounds as described under the effects of a sword of wounding. The effects of this potion last for one hour.”

### THE EXCHANGE

**Replace:** “Wilderness Lore check (DC 14)”

**Instead use:** “DC 12 Wisdom (Survival) check”

**Replace:** “A successful Gather Information check (DC 8)”

**Instead use:** “This”

**Replace:** “Wilderness Lore check (DC 8)”

**Instead use:** “DC 5 Wisdom (Survival) check”

**Replace:** “Spot check (DC 22)”

**Instead use:** “DC 16 Wisdom (Perception) check”

**Replace:** “Hide checks with a +2 circumstance bonus”

**Instead use:** “Dexterity (Stealth) checks with advantage.”

**Replace:** “Spot rolls”

**Instead use:** “Wisdom (Perception) checks”

**Replace all:** “Track checks (Wilderness Lore DC 12)”





*Instead use:* “DC 10 Wisdom (Survival) check”

*Replace:* “Track check (Wilderness Lore DC 18)”

*Instead use:* “DC 15 Wisdom (Survival) check”

*Replace:* “Track checks (Wilderness Lore DC 18)”

*Instead use:* “DC 15 Wisdom (Survival) checks”

## CHAPTER 3: KADUM'S HORN

### REACHING KADUM'S HORN

*Replace:* “Climb check (DC 8)”

*Instead use:* “DC 5 Strength (Athletics) check”

*Replace:* “Climb checks (DC 10)”

*Instead use:* “DC 7 Strength (Athletics) checks”

*Replace:* “Search check (DC 15)”

*Instead use:* “DC 15 Intelligence (Investigation) or Wisdom (Perception) check”

*Replace:* “Climb check (DC 12)”

*Instead use:* “DC 10 Strength (Athletics) check”

*Replace:* “(see Creature Collection, page 108)”

*Instead use* the following stat block.

### HILL HOWLER

Medium beast, unaligned

**Armor Class** 12

**Hit Points** 19 (3d8 + 6)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	6 (-2)	12 (+1)	13 (+1)

**Skills** Athletics +5, Perception +3

**Senses** Passive Perception 13

**Languages** --

**Challenge** 1/2 (100 XP)

#### Actions

**Multiattack.** The ape makes two fist attacks.

**Fist.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage.

**Rock.** Ranged Weapon Attack: +5 to hit, range 25/50 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage.

**Frightful Howl.** Each creature of the hill howler's choice within 60 feet of the blight wolf that can hear it must make a DC 11 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 hill howlers for 1 hour.

*Replace:* “(see Creature Collection, page 211)”

*Instead use* the following stat block.

### VRAIL

Tiny beast, unaligned

**Armor Class** 12

**Hit Points** 1 (1d4 - 1)

**Speed** 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	8 (-1)	2 (-4)	12 (+1)	6 (-2)

**Skills** Perception +3

**Senses** Passive Perception 13

**Languages** --

**Challenge** 0 (10 XP)

**Mimicry.** The raven can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

#### Actions

**Beak.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

### THE TOMB

*Ignore:* “plus they must make a massive damage check (Fortitude save DC 15) or die (see Core Rulebook I, page 129).”

*Ignore:* “(see Core Rulebook I, page 70, for more details on jumping).”

*Ignore* game stats for traps. Instead use the following.

**Hidden Spiked Pit Trap.** This pit has a cover constructed from material identical to the floor around it. A successful DC 15 Wisdom (Perception) check discerns an absence of foot traffic over the section of floor that forms the pit's cover. A successful DC 15 Intelligence (Investigation) check is necessary to confirm that the trapped section of floor is actually the cover of a pit.

When a creature steps on the cover, it swings open like a trapdoor, causing the intruder to spill into the pit below. The pit is 20 feet deep. A creature falling into the pit takes 11 (2d10) piercing damage from the spikes, in addition to any falling damage.

**Tripwire Arrow Trap.** A successful DC 15 Wisdom (Perception) check discovers the tripwire, which can be stepped over once noticed, or disarmed with a successful DC 15 Dexterity check using thieves' tools. Triggering the trap releases an arrow ranged attack with a +8 bonus against a random target within 10 feet of the tripwire. Triggering the trap also sounds a gong that alerts the dwarves.

