

# Ghelspad Companion Volume 1

By Alain Giorla

SLARECIAN  
-VAULT-



# CREDITS

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# BARBARIAN

## PATH OF THE MOUNTAIN LORD

**Lore:** Barbarians can tap into the primal essence of the earth and the mountain to increase their physical might. Several cultures in Ghelspad have taken this path, in particular cultures located within the Kelder Mountains such as the clans of Durrover or the isolated dwarven city of Krakadom. Titan worshippers who have retreated in the Titanshome Mountains also frequently follow this path, and oftentimes consider themselves heralds of Kadum, the Mountainshaker.

### Strength of the Rock

When you choose this path at 3rd level, your rage channels the fury of the earth itself. When you are raging and make a successful melee attack with a weapon that you are wielding with two hands, you can take your bonus action to deal damage to the creature you just hit and any other creature within 5 ft of it that would have been hit by your attack. Any creature affected takes damage of the same type as your weapon equal to your Constitution modifier (minimum 1).

The weapon must have the two-handed or versatile property for you to gain this benefit.

### Highlander

Starting at 6th level, moving through nonmagical difficult terrain in a mountain or subterrean environment costs you no extra movement, and you gain advantage on all saving throws against being petrified.

### Tremorsense

At 10th level, when you are in contact with earth or stone, you can spend your bonus action to detect and pinpoint the origin of vibrations within 30 ft of you until the end of your next turn, provided you and the source of the vibrations are in contact with the same ground or substance. Tremorsense can't be used to detect flying or incorporeal creatures.

### Shake the Earth

At 14th level, when you are raging, you can spend all your movement to send tremors into the ground in a 30 ft radius centered on you. The ground in the area becomes difficult terrain until the end of your next turn. Each creature on the ground that is concentrating must make a Constitution saving throw against a DC of 8 + your proficiency bonus + your Strength modifier. On a failed save, the creature's concentration is broken.

Each creature on the ground must make a Dexterity saving throw against the same DC. On a failed save, the creature is knocked prone.

You can't use this ability if you are restrained or otherwise subject to an effect that reduces your movement speed, or if you have already moved this turn. You can still move on your turn by taking the Dash or Disengage action.

Once you have used this ability, you can't use it again until you finish a short or long rest.

# DRUID

## CIRCLE OF THE SWARM

**Lore:** Druids of the titans sometimes develop an affinity with vermins that gather in swarms such as rats, spiders, or insects. The slitherins are the most prominent adepts of this circle, in particular among the Diseased brood, and almost exclusively bond with swarm of rats. A small number of druids in Khirdet also follow this tradition, using giant hornets and berserker wasps for their trials. Most other druids from this circle worship Chern, the Great Sickness.

### Mind of the Swarm

Starting at 2nd level when you enter this circle, you gain the ability to connect more easily with swarms. When you cast a druid spell that specifically targets one beast, you can target one swarm of beasts instead. Furthermore, swarms of creatures can now be charmed or frightened by your druid spells, even though they are normally immune to it.

### Shape of the Swarm

When you reach 6th level, you can use your Wild Shape class feature to take the shape of swarms of beasts of CR 1 or lower. All rules related to the Wild Shape class feature apply, in addition to the following:

- If the swarm has an attack that poisons its target (either by dealing poison damage, by causing the target to be poisoned, or a similar effect), the DC of the poison is equal to your spell save DC.
- You can still be charmed, frightened or stunned while in swarm shape, but you have advantage on all saving throws against these effects.
- As a bonus action, you can make one additional attack with one of the swarm's natural weapon attacks provided that you have not moved on your turn yet. When you do so, you can't move until the start of your next turn.

At 10th level, you can take the shape of swarms of beasts of CR 2 or lower, and then CR 3 or lower at 14th level, and CR 4 or lower at 18th level. This doesn't affect the CR of non-swarm beasts of which you can take the shape with your Wild Shape class feature.

### Call of the Swarm

At 10th level, you always have the *insect plague* spell prepared, and it doesn't count toward the number of spells you can prepare each day. Whenever you cast *insect plague*, you can select one of the following options.

