

Ghelspad Companion Volume 12

By Alain Giorla

SLARECIAN
-VAULT-



CREDITS

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INTRODUCTION

Ghelspad Companion - Volume 12 is divided into two main sections.

The first part presents ten hidden places from Ghelspad filled with mystery, wonder and magic. The places described in this volume are located on the southern side of the continent such as the Sweltering Plains or the Swamps of Kan Thet. Each location is described using the same format as used in the **Scarred Lands Player's Guide**, and includes the following sections: Lore, Encounters, Effects and Boons.

The second part presents four new subclasses, a dozen new magic items, and new wondrous boons, each related to the locations described in the first section. Wondrous boons are magical effects which can be obtained within the locations described in this document, or granted by a powerful entity. The rules for wondrous boons can be found in the **Scarred Lands Player's Guide**.

In this document, a number ^N in exponent indicates a wondrous boon or a game element described in the corresponding volume of the **Ghelspad Companion** series. In particular, those marked with ¹² can be found at the end of this document.

Minor titans are referenced multiple times throughout this document, notably Spiragos, the Master of Ambush (described in the **Gauntless of Spiragos** adventure and its sequels) and Keshe of a Thousand Eyes (described in the adventure **A Titanic Feast** published on the Slarecian Vault by Jeremy Hochhalter). Refer to these sources for a more detailed description of these entities.

LOCATIONS

Mythical locations are described alphabetically. The table below summarizes in which region each location can be found.

Region	Location
Ankila	Hammerfall
Blossoming Sea	The Columns of the Lost, Viinareth Keep, The White Boneyard
Devil's March	The Black Pool
Festering Fields	The Memorial to the End of War, The Void Pit
Geleeda's Grove	Emelian
Swamps of Kan Thet	The Gate of Glass
Sweltering Plains	The Ruins of Aminz

The Seven Cities of Elz. At the height of its power, the Empire of Elz was composed of seven great cities, each renown for its excesses. The empire was easily conquered by the Charduni before the Divine War, and fell when the dwarves retreated to Termana to defend their own territories. The cities were known for the excess of their inhabitants, and each "specialized" in a different vice. The Titan-swar left the cities in ruins except for Shelzar, which are now occupied by undead, titanspawn, and a few refugees from the Sweltering Plains and the Festering Fields.

City	Excess
Alkhabe	Orgies
Aminz	Luxury and wealth
Dalwari	Drugs
Elz	Feasts
Nehres	Gambling and games
Shelzar	Exotic pleasures
Wahid	Gladiatorial combats

THE BLACK POOL

This small pond is located in a shallow crater near the center of Devil's March. Its waters are black and thick, not unlike tar, and reek of death and decay. Veins of this dark liquid flow from the pond, creeping up the crater in small gullies before disappearing in the ground.

Lore

At the end of the Epoch of Mormo, long before the Divine War, the human kingdoms from western Ghelspad gathered their forces to oppose the all-conquering Asaathi Empire. The battle lasted for months, the serpentfolk having summoned an army of fiends and demons to fight for them. Mormo herself joined the fray to smite the enemies of her children. Alas, when the battle seemed all but won by the asaathi, the human raised the dead, both their own and their enemies.

The battle turned, and Mormo herself escaped and let her children die. Soiled by the blood of demons and titan alike, this region was cursed and became the Devil's March.

The blood of Mormo, demon lords, asaath sorcerers and human heroes oozed toward a single point, a crater that had been opened by a magical blast. Here the vital fluids were mixed together, centuries after centuries, and absorbed the spirits of the warriors and demons who were killed that day. The blood itself gained a semi-sentience of sort, becoming with time a powerful but lonely demon lord.

It names itself Makhezan, after the name of a demon lord who was killed in the battle, and it is likely that a part of Makhezan's original personality still lives within the pool. It is stranded on the Material Plane, in a region where few mortals come, and it seeks revenge for her queen, Mormo. It has grown restless since the Divine War, and has started to look for servants, both among the mortals and the demons.

Encounters

The Black Pool itself *is* Makhezan, though its physical form may not be destroyed in its current condition. He communicates via telepathy, using obscure and distorted images, dreams and visions rather than clear and precise sentences. He is looking for servants to help him regain his power and rebuild his throne in the Abyss, and might be willing to negotiate with a mortal who would agree to his plan. He has a strong connection with Mormo, since her blood lives within him, and would be inclined to help her children to bring her back on Scarn.

To reach The Black Pool, one would need to cross the Devil's March, an area where everything which moves is undead. Some of them are under Makhezan's control and are his eyes and ears in the region. The others either roam aimlessly, or are under the control of more powerful undead such as vampires and liches.

Effects

Makhezan has a limited control over the environment and the Black Pool itself, and can shape the ground as it wishes in the crater. He can send black tendrils to spy up to 1 mile away, and can animate the water to drown creatures in it. The water itself is highly dangerous and burns through the skin, dealing 18 (4d8) necrotic damage per round of exposition. A spellcaster with the appropriate alchemical tools may be able to extract Mormo's blood from the Black Pool water, though it is very likely that Makhezan would refuse to give up his own body willingly.

Boons

The Black Pool may grant boons associated to demons, death and war, though banishing the demon may grant boons associated with purification and sanctification. A creature who makes a pact with Makhezan may become a warlock. Treat Makhezan as the Fiend otherworldly patron, but replace the expended spell list by the following list.

Spell Level	Spells
1st	<i>command, dissonant whispers</i>
2nd	<i>acid arrow, blindness/deafness</i>
3rd	<i>animate dead, stinking cloud</i>
4th	<i>black tentacles, confusion</i>
5th	<i>cloudkill, hallow</i>

Associated Boons: Arcanist's Boon, Blighter's Boon, Death's Boon, Demoncaller's Boon⁹, Divine Champion's Boon, Poisoner's Boon, Purifier's Boon⁹, Serpent Eyes Boon, Tactician's Boon, Undead Commander's Boon¹⁰.

THE COLUMNS OF THE LOST

Around twenty stone pillars are raised on a small island west of the Bronze Hills in the Fangsfall Peninsula. Their shapes are jagged and irregular, eroded by the wind coming from the sea. Seven or eight still stand but the others have fallen to the ground, some even shattered in multiple pieces. The faces of titans can be discerned on the pillars, even if some are more recognizable than the others.

Several titanspawn have warred for control of this holy place, and scholars believe that the faces represent the titans that can still be raised. The Mithril Knights in Fangsfall keep a close watch on the columns, but haven't been able to wrestle it away from the titanspawn yet.

Lore

When Golthain was stripped from his eyes, hears and flesh by his fellow titans, long before the Divine War, his followers felt his pain and despair. To comfort the forsaken titan, they raised a column in his effigy, a sacred place where he could rest his soul and mend his wounds. Grateful, the titan gave them the gift of sight, which he could not possess anymore.

This made the other titans and their worshippers jealous and angry. Golthain was not to be honored, they said, as he betrayed the other titans. They came onto the island, knocked the stone pillar down, and raised pillars of their own, in the effigy of their masters.

For centuries, the columns remain standing, serving as a place of worship for the titans, even though they never listened. During the Divine War, some of the columns fell one after the other, and a few even lost their traits and features as the gods wiped the mortal memories of the most dangerous titans.

After the end of the war, various prophets and shamans have come to the columns of the lost, guided by visions of their deceased patrons. Tribes of all different sorts have battled to control the island, and followers of Golthain have tried to reclaim the site for themselves. Currently, a tribe of unseeing slitheren holds the holy site, but a high gorgon has established itself in a cave north of the island and has slowly started recruiting minions.

There is one column for each titan, and the slitheren recently raised a new column in honor of Golthain. A few minor titans are represented as well, and an expert on titan lore may recognize Spiragos, the Master of Ambush, or Keshe of a Thousand Eyes.

Encounters

The unseeing slitheren are peaceful but will defend fiercely their holy site when threatened. Several monks and other adepts of the Faceless have joined them and will prove a formidable defense should fighting break out. The ratmen are otherwise friendly toward outsiders, though they are not easily deceived and will shun those who try to trick or fool them.

The high gorgon on the other side of the island is a powerful spellcaster, and has attracted powerful minions to her side, including low gorgons, goblins, and a few asaath adventurers. She has tried to take the columns by force but has failed, so has started using more cunning tactics, including sending fake worshippers of Golthain to infiltrate the ratmen tribe.

So far her efforts have proved unfruitful, and she grows desperate. She is reluctant to call more powerful servants of Mormo to her help, but will eventually do so if cornered.

The army of Fangsfall keeps a close eye on titanspawn activity on the island. They are currently satisfied with the slitheren presence, as these don't seem to be a major threat. However, they would intervene if the high gorgon or another titan worshipper were to seize control of the columns.

Effects

The columns are a strong place of power to cast druidic true rituals. A creature meditating around the pillars might be granted visions of other places and creatures, through which it can gain clues on how to resurrect a defeated titan.

Divine magic is particularly weakened on the island. Creatures have advantage on saving throws against spells cast by clerics and paladins, and these spells can only heal half the usual amount of hit points. On the other hand, sorcerers with the Titanic Corruption bloodline (see **Scarred Lands Player's Guide**) can cast the spells granted by their Minor Gift, Major Gift and Grand Gift class features by spending half the normal amount of sorcery points (rounded up).

Boons

Visiting the columns may grant boons associated with titanspawn, visions, and earth magic. Boons related to divine magic may be obtained should a character consecrate the place to a god, though this may require lot of efforts to cleanse the area from the taint of the titans.

Associated Boons: Clarity Boon, Cursebreaker's Boon¹², Divine Champion's Boon, Earthshaper's Boon⁹, Guiding Boon⁹, Holy Boon, Lucidity Boon⁸, Oracle's Boon, Petrification Boon⁹, Ritualist's Boon⁸ (divine or druidic magic only).

EMELIAN

The elven village of Emelian is well hidden within Geleeda's Grove. It consists of a few wooden huts perched into the trees, concealed by branches, foliage, and mist more often than not. It is located on the shores of the Cloudy River which passes through the grove before making the border between Ankila and Calastia.

Every night, a magical mist falls on the village. When it rises in the morning, the village has moved by a few miles along the river, sometimes even switching from one bank to the other. This makes it particularly difficult to find it, except maybe through magic means.