*Ignore* creature stats and instead use the following stat blocks

## KRAAL THE BLOOD WITCH

Medium humanoid (human), chaotic evil

**Armor Class** 12 (15 With Mage Armor)

**Hit Points** 40 (9d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	11 (+0)	12 (+1)	17 (+3)

**Saving Throws** INT +6, WIS +4

**Skills** Arcana +2, History +2, Intimidation +6

**Senses** Passive Perception 11

**Languages** Common, Dwarvish, Infernal, Abyssal

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

**Spellcasting.** Kraal is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The mage has the following sorcerer spells prepared:

*Cantrips (at will):* acid splash, fire bolt, light, mage hand, prestidigitation

*1st level (4 slots):* detect magic, mage armor

*2nd level (3 slots):* invisibility, knock

*3rd level (3 slots):* bloodstorm\*, counterspell, lightning bolt

*4th level (3 slots):* stoneskin, ice storm

*5th level (1 slot):* cone of cold

**Sorcery Points.** Kraal has 9 sorcery points. He can spend 1 or more sorcery points as a bonus action to gain one of the following benefits:

**Heightened Spell:** When he casts a spell that forces a creature to make a saving throw to resist the spell's effects, Kraal can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

**Empowered Spell:** When Kraal rolls damage for a spell, he can spend 1 sorcery point to reroll a number of the damage dice up to his Charisma modifier (+3). He must use the new rolls.

Kraal can use Empowered Spell even if he has already used a different Metamagic option during the casting of the spell.

## Actions

**Star of Terror.** Melee Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 7 (1d8 + 3) piercing damage. Target must succeed on a DC 15 Wisdom saving throw or become frightened of the wielder for the next minute. The wounds left by this weapon look horribly painful. If the target is reduced to 0 hit points by an attack from the Star of Terror, all of the target's allies within 60 feet who can see the creature must succeed on a DC 15 Wisdom saving throw or be frightened of the wielder of the star of terror for the next minute.

**Possessions:** potion of Kadum's blood, potion of cure light wounds.



## TORLINN

Medium humanoid (forsaken dwarf), chaotic evil

**Armor Class** 18 (Plate)

**Hit Points** 65 (10d8 + 20)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

**Skills** Athletics +5, Perception +2

**Senses** Blindsight 10 ft., Darkvision 60 ft., Passive Perception 12

**Languages** Common, Dwarvish

**Challenge** 5 (1,800 XP)

## Actions

**Multiattack.** Torlinn makes two warhammer attacks. If she has a shortsword drawn, she can also make a shortsword attack.

**Warhammer, +1.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage, or 9 (1d10 + 4) bludgeoning damage if used with two hands.

**Shortsword.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

**Light Crossbow.** Ranged Weapon Attack: +3 to hit, range 80/320 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

**Possessions:** 1 potion of Kadum's blood, 1 potion of cure light wounds, 1 scroll of arcane lock. 1 scroll of knock



## FORSAKEN DWARVES

Medium humanoid (dwarf), chaotic evil

**Armor Class** 17 (scale mail, shield)

**Hit Points** 11 (2d8 + 2)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

**Senses** Passive Perception 10

**Languages** Common, Dwarvish

**Challenge** 1/8 (25 XP)

### Actions

**Warhammer.** Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 4 (1d8) bludgeoning damage, or 5 (1d10) bludgeoning damage if used with two hands.

**Light Crossbow.** Ranged Weapon Attack: +3 to hit, range 80 ft./320 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

## ENTRANCE CAVE (EL 3)

**Ignore:** “(see page 210 of Cure Rulebook III for more details on the webs of giant spiders)”

**Replace:** “A Spot check (DC 23)”

**Instead use:** “Characters with a passive Perception of 15 or higher”

**Replace:** “a Search roll looking for it are much more likely to notice it (DC 18).”

**Instead use:** “Characters actively looking for traps will notice the webs with a successful DC 12 Intelligence (Investigation) or Wisdom (Perception) check.”