- The spell doesn't require concentration, but only lasts 1 minute.
- As a bonus action on your turn, you can move the swarm by 60 ft, provided you are still in range of the swarm and the new location is also within range.
- When you cast the spell, you can designate any number of creatures you can see to be unaffected by it.
- Half the damage dealt by the swarm becomes poison damage.
- The area becomes heavily obscured.

### Escape of the Swarm

Starting at 14th level, you can transform into a swarm to escape the most dire situations. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

You can only use this ability when you are transformed into a swarm of beasts. If you are not transformed when making the saving throw, you can spend your reaction to assume the shape of a swarm of beasts before making the saving throw. You must expend one usage of your Wild Shape class feature normally to do so.

# FIGHTER

## GHOST

## LEGIONNAIRE

**Lore:** Many warriors died during the Divine War, and a fair number of these have remained in the Material Plane as ghosts and spirits, as if the war had not ended. A dedicated fighter can learn to bind these ghosts to his service and gain their martial skills, albeit for a short time. A few ghosts legionnaires have gathered in the Legion of Ash, but the others tend to be solitary, as most mortals find their presence rather unsettling.

This practice has led to virulent debates among the necromancers of Hollow-Faust. On the one hand the necromancers would like to lay all spirits from the Divine War to rest, but on the other hand, it might be preferable that these spirits remain bound and controlled rather than being able to haunt freely the Scarred Lands. Of course, their rivals from Glivid Autel don't have such concerns.

### Legion of Ghosts

When you choose this archetype at 3rd level, you learn how to bind the spirits of warriors past to your will, and how to summon them to your help.

You bind two spirit warriors at 3rd level, which are detailed under **Spirit Warrior** below. You can bind one additional spirit at 7th, 10th and 15th level. Each time you bind a new spirit, you can also release one you have already bound and bind a different one.

As a bonus action on your turn, you can summon one of the spirit warriors you have bound. The spirit warrior manifests as a spectral ghost on your space, and moves alongside with you. It is considered an undead for effects that detect undeads, but it can't be attacked or targeted in any way. The spirit warrior remains for 1 minute, until you fall unconscious, or until you dismiss it as a bonus action, whichever comes first.

You can summon only one spirit warrior at a time. Once you have summoned a spirit warrior, you can't summon it again or summon another one until you finish a short or long rest.

Some spirit warriors require your target to make a saving throw to resist its effects. The saving throw DC is equal to 8 + your proficiency bonus + your Charisma modifier.

### Lore of the Spirits

At 3rd level, you gain proficiency in the History, Insight or Intimidation skill, or learn one language of your choice.

### Ghostly Advisor

Starting at 7th level, you can cast the *augury* spell once, and you regain the ability to do so when you finish a long rest.

### Greater Legion of Ghosts

When you reach 10th level, you can summon two spirit warriors before finishing a short or long rest. You can still summon only one spirit warrior at a time, but you can summon twice the same spirit warrior.

### On the Doorstep of Death

Starting at 15th level, you gain resistance to necrotic damage, and your hit points maximum can't be reduced by attacks from undead.

### Possessing Spirit

When you reach 18th level, your spirit warriors may continue the fight for you even when after your own death.

If you take damage that reduces you to 0 hit points and doesn't kill you outright while manifesting a spirit warrior, the manifestation doesn't end, and you can continue acting for the remaining duration of the manifestation. While you have 0 hit points, taking damage causes death saving throw failures as normal, and three death saving throw failures can still kill you. When the manifestation ends, you fall unconscious if you still have 0 hit points.

If you take damage that reduces you to 0 hit points and doesn't kill you outright while you are not manifesting a spirit warrior, you can summon one of your spirit warriors as a reaction. You can then continue acting for the duration of the manifestation, with the same limitations as above.

## Spirit Warriors

The spirit warriors are presented in alphabetical order. If a spirit warrior requires a level, you must be of that level in the Fighter class to bind it.

**Spirit of the Champion (Requires 7th Level).** While manifesting this spirit, you can't be charmed or frightened. If you were charmed or frightened when you first summon this spirit, the effect is suspended for the duration of the manifestation.

**Spirit of the Colossus.** While manifesting this spirit, you have advantage on all Strength (Athletics) checks, and when you make a melee weapon attack based on Strength, you can further add your Charisma bonus to the damage roll (with a minimum bonus of +1).