For some reason, the village has never been attacked by the many horrors that live in Geleeda's Grove, and adventurers passing through the forest might take shelter there. The Calastian army has been looking for Emelian for decades, but has been unable to find it yet.

Lore

In 111 AV, Virduk organized a purge among the elven settlements located in the north of his country. The survivors fled to other nations, and the most courageous (or desperate) hid within Geleeda's Grove. Frightened, wounded, exhausted, and famished, the refugees had lost all hope, and believed their last day had come when a coven of hag visited their camp.

The witches were surprisingly helpful however, and agreed to help the elves escape from the Calastian army. The elves and the hags made then a terrible pact: the hags would shelter the elves and protect their village with their magic, and would not interfere in their lives any further. In exchange, the elves would offer the hags a baby each year, as a sacrifice to Mormo.

Of course, the elves would never abandon one of their rare and precious children. Therefore, once a year, they venture in Calastia or the other nations to abduct a human child and bring it to the hags. So far, the witches have kept their part of the bargain, and don't seem to care whether the baby is human or elf.

The elves have never inquired what the hags do with the children. For a people that has been oppressed by humans for so long, this feels like a sweet revenge.

Encounters

Emelian is a rather small village with no more than eighty souls, children included. Half are forsaken elves, a quarter Ganjus elves, and the rest half-elves and a few halflings. The Calastian rebel Oberyne Amethyst regularly visits the village, even if she isn't aware of the dark pact the elves have made with the hags.

The inhabitants are highly suspicious of any outsider, especially humans from the Calastian Hegemony, and they might shoot members of the Calastian army on sight. They might provide hospitality for a couple of nights, as long as their guests don't ask too many questions or stay too long. In particular, other elves would be invited to leave sooner than later, as the villagers don't want their secret to be discovered.

The humans around the Grove have noticed the children's disappearances. Strangely enough, the Calastian army doesn't seem to be much bothered, so from time to time they hire mercenaries or adventurers to retrieve their lost children.

Effects

The village itself is protected from divination and teleportation magic, except from the hags and those who make a pact with them. Every night, a magical mist covers Emelian, putting any non-elf to sleep on a failed DC 17 Wisdom saving throw. When the mist raises in the morning, the village has moved by a few miles.

Boons

Learning Emelian's secret may grant boons associated with fey or forest magic. On the other hand, purging the hags may grant boons related to titanspawn and how to defeat them. The hags may be contacted to serve as warlock patrons, as well as fey patrons for Fey Spirit rangers (described in this volume). Treat the hags as the Archfey otherworldly patron, but replace the expended spell list by the following list.

Spell Level	Spells
1st	<i>fog cloud, sleep</i>
2nd	<i>beast sense, serpent stare</i> **
3rd	<i>animal spy</i> *, <i>plant growth</i>
4th	<i>dominate beast, greater invisibility</i>
5th	<i>dominate person, Mormo's serpent hands</i> **

* This spell is described in the **Scarred Lands Player's Guide**.

** This spell is described in the **Yugman's Guide to Ghelspad, Part One**.

Associated Boons: Archer's Eye's Boon¹², Elusive Boon¹¹, Enrapturing Boon, Fey-Ward's Boon¹², Hagling's Boon¹², Hunter's Boon, Refugee's Boon¹¹, Resistance Boon, Serpent Eyes Boon, World-Walker's Boon.

THE GATE OF GLASS

This tall archway is lost within the Swamps of Kan Thet, half-sunken in the muddy waters. The arch itself extends 20 ft above the ground and is 10 ft wide at its base. The thick pillars are made of a black stone which doesn't originate from the area, and resembles the stones from the ruins of Ophidiset in Calastia.

The doorway consists of a single glass panel 8 to 10 inches thick, with strange wisps of mist swirling inside. A series of cracks runs through the glass, as if a massive hammer had struck it near the bottom-left corner, distorting the light around its path and shimmering in the sun.

Lore

Toward the end of the Asaathi Empire, long before the Divine War, Scarn grew cold and colder, forcing the mortals to find shelter below the ground. A few asaath wizards tried to escape to another plane instead, and created the Gate of Glass as a passageway between worlds. However, just as the gate was completed, Enkili threw a pebble in the glass, cracking it and unraveling its magic. The portal became unstable, and the asaathi were forced to leave it. During the long winter that followed, the gate sunk into the earth, only to resurface when the Divine War shook the world.

Unbeknownst to the asaathi that built it, the gate is actually a living being called a slarecian gatekeeper. It is trapped on the material plane, driven mad by Enkili's stone and millenia of isolation below the ground. Since its re-awakening, it has slowly been trying to escape the Material plane, summoning servants from the outer planes to do its bidding. Unfortunately for it, it has lost control on its abilities, and the portals it opens rarely lead to the intended destination.

Encounters

The gatekeeper itself may be contacted by telepathy, though its mind is alien and may transmit the slarecian language virus. The creature is not hostile except against the asaathi, and may agree to open portals in exchange for favors. It would notably help creatures that can free it from the Material plane, and more generally creatures who would help bring back its slarecian masters.

Various extraplanar creatures roam around the gate, all summoned by the gatekeeper, and a few still serving it. Many have been touched by the gatekeeper's mind and communicating with them might transmit the slarecian virus. They tend to be aggressive and have random mutations due to Enkili's lingering curse.

The asaathi avoid the place, having quickly found the grudge that the gatekeeper holds against them. Agents of Nalthalos have recently discovered the existence of the Gate of Glass, and are seeking a way to use it to bring their dying god back to its planar domain.

Effects

The asaathi inscribed magical runes on the stone pillars to trap the gatekeeper on the Material plane. These runes are written in the Sheshss script, a variant of the asaath alphabet that can only be read with magic or by creatures with the Asaath Savant feat (see **Scarred Lands Player's Guide**). The runes need to be erased or removed before the gatekeeper can leave the Material plane.

The gatekeeper itself may teleport any creature it wishes to any location that can be reached via the Astral plane (that is, almost anywhere in any plane of existence). However, due to Enkili's stone (a new magic item described below), there is a chance that the creature doesn't arrive at its intended location, and may even end up on a totally different plane of existence. In a few cases, the creature may gain some minor physical mutation such as an extra eye, a tail, or hooves.

The gatekeeper may also summon any creature from the other planes, even though the summoned creature is never the one the gatekeeper intended to summon in the first place. Once a gatekeeper has summoned a creature this way, it must wait a number of days equal to the creature's CR before summoning another. Upon summoning, the gatekeeper immediately contacts the creature by telepathy to bargain with it, exposing that creature to the slarecian language virus.

Finally, the gatekeeper can be used as a focus when casting the *scrying* spell, in which case the magical sensor can be created on any plane of existence. Again, there is a chance that the sensor appears in a random location instead.

Boons

Visiting the Gate of Glass may grant boons associated with planar travel, chaos and curses. Enkili's stone can be recovered from the gatekeeper, which then lets the gatekeeper recover its usual abilities. The gatekeeper can become a Great Old One warlock patron, in which case it grants the following expended spell list.

Spell Level	Spells
1st	<i>dissonant whispers, floating disk</i>
2nd	<i>detect thoughts, see invisibility</i>
3rd	<i>blink, clairvoyance</i>
4th	<i>faithful hound, private sanctum</i>
5th	<i>passwall, teleportation circle</i>

Associated Boons: Antimagical Boon, Cursebreaker's Boon¹², Luck Boon, Madman's Boon¹⁰, Mutant's Boon¹⁰, Planeshifter's Boon⁸, Planeward Boon⁹, Secret Stealer's Boon, Unity Boon.

HAMMERFALL

This unremarkable hill stands not far from the city of Ardenai in northern Ankila. It has no discernable features, and nothing really distinguishes it from the other hills in the region. A small stone altar is half buried on its top, now covered in grass and moss.

This place is a myth, a legend, the birthplace of the kingdom of Ankila. It has been lost to human memory, but the Ankilan resistance constantly searches for it, in hope to find a sign leading to their liberation from the Calastian tyranny.

Lore

After the collapse of the Ledean empire, war erupted in the south of Ghelspad, each nation trying to assert dominance over its neighbours. The man who would ultimately free and unify the kingdom of Ankila prayed Hedrada for a sign on this very hill, on a crude stone altar of his own making. Hedrada appeared to that hero and told him to be that sign, and bestowed upon him the Hammer of Ankila. That hero took the name of his own nation, and after a successful campaign was crown Ankila I, king of Ankila.

The Hammer was passed to his descendants upon his death, and it protected the realm from countless invaders, including the charduni dwarves, legions of titanspawn during the Divine War, and later Virduk's army. In 126 AV however, the country fell through the treachery of Queel Nekhia, and the Calastian conquerors hanged king Ankila VIII shortly after, replacing him with a distant cousin, Ankila IX, a mere puppet under their control. The Hammer of Ankila, the symbol of the nation's strength and independence, disappeared that fateful day.

The Ankilan resistance seeks to find the Hammer ever since, in order to help their great nation overthrow the Calastian rule. They have tried to locate Hammerfall for decades, believing it to be the key in retrieving the Hammer. Agents of the Calastian army are aware of their quests, and have tried to claim the Hammer for their own. After all, a very few Ankilan citizen refuse to acknowledge the puppet king Ankila IX, pretending that only the Hammer makes the king.

Encounters

The hill itself has been abandoned for centuries, and the folks from the nearby villages have no clue that they are living next to such a mythical place. A creature praying on the altar may be visited by Hedrada or his servants, such as his herald the Taurusphinx or one of his inquisitors. The god himself may only appear to a particularly faithful person, a hero that could take on the Hammer of Ankila to free the nation. A creature that has angered the Lawgiver may instead be attacked by intercessors and other servants of the deity.

Effects

The altar makes it easier to commune with divine beings. Any follower of Hedrad may attempt to cast *augury*, *commune* or *divination* as a ritual, even if they are unable to cast spells. To do so, the creature needs to succeed on a Wisdom (Religion) ability check against a DC equal to 12 + the spell level. The creature may only attempt this once, regardless of the outcome of the ability check.

Boons

Praying upon Hammerfall's altar may grant boons associated with divine guidance and heroism, as well as the church of Hedrada. Followers of other gods may desecrate the altar to gain similar boons. An aspiring warlock may use the altar to make a pact with one of Hedrada's inquisitors (see description below).