**Ignore** game stats. Instead use the following.

## GIANT SPIDER

Large beast, unaligned

**Armor Class** 14 (Natural Armor)

**Hit Points** 26 (4d10 + 4)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

**Skills** Stealth +7

**Senses** Blindsight 10 ft., Darkvision 60 ft., Passive Perception 10

**Languages** --

**Challenge** 1 (200 XP)

**Spider Climb.** The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

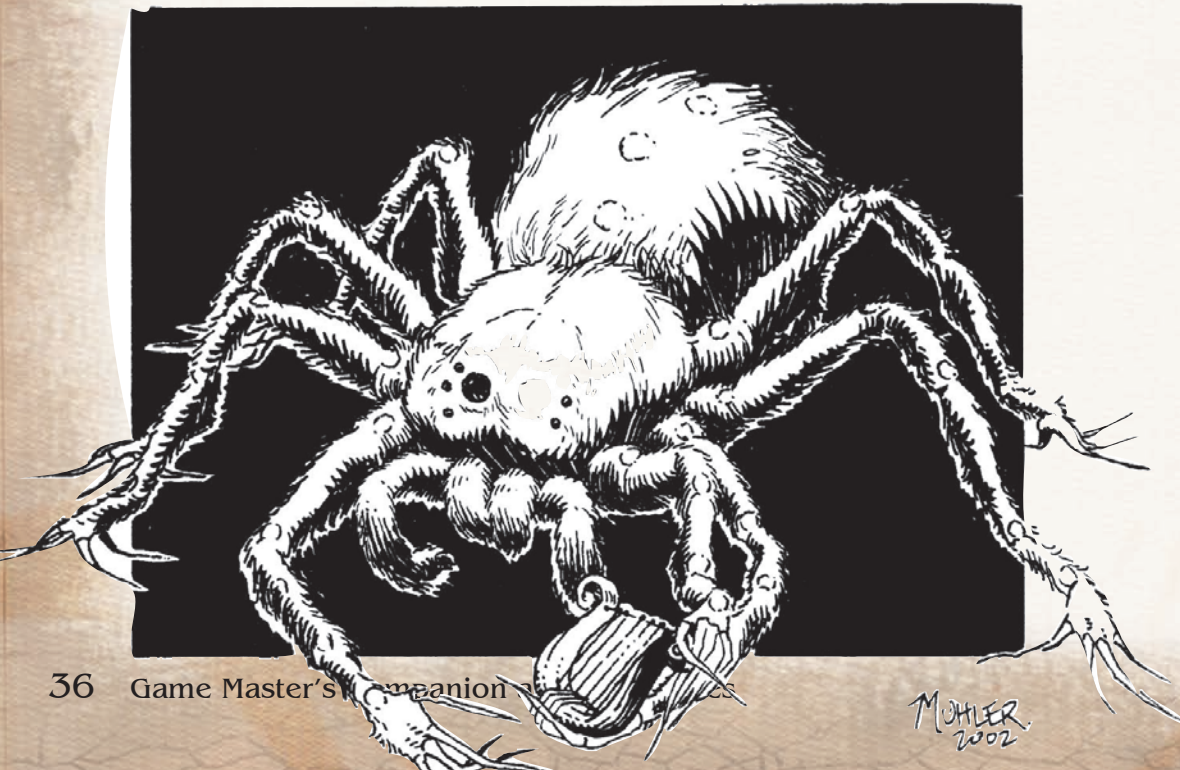
**Web Sense.** While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

**Web Walker.** The spider ignores movement restrictions caused by webbing.

### Actions

**Bite.** Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) 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.

**Web (Recharge 5–6).** Ranged Weapon Attack: +5 to hit, range 30/60 ft., one creature. 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).



## CAVE (EL 2)

**Replace:** “(1 in. thick; Hardness 5; hp 1; Break DC 17; Open Lock DC 20).”

**Instead use:** “AC 15, 10 hp, lock can be picked with a successful DC 14 Dexterity check using thieves’ tools.”

**Replace:** “potion of cure serious wounds”

**Instead use:** “potion of greater healing”

## TORLINN’S LAIR (EL 5)

**Replace:** “(1 in. thick; Hardness 5; hp 1; Break DC 17; Open Lock DC 20).”

**Instead use:** “AC 15, 10 hp, lock can be picked with a successful DC 14 Dexterity check using thieves’ tools.”

**Replace:** “cure light wounds”

**Instead use:** “cure wounds”

**Replace:** “commanding presence”

**Instead use:** “bless”

## ANTECHAMBER (EL 9)

**Ignore** stat block. Instead use the following.

### GHAST

Medium undead, chaotic evil

**Armor Class** 13

**Hit Points** 36 (8d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	11 (+0)	10 (+0)	8 (-1)

**Damage Resistances** Necrotic

**Damage Immunities** Poison

**Condition Immunities** Charmed, Exhaustion, Poisoned

**Senses** Darkvision 60 ft., Passive Perception 10

**Languages** Common

**Challenge** 2 (450 XP)

**Stench.** Any creature that starts its turn within 5 feet of the ghast must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghast’s Stench for 24 hours.

**Turning Defiance.** The ghast and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

#### Actions

**Bite.** Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 12 (2d8 + 3) piercing damage.

**Claws.** Melee Weapon Attack: +5 to hit, reach 5 ft.,

one target. Hit: 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Replace:** “Locked Stone Door to Area 12: 4 in. thick; Hardness 8; hp60; Break (DC30), Open Lock (DC 25).”

Magically Sealed Stone Double Doors to Area 13: 4 in. thick; Hardness 8; hp 60; SQ damage resistance (15/+3); Break (impossible).”

**Instead use:** “The stone door to Area 12 is locked and can be picked with a successful DC 20 Dexterity check using thieves’ tools. The door can be forced open with a successful DC 25 Strength (Athletics) check.