**Spirit of the Emissary (Requires 10th Level).** While manifesting this spirit, you can speak and understand all languages, as with the *tongues* spell, and you add half of your proficiency bonus to any Charisma ability check that doesn't already use your proficiency bonus.

**Spirit of the General (Requires 15th Level).** While manifesting this spirit, you can spend your bonus action to direct one of your allies within 60 ft and that can see or hear you. The target can immediately its reaction to make one weapon attack, or take the Disengage or Dodge action.

**Spirit of the Guardian (Requires 15th Level).** While manifesting this spirit, you have advantage on all saving throws against magical effects, and you have resistance against all acid, cold, fire, lightning, necrotic, poison, radiant and thunder damage.

**Spirit of the Judge (Requires 10th Level).** While manifesting this spirit, you can designate any creature within 15 ft of you as a bonus action on your turn. The target must succeed a Wisdom saving throw or drop whatever it is holding and become frightened by you for the remaining duration of the manifestation.

**Spirit of the Legionnaire.** While manifesting this spirit, you have advantage on any melee attack roll if your target is within 5 ft of one of your allies and that ally is not incapacitated.

**Spirit of the Master Duellist.** While manifesting this spirit, when you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if there is no other creature within 10 ft of either yourself or your target.

**Spirit of the Reaper (Requires 10th Level).** While manifesting this spirit, you can designate any creature within 15 ft of you as a bonus action on your turn. The target must make a Wisdom saving throw, taking 3d8 necrotic damage on a failed save, or half as much on a success.

**Spirit of the Sharpshooter.** While manifesting this spirit, you have advantage on all Wisdom (Perception) checks based on sight, and you don't have disadvantage on ranged attack rolls if your target is within long range, or if there is an hostile creature within 5 ft of you.

**Spirit of the Shield-Bearer.** While manifesting this spirit, you can spend your reaction when you take damage from an attack or from an effect that authorizes a Dexterity saving throw to reduce the damage taken by half, provided you can see your attacker.

**Spirit of the Traveller.** While manifesting this spirit, you can take the Dash action as a bonus action, and your jump distance is tripled.

**Spirit of the Vanquisher (Requires 15th Level).** While manifesting this spirit, whenever you make a weapon attack against a creature, the creature takes 2d10 additional force damage on a hit, or half that amount on a miss.

**Spirit of the Watchman (Requires 7th Level).** While manifesting this spirit, you can see invisible and ethereal creatures, as with the *see invisibility* spell, and attacks of opportunity against you are made with disadvantage.

**Spirit of the Weapon Master (Requires 7th Level).** While manifesting this spirit, all your weapon attacks are considered magical for the purpose of overcoming damage resistance and immunities, and your weapon attacks score critical hits on a roll of 19 or 20.

# MONK

## BATTLE INSTINCT

This feature is an optional class feature that replaces the Unarmored Defense class feature obtained at 1st level.

Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Intelligence modifier. At higher levels, you must use your Intelligence modifier instead of your Wisdom modifier for any Monk class feature that relies on Wisdom, including to determine the DC of your ki features.

## WAY OF THE GARGOYLE

**Lore:** Very few have encountered the strange creatures known as the slarecian gargoyles, and even fewer chose to graft the crystal horn of one of these gargoyles on their forehead. While the process is rather painful, it grants many of the surnatural abilities of these strange creatures. Disciples of the way of the gargoyle generally stay in the vicinity of slarecian ruins, and work actively to either help or prevent the return of the slarecians.

### Slarecian Legacy

Beginning when you choose this archetype at 3rd level, you become considered a psionic creature for all effects that specifically target creatures with psionic abilities. Furthermore, all magical abilities described below are considered psionic abilities. As such, they can't be dispelled and still function when you are in the area of an *antimagic field* spell or a similar effect, unless that effect specifically suppresses psionic abilities.

You can also read and speak the Slarecian language.

## Crystal Horn

Starting at 3rd level, you graft a crystal horn in the middle of your forehead. When you use your crystal horn to make an unarmed strike, the attack deals piercing damage instead of bludgeoning.