Associated Boons: Clarity Boon, Divine Armament's Boon¹², Divine Champion's Boon, Guiding Boon⁹, Heroic Boon⁸, Judge's Boon, Resistance Boon, Tactician's Boon, Unity Boon.

THE MEMORIAL TO THE END OF WAR

In the middle of the Festering Fields lie a strange memorial, a heap of weapons, shields and armors thrown in a pile about 10 ft high. The weapons show no sign of rust or ageing, and are bound together by an invisible force, preventing anyone from stealing one. The undead and the titanspawn in the region avoid the place, so the Memorial has become a shelter for adventurers and merchants who travel through the Fields.

Lore

At the end of the Divine War, an army lead by King Ankila IV was stationed in the Festering Field, camping where the Memorial now lies. To celebrate the end of the war, the soldiers threw away their weapons, hoping that they would never use them again. Most had been peasants and commoners from the southern kingdoms of Ghelspad, hardened by years of fighting titanspawn in the most inhospitable regions of Scarn.

Ankila was deeply touched by the hope of his subjects and brothers in arms, and made a promise to see them safe and sound in their respective homes, and that their sons and daughters would not have to bear arms again. The weapons were blessed by clerics of Hedrada and Madriel, sealing them via a powerful true ritual. The column then marched on back to Ankila and the neighbouring nations, guarded by powerful intercessors sent by the Law-giver himself.

Every year thereafter, veterans would gather at the Memorial on Victory Day, sometimes adding more weapons into the pile. However, the number of pilgrims dwindled year after year and the last war hero visited the Memorial in 97 AV.

Since then, adventurers and travelers have been using it as a way-point when travelling through the Festering Fields. In two occasions the Assuras family hired blacksmiths and workers to recover the weapons, but none of their attempts were successful.

Encounters

Reaching the Memorial to the End of War requires to travel through fairly dangerous areas, infested by undead and titanspawn. The Memorial itself is rather quiet and sees few visitors. It is a perfect place for adventurer parties to meet up, but more shady operations can also be set up there. An angel of Madriel and an intercessor of Hedrada still watch over the place, and may intervene if a creature tries to desecrate it.

Effects

The Memorial irradiates a magical aura that prevents undead and titanspawn from coming within 1 mile of it. In addition, any weapon in that area is considered magical for the purpose of determining resistance and immunity to nonmagical damage. The weapons that consist the Memorial can't be taken off without dispelling the ritual that ties them together first.

Boons

Meditating in front of the Memorial to the End of War may grant boons associated with war, weapons and peace. A few magic weapons have been thrown in the Memorial and could be recovered, though doing so will surely anger the intercessors who helped create this place in the first place. These could help a fighter with the Living Arsenal archetype (described below) start his/her weapon collection.

Associated Boons: Clarity Boon, Divine Armament's Boon¹², Divine Champion's Boon, Heroic Boon⁸, Peaceful Boon¹¹, Rebuker's Boon, Ritualist's Boon⁸ (divine rituals only), Tactician's Boon, Weaponcall Boon⁸.

THE RUINS OF AMINZ

Ruins of the ancient Elzan Empire are scattered throughout the Sweltering Plains. Aminz is the northeast of the Seven Cities of Elz, not far from the Mounds of Man. Its stones are baked in the unrelenting heat of the plains, its trees have dried and shriveled, and water is scarce to be found.

Aminz is one of the most well-preserved ruins of Elz, and most of its buildings are still intact. In its time, the city was renowned for its wealth and splendor, with domes plated in gold, silver fountains ornated with precious jewels, and other lavish treasures. A few refugees have sheltered in sections of the city, even if danger still lurks in the ruins.

The Eramnith Estate. This manor was the seat of one of Aminz's richest and most powerful families. The Eramnith controlled various gold and diamond mines in the south-west of Ghelspad, including some in the Sweltering Plains, the Fangsfall Peninsula, and the Gascar Peaks. Most have been abandoned and forgotten since the Divine War, but rumours suggest that maps and charts are still hidden in the estate. The Assuras family and a distant branch of the Eramnith have sent adventurers to find these maps, but the magic defenses of the estate have repelled all expeditions so far. These include magical traps, animated golems, and elemental servants driven mad by their exile on the Material plane.

The Malish River. This large riverbed divides the city in half from west to east. Once the Malish river would run from the Mounds of Man to Lake Zath, but now the river has been entirely dried up. It is crossed by one massive stone bridge, guarded by statues of efreeti, daos, gargoyles, and other elemental figures.

The Palace of Gold and Silver. This magnificent palace was the seat of power for the Elzan princes who ruled the city. It is ornamented with golden statues, silver mirrors, precious stones, massive mosaics, and other extravagant features. It is said that its vaults contain one million gold pieces, though it might be simply a rumor. Various magical servants are still bound to the palace and forced to protect it, from animated statues and mirror fiends to elemental and genies trapped on the Material plane.

The Slave Market. This large arena is where the citizen of Aminz traded the most precious commodity of all: slaves. The slaves were brought on a raised dais in the center of the coliseum so that every buyer could examine them closely. Merchants from all of the other Elzan cities and beyond would come to buy skilled workers, gladiators, teachers, courtesans, and more. During the Divine War, before the city fell, the slaves revolted and freed themselves, killing any guard and slave owner on their way out. The stones of the slave market are still red with blood, and ghosts linger in the ruins.

The Velanon Gate. This massive gate is located north-west of the city, and opens the road to the Mounds of Man. Hundreds of skeletons are piled up against the massive door, remnants of an ancient army of undead which invaded Aminz during the Divine War.

The Well of Hope. This well is the last source of potable water in Aminz. It is located in the garden of a relatively large mansion in the southern part of the city. A few refugees have sheltered in that house and the nearby buildings, subsisting from a few olive and fig trees that still grow in the garden, as well as a small flock of goats. They would probably help a stranger in need and share the little food they have, but will defend their homes with their lives if threatened.

Lore

Aminz was one of the Seven Cities of Elz, an old empire that fell during the Divine War. It was the richest city in Elz, and had built its wealth on the slave trade as well as the mining of gold, silver and other precious stones in the south of Ghelspad. It was a city divided, with the rich living in extravagant luxury and the poor forced to sell their lives or their own children to survive.

Before the Divine War, Elz was under the rule of the charduni dwarves empire, and the Elzan princes used the war as an opportunity to regain their independence and freedom. Officially, they took no part in the conflict, even though a few powerful warlocks sided with the titans and their servants. They let the Divine Armies pass freely on their territory and cross the Malish river on Aminz bridge.

Toward the end of the Divine War, social unrest stirred in the city. The temperature in the region was getting warmer and warmer, and food and water both became scarce resources. A slave revolt erupted, causing riots and murders. The elemental that guarded the city were driven mad and turned against their masters before turning against the slaves themselves.

Many fled the city, and most died of thirst, exhaustion, and heatstroke on their way to other regions. The entire Elzan empire was affected, and after a few months it became the Sweltering Plains, a barren wasteland subject to an unbearable heat. A few survivors found shelter near the Well of Hope, one of the last sources of water in the area.

Encounters

The refugees at the Well of Hope are the only mortal inhabitants of Aminz. They are less than a hundred, mostly humans and a few orcs and half-orcs. As the descendants of slaves, they tend to mistrust single leaders and take most of their decisions as a community. They are relatively friendly to strangers, as long as they respect their privacy and their independence. They all speak Elzan, with a few able to speak Ledean or Zathisk as well.

Several other groups regularly visit the city as well. The Urkhadi ores from the Scar, a fertile region located in the south of the Sweltering Plains, sometimes trade with the refugees of Aminz, exchanging food and other goods for relics of the ancient city. A few clerics of Madriel come once a year to bless the Well of Hope and ensure it doesn't run out of water, and treat any disease and affliction the refugees might suffer from.

Various adventuring groups also venture into the ruins, generally sent by a powerful organization such as a wizard guild or a merchant house. Two in particular compete to retrieve riches from the ancient Elzan empire: the Assuras family, based in Shelzar, and the remnants of the Eramnith family, which fled to Rahoch at the beginning of the war. Artifacts from Aminz can easily be sold in markets in Zathiske, Shelzar or Hollow-Faust.

The ruins are however rather dangerous. A few ghosts and spirits haunt some parts of the city, in particular the slave market which saw much bloodshed during the slave revolt. All private mansions and most public buildings are protected by elemental guardians such as gargoyles and salamanders. Without masters and without a chance to go back to their native planes, they are angry, upset, and generally attack any mortal which crosses their path. A few might be ready to discuss, in particular with spellcasters that could send them back to their home planes.

Most elementals in Aminz are either fire or earth elementals, with only a few air spirits still active. All water elementals were killed during the Divine War when the heat rose in the Sweltering Plains. Three elemental beings in particular compete for the control of the ruins.

- Arathra is a royal salamander who used to supervise the defense of the Palace of Gold and Silver, and now controls most of the city center, including the bridge on the Malish river. She has a strong hate for arcane spellcasters in general and warlocks in particular, having been held in servitude for close to a millenia.
- The gargoyle Jabbari was the keeper of the Aminz library, now in ruins. As opposed to other elementals, Jabbari is perfectly fine on the Material plane, as he would not have as much power on his home plane than he has in Aminz.
- Melwhara was once a spy and assassin for the Eramnith family. This invisible stalker had challenged Arathra ever since the end of the Divine War, and was defeated multiple times by the salamander. She retreated to the Velanon Gate, and has been plotting her revenge ever since.

Effects

Aminz is bathed in uncontrolled elemental energies. Spells that affect earth and fire are easier to cast and require a spell slot one slot level lower than usual, while water spells are more difficult, requiring a spell slot two levels higher. Spells that summon and control elementals are particularly difficult to maintain, and a spellcaster that casts such a spell needs to make a Charisma saving throw every 10 minutes against their own spell save DC, losing concentration on that spell on a failed save.

Water elementals have disadvantage on all ability checks, saving throws and attack rolls, and only deal half damage while in Aminz and the surrounding region. On the other hand, fire elementals gain a +1 bonus to all ability checks, attack rolls and saving throws, and the DC of their special features is increased by +1.