The magically sealed stone double doors to Area 13 are impossible to break, force or pick.”

## LESSER TOMB (EL 4)

**Ignore:** the True Ritual sidebar. Instead use the Path of Strength True Ritual detailed on page 44 of this book.

**Replace:** “Stone Sarcophagus: 4 in. thick; Hardness 8; hp 60; Break (DC 30); Open Lid (Str check DC 20).”

**Instead use:** “Each stone sarcophagus requires a DC 20 Strength (Athletics) check to open.”

**Replace:** “Spot check (DC 15) can be made to avoid them entirely.”

**Instead use:** “Characters with a passive perception of 12 or higher notice the parasites. If the characters in the front ranks do not have a sufficient passive Perception to notice the vermin, (or if their passive Perception is reduced below 12 due to lighting conditions) the first two characters to enter the room must succeed on a DC 14 Dexterity saving throw.”

**Replace:** “the victim may make a Wisdom check (DC 15).”

**Instead use:** “The party may make a DC 10 Wisdom (Medicine) check to notice the skin moving strangely. An infected character has advantage on this check.”

**Replace:** “Fortitude check at DC 17 must be made. If this save is failed, 2d6 points of temporary Constitution damage are sustained. When the victim reaches 0 Constitution, he dies.”

**Instead use:** “the victim must succeed on a DC 16 Constitution saving throw or suffer a level of exhaustion. When the victim reaches 6 exhaustion, they die.”

**Replace:** “If a Heal check at DC 15 is made, cutting damage can be reduced to 1d6.”

**Instead use:** “A successful DC 12 Wisdom (Medicine) check can reduce damage from cutting to 1d6 slashing.”

**Replace:** “a cure disease spell”

**Instead use:** “a lesser restoration spell, a paladin’s lay on hands ability, or similar magic”

## GREATER TOMB

**Replace:** “minor symbol of divinity (as per Relics and Rituals)”

**Instead use:** “holy rune”

**Replace:** “quest”

**Instead use:** “geas”

**Replace:** “so quested”

**Instead use:** “affected by this geas”

**Replace:** “bleeding disease (see Relics and Rituals).”

**Instead use:** “bleeding sickness (see Scarred Lands Player’s Guide 5e)”

**Replace:** “and a minor artifact (see Relics and Rituals, pages 208-209)”

**Instead use:** “and a magic item, determined by rolling on the table below. Alternatively, the GM may choose an item they feel is most fitting to include for the adventure.”

## MAGIC ITEMS

D100	ITEM
01-09	potion of superior healing
10-21	bag of the pyre
22-34	10 bolts of web ammunition
35-46	blood pearl of hopelessness
47-60	all-mother’s reaper
61-75	boots of the huntress
76-88	clasp of the blade
89-00	book of knowledge

**Ignore** game stats. Instead use the following:

## MUMMIFIED PRIEST OF KADUM

Medium undead, lawful evil

**Armor Class** 11 (Natural Armor)

**Hit Points** 58 (9d8 + 18)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	6 (-2)	10 (+0)	12 (+1)

**Saving Throws** WIS +2

**Damage Resistances** Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

**Damage Immunities** Necrotic, Poison

**Condition Immunities** Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

**Senses** Darkvision 60 ft., Passive Perception 10

**Languages** The languages it knew in life

**Challenge** 3 (700 XP)

**Storm of Kadun.** Due to the infusion of Kadum’s blood, the mummified priest can cast bloodstorm three times. The mummy’s spellcasting ability for this ability is Constitution. The mummy regains all expended uses of this feature when it completes a long rest.

### Actions

**Multiattack.** The mummy can use its Dreadful Glare and makes one attack with its rotting fist.

**Rotting Fist.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be cursed with mummy rot. The cursed target can’t regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target’s hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic.

**Dreadful Glare.** The mummy targets one creature it can see within 60 feet of it. If the target can see the mummy, it must succeed on a DC 11 Wisdom saving throw against this magic or become frightened until the end of the mummy’s next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies (but not mummy lords) for the next 24 hours.

**Note:** The mummy is not vulnerable to fire as it has been soaked in Kadum’s blood. The mummy’s Rotting Fist attack also has the properties of a sword of wounding due to the mummy’s exposure to Kadum’s blood.

**Replace:** “Ten of the children”

**Instead use:** “Three of the children”

**Replace:** “make a will save (DC 13) or be shaken for 1d4 rounds, suffering a -2 morale penalty on attack rolls, weapon damage rolls, and saving throws”

**Instead use:** “succeed on a DC 11 Charisma saving throw or be frightened of all the Kadum worshipers for one minute.”

**Replace:** “giving himself the chance to cast the round-long summon monster IV. Doing so makes him visible again, but those who wish to attack him while he is invisible must make a Listen check (DC 10); even then, they suffer the penalties for attacking an invisible foe.”

