

Ghelspad Companion Volume 13

By Alain Giorla

SLARECIAN
-VAULT-



CREDITS

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INTRODUCTION

The **Ghelspad Companion - Volume 13** presents ten subclasses for characters in the Scarred Lands. While they develop themes and concepts originating from that setting, they represent common fantasy archetypes and can be easily adapted to any other campaign.

You don't need the previous **Ghelspad Companion** installments to use this book.

The **Path of the Tempest** barbarian calls the primal power of the storm when they rage, channeling the elements into their attacks.

Bards from the **College of the Psalm** instill their song with the essence of divine magic, while bards of the **College of the Silver String** develop magical abilities to better fight against their mortal enemies, the lycanthropes and other creatures of the night.

Clerics who venerate the **Mountain Domain** consider the Kelders and other mountains of Ghelspad to be the proof of the victory of the gods over the titans, and an immortal tribute to their supremacy.

The **Way of the Ten Animals** teaches monks the special attacks of various animals of the Scarred Lands, including the powerful charge of then Emperor Stag or the mortal claws of the Scythe Falcon.

Paladins who take the **Oath of the Missionary** travel through the Scarred Lands to convert titanspawn tribes to the worship of the gods, while paladins who follow the **Oath of Reunification** seek to reunite the fragments of the soul of long-lost heroes, to grant them passage to the afterlife.

Shadow Blade rogues can tear the fabric of the Plane of Shadows to quickly move from one place to another, to spy on other creatures, or to better eliminate their enemies. **Treasure Hunters** visit the various ruins of the the Scarred Lands, amassing a vast collection of magical items in the process.

Finally, wizards of the **School of Candles** can infuse their spells into specially prepared candles to store their energy for a later use.

In this book, spells marked with an asterisk * come from the **Scarred Lands Player's Guide**, while spells marked with two ** are described in **Yugman's Guide to Ghelspad**.



BARBARIAN

PATH OF THE TEMPEST

Lore: Barbarians can tap into the primal powers of the land itself to enrage the very sky itself. This path is generally frowned upon by most divine-worshipping societies, as it seems tainted by the essence of the titans. Followers of Vangal and Enkili don't have such reluctance to engage in this path, as it is a manifestation of the savage nature of their respective deities. In the Scarred Lands, the Horsemen of Vangal are the most well-known tempest barbarians, wielding two axes in the image of the Reaver. Tribesmen in the Ukrudan Desert or the Albadian tundra also follow this path, as do several pirates who haunt the Blood Sea and beyond, or slitherins who call the wrath of the swamp to protect their homes and families.

STORM KIN

At 3rd level, you must choose one storm kin from the following list.

Storm Kin	Damage Type	Terrain
Blizzard	cold	arctic
Monsoon	acid	coast or swamp
Sandstorm	fire	desert
Tempest	lightning	coast or forest
Thunderstorm	thunder	grassland or mountain

Each storm kin is associated with a specific damage type and a type of terrain. If your storm kin is associated with more than one type of terrain, you must choose one from the types available when you gain this feature.

When you are raging, the first creature you hit with a melee weapon attack on your turn takes an additional 1d6 damage of your storm damage type. This extra damage increases to 2d6 when you reach 10th level, then 3d6 at 17th level.

When you gain the Brutal Critical barbarian class feature at 9th level, you can choose to transform the damage type of the additional weapon damage dice into your storm damage type.

STORMCHASER

Starting at 6th level, you are becoming one with the storm. You gain resistance to your storm damage type. When you are within the terrain associated with your storm kin, you gain the following benefits.

- Areas of heavy rain, snowfall, sandstorm, or similar natural phenomena normally associated with the terrain are not lightly obscured for you, and don't impose disadvantage on Wisdom (Perception) checks.

- Moving through nonmagical difficult terrain costs you no extra movement.
- When you travel for an hour or more, difficult terrain doesn't slow your group's travel.

WHIRLWIND ATTACK

When you reach 10th level, you can spin your weapons around you in a fiery storm. You can use your action to make one melee attack against any number of creatures within 5 ft of you, with a separate attack roll for each target. If you are enraged, you can choose to deal damage of your storm damage type instead of your weapon's damage type.