The horn is clearly visible and of unnatural nature, which may cause you disadvantage on certain Charisma ability checks if you don't hide it, at the GM discretion.

You choose one type of crystal for your horn. You learn one cantrip associated with your crystal, which you can cast using Intelligence as your spellcasting ability, and without requiring material components. Your crystal is also associated with one type of damage, which is used by features you gain later.

Crystal	Damage Type	Cantrip
Amethyst	Necrotic	<i>spare the dying</i>
Diamond	Thunder	<i>resistance</i>
Emerald	Poison	<i>minor illusion</i>
Obsidian	Force	<i>guidance</i>
Ruby	Fire	<i>light</i>
Sapphire	Cold	<i>message</i>
Topaz	Lightning	<i>mage hand</i>

**Lore:** The Order of Obsidian is a secretive organization that monitors slarecian activity on Ghelspad. They use the mystical properties of obsidian to repel the strange powers of the slarecian. While the other crystal horns are generally harvested from defeated or inactive slarecian gargoyles, the obsidian horn is instead crafted by the experts of the order.

## Perceptive Horn

At 6th level, you become more attuned with your horn, and the mystical energies that power it. You gain the following benefits.

**Gargoyle Senses.** As an action, you can detect the location of any construct within 60 ft of you that is not behind total cover. This effect lasts until the end of your next turn.

You can use this feature a number of times equal to 1 + your Intelligence modifier. When you finish a long rest, you regain all expended uses.

**Mystic Senses.** As an action, you can spend 2 ki points to cast *detect magic* or *see invisibility*, without providing material components.

## Exploding Horn

Starting at 11th level, when you hit with an unarmed attack, you can spend up to 3 ki points as a bonus action to cause an explosion of energy. Each creature within a 20-ft radius sphere centered on you must succeed a Dexterity saving throw or take 2d6 points of damage of the type of damage associated with your horn for every ki point you spent, up to a maximum of 6d6.

## Unleashed Horn

When you reach 17th level, you can unleash the power of your horn in a sudden surge of energy. To use this feature, you must spend 6 ki points as an action. The effects depend on your choice of crystal horn.

**Amethyst.** One creature you see within 60 ft must make a Constitution saving throw, taking 8d8 necrotic damage on a failed save, or half as much on a successful one. You regain a number of hit points equal to half the amount of damage taken by the target.

**Diamond.** Your skin becomes as hard as diamond. You become immune to nonmagical bludgeoning, piercing and slashing damage for 1 minute.

The effect ends if you stop concentrating on it (as if concentrating on a spell), or if you fall unconscious.

**Emerald.** You emit a petrifying gas in a 20 ft cone in front of you. Each creature in the area must make a Constitution saving throw or be restrained. On a successful save, the target is not affected.

A creature restrained by the gas must make a new Constitution saving throw at the end of each of its turn. If it successfully saves against the effect three times, the effect ends. If it fails its save three times, it is turned to stone and subjected to the petrified condition for 1 hour. The successes and failures don't need to be consecutive; keep track of both until the creature collects three of a kind.

**Obsidian.** You radiate an aura that negates psionic abilities in a 30 ft radius around yourself. This acts as an *antimagic field*, except that it only affects abilities identified as psionic abilities, with the exception of your own abilities.

The effect ends if you stop concentrating on it (as if concentrating on a spell), or if you fall unconscious.

**Ruby.** You radiate an intense heat for 1 minute, shedding bright light in a 20 ft radius and dim light for another 20 ft. At the start of each of your turn while this effect is active, all creatures within the area of bright light must make a Dexterity saving throw, taking 3d8 fire damage on a failed save. If a creature fails its save by 5 points or more, it is also blinded until the end of your next turn.

The effect ends if you stop concentrating on it (as if concentrating on a spell), or if you fall unconscious.

**Sapphire.** The air freezes in a 30 ft cone in front of you. Each creature in the area must make a Dexterity saving throw, taking 10d6 cold damage on a failed save, or half as much on a successful one. On a failed save, the target speed is also reduced to 0 ft for 1 minute. The target can make a new saving throw at each of its turn, ending the effect on itself on a success.