**Instead use:** “giving himself the opportunity to attack the nearest PC who is not frightened by the scene with the star of terror. This will end his invisibility, but he will have advantage on the first attack.”

**Replace:** “soften earth and stone.”

**Instead use:** “any spell that allows the molding of earth or stone.”

## DEUS EX MACHINA

**Ignore** game stats. Instead use the following:

### VAARSHA

Medium humanoid (half-elf), chaotic good

**Armor Class** 16 (+ 1 Studded Leather Armor, FS: Defense)

**Hit Points** 42 (6d8 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	11 (+0)	13 (+1)	11 (+0)

**Skills** Nature +3, Perception +4, Stealth +5, Survival +4

**Senses** Passive Perception 16

**Languages** Common, Elvish, Goblin

**Challenge** 3 (700 XP)

**Colossus Slayer.** When Vaarsha hits a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. Vaarsha can deal this extra damage only once per turn.

**Keen Hearing and Sight.** Vaarsha has advantage on Wisdom (Perception) checks that rely on hearing or sight.

#### Actions

**Multiattack.** Vaarsha makes two melee attacks or two ranged attacks.

**Shortsword, +1.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

**Longbow.** Ranged Weapon Attack: +5 to hit, ranged 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

**Possessions:** +1 studded leather armor, small darkwood shield, +1 javelin, +1 shortsword, longbow, 20 arrows, 10 silver arrows, holy symbol of Tanil, backpack and standard equipment, 50 gp, 20 gems (5 x 100 gp, 10 x 25 gp, 5 x 10 gp).



# CHAPTER FOUR: NEW SPELLS

Most of the spells referenced in this document can be found in either the SRD or in the *Scarred Lands Players Guide 5e*. This section includes new spells mentioned within this document as well as a few other conversions and tidbits from *Relics and Rituals* for 3rd Edition.

## ALIBI

*2nd-level enchantment (Bard, Sorcerer, Wizard)*

**Casting Time:** 1 action

**Range:** 30 ft

**Components:** V, S, M (a vial of perfume)

**Duration:** 1 hour/ until dispelled

You attempt to charm a number of humanoids equal to your spellcasting ability modifier (minimum 1), whom you can see within range. Each targeted creature must make a Wisdom saving throw and does so with advantage if you

or your companions are fighting it. If a creature fails the saving throw, it will recall the caster being within eyesight and earshot for a duration of the caster's choosing (up to one hour), though will not recall directly interacting with the caster. This false memory remains until removed with dispel magic or a similar effect.

**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. The creatures must be within 30 feet of you when you target them. Alternatively, you may increase the duration of the false memory for an additional hour per higher level slot spent. You must choose whether to affect additional creatures or extend duration for each additional level slot you expend. For example, if casting alibi with a 5th level spell slot, you could affect one additional creature, implanting false memories of you being in the presence of all affected creatures for two hours.





## BATTLECRY

*2nd-level evocation (Bard, Sorcerer, Warlock, Wizard)*

**Casting Time:** 1 action

**Range:** Self (15-foot cube)

**Components:** V, S

**Duration:** Instantaneous

You let out a thunderous cry that strikes fear into the heart of your enemies. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature is stunned until the end of their next turn.

## BLOODSTORM

*3rd-level conjuration (Sorcerer, Wizard)*

**Casting Time:** 1 action

**Range:** 120 ft (20-foot sphere)

**Components:** V, S, M (a vial of blood)

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

You summon a whirlwind of caustic blood that terrifies and burns all within. A 20-foot-radius sphere of dark, spinning blood manifests, centered on a point with range and lasting for the duration. Creatures fully within the area must succeed on a Dexterity saving throw. Those who fail are blinded. Those who succeed on this saving throw, or who look into the bloodstorm from outside treat the affected area as lightly obscured.

The blood is slick making the affected area is difficult terrain. Any creature that starts its turn in the area takes 1d4 acid damage, as the blood is mildly corrosive.

## CIRCLE OF SOUNDS

*2nd-level illusion (Druid, Ranger)*

**Casting Time:** 1 action

**Range:** 30 ft.

**Components:** V, S, M (fur, bones, droppings, or some other piece of a beast native to the local terrain)

**Duration:** 10 minutes

Choose a number of creatures within 30 feet of you that you can see and who share a language with you. For the duration, you and each creature you choose can communicate verbally in your shared language, but to anyone not included in the spell, your words sound like the normal, natural sounds of the local fauna. Any creature affected by this spell may choose to speak normally or speak under the cover of the circle of sounds.