Boons

Exploring the ruins of Aminz may grant boons associated with wealth, ancient history, and elemental magic, while helping the refugees can earn character boons associated with healing and survival. Various magic items can be found in the ruins, for those courageous enough to face the elementals that guard them.

Associated Boons: Desert Boon⁸, Enchanter's Boon⁸, Enrapturing Boon, Evaluator's Boon¹², Fire Boon, Life's Boon, Lucidity Boon⁸, Reader's Boon⁸, Resistance Boon, Restorer's Boon, Secret Stealer's Boon.

VIINARETH KEEP

These two towers are located on an island in the Blossoming Sea, south-east of the Swamps of Kan Thet. The most recent tower is of asaath architecture and remains in good shape, while the oldest presents various alien features and has progressively crumbled in ruins. A narrow stone archway joins the towers together about 20 ft high.

The asaath tower and the archway are made of a dark volcanic stone from the island itself, while the old tower is built from a rock unlike any other on Ghelspad. Its stones change color during the day, from pitch black during the night to iridescent sapphire at noon, emerald green at sunrise and blood-red at sunset. Some of the stones are decorated with eyes which seem to watch and follow visitors. When the sun strikes the tower, it shimmers and gleams, forcing onlookers to avert their gaze.

That second tower exudes a powerful magic aura which can be perceived even by those without magic abilities. When no-one observes the tower from outside it shifts around the first tower, as if it were trying to get away from it.

The island is uninhabited, even though asaathi lived there until as recently as the Divine War. Creatures in the island have gained weird features such as colored scales, crystal-like claws, or telepathic abilities but aren't too aggressive.

Lore

When the gods and the titans waged war against the slarecian empire, asaathi sages were tasked to study the strange powers of the slarecians and find a way to counter them. To that effect, they managed to trap a slarecian overmind and built an arcane prison to contain it in the shape of a single tower. After the defeat of the slarecians, the asaathi shrouded the island under a magic illusion so that no-one could find it again.

As time passed on, the slarecian spirit crept out of its magical prison, inhabiting the very stones of the tower. The spells that hid the island weakened and faded, and soon asaathi sorcerers of the Nebrutet family, who lives on a nearby island, realized that the seals had been broken. They could not destroy or banish the slarecian spirit, so they built a second tower to trap the spirit again. This time, they decided to remain on the island to keep watch over it and learn from its secrets.

During the Divine War, the Nebrutet sorcerers joined Mormo armies, leaving only a few magical guardians behind. Again the magical wards protecting the island weakened, and slowly the spirit re-awakened and started taking control of the creatures living in the island. The Nebrutet tried once to reclaim the keep, but failed, having lost their most powerful spellcasters during the war.

Encounters

Vinaareth Keep is inhabited by an ancient slarecian spirit, weakened and driven mad by centuries of confinement. It has lost its identity and most of his memories, having been tortured by the asaathi wizards long ago for information about its masters. It knows two things: it must escape from the island, and it must take its revenge. It might be friendly to those who can help it reach its goals, but will become a deadly opponent against those who have scorned it.

Creatures in the islands have been touched by the spirit and are in its control. They may have a few minor mutations, and share a telepathic link: when one is in danger, the others will come to the rescue. Examples of mutations include:

- A crystal eye that allows the creature to perceive sentient creatures around it.
- Razor-sharp stone claws that deal additional damage on a critical hit.
- The ability to produce a psychic blast that stuns creatures around it.
- Shimmering scales that blind those who make melee attacks against the creature.

Finally, communicating by telepathy with these creatures or the tower itself may infect the character with the slarecian language virus.

Effects

The slarecian spirit is still confined in the old tower and can't escape from it. It can however communicate with any sentient creature on the island and even try to control its actions, as per the *dominate person* or *dominate beast* spell. It has a complete control of the old tower and may change its internal architecture freely.

The second tower acts as an anchor for the spirit, and still present strong magical wards. The tower is particularly resilient to both physical and magical attacks. The archway between the towers is a kind of leash and is the last weak point of the structure; breaking it would probably free the spirit from its prison.

Boons

Visiting Vinaareth Keep and interacting with the slarecian spirit may grant boons associates with psychic powers and magical wards. If befriended, the spirit may act as a Great Old One otherworldly patron, in which case it grants the following expended spell list.

Spell Level	Spells
1st	<i>awareness ward</i> *, <i>dissonant whispers</i>
2nd	<i>detect thoughts</i> , <i>phantasmal force</i>
3rd	<i>clairvoyance</i> , <i>sending</i>
4th	<i>arcane eye</i> , <i>dominate beast</i>
5th	<i>dominate person</i> , <i>wall of stone</i>

* This spell is described in the **Scarred Lands Player's Guide**.

Associated Boons: Beast-Master's Boon, Clarity Boon, Color-Weaver's Boon, Commanding Boon¹⁰, Eidetic Boon¹⁰, Psychic Boon¹², Serpent Eyes Boon, Spell-Stealer's Boon¹¹, Unity Boon.

THE VOID PIT

This large crater has been blast in the middle of Sweltering Plains, west from the Mounds of Man. It is one mile in diameter and more than 1,000 ft deep, with jagged rocks and giant boulders scattered all around. The place is much warmer than the surrounding region, and wisps of smoke periodically rise from cracks in the ground.

In the middle of the crater, giant rocks are piled up and block the entrance of a large pit. There is enough room between the rumble for a halfling to squeeze through, but none of those who dared to explore the pit came back. The pit seems also impervious to divination magic, making any scouting particularly difficult.

The remnants of an ancient orc army can be found scattered around the crater itself. Digging a bit reveals weapons, armors, shields and skeletons of soldiers who fought during the Titan-swar.

Lore

Prior to the Divine War, the Penumbra Pentagon had progressively seized control of the Elzan Empire and the surrounding regions. They were the power behind the throne, the hidden hand that moved the policy of the Empire. The Pentagon had established a fortress hidden underground, which they thought impugnable.

Even if the Elzan were oblivious of the influence the Pentagon exerted over them, the nomad orcs who lived in the area were not that easily fooled. When it was clear that the Pentagon was trying to infiltrate their own culture, they decided to take the problem to the root. Their spies managed to find out the location of the Shadow Fortress, and as the Titanswar broke out, they raised an army to eradicate the shadow cultists.

For the Pentagon, this was the perfect opportunity to show the world their power. In their arrogance, they conducted a ritual to cause a solar eclipse and temporarily align the Material plane and the Plane of Shadows. What they did not realize is that their actions had provoked the ire of Thulkas, Lord of Fire: the titan would not have the brightest flame extinguished by mere mortals. Angered, Thulkas snatched a meteorite from the skies and threw it at the Shadow Fortress before they could complete their ritual.

The impact caused the crater today known as the Void Pit. Only a few shadow mages escaped as well as the orcs lucky enough to be far away from the blast. The fortress itself was obliterated, with the exception of the deepest vaults, including the room where the penumbral lords conducted their ritual. It has been long since abandoned, and the unbearable heat has prevented any serious investigation so far.

Encounters

Three kinds of creatures haunt the Void Pit, in addition to explorers or adventurers that may be drawn to the place.

A few ghosts of the orc barbarians who laid siege to the Shadow Fortress still linger around the crater. Most of them seek revenge against the shadow mages as well as Thulkas himself, as their patron titan turned against them during the war and slaughtered them without second thought. They might be friendly to orcs and half-orcs characters, and suspicious of god-worshippers, but not necessarily hostiles against them.

When Thulkas caused the sky to fall on the Shadow Fortress, it summoned earth and fire elementals that still remain on the Material Plane to this day. A few still remember their primary mission: destroy the shadow mages and their minions, but most have forgotten and roam the area aimlessly. They show some hostility against the divine races, but characters with an affinity with earth, fire or the sky might be able to persuade or control them.

Finally, a few minions from the Plane of Shadows haunt the deeper vaults of the pit. Abandoned by their masters, they wish to escape and take revenge, but can't get past the elementals or the orcs that surround them. They know where some ancient artifacts are located, and may give away that information in exchange for their freedom.

Effects

The Void Pit and the surrounding region are particularly warm, with temperatures exceeding 100 degrees Fahrenheit (40 degrees Celcius) during the day and the night. The lower vaults are still protected by powerful spells and magic: they are in perpetual magical darkness, and are impervious to divination and teleportation effects. The pit acts as a place of power for rituals associated with shadow and earth or fire elemental magic. In particular, a spellcaster may concentrate on two spells at a time, provided that one of them is related to shadows or darkness.

Boons

A character that visits the Void Pit may be granted different boons depending which group he or she helps. The orcs may grant boons associated with war and strength, while the elementals may grant boons associated with earth or fire. Finally, helping the shadows may grant boons associated with darkness and illusions.

The Fortress may still hold ancient books and tomes which could allow a wizard to become a Penumbral Mage (see **The Wise and the Wicked**). A fighter who befriends the orc spirits may follow the path of the Ghost Legionnaire (see **Ghelspad Companion - Volume 1**).

Associated Boons: Arcanist's Boon, Brutality Boon, Desert Boon⁸, Earthshaper's Boon⁹, Fire Boon, Ghostspeaker's Boon⁸, Heroic Boon⁸, Penumbral Boon⁹, Rage Boon, Resistance Boon, Shadow-Walker's Boon.

THE WHITE BONEYARD

The wreckage of dozens of charduni ships are scattered across three islands in the west of Liar's Sound. The ships were all painted in white to look like bone and strike fear in the heart of their enemies, and the site has been dubbed the White Boneyard in reference to that color. The corpses of drowned charduni soldiers and their slaves float in the surrounding waters, and few have been reanimated, unable to leave their ships behind and ever longing for an impossible trip home.

Lore

Before the Divine War, the charduni dwarves from the Empire of the Chains in Termana sent a powerful military expedition to conquer Ghelspad. Their ships landed on the Chardunahae peninsula, which they used as foothold to conquer the southern region of the continent. Regularly, ships made the trip back and forth between Ghelspad and Termana, transporting slaves, goods or imperial officials.

When the Divine War broke out, it quickly became clear that the dwarves had stretched their empire too thin. Their homeland was overwhelmed by titanspawn and monstrosities coming out of the Chained Mountains and even besieged the capital Chorach. This forced the empire to pull its forces back from Ghelspad to ensure that the heart of the empire would resist.