RAGING STORM

At 14th level, your rage bursts out of you and surrounds you with howling winds. When you become enraged, you can activate one of the following effects depending on your storm kin. The effect remains active as long as you are raging.

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

If a feature requires a saving throw, the DC of the saving throw is equal to 8 + your proficiency bonus + your Constitution modifier.

Blizzard. When a creature starts its turn within 5 ft of you, it must succeed on a Constitution saving throw. On a failed save, the creature can only take one action or one bonus action on its turn, and can't take reactions until the start of its following turn. On a successful save, the creature becomes immune to this feature for 24 hours. Creatures resistant to cold damage have advantage on their saving throw against this feature, and creatures immune to cold damage are immune to it.

Monsoon. When your turn ends, each creature that you have hit at least twice with a melee weapon attack on your turn must succeed on a Strength saving throw if it is still within 5 ft of you. On a failed save, you can either knock it prone or push it back 15 ft away from you. If you have hit the creature three times during your turn, it has disadvantage on the saving throw.

Sandstorm. All ranged weapon attacks and opportunity attacks against you are made with disadvantage.

Tempest. You gain a fly speed equal to your current walking speed. This ability only works in short bursts; you fall if your end your turn in the air and nothing else is holding you aloft.

Thunderstorm. When your turn ends, each creature that you have hit at least twice with a melee weapon attack on your turn must succeed on a Constitution saving throw if it is still within 5 ft of you. On a failed save, the creature takes thunder damage equal to your barbarian level. If you have hit the creature three times during your turn, it has disadvantage on the saving throw.

Bard

COLLEGE OF THE PSALM

Lore: Most churches use chants and liturgies as part of their ceremonies, and some even view bardic music as a gift from the gods. The Baerovian Chanters from Hedrad use their songs to help the servants of the Judge meditate, while followers of Tanil and Idra sing and dance to show their devotion to their patron. This tradition is also rather strong among the halfling communities in the Heteronomy of Virduk, as well as among the worshippers of Belsameth in New Venir.

BONUS PROFICIENCIES

Starting at 3rd level when you join this college, you gain proficiency with the Religion skill and your god's favored weapon.

SACRED CHANT

At 3rd level, your music becomes touched by the divine. You learn one cleric cantrip of your choice, and it is a bard cantrip for you. Your spells are considered divine magic for any effect that differentiates between arcane, divine, or primal magic.

When a creature has a Bardic Inspiration die from you and uses a Channel Divinity class feature, the creature can spend the Bardic Inspiration die and choose one of the following benefits:

- If the effect has a duration of 1 minute or more, its duration is doubled, to a maximum duration of 24 hours.
- If the effect has a range of 5 ft or greater, its range is doubled.
- If the effect requires a saving throw, the saving throw DC becomes equal to your bard spell saving throw DC if it is higher.
- If the effect uses the creature's class level, the creature can roll the Bardic Inspiration die, and add the result to its class level.

If you have the Channel Divinity class feature, you can expend one use of Bardic Inspiration to benefit from one of the effects listed above.

CHANT OF MEDITATION

At 6th level, your music soothes the mind and quiets the restless thought. When you use your Song of Rest class feature, each creature affected by it gains additional hit points equal to your Charisma modifier.

Additionally, when a creature has a Bardic Inspiration die from you and uses it to improve an ability check, the creature can use your Charisma modifier if it is higher than the number rolled on the Bardic Inspiration die.

DIVINE CALLING

When you reach 14th level, you can strengthen divine magic with your music. When a creature has a Bardic Inspiration die from you and casts a bard, cleric or paladin spell of 4th level or lower, the creature can spend the Bardic Inspiration die to increase the spell effects. The creature rolls the Bardic Inspiration die and divides the result by 2, rounding up. The spell is then cast as if using a spell slot of the indicated level, or of the original spell level if it is higher.

Once a creature has used a Bardic Inspiration die this way, it can't do so again until it finishes a short or long rest.