## CONDEMN

*4th-level necromancy (Cleric)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (powdered bone from a dead man's skull, graveyard mold, and a drop of dead man's blood.)

**Duration:** 10 minutes (Special)

Make a melee spell attack against a creature within your reach. That creature must succeed on a Wisdom saving throw or become cursed for the duration of the spell. While so cursed, the creature may not regain hit points through magical healing, though it may benefit from spells that stabilize it, grant it temporary hit points, or any ability that allows the creature to spend hit dice for healing. When cast normally, this spell requires you to maintain concentration.

A remove curse spell or a greater restoration spell ends this effect.

**At Higher Levels.** If you cast this spell using 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 spell lasts until it is dispelled. Using a spell slot of 5th level or higher grants a duration that doesn't require concentration.

## CORPSE ARMOR

*3rd-level necromancy (Sorcerer, Wizard, Warlock)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a humanoid corpse)

**Duration:** 1 day

This spell allows you to touch a humanoid corpse and magically transform that corpse into exoskeletal armor. The corpse rises and embraces you or a humanoid of your choosing of no larger than Medium size within five feet of you when you cast the spell. The corpse magically becomes +2 armor of the type that you or your designated recipient is wearing and grants the wearer 25 temporary hit points. This armor lasts for 24 hours, until it is doffed by the wearer, or until its temporary hit points are depleted. The armor can be constructed from any corpse that would be a valid target for an animate dead spell.

While wearing corpse armor, you suffer disadvantage on all Charisma ability checks except for Charisma (Intimidation) checks, for which you receive advantage.

## DARK FLAME

*2nd-level evocation (Sorcerer, Wizard)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (an agate of at least 10 gp value)

**Duration:** 1 hour

You touch an object which begins producing flames of darkness that encircle the object for a 20-foot-radius. These flames produce no heat and do not consume oxygen. For the duration, all creatures within the flames have darkvision within the affected area.

## DIRGE OF WOE

*3rd-level enchantment (Bard)*

**Casting Time:** 1 action

**Range:** Self (30 ft. sphere)

**Components:** V

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

You sing a potent, woeful tune that visits a deep, dark depression upon a group of people. Each humanoid in a 30-foot-radius sphere centered on you that can hear you



must make a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, it becomes listless and immobile. Such a creature cannot take any actions and becomes indifferent to its surroundings, other creatures in the area, and any action that does not directly endanger the affected creature. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. If a creature affected by this spell witnesses something they would normally react violently against (such as one of the caster's allies breaking into a building the target was assigned to guard) the target may attempt another saving throw to defeat the effect.

## ENKILI'S LUCK

*2nd-level transmutation (Cleric)*

**Casting Time:** 1 action

**Range:** 30 ft.

**Components:** V, S, M (a shard from a broken mirror and a tuft of hair from a black cat.)

**Duration:** Until dispelled or triggered

This minor curse is often used by clerics of Enkili to instill humility in the proud or to embarrass rivals, though its combat applications are not lost on the followers of the Trickster. You choose a creature within 30 feet who you can see. The target must make a Wisdom saving throw. On a failure, the target suffers disadvantage on their next ability check or attack roll.

## EYES OF THE ASSASSIN

*3rd-level divination (Bard, Cleric, Sorcerer, Wizard)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (the severed finger of a professional assassin.)

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

When you cast this spell, your eyes fill with a blood red mist. Until the spell expires, your weapon and spell attacks score a critical hit on a roll of 19 or 20. Furthermore, you may roll one additional d6 on a critical hit, after calculating the critical damage normally, and add the result. This bonus damage is of the same type as the initial attack.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the additional damage on a critical hit increases by 1d6 for each slot level above 3rd.

## GLOOM

*1st-level evocation (Bard, Cleric, Sorcerer, Wizard)*

**Casting Time:** 1 action

**Range:** Touch (20-foot sphere)

**Components:** S, M (a drop of pitch and a piece of phosphorescent moss.)

**Duration:** 10 minutes

You create a 20-foot-radius sphere of flickering shadow which emanates from an object you touch. The sphere spreads around corners, and its area is lightly obscured. If the area of this spell overlaps with an area of bright light, that area is treated as dim light. If the area of this spell overlaps with an area of dim light, the area is treated as darkness. Creatures relying on darkvision to see treat the area affected by this spell as heavily obscured, regardless of the local conditions. This spell lasts for the duration or until a light generating spell of 2nd level or higher is cast on the object.