As the fleet turned around the south-west corner of the continent, the titan Lethene struck, smashing it into pieces. A few of the fastest ships escaped, but most were scattered by the raging winds, torn apart by tornadoes and split in half by bolts of lightning. Disgusted by his servants' weakness, Chardun turned his gaze away and didn't reply to their dying prayers, letting them drown at the hands of the titaness.

Encounters

The White Boneyard is a cursed place, shunned by the gods. Undead roam around aimlessly, looking for a way back home or redemption in the eye of their tyrant god. They have boarded many ships that cross through the area, and in some cases managed to take control of such ships. Unfortunately they have lost their maritime expertise in their death, and their ships are forever cursed to get wrecked in a storm or stranded on a beach.

The undeads aren't controlled by anyone, but a few individuals stand out from the rest. Thixarach was the admiral of the fleet, and was the first to board a merchant's ship to escape the Boneyard. The high priestess of Chardun Sirunha has lost faith and all hope; driven mad, she will attack anyone who comes close to her lair. The former slave Harin is trying to rally the other undead under his command, so that he would gain the favor of the Great General and be granted its freedom.

Several outside groups have shown an interest in the White Boneyard. Chardunanahe and the Charduni Empire on Termana have both sent expeditions to check what could be salvaged, but none of them returned back home. The church of Corean in Fangsfall and of Manawe in Rahoch also sent groups to cleanse the region from the undead, but without any sign of progress yet.

A couple of necromancers have been seen scouting around. It is unclear whether these come from Glivid-Autel, Hollow-Faust, or have ties with the Krewe of Bones from the Carnival of Shadows, or maybe are thralls of the Ghul King in Termana.

Effects

Due to its proximity with Liar's Sound, the White Boneyard is a very dangerous place to travel to, and the weather in the area very quickly turns from bad to worse. Luckily for the rest of the Scarred Lands, undead creatures raised in the White Boneyard can't escape from it. This is caused by a powerful curse edicted by Chardun, and only the god himself or one of his most powerful servants may lift it.

Boons

The White Boneyard may grant bounds associated with storm, undeath, and the worship of Chardun. Several magic items from the time of the Divine War can be found in the wreckage, even though most are now in the hands of the undead.

Associated Boons: Cursebreaker's Boon¹², Ghostspeaker's Boon⁹, Holy Boon, Resistance Boon, Shipbreaker's Boon¹⁰, Storm Boon, Tactician's Boon, Undead Commander's Boon⁹, Water Boon.

FIGHTER

JUSTICAR

Lore: Justicars are holy warriors in the service of Hedrada, though they are not paladins and don't rely on spells or divine smites. They undergo an intense martial training, and receive a more formal education about the laws of men and gods, through which they acquire limited magical abilities. They act as defenders for their communities, and are used by Hedrada's church as enforcers and investigators. They favor the hammer of their deity, and pair it with a shield to great effect.

On Ghelspad, most justicars are trained in the city of Hedrad, as well as with the Order of the White Cities based in northern Ankila. They may be found in other regions of Ghelspad, either because they have been sent on a mission or because they chose to walk their own path.

Bonus Proficiency

Beginning at 3rd level when you choose this archetype, you gain proficiency with two skills of your choice among History, Insight, Investigation and Religion.

Justicar's Challenge

At 3rd level, you can focus your strength and attention on one creature to quickly bring it to justice. As a bonus action, you can designate a creature you can see within 60 ft as your challenge's mark. You gain advantage on all melee attack rolls against your challenge's mark and have disadvantage on all attack rolls against other creatures for 1 minute. If the creature drops to 0 hit points before the mark expires, you can expend your bonus action to transfer it to another creature you can see within 30 ft.

You can use this feature a number of times equal to 1 + your Wisdom modifier (minimum once) and regain all expended uses when you finish a long rest.

The duration of the challenge's mark increases to 10 minutes when you reach 10th level, and 1 hour when you reach 18th level.

Eye of Justice

At 7th level, criminals can't escape your keen eye. You have advantage on all Wisdom (Insight) and Wisdom (Perception) checks you make against your challenge's mark. In addition, you can see the outline of your challenge's mark if it is invisible and within 60 ft of you, allowing you to make attacks against it without disadvantage.

Spirit of Justice

Starting at 10th level, your determination is unwavering. When your challenge's mark forces you to make a saving throw and you are carrying a shield, you can add the shield's bonus to AC to the result of the saving throw. If the shield grants a magical bonus to AC, it is also added to the saving throw.

Retribution

At 15th level, you can provide swift judgement against those who deserve it. When a creature within 5 ft makes an attack or casts an harmful spell, you can expend your reaction to make a melee attack against it. If the creature is your challenge's mark and the attack hits, it can't take reactions until the end of its next turn.

Shield of the Justicar

When you reach 18th level, the hand of justice can't be stopped. When you are carrying a shield and are not incapacitated, you and all creatures within 5 ft of you have resistance against all damage dealt by your challenge's mark.

LIVING ARSENAL

Lore: During the Divine War, a human warrior seemed to find every day a new magic weapon, either granted as a reward for a triumphant victory, or snatching it from a dying ally or enemy. Soon, she accumulated an impressive collection of weapons of all kinds, and made a point to use them all in her fights, alternating from one blade to the other, often surprising her opponents by using the most improbable weapons. She became a legend, only known as the Blade of Infinity, and her name was lost to history.

She disappeared at the end of the war, and various fighters adopted her unhinged fighting style. Two different minor Colleges of War opened in Darakeene, both claiming to be the inheritor of her legacy: the College of the Countless Blades and the College of the Web of Steel. As time passed, a bitter rivalry emerged, until the two schools went to an all-out war. Teachers and students perished at the hands of each other, forcing the other academies to intervene and close them both.

Since then, various itinerant fighters have picked up this fighting style, which is notably popular among adventurers and mercenaries. Some say that the Blade of Infinity still lives, and occasionally challenges other living arsenals to add more weapons to her collection.

Thousand Blades

Beginning at 3rd level when you choose this archetype, you can switch from one weapon to another in the blink of an eye. You can take your bonus action to sheathe one weapon you are currently holding and draw a different one. You gain advantage on the next attack roll you make with that weapon on the current turn, unless you have already attacked the creature with that weapon during that encounter.

You don't get this benefit if the creature can't see you (for example, if it is blinded or if you are invisible), if it can't be surprised (for example, with the *foresight* spell), or if it is currently reading your thoughts with the *detect thoughts* spell or a similar effect.

When you gain the Extra Attack class feature, you can use this bonus action in between your attacks.

Weapon Hoarder

At 3rd level, you reduce by half the weight of any weapon you carry when determining your encumbrance. You also gain proficiency with smith's tools.

Weapon Lore

At 7th level, you are well-versed in the history and secrets of magic weapons. When you spend 1 minute studying a weapon, you learn its properties, if it requires attunement, and how many charges it has left, as if you had cast the *identify* spell. In addition, you have advantage on all Intelligence (History) check related to famous weapons and armors.

Warsmith

When you reach 7th level, you can craft magic weapons and armors during downtime activities, even if you can't cast spells. For this feature, you are considered as a spellcaster with a level equal to your fighter level.

Magic Arsenal

Starting at 10th level, you can easily bind to magic weapons. Any weapon you wield is considered magical for the purpose of overcoming resistance or immunity to nonmagical damage. In addition, you can attune to one additional magic item, which must be a magic weapon.

Rain of Blades

At 15th level, you can literally throw all your weapons on your foes, unleashing a deadly rain of swords and axes.

As an action, you can make up to 6 attacks, each with a different weapon that you are currently carrying. All attacks must be made against creatures within a 30-ft cone in front of you, and you can distribute these attacks freely between the creatures caught in the area. Each weapon is considered to have the **thrown** property with a range of 30 ft for this attack. After the attacks, one or two of the weapons of your choice are teleported back into your hands if they are free, and the others are teleported back onto your person where you would normally store them.

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

Summon Weapon

When you reach 18th level, every weapon in the world has been once within your hands. When you use your Thousand Blades feature, you can instead summon a copy of any magic weapon you are aware of, with the exception of artifacts, sentient weapons, and weapons which lose their properties when you expend their last charges. The copy appears in your hands and shares the same properties of the original. If the weapon has charges or limited uses, the copy only has one charge or use left. The copy remains for 1 minute, but disappears if you fall unconscious or if another creature takes it.

If you summon a weapon that requires attunement, you are considered to be attuned to that weapon while you have it summoned. The Game Master may require you to succeed on an Intelligence (History) check to summon particularly rare or powerful weapons. If you fail, you can't summon the weapon, but you don't lose the use of this feature and you can choose another bonus action to perform.

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

RANGER

FEY SPIRIT

Lore: Feys are the wardens of nature and generally remain true to their mission despite the taint and corruption of the Titanswar. From time to time, a fey or a similar guardian chooses a champion and bestows upon it its blessing, granting it some of its surnatural powers. As opposed to warlocks who pass a contract with a fey, the Fey Spirit ranger has been imbued with powers without its consent and sometimes even without its knowledge.

The most well-known Fey Spirits are the Oaken Shadows, the sacred defenders of the Ganjus forest and the elven nation of Vera Tre. The village of Emelian within Geleeda's Grove has also been blessed by a coven of hags, and several rangers of the Hornsaw Forest channel the rage and fury of the cursed creatures that give the forest its name.

When an incarnate dies at the hand of undead, necromancers, and other dark magic, there is a chance that its soul is split in multiple shards, each finding a new suitable host within the region. While one of these fragments may be repaired and restored to the incarnate's original personality, the others can grant mystical abilities similar to these of a Fey Spirit.

In ancient times, minor titans such as Spiragos and Keshe may grant their more devout adepts with mystical powers. This has become very rare since the end of the Divine War, and those touched by these ancient spirits are generally unaware of the true nature of their powers.

Fey Spirit Spells

When you choose this archetype at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the following table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Ranger Level	Spells
3rd	<i>faerie fire</i>
5th	<i>misty step</i>
9th	<i>gaseous form</i>
13th	<i>hallucinatory terrain</i>
17th	<i>scrying</i>

Bonus Proficiency

Beginning at 3rd level, you gain proficiency with the Stealth skill. When you make a Dexterity (Stealth) check in one of your favored terrains, your proficiency bonus is doubled.