COLLEGE OF THE SILVER STRING

Lore: Followers of Tanil oftentimes cover the strings of their instruments with alchemical silver, thus imbuing their music with purifying magic. Bards of the Silver String consider their sacred duty to oppose werewolves and other surnatural forces, and don't hesitate to join with other factions such as the Vigils of Vesh or the Order of the Morning Sky to eradicate them. This tradition is mostly taught in Vesh and Durrover, but practitioners can also be found in nations of the Calastian Hege-mony, in Darakeene, or in Albadia.

In the following, being polymorphed refers to being subject to a spell, magical effect, trait or feature that alters the shape of its target.

BONUS PROFICIENCIES

When you join the College of the Silver String at 3rd level, you gain proficiency with alchemist's supplies, the longbow, and one string instrument of your choice.

SILVERED STRING

At 3rd level, your strings of your bow and your musical instruments are coated with an alchemical preparation that harms werewolves and other cursed creatures. Arrows that you shoot with your bow are considered silvered for the purpose of overcoming resistance and immunities to nonmagical damage not made with silvered weapons.

When you hit such a creature with a bow, you can spend one use of Bardic Inspiration to force the target to make a Constitution saving throw against your spell save DC. On a failed save, the creature loses its resistance to nonmagical damage not made with silvered weapons for 1 minute. If it was immune to nonmagical damage not made with silvered weapons, it becomes resistant to it instead. On a successful save, the creature becomes immune to this feature for the next 24 hours.

In addition, when a creature has a Bardic Inspiration die from you and uses it to improve a saving throw against being polymorphed, the creature can use your Charisma modifier if it is higher than the number rolled on the Bardic Inspiration die.

SECRETS OF SILVER

At 6th level, you learn the *detect evil and good* and *remove curse* spells. When you reach 7th level, you also learn the *polymorph* spell. These spells count as bard spells for you but don't count against the number of bard spells you know. You also gain the following benefits:

- When you cast *detect evil and good*, you can also detect shapechangers and polymorphed creatures.
- When you cast *remove curse*, you can target one willing polymorphed creature, and restore it to its original form.
- When you cast *polymorph*, you can target a shapechanger or a polymorphed creature. When you do so, the creature must succeed on a Wisdom saving throw. On a failed save, the creature takes 4d10 psychic damage, instantly reverts to its original form and can't assume a new form while the spell lasts. On a successful save, the creature only takes half damage and suffers no other effects.

WORDS OF SILVER

Starting at 14th level, your very words are imbued with purifying magic. When a shapechanger makes a saving throw against one of your bard spells or class features, you can spend one use of Bardic Inspiration. Roll your Bardic Inspiration die and add it to the DC of the saving throw for that creature.

When you use your Countercharm class feature, allies affected by it also gain advantage on all saving throws against being petrified or polymorphed.



CLERIC

MOUNTAIN DOMAIN

Lore: Immutable, impenetrable, unshakable, such are the mountains in the Scarred Lands. The Kelders and the other mountains of Ghelspad are the ultimate testament of the victory of the gods against the titan Kadum, the Breaker of Mountains, during the Divine War, and of the strength of the dwarven people of Burok Torn. Mountains have power, and it is no coincidence that the gods were born on the highest peak of the Scarred Lands, the legendary Mount Nammul, on the far-off Asherak.

In Ghelspad, the dwarven demi-god Goran grants the Mountain domain to his followers. It is likely that the dead god Urkanthus offered this domain as well before the Divine War, but his name has been forgotten by mortals since its brutal murder at the very beginning of the war.

MOUNTAIN DOMAIN SPELLS

Cleric Level	Spells
1st	<i>jump, thunderwave</i>
3rd	<i>shatter, spider climb</i>
5th	<i>clairvoyance, meld into stone</i>
7th	<i>stone shape, stoneskin</i>
9th	<i>mage's hand</i> (the hand is made of stone and occupies its own space), <i>wall of stone</i>

BONUS PROFICIENCIES

At 1st level, you gain proficiencies with martial weapons and heavy armor.