## GRIM FEAST

*1st-level necromancy (Cleric)*

**Casting Time:** 1 action

**Range:** 60 feet.

**Components:** V, S, M (the fresh corpse of a humanoid of size Small or larger.)

**Duration:** Instantaneous

You drain the final semblances of life from the corpse of a humanoid within 60 feet of you that died within the past 24 hours. You regain hit points equal to 1d4 + your spellcasting ability modifier and the corpse shrivels into desiccated bone matter, unsuitable for animation.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d4 for each slot level above 1st, but each additional 1d4 of healing requires access to an additional corpse within range.

## HEDRADA'S BALANCE

*2nd-level enchantment (Cleric)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a greathammer and blindfold)

**Duration:** 1 hour

This spell grants a willing creature you touch impartiality and releases them from biases. For the duration of this spell, the creature's alignment shifts to lawful neutral. The creature also becomes incredibly resistant to magic and effects that

tamper with its thoughts, granting advantage on all saving throws to resist the charmed condition, spells and effects that compel behavior, and spells and effects that discern or manipulate the creature's thoughts. While the spell is active, the creature will make all decisions according to the spirit and the letter of the law as they understand it. This spell does not grant any resistance to mundane deception or manipulation. As a result, it is often paired with liberal use of zone of truth or similar magics.

## INTOXICATE

*2nd-level transmutation (Bard, Sorcerer, Wizard)*

**Casting Time:** 1 action

**Range:** 30 ft.

**Components:** V, S, M (a drop of pure grain alcohol.)

**Duration:** 1 hour

You simulate the effects of drunkenness on a creature within range. The target must make a Constitution saving throw. Creatures who are resistant to poison damage make this saving throw with advantage. On a failed save, it is poisoned until the spell ends. Creatures who are immune to poison damage and the poisoned condition are unaffected by this spell.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the extent of the drunkenness increases, inflicting levels of exhaustion. A 2nd level spell slot inflicts one level of exhaustion. Each spell slot beyond that inflicts an additional level of exhaustion, up to 6th level. Using a 7th level spell slot inflicts 10d10 poison damage in addition to the previous effects, with the damage increasing to 12d10 at 8th level and 14d10 at 9th level.

## SHOCKWAVE

*Evocation cantrip (Cleric, Druid)*

**Casting Time:** 1 action

**Range:** 30 ft.

**Components:** V, S

**Duration:** Instantaneous

You choose a creature within range who you can see while you punch or stomp on the ground. The earth beneath the target's feet rumbles. The target must make a Dexterity saving throw or be knocked prone.

## WAIL

*5th-level evocation (Bard, Sorcerer, Wizard)*

**Casting Time:** 1 action

**Range:** Self (15-foot cone)

**Components:** V, S

**Duration:** Instantaneous

You let out a horrific scream which rattles nearby creatures to their very soul. All creatures within a 15-foot cone must make a Constitution saving throw. On a failed saving throw an affected creature suffers 8d6 thunder damage and is deafened. On a successful saving throw, the creature takes half damage and is not deafened.

A creature who suffers the deafened condition from this spell must repeat the Constitution saving throw at the beginning of their next turn. If the creature fails the second saving throw, they become paralyzed, remaining both deafened and paralyzed. A creature who succeeds on the second saving throw does not become paralyzed but remains deafened for the next minute.

Creatures paralyzed with this spell can be cured with a remove curse or greater restoration spell.

## WOODWALK

*1st-level transmutation (Nature Domain, Druid, Ranger)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a drop of tree sap.)

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

Until the spell ends, you gain the ability to move up, down, and across vertical surfaces and upside down along ceilings, made of living or dead wood or plant matter. You also gain a climbing speed equal to your walking speed.

# TRUE RITUAL

---

## PATH OF STRENGTH

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

Toward the end of the Divine War, titans such as Kadum and Gormoth hid some of their immortal followers and some measure of their power throughout the Scarred Lands, sealing these places of power from intrusion by any save the druidic cults who revered the titans. The gates to such places can be opened by invoking this true ritual. Presumably, the titans foresaw their end and planted the seeds of their renewal away from the reach of mortals or perhaps even gods, so that one day the titans' followers could unlock the strength to resurrect their masters.

**Casting Time:** 1 hour

**Range:** 60 feet.

**Components:** V, S, M (5 humanoids, who must be sacrificed when casting the ritual, 5 sources of flame, such as candles or torches.)

**Duration:** Instantaneous

One targeted portal that has been sealed by titan magic will open upon completion of this ritual. This is extremely potent, incredibly rare, and massively dangerous. Casting the spell also does require humanoid sacrifices. Participating in the casting of this spell is an act of unspeakable evil which will taint the participant with titanic corruption. All participants gain the Mark of the Titanspawn as if they were a sorcerer with the Titanic Corruption origin. A participant who already possesses this trait becomes mutated into an aberration-like form, sprouting vestigial tentacles, extra non-functioning eyes, and any other form of body horror the GM chooses to inflict in terms of these mutations.