Eldritch Armaments

At 3rd level, the feys grant you a mystic weapon to fight on their behalf. You gain the Pact of the Blade warlock class feature, and you can choose a ranged weapon as your pact weapon.

If you choose a weapon with the **throw** property as your pact weapon, the weapon is teleported back into your hand after each ranged attack. If you choose a weapon with the **ammunition** property as your pact weapon, the weapon magically creates ammunition for it when you attack. Ammunitions created by this feature disappear if they are not shot during the same turn, otherwise they don't disappear but break after being shot.

When you hit a creature with your pact weapon, you can expend one spell slot to deal psychic damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8.

Cloak of the Fey

Starting at 7th level, a fey or a mystical entity bestows upon you a blessing or a curse, granting you a powerful magical ability. Choose one of the following options.

Ambush of Spiragos. You can cast *glyph of warding* once without requiring material components, but the spell ends if it is not triggered after 24 hours. In addition, any trap you lay (including a *glyph of warding*) can't be detected with the *find trap* spell or similar magical effects.

Avix's Escape. You can cast *invisibility* on yourself once and regain the ability to do so when you finish a long rest. While invisible with this feature, you also gain the effects of the "reduce" version of the *enlarge/reduce* spell.

Brewer Gnome's Acumen. You gain proficiency with Alchemist's Supplies and the Herbalism Kit. When you drink a magic potion and it has a duration of 1 minute or more, the duration is doubled.

Celestial's Might. You gain resistance to thunder damage and become immune to the effects of strong winds, including those created by the *gust of wind* spell and similar magical effects of 4th level or lower. You don't have disadvantage when you make a ranged attack roll in an area of strong winds. Finally, when you expend spell slots to deal additional damage with your pact weapon, the additional damage is thunder damage instead of psychic damage.

Crown of the Hamadryad. You are unaffected by spells of 4th level or lower that affect living plants such as *plant growth* or *entangle*. In addition, you can cast *speak with plants* once and regain the ability to do so when you finish a long rest.

Dryad's Call. As an action, you can conjure a plant creature of CR 4 or lower and regain the ability to do so when you finish a long rest. This otherwise corresponds to the *conjure woodland beings* spell.

Envoy of the Emperor Stag. You are under the permanent effects of the *speak with animals* spell, and you gain proficiency with the Animal Handling skill.

Eyes of the Orafaun. You can cast *sleep* as a 4th-level spell slot once, and regain the ability to do so when you finish a long rest. In addition, magic can't put you to sleep.

Face of the Carnival. You can cast *disguise self* and *suggestion* once each, and regain the ability to do so when you finish a long rest.

Gaze of Keshe. You can cast *arcane eye* once and regain the ability to do so when you finish a long rest.

Gorgon's Bite. As an action, you can summon a swarm of snakes that attacks a creature you can see within 10 ft. Make a magic attack roll against the creature, dealing 1d6 + your Wisdom modifier piercing damage and 6d6 poison damage on a hit. Once you have used this feature, you can't use it again until you finish a short or long rest. In addition, when you expend spell slots to deal additional damage with your pact weapon, the additional damage is poison damage instead of psychic damage.

Hanid's Breath. You can cast *lesser restoration* once and regain the ability to do so when you finish a long rest. When you cast *lesser restoration* this way, you can target up to 4 creatures within 10 ft, though you may only remove the same disease or condition for all targets.

Hornsaw's Razor. As a bonus action, you can enchant one slashing weapon that you are holding. For one minute, the weapon becomes magical and grants you a +1 bonus to attack and damage rolls, unless it already provides a bonus equal or higher. In addition, when you hit with the weapon and the attack roll exceeds your opponent's AC by 5 or more, you deal an additional 3d8 necrotic damage. This effect lasts for 1 minute, and doesn't apply to other creatures wielding the enchanted weapon. Once you have used this feature, you can't use it until you finish a short or long rest.

Incarnate's Soulshard. When you learn this feature, choose one beast with a CR of 4 or lower. You can cast *polymorph* on yourself once and regain the ability to do so when you finish a long rest, though you may only transform into the selected beast.

Mantle of the Unicorn. You have advantage on all saving throws against being charmed, frightened or poisoned. When you fail a saving throw against being charmed, frightened or poisoned, you can spend a 1st-level spell slot or higher as a reaction to automatically succeed instead.

Naga's Step. You can cast *blink* once and regain the ability to do so when you finish a long rest. In addition, when you expend spell slots to deal additional damage with your pact weapon, the additional damage is force damage instead of psychic damage.

Nymph's Aegis. You can cast *binding aura* (see **Scarred Lands Player's Guide**) once and regain the ability to do so when you finish a long rest.

Pegasus' Ride. You can cast *fly* on yourself once and regain the ability to do so when you finish a long rest.

Pilfer's Deception. When a creature you can see within 30 ft starts its turn, you can expend your reaction to attempt to control it. The creature must succeed on a Wisdom saving throw. On a failed save, you control its actions for the creature's turn only, as per the *dominate person* spell. You can only affect beasts and humanoids with this feature. Once you have used this feature, you can't use it again until you finish a long rest.

Ruunk's Cloud. You can cast *fog cloud* as a 4th-level spell once and regain the ability to do so when you finish a long rest. When you cast *fog cloud* with this feature, the cloud doesn't impede your own sight. In addition, when you expend spell slots to deal additional damage with your pact weapon, the additional damage is cold damage instead of psychic damage.

Satyr's Gait. Your land speed is increased by 10 ft. In addition, your jump distance is tripled, and your jump distance is not halved when you take a standing jump.

Seriden Shell. When you are hit by a melee attack and carry a shield, you can expend your reaction to reduce the damage by half.

Skyquill's Shards. You can cast *hypnotic pattern* once and regain the ability to do so when you finish a long rest. In addition, when you expend spell slots to deal additional damage with your pact weapon, the additional damage is radiant damage instead of psychic damage.

Sphinx's Riddle. Your thoughts can't be read by telepathy or other means unless you allow it. In addition, you can cast *tongues* on yourself once, and regain the ability to do so when you finish a long rest.

Strength of the Huror. You become resistant to cold damage and you gain advantage on all saving throws against the effects of extreme cold. In addition, your carrying capacity is doubled. Finally, when you expend spell slots to deal additional damage with your pact weapon, the additional damage is cold damage instead of psychic damage.

Sundered Blood. You can cast *bleeding sickness* (see **Scarred Lands Player's Guide**) once and regain the ability to do so when you finish a long rest. When you hit a creature affected by your *bleeding sickness* spell with your pact weapon, you deal an additional 1d8 necrotic damage. Finally, when you expend spell slots to deal additional damage with your pact weapon, the additional damage is necrotic damage instead of psychic damage.

Tauron's Sense. You can cast *find the path* once and regain the ability to do so when you finish a long rest. When you cast *find the path* using this feature, the spell fails if the target location is on another plane of existence or more than 50 miles away from you.

Thrall of the Kraken. You can cast either *water breathing* or *water walk* once, and regain the ability to do so when you finish a long rest. In addition, when you expend spell slots to deal additional damage with your pact weapon, the additional damage is cold damage instead of psychic damage.

Visage of the Hag. You can cast *fear* once and regain the ability to do so when you finish a long rest. When you hit a creature frightened by you with your pact weapon, you deal an additional 1d8 psychic damage.

Werewolf's Curse. You can cast *moonlight curse* (see **Scarred Lands Player's Guide**) once, and regain the ability to do so when you finish a long rest.

Witchspider's Boon. You can cast *counterspell* once and regain the ability to do so when you finish a long rest. You have advantage on the spellcasting ability check when you attempt to counter an arcane spell. Finally, when you expend spell slots to deal additional damage with your pact weapon, the additional damage is poison damage instead of psychic damage.

Leaves in the Wind

At 11th level, you can scatter your enemies like leaves in the wind. As a bonus action, you can temporarily enchant your pact weapon until the end of your turn. When you hit on an attack with your pact weapon while it is enchanted, you can teleport the creature by 60 ft to an unoccupied space you can see, as long as it is on the ground and in an area where the target can breathe. You can then teleport by 60 ft to an unoccupied space you can see at the end of your turn.

Once you have used this feature, you can't use it again until you finish a short or long rest. If you use this feature and don't teleport a creature or yourself with it, you don't expend its use.

Unveil the Unseen

When you reach 15th level, the feys show you the true nature of the world. You can see the true form of any shapechanger or creature concealed by illusion or transmutation magic while the creature is within 30 ft of you and within line of sight.

WARLOCK

THE INQUISITOR

Lore: When one of the most powerful priests of Hedrada passes away, its fellow clerics perform a ritual ceremony to commend his soul to the Lawgiver. If the Judge deems the priest worthy, he may ascend its soul and make it one of his inquisitors. The inquisitors are the agents of the Lawgiver on the Material plane, carefully elaborating plans and schemes to further the faith of the god and reduce the influence of chaos. They take upon a new identity and walk alongside mortals unbeknownst to them.

A few inquisitors choose to take a more direct role in the Scarred Lands, granting powers to a few select individuals. The contract with an inquisitor is carefully worded, and few tolerate missteps. Some are more lenient, considering the bigger picture: order will eventually come to the world, and the petty actions of a rogue warlock won't change that fact.

In addition to inquisitors, a few extraplanar servants of Hedrada such as the Taurosphinx may become warlock patrons. Inquisitors are the most influential where the church of the Lawgiver is strong, such as the city of Hedrad, the Library of Lokil, or the northern region of Ankila.

Expanded Spell List

The Inquisitor lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Spell Level	Spells
1st	<i>command, dead man's eyes*</i>
2nd	<i>detect thoughts, zone of truth</i>
3rd	<i>bestow curse, speak with dead</i>
4th	<i>locate creature, resilient sphere</i>
5th	<i>geas, wall of force</i>

* This spell is described in the **Yugman's Guide to Ghelspad, Part Three**.

Detect Lies

Starting at 1st level when you choose this otherworldly patron, your patron warns you from the lies of others. You gain proficiency with the Insight and Investigation skills.