**Topaz.** You produce a lightning bolt that travels in a 5-ft wide, 60-ft long line in front of you. All creatures in the area must make a Dexterity saving throw, taking 10d6 lightning damage on a failed save, or half as much on a successful one. On a failed save, the target is also stunned until the end of your next turn.



# WIZARD

## SCHOOL OF ENGINEERING

**Lore:** Magic has shaped several civilizations in the history of the Scarred Lands, from the eldritch cities of the Ancients to the wonders of the Asaath Empire. Nowadays, the Academy of Magic and Engineering in Bridged City has become the leading place to learn this delicate craft. The drendalis are also well-versed in arcane engineering, but are less prone to share their secrets to outsiders.

### Arcane Tools

Beginning at 2nd level when you choose this school, you gain proficiency in mason's tools, and another set of artisan's tools of your choice.

Furthermore, you can spend a bonus action to magically shape your hands into any artisan's tools you are proficient with, or back into your usual hands. While your hands are shaped like tools, you can't make weapon attacks or cast spells that require somatic components.

### Transmutation Savant

Beginning at 2nd level, the gold and time you must spend to copy a transmutation spell into your spellbook are halved.

### Arcane Demolition

When you reach 6th level, you can spend an action to magically reduce the resistance of an object you touch. The AC of the target is reduced by 5, and its damage threshold is reduced by half. This effect lasts for 1 hour. You can affect up to one 5-foot cube of material per wizard level with that ability.

When you use this ability, you can also spend one of your spell slots to immediately deal 20 plus 1d10 per spell level force damage to the target.

If you affect magical material, the target can make a Constitution saving throw against your spell save DC. On a successful save, the AC and damage threshold of the target are not reduced, and the target only takes half damage.

Once you have used this ability you can't use it until you have finished a short or long rest.

### Arcane Fabrication

Starting at 10th level, you can copy the *fabricate* and *stone shape* spells in your spellbook, and these spells don't count toward the number of spells you can prepare.

You can cast the *fabricate* spell using 5th-level or higher spell slots. For each spell slot above the 4th, you can select one of the following effects. You can't select the same effect multiple times, unless stated otherwise.

- The casting time becomes 1 action, but the size of the object you can create decreases by two.
- The size of the object you can create increases by one. You can select this option multiple times, up to three times.
- You don't need raw materials, but the object is of low quality.
- The quality of the object is very high, regardless of the quality of the raw materials. You must provide raw materials to use this effect.

You can cast the *stone shape* spell using 5th-level or higher spell slots. For each spell slot above the 4th the dimension of the cube you can affect increases by 5 ft.

### Arcane Construction

At 14th level, you can copy the *wall of force* and *wall of stone* spells in your spellbook, and these spells don't count toward the number of spells you can prepare.

When you cast a *wall* spell, you can multiply by two the number of panels you create (this does not affect walls shaped as a sphere or hemisphere). When you cast *wall of stone*, you only need to concentrate 1 minute for the spell to become permanent, and the wall gains 10 additional hit points per inch of thickness.

# FEATS

## ARCANE SPY

*Prerequisites: Ability to cast the clairvoyance, arcane eye, or scrying spell*

**Lore:** The works of the Glass Mage Hereoteklis on mirrors and magnifying lenses have led to significant advances in the domain of scrying magic. While his secrets sank with his Tower of Mirrors in the sands of the Ukrudan Desert, the sages of the Phylacteric Vault in Darakeene are progressively rediscovering these techniques.

You are an expert at spying on people using magical spells. You gain the following benefits.

- When you cast the *clairvoyance* or *scrying* spell, you can use any mirror of at least 1 squared foot as the focus for the spell, regardless of the quality or price of the mirror.
- Whenever you first come within 60 ft of a magical sensor that is not behind total cover and are not incapacitated, the GM can make an Intelligence (Arcana) check in secret on your behalf. If the check exceeds a DC of 10 + the level of the spell used to create that sensor, you automatically detect the presence and location of that sensor for as long as you remain within 60 ft of it.
- When you cast the *clairvoyance*, *arcane eye*, or *scrying* spell, you can activate any one of the effects detailed under **Scrying Effects** below.

## Scrying Effects

The scrying effects are presented in alphabetical order. Scrying effects empower the *clairvoyance*, *arcane eye* or *scrying* spell (hereafter referred to as the original spell). They can also be applied to similar Divination spells with the GM approval.