SHELTER OF STONE

Also at 1st level, you can temporarily summon stones and boulders to intercept attacks. When a creature within 30 ft hits you with an attack, you can spend your reaction to reduce the damage taken by 1d10 + your cleric level, up to a minimum of 0 points of damage.

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

CHANNEL DIVINITY: GRASP OF THE EARTH

Starting at 2nd level, you can use your Channel Divinity to imprison your adversaries in a giant fist of stone.

As an action, you present your holy symbol and speak a prayer of condemnation. Each opponent of your choice that you can see within 10 ft and that is in contact with the ground must make a Strength saving throw. On a failed save, earth reaches from the ground and causes the creature to be restrained for 1 minute. A creature restrained by this feature can take an action to make a Strength (Athletics) check on its turn against the same DC, ending the effect on itself on a success.

MOUNTAIN STRIDE

When you reach 6th level, you know how to navigate even the sharpest peak. Moving through nonmagical difficult terrain caused by slopes or similar obstacles costs you no extra movement, and you ignore nonmagical difficult terrain when traveling in mountain areas.

In addition, you have advantage on all ability checks and saving throws you make to resist being pulled, pushed, knocked prone or petrified.

DIVINE STRIKE

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

PILLAR OF THE WORLD

Starting at 17th level, you know that the mountains are the unshakable pillars of the world. You are immune to any effect that would alter your form against your will, including being petrified, polymorphed, and similar magical effects. This includes being restrained by effects that would petrify you on subsequent failed saves, such as the *turn to stone* spell or a basilisk gaze attack.

As a bonus action, you can touch a petrified creature and spend your Channel Divinity feature to end that condition for that creature.

MONK

WAY OF THE TEN ANIMALS

Lore: The Rapa-Deneva martial art is one of the oldest unarmed combat tradition in Ghelspad. The elves of Vera-Tre developed it by observing how animals fight, either predators killing their victims or preys fending off their aggressors. They catalogued ten techniques (prayas in the ancient Hedraic tongue) based on the beasts of the Ganjus forest, but soon came to realize that others had devised similar moves based on the creatures who lived in their own habitats, be it deserts, mountains, swamps or cold wastelands.

Practitioners of the Rapa-Deneva are rather observant of the world around them, and try to mimic the grace and harmony of nature in their own movements and way of life. Their style has a rhythmic aspect to it, almost like a dance. Its most well-known adepts are the elves of Vera-Tre, but it is quite widespread across Ghelspad or the other continents, in particular in remote areas where nature is still wild and untamed.

STUDENT OF NATURE

When you choose this tradition at 3rd level, you take inspiration from nature for both your fighting techniques and your way of life. You become proficient in two skills of your choice among Animal Handling, Nature, Perception and Survival.

At the start of your turn, you can choose one type of damage between bludgeoning, piercing and slashing. Whenever you deal damage with an unarmed attack before the start of your next turn, the damage becomes of the type selected.

TEN ANIMALS PRAYA

At 3rd level, you learn techniques (or prayas) that mimic the attacks of famous beasts. You learn two of the following techniques, and learn one additional every time you gain a Monk level until level 11th, at which point you know all ten techniques.

Albadian Wolf Praya. When you take damage from a creature you are grappling, you can spend 1 ki point as a reaction to reduce the damage by half.

Aquantis Praya. When you move at least 20 ft during your turn, you can spend 1 ki point to gain the benefits of the *water walk* spell until the end of your next turn.

Blade Hood Praya. When you make an unarmed attack, you can spend 1 ki point to extend the reach of your attack by 10 ft.



Dire Monitor Praya. When you hit a creature with one of the attacks granted by your Flurry of Blows, the creature must succeed on a Dexterity saving throw or be knocked prone.

Emperor Stag Praya. When you hit a creature with one of the attacks granted by your Flurry of Blows, the creature must succeed on a Strength saving throw or be pushed back 15 ft.

Goblin Bear Praya. When you hit a creature you are grappling with an unarmed attack, the creature must make a Strength saving throw. On a failed save, it can't use its action to escape the grapple until the start of your next turn.

Hookwing Praya. When a creature hits you with an attack of opportunity, you can spend 1 ki point as a reaction to make an unarmed attack against it before. If your attack hits, the initial attack of opportunity against you misses.