Whenever you hear a creature within 30 ft speak in a language you understand, you can expend your reaction to perceive if it is a lie. If the creature has just said a deliberate lie within the last 1 minute and the result of its Charisma (Deception) check is lower than your spell save DC, you become aware that the creature has lied, but you can't tell specifically what the creature has lied about. Otherwise, you can't distinguish whether the creature hasn't lied in the last 1 minute or if it has succeeded its saving throw.

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

Mark of Justice

Beginning at 6th level, you and your spells are the right hand of justice. When you cast a spell on a creature that has attacked or cast a harmful spell on you or one of your allies within the last 1 hour, the creature has disadvantage on its saving throw and the spell ignores any damage resistance that the creature has. Once you have used this feature, you can't use it again until you finish a short or long rest.

Bonus Spell

At 7th level, you learn the *inquisition* spell (see **Yugman's Guide to Ghelspad, Part One**). It is a warlock spell for you and it doesn't count toward your number of warlock spells known.

Inexorable Mind

At 10th level, your patron teaches you how to protect your mind. Whenever you fail a saving throw against being charmed, frightened, or your thoughts being read by telepathy, you can expend your reaction to succeed instead. For 1 minute afterwards, you know the distance and location of the creature who forced you to make the saving throw, unless it is on another plane or if it is protected by a *nondetection* spell or a similar magical effect.

You can use this feature a number of times equal to 1 + your Wisdom modifier (minimum once), and regain all expended uses when you finish a long rest.

Word of Justice

When you reach 14th level, you can sentence a creature that has proven guilty. Choose one creature you can see within 60 ft. The creature must succeed on a Wisdom saving throw or suffer one of the following effects of your choice:

- The creature is paralyzed for 1 minute. It can make a new saving throw at the end of each of its turns, ending the effect on itself on a success.

- The creature instantly takes 10d10 damage on a failed save, or half as much on a successful one. You can choose the damage type among fire, lightning, necrotic, poison or psychic.
- Choose one spell or magical effect previously cast by the target and still active. That effect ends for all creatures or areas affected by it and on the same plane of existence. If the spell is of 6th-level or higher or was cast more than 24 hours ago, the target gains a bonus on its saving throw equal to +1 for each spell level above the 5th, and another bonus of +1 for each day that has passed since the spell was cast.

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

Judge's Arcanum

At 15th level, you can expend your 8th-level Mystic Arcanum class feature to cast the *maze* spell, and it is considered a warlock spell for you.

ELDRICHT INVOCATIONS

New eldricht invocations are listed alphabetically.

Discern the Vanishing Trail

Prerequisites: 9th level

When you see a creature teleport, you can expend your reaction to get a glimpse of the creature's destination. Make a spellcasting ability check against a DC equal to 10 + the level of the teleportation spell (or 10 + the creature's proficiency bonus, if the effect is not caused by a spell), with disadvantage if the destination is on another plane of existence. If you succeed, a magical sensor appears at the creature's destination for a brief instant, granting you a mental image of that location.

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

Eldricht Talion

Prerequisites: 5th level, Pact of the Blade class feature

When you take damage from a creature you can see, you can expend your reaction to curse the creature for 1 minute. The first time you hit the creature with your pact weapon while it is cursed, it takes additional psychic damage equal to 1d10 + your warlock level. When you do so, the curse ends and the creature can't be cursed by this eldricht invocation until you finish a long rest.

Gaze of the Thrall

As a bonus action, you can determine whether a creature you can see within 60 ft is magically charmed or influenced by a mind-controlling spell such as *suggestion*. You gain no information if the creature is protected by a *nondetection* spell or a similar effect, or if you can't read its thoughts by telepathy. If the creature that has charmed the target has a CR higher than your warlock level, you need to succeed on a spellcasting ability check against a DC equal to 10 + the level of the spell used to charm the target. The GM makes this roll in secret for you.

You can use this feature at will, but once you have used it on a given creature, you can't use it again on that same creature until you finish a long rest.

Hidden Watcher

Prerequisites: 7th level, Pact of the Chain class feature

Your patron watches over you using the eyes of your familiar. When your familiar is in its extradimensional pocket or within 10 ft from you, you can use your familiar's special senses and you can't be surprised.

You can cast *alarm* once as a ritual and regain the ability to do so when you finish a long rest, provided that your familiar is within 100 ft of the warded area. A familiar in its extradimensional pocket is considered to occupy the same space as yourself for the purpose of this feature.

Menacing Truth

Whenever you watch a creature you see within 30 ft saying a lie (either because you know the truth, have succeeded on a Wisdom (Insight) check, or have used a magical ability), you can spend your reaction to force it to succeed on a Wisdom saving throw. On a failed save, the creature becomes frightened of you until the end of your next turn.

You can use this feature at will. Once a creature has succeeded a saving throw against this feature, it becomes immune to it for the next 24 hours.

You can use this eldricht invocation and the Detect Lies feature from the Inquisitor otherworldly patron during the same reaction.

Occult Knowledge

As a bonus action, you can petition your patron for advice. You gain one skill or tool proficiency for 10 minutes or until you lose concentration, as if concentrating on a spell. Once you have used this feature, you can't use it again until you finish a long rest.

MAGIC ITEMS

Magic items are listed alphabetically.

Blunting Shield

Magic armor (shield), rare

Lore: During the Divine War, the orc champion Thereg and his companion were escorting children and elders fleeing the horrors of the war when they were ambushed by the armies of the gods. The battle quickly turned against the orcs, but Thereg raised his shield, interposing himself between his tribe and the attackers. When the fight was over, his shield was in tatters, only held together by a single leather strap. The orcs managed to flee thanks to Thereg's sacrifice, but his shield was lost to the divine armies.

This old and worn wooden shield has 5 charges. Whenever a melee attack against you misses, you can expend 1 charge as a reaction to damage the weapon. Your attacker must make a DC 13 Strength saving throw, and makes its saving throw with advantage if the weapon is magical. If it fails, the weapon becomes blunt: it deals only half damage and can't score critical hits. This effect lasts for 1 hour, but it ends early if a creature with smith's tools spends 1 minute repairing the weapon, or if it is repaired with *mending* or a similar spell or magical ability.

The shield regains 1d3 charges every day at dawn. When you expend the last charge, roll 1d20. On a 1, the shield dislocates and is destroyed.

Coin of the Mephit

Wondrous item, rare (requires attunement)

Lore: The warlock and merchant prince Zahina was the first to bind mephits to gold coins, sending them as spies against her rivals and enemies. Some historians have even suggested that she used one of these coins to poison the Elzan emperor Karzan III, shortly before the Divine War broke out, though other have argued that the Cult of the Ancients were a more probable culprit of this crime. Zahina's mephits still haunt the ruins of Elz and Aminz, and are likely to be hostile against any warlock who tries to bind them again.

When you are attuned to the coin and are within 1 mile of it, you can speak the command word. A mephit of a type of your choice is then summoned at the coin's location for 1 hour. You can communicate with the mephit via telepathy, and if you close your eyes you can see through the eyes of the mephit. Otherwise this effect is similar to the *conjure minor elemental* spell. The mephit is unruly, imposing you disadvantage on all saving throws you make to concentrate on this effect.

Once you have used the coin, you can't use it again until next midnight.

If you are a warlock with the Genie Monarch otherworldly patron (see **Scarred Lands Player's Guide**), you can attune to a number of these coins equal to your proficiency bonus, and they only count as one item for the purpose of determining how many magical items you can attune to.

Enkili's Stone

Wondrous item, legendary (requires attunement)

Lore: When Enkili threw a stone on the Gate of Glass, it cursed it so that it would scramble the ability of the Gate to teleport. The curse would befall on any creature foolish enough to remove the stone from the Gate.

When identified, this stone seems to grant the ability to open portals, even though it actually doesn't.

Curse. This stone is cursed and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the stone, keeping it on your person at all times.

Whenever you are teleported, you are teleported to a random location within range of the teleport effect. This applies to other creatures that are teleported with you or that you teleport with a spell or a magical ability. All creatures are teleported to the same location.

This also applies to spells and magical effects that transport you to another plane of existence, including spells that transport you to the Ethereal plane such as *blink* or *etherealness*. In this case, you are transported to the appropriate plane of existence but in a different location.

Legionnaire's Spear

Magic weapon (spear), rare

Lore: When the charduni general Tatharix forced his troops to march hundred days in the blistering sun of the Ukrudan Desert, his soldiers complained and grumbled, but obeyed. When he marched them against the undead legion of Velanon, in the heat of the Festering Fields, they complained and grumbled, but obeyed. When they turn west again to strike the asaath city in the heat of the Ukrudan, they complained and grumbled, and after a month of forced march without food or water, they ceased to obey.

The legionnaires cornered the general and struck him with their spear as one, leaving him no chance to survive. They then dispersed and joined the other armies of the gods. Since then, the church of Chardun has banned the use of these spears in their ranks, and have even tried to collect and destroy all the spears wielded by Tatharix's murderers.

Whenever a creature that you can see and within range of this magical spear is hit by an attack, you can expend your reaction to make an attack with the spear against it.

Mindstone

Wondrous item, legendary (requires attunement)

Lore: When the asaath lich Nebrutet sent scouts to investigate Viinareth Keep and none of them returned, she understood the threat that posed the ancient slarecian spirit trapped within. She crafted this stone to protect her from being possessed, and would have crafted more if she had the resources. She won't send another of her brood to Viinareth Keep before having more of these stones. In the meantime, she has used tricks and subterfuge to send adventurers of the Divine Races to the cursed island, learning more with each party that fails to understand the slarecian overmind.

When a creature tries to possess you when you carry the stone (for example a ghost using its Possession action or a wizard using the *magic jar* spell), the creature needs to succeed on a DC 15 Charisma saving throw. On a failure, the creature becomes trapped in the stone and doesn't possess you. While in the stone, the creature can perceive using its own senses, but can't move or take actions at all. In particular, the creature can't end its own possession effect to free itself. You can communicate by telepathy with the soul when you hold the stone in your hand.

The creature remains trapped indefinitely, even though you can free the creature by speaking the command word when you hold the stone in your hand. The creature is also set free if the stone is destroyed.

The stone may only trap one soul at a given time. When you trap another soul, the previous one is set free. When you attune to the mindstone, you know if it already contains a soul, but you don't gain any information about it.