**Distant Spell.** If you cast the original spell using a spell slot three levels higher, you can spend one action before the spell ends to cast another spell as if you were standing on the location of your sensor. The second spell must be of 3rd level or lower, and can't require you to concentrate. After the second spell is cast, the original spell ends.

**Distant Theft.** If you cast the original spell using a spell slot two levels higher, you can either take one unattended Tiny object from any place within 5 ft of your sensor, or place any Tiny object you are currently holding to any location within 5 ft of your sensor. Doing so immediately ends the original spell.

**Distant Voice.** If you cast the original spell using a spell slot one level higher, you can speak through the magical sensor as if you were standing on its location.

**Forceful Sensor.** If you cast the original spell using a spell slot at least one level higher, you can make the sensor enter areas in which magical sensors can't normally enter, except the area of an *antimagic field* spell or similar effects. The sensor can penetrate through the area of any effect created with a spell of a level lower than the spell slot you used to create the sensor. For example, you need to spend a 5th-level spell slot to make the sensor enter an area protected by the *private sanctum* spell.

**Planar Sensor.** If you cast *arcane eye* with a spell slot two levels higher, you can make the sensor move through planar portals. If you cast *scrying* with a spell slot four levels higher, you can create the sensor regardless of the plane of existence on which your target currently is.

# BURNCASTER

*Prerequisites: Ability to cast arcane spells*

**Lore:** The Hellian witches of Albadia use the arcane heat generated during spellcasting to protect themselves from the cold. Mesos worshippers also regularly use these techniques, hoping to harvest enough energy to resurrect their master.

You know how to control Mesos' Bane and harness its powers. You gain the following benefits.

- When you are subject to Mesos' Bane, you can choose which bane you are subject to (bane of heat, bane of light, or bane of lightning), and you can extend the effects to any willing creature of your choice within 20 ft of you.
- When you see another creature within 30 ft of you cast an arcane spell and become subject to Mesos' Bane, you can spend your reaction to be subject to the same bane, for the same duration.
- When you are subject to Mesos' Bane, you can spend one of your spell slots as an action to produce a beam of pure energy. The beam is a line 5-ft wide, 60-ft long, extending in front of you. Each creature in the area must succeed a Dexterity saving throw against your spell save DC. The target takes 2d6 points of damage per slot level on a failed save, or half as much on a successful one. The type of damage depends on which Mesos' Bane you are subject to: fire (bane of heat), radiant (bane of light) or lightning (bane of lightning).

# FAITHFUL

*Prerequisites: Wisdom 13 or higher, must worship a single god*

**Lore:** Yugman the Wise once asked why dwarves, halflings and humans called themselves the Divine Races, arguing that most living beings in the Scarred Lands were technically titanspawn, including the gods themselves.

The power of your faith cannot be denied. You gain the following benefits.

- Increase your Wisdom or Charisma score by 1, to a maximum of 20.

- When an ally that worships the same god as you casts a divine spell on you, its duration is doubled.
- You can attune to magic items as if you were a cleric of your divinity. When you are attuned to a magic item that allows you to cast cleric spells, you can use your proficiency bonus and your Wisdom ability bonus to determine the DC of these spells.

If you change your religion, you lose the benefits from this feat until you complete an appropriate quest to atone.

# OCCULT SAVANT

*Prerequisites: Ability to cast spells*

**Lore:** The clergy of Miridium developed techniques during the Divine War to strengthen the spells of the Divine Army, and make sure they would not be dispelled by Mesos or Mormo worshippers.

You know the inner working of magic, making it more difficult for others to dispel your spells. You gain the following benefits.

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- When you detect magical effects using the *detect magic* spell or a similar effect, you can also determine the source of magic used to create that effect (arcane for bards, sorcerers, warlocks, and wizards, divine for clerics and paladins, or primal for druids and rangers).
- When one of your spells is affected by a *dispel magic* spell or a similar effect (including a *counterspell* spell), the spellcaster must always make a spellcasting ability check, regardless of the spell level it used to cast *dispel magic*.
- You have advantage on all saving throws against effects that would make you lose a spell slot.

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