**Slarecian Vault Game Master Companion and Adventures** written by Travis Legge. Edited by Saylor Ashman

See the other works of writer Travis Legge at:

DMs Guild: <https://www.dmsguild.com/browse.php?author=Travis%20Legge>

DriveThruRPG: <https://www.drivethrurpg.com/browse/pub/338/Aegis-Studios>

Storyteller's Vault: <https://www.storytellersvault.com/browse.php?author=Travis%25Legge>

Declaration of Open Game Content/Product Identity: All setting, layout, and design elements are hereby declared Product Identity. All proper nouns, referenced NPCs, and elements of Scarred Lands provided via access to the "Slarecian Vault" Community Content program are also hereby declared Product Identity. The text of all systems, charts, and rules modifications are hereby declared Open Game Content in accordance with the Open Gaming License Version 1.0A located below.

## OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. Copyright Notice

**Open Game License v 1.0a** © 2000, Wizards of the Coast, Inc  
**System Reference Document (draft and final versions)**  
Copyright 1999, 2000, 2001 Wizards of the Coast, Inc.

- Creature Collection** Copyright 2000, Clark Peterson.
- Relics & Rituals** Copyright 2001, Clark Peterson.
- Creature Collection 2: Dark Menagerie** Copyright 2001, White Wolf Publishing, Inc.
- Mithril: City of the Golem** Copyright 2001, White Wolf Publishing, Inc.
- The Divine & the Defeated** Copyright 2001, White Wolf Publishing, Inc.
- System Reference Document 5.0** Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.
- Wilderness & Wastelands: Scarred Lands Encounters.** © 2002, White Wolf Publishing, Inc..
- System Reference Document 5.1** © 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.
- Blood Bayou.** © 2003, White Wolf Publishing, Inc.
- Scarred Lands Campaign Setting: Ghelspad.** © 2002, White Wolf Publishing, Inc.
- Scarred Lands Gazetteer: Ghelspad.** © 2001, White Wolf Publishing, Inc.
- Gauntlet of Spiragos.** © 2014, Onyx Path and Nocturnal Media.
- Scarred Lands Player's Guide.** © 2016, Onyx Path and Nocturnal Media.
- Burok Torn: City Under Siege.** © 2002, White Wolf Publishing, Inc.
- Calastia: Throne of the Black Dragon.** © 2002, White Wolf Publishing, Inc.
- Creature Collection III: Savage Bestiary.** © 2003, White Wolf Publishing, Inc.
- Creature Collection Revised.** © 2003, White Wolf Publishing, Inc.
- Hollowfaust: City of Necromancers.** © 2001, White Wolf Publishing, Inc.
- Hornsaw: Forest of Blood.** © 2003, White Wolf Publishing, Inc.
- Player's Guide to Clerics and Druids.** © 2003, White Wolf Publishing, Inc.
- Player's Guide to Fighters and Barbarians.** © 2003, White Wolf Publishing, Inc.
- Player's Guide to Monks and Paladins.** © 2003, White Wolf Publishing, Inc.
- Player's Guide to Rangers and Rogues.** © 2003, White Wolf Publishing, Inc.
- Player's Guide to Wizards, Bards and Sorcerers.** © 2003, White Wolf Publishing, Inc.
- Relics and Rituals 2: Lost Lore.** © 2002, White Wolf Publishing, Inc.
- Scarred Lands DM's Screen Copyright 2001,** White Wolf Publishing, Inc."
- Secrets & Societies.** © 2002, White Wolf Publishing, Inc.
- Shelzar: City of Sins.** © 2003, White Wolf Publishing, Inc.
- Strange Lands: Lost Tribes of the Sand Lands.** © 2004, White Wolf Publishing, Inc.
- The Divine and the Defeated.** © 2001, White Wolf Publishing, Inc.
- The Penumbral Pentagon.** © 2003, White Wolf Publishing, Inc.
- The Wise and the Wicked.** © 2001, White Wolf Publishing, Inc.
- Vigil Watch: Secrets of the Asaatthi.** © 2003, White Wolf Publishing, Inc.
- Vigil Watch: Warrens of the Ratmen.** © 2002, White Wolf Publishing, Inc.
- Scarred Lands Player's Guide.** © 2016, Onyx Path and Nocturnal Media.
- The Wise and the Wicked Second Edition.** © 2016, Onyx Path Publishing.
- Slarecian Vault Game Master Companion and Adventures** © 2018, Travis Legge