Pendant of the Eye in the Night

Wondrous item, uncommon (requires attunement by a sorcerer, warlock, or wizard)

Lore: When the slarecian captured Drendari and stole her secrets of the shadows, they taught some of their most trusted servants the demi-goddess magic. They crafted these pendants to help them better apprehend penumbral magic.

The mages soon outgrew these pendants, but the Penumbral Pentagon still uses them as a gift to a worthy apprentice or henchman.

When you are attuned to this pendant and carry it, you add *shadow conjuration* and *shadow evocation* to your list of spells known or prepared, and these count as class spells for you. You still need to expend your own spell slots to cast these spells. When you cast *shadow conjuration* or *shadow evocation* and carry the pendant, you don't need verbal components. In addition, a creature located in an area of dim light or darkness has disadvantage on its saving throw against the spell, and you have advantage on any magic attack roll you make against it with the spell.

Skyshard

Wondrous item, very rare (requires attunement)

Lore: When Thulkas confronted the Penumbral Pentagon, he snatched the Quill of Fire constellation from its house in the night sky and cast its stars onto the Shadow Fortress. Stones and embers plummeted on Ghelspad, blasting open the crater now known as the Void Pit. A few rocks found in the crater are still imbued with the magic of the ancient star, and may grant great powers to those who find them.

The damage caused by Thulkas to the stars prompted the gods to reorganize the zodiac at the end of the war, and the surviving stars from the Quill of Fire were merged with the other constellations into Kylos, the Wheel.

This small meteorite stone fits in the palm of your hand. While you are attuned to the stone and carry it, all your weapon attacks are considered made with adamantine weapons. In addition, you can cause it to shed dim light in a 30 ft radius as a bonus action. This light negates magical darkness caused by spells and similar magical effect of 5th-level or lower. This effect ends when you spend a bonus action or when the stone leaves your hand.

When you are outdoor and hold the stone in your hand, you can utter the command word to make one meteor fall from the sky. This correspond to a *meteor swarm* spell, except for the following:

- You only create one meteor instead of four.
- Creatures caught in the area take 8d6 bludgeoning damage and 8d6 fire damage on a failed saving throw, half as much on a successful one.
- The area of effect becomes difficult terrain for 1 hour after the impact.
- The meteor becomes an earth or fire elemental (your choice), as per the *conjure elemental* spell. If you loose control over the elemental, it will attempt to steal the stone away from you before leaving.

Once you have used this feature, you can't use it until next midnight.

Stone of Dessication

Wondrous item, uncommon

Lore: For several weeks the legions of Chardun and the asaathi armies played cat and mouse in the Ukrudan Desert, under the deadly heat of the sun. The asaath druidess Seshira crafted these magic stones and sent spies into the camps of her enemies to destroy their water resources. The charduni general ignored the complaints of his troops and continued his march, until the legionnaires turned their spears against him to assassinate him. The divine army then scattered, and the asaathi were able to maintain their rule over the Ukrudan Desert.

This story is rarely taught among the divine races, except perhaps among the students of the Plague college of war in Darakeene, who are trained to use poison and subterfuge to overcome their enemies.

This stone has 7 charges. When you place this stone in a recipient containing water, you can expend 1 charge and pronounce the command word to destroy up to 10 gallons of the water contained in it.

If you throw the stone at a water elemental you can see within 30 ft, you can expend 1 charge or more. Make an attack roll with a +6 bonus or your own magic attack bonus if it is higher. On a hit, the target takes 2d6 necrotic damage + 1d6 for each charge spent.

The stone regains 1d6 charges every hour during which it is not used, as long as it has 1 charge left. When you expend the last charge, the stone creates a *fog cloud* as cast as a 3rd-level spell, and can't regain charges for the next 24 hours.

Stormrider

Magic weapon (any sword), rare (requires attunement)

Lore: When Lathian the Storm Giant struck the Blade of Infinity with lightning called from the sky, the fighter took her sword and deflected the bolt, jumping on the shoulder of the giant and plunging the sparking blade into his eyes. Her lightning sword was lost when she disappeared at the end of the war, though the Calastian battlemage Ulica has recently claimed to have made a copy for herself.

This sword has 5 charges. When you take lightning damage and can see the creature from which the damage originates, you can expend 1 charge as a reaction to teleport to any empty space within 5 feet of the creature. You can then make one attack with the sword against that creature. If the attack hits, the attack deals additional lightning damage equal to the amount of damage you have just taken.

The sword regains 1d3 charges every day at dawn. When you expend the last charge, roll 1d20. On a 20, the sword bursts with energy. You and all creatures within 30 ft must succeed on a DC 15 Dexterity saving throw, taking 10d6 lightning damage on a failed save or half as much on a successful one.

Swashbuckler's Rapier

Magic weapon (rapier), rare

Lore: The legendary thief Uwaq'izl boasted to be so quick on his feet that none could ever hit him. For years he roamed the Elzan cities, stealing from the rich and the poor, and his claim seemed to be true. His mistake was to steal the wedding ring of the Eramnith family: The family patriarch summoned an invisible stalker to exact his vengeance. Uwaq'izl was quick indeed, but not quick enough to outrun the wind.

When you take the dodge action on your turn while wielding this rapier, you gain 1 charge. You gain 1 additional charge for each attack that misses you until the start of your next turn. When you hit with this weapon before the end of your next turn, you can expend up to 5 charges to deal an additional 1d6 damage for each charge spent. Any remaining charge at the end of that turn is lost.

If the rapier leaves your hand, any charge it has accumulated is lost. When you find this magical weapon, it has 0 charge left.

Tiger's Axe

Magic weapon (any axe), uncommon

Lore: The orc legends speak of a small brown-skinned warrior who harassed their clans during the Divine War, wielding a giant axe twice as big as he was, jumping and leaping around the battlefield and bringing death with each blow. Most presume he was either a child or an halfling from a far-away land. Since then, similar tales have emerged in other regions of Ghelspad, first among the barbarians of Albadia, then more recently in Durrover. It is unclear if all these tales refer to a single individual or a larger group.

When you hold this axe, your jumping distance is doubled, and it is not halved when you make a standing jump. If you jump at least 5 ft before making an attack, the creature must succeed on a DC 12 Strength saving throw or be knocked prone after the attack. If you are a barbarian, the DC increases to 8 + your proficiency bonus + your Strength modifier.

Watching Blade

Magic weapon (any melee), uncommon

Lore: It is said that the Blade of Infinity could not be surprised in her sleep. Twice followers of Mormo tried to murder her at night, and twice the watching blade sprung in her hand to fend off the assassins.

If you carry this weapon when you sleep and a creature attacks you or attempts to steal from you, the weapon instantly wakes you up and jumps into your hand. When this occurs, you can make an attack with the weapon as a reaction. In addition, you are not surprised and gain advantage on your Initiative roll.

This effect activates when you are asleep during a rest, as well as when you have been put to sleep by magic.

WONDROUS BOONS

The rules for wondrous boons are described in the **Scarred Lands Player's Guide**. Wondrous boons are listed alphabetically.

Archer's Eye's Boon

Wondrous boon, uncommon

You have advantage on all Wisdom (Perception) checks based on sight, and the normal range of any ranged weapon attack you make is doubled.

Cursebreaker's Boon

Wondrous boon, uncommon

As an action, you can look into a creature within 30 ft and perceive whether it is cursed or not. You can use this feature a number of times equal to 1 + your Intelligence modifier (minimum once) and regain all expended uses when you finish a long rest.

Divine Armament's Boon

Wondrous boon, rare

This boon has 6 charges, which it regains every day at dawn. You can expend 2 or more charges as a bonus action to cast *spiritual weapon*. The spell is cast as if using a slot level equal to the number of charges spent. The weapon always takes the appearance of your god's favored weapon.

Evaluator's Boon

Wondrous boon, uncommon

As an action, you can determine the market value of an object that you touch. You also know what is the primary factor for that value, which can for example be rarity, the use of precious materials, the skill required to craft it, or its historical importance. You can use this feature a number of times equal to 1 + your Intelligence modifier (minimum once) and regain all expended uses when you finish a long rest.

Fey-Ward's Boon

Wondrous boon, very rare

You can cast *detect evil and good* at will, though you can only detect beast, fey and plant creatures with this feature. In addition, you can cast *antilife shell* once and regain the ability to do so when you finish a long rest, though it only affects beast, fey and plant creatures.

Hagling's Boon

Wondrous boon, varies

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

This boon is associated with one type of hag among brine, cavern, ice, moon, storm and swamp. You can acquire this boon only once. If you acquire this boon another time, you lose the previous one. The rarity of this boon depends on the type of hag it is associated with, as shown below.

As a bonus action, you can gaze into the eyes of a creature within 30 ft and curse it. The creature needs to succeed on a DC 14 Constitution saving throw. On a failed save, the creature is poisoned for 1 minute and suffers one additional effect, depending on the type of hag. The creature can then make a new saving throw at the end of each of its turn, ending the effect on itself on a success.

Creatures that can't see you, have no eyes, or are blind, are immune against this curse. This effect can be ended with a *remove curse* spell or a similar magical effect.

You can use this boon a number of times equal to 1 + your Charisma modifier (minimum once), and regain all expended uses every day at midnight.

Brine (rare). The target is restrained while poisoned.

Cavern (uncommon). The target is blinded while poisoned.

Ice (rare). The target takes 2d8 cold damage at the start of each of its turns while poisoned.

Moon (legendary). The target suffers from vivid hallucinations while poisoned. It becomes stunned and takes 5d8 psychic damage at the start of each of its turns until this curse ends.

Storm (very rare). The target becomes magnetic and attracts metal while poisoned, which grants advantage to any attack made against the target with a metallic weapon. In addition, the target is restrained if it is wearing a metallic medium armor, and paralyzed if it is wearing a metallic heavy armor, or if it is primarily made of metal.

Swamp (very rare). The target takes 3d8 poison damage at the start of each of its turns while poisoned, and any effect that makes it regain hit points is halved.

Psychic Boon

Wondrous boon, legendary

Whenever you cast a spell, you can use the very power of your mind instead of your usual source of magic. When you do so, the spell requires concentration but can't be otherwise dispelled, except by effects that specifically targets psionic effects. In addition, creatures can't gain advantage on saving throws against this spell, unless it specifically applies to psionic effects.

You gain the (psionic) creature tag, and can now get affected by effects that specifically target such creatures.

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