Plaguecat Praya. When you make a horizontal jump, you can spend 1 ki point to extend the distance jumped by 20 ft. If you use this feature to jump on a creature, you gain advantage on the first unarmed attack roll you make against that creature before the end of your current turn.

Rumbler Praya. When you hit a creature with one of the attacks granted by your Flurry of Blows, you can choose to deal thunder damage instead of the normal damage type for your unarmed attacks.

Scythe Falcon Praya. When you score a critical hit with an unarmed attack, you can spend 3 ki points to deal an additional 6d8 slashing damage to the target, provided it has a head or a similar feature. If this brings the creature to 0 hit points, it dies instantly.

The effects last for 1 hour, until you fall unconscious, or until you use it again to embody a different beast, whichever comes first.

PRIMAL SENSES

At 6th level, you have honed your own senses to match those found in nature. You can spend 1 ki point to gain an additional sense for 10 minutes, choosing one of the following effects. You can benefit from only one of these effects at a time, and can end it at any time on your turn without spending an action.

Assassin's Bane Smell. You can detect poison and poisonous creatures, as per the *detect poison and disease* spell, though you don't need to concentrate on it.

Bat's Echolocation. You gain blindsight 60 ft. You can't use this blindsight if you are deafened, and you have disadvantage on saving throws against effects that deal thunder damage.

Eagle's Sight. You can see up to 1 mile away without difficulty, able to discern fine details as though looking at something no more than 100 ft away from you.

Owl's Darkvision. You gain darkvision up to 60 ft.

Wolf's Smell. You have advantage on Wisdom (Survival) checks made to track a creature if its smell is still in the area, at the GM discretion.

RHYTHM OF NATURE

By 11th level, your unarmed attacks score a critical hit on a roll of 19 or 20. When you score a critical hit with an unarmed attack, you can spend as many ki points as you want to reroll the same number of damage dice. You must keep the second result, even if it is worse.

HEART OF THE BEAST

When you reach 17th level, you can spend 5 ki points as a bonus action to embody the ten animals body and soul. When you use this feature, you can select one beast with a CR of 2 or lower that isn't a swarm and gain the following benefits:

- You gain a number of temporary hit points equal to the beast's Constitution score.
- You gain the senses, movement speed, and any special traits of the beast.
- You can spend 1 ki point to gain one additional action at each of your turns, which you can only use to take one of the actions listed in the beast's stat block. When you do so, you use the beast's attack bonus and damage roll as they are stated, but any natural weapon attack made through this feature is considered magical.

PALADIN

OATH OF THE MISSIONARY

Lore: Little by little, many of the "titanspawn" races of the Scarred Lands undergo a profound transformation, in which they forego the adoration of the titans and turn towards the gods. They are known as the Redeemed, and have started building bridges with the other nations of Ghelspad and elsewhere. Churches of the eight major deities of the Scarred Lands have sent missionaries to these cultures to aid in that process, be it with the compassion of Madriel or with the brutish force of Chardun. These itinerant knights travel to the most dangerous regions of the continent to spread their faith, helping tribes to defend themselves against the horrors left from the Titanswar, as long as they listen to their preaching and sermons.

TENETS OF THE MISSIONARY

As a Missionary, you travel to distant lands to bring the words of your faith to foreign civilizations. These virtues guide you through your journey.

Empathy. Every titanspawn has their reason to hate the gods. By understanding their culture, their way of life, and the everyday challenges they face, you can help them soothe that hatred and come into the fold.

Perseverance. You have crossed wastelands and war-torn regions and know how harsh life is in these conditions. However dark is the road, you know light awaits you at the end.

Redemption. All souls can be saved, even those of the foulest of titanspawn. Some only need more time and effort than others to be converted, but they will all see the light.

OATH SPELLS

You gain the following spells at the paladin levels listed.

Paladin Level	Spells
3rd	<i>charm person, command</i>
5th	<i>calm emotions, rend the sovereign soul*</i>
9th	<i>create food and water, tongues</i>
13th	<i>guardian of faith, locate creature</i>
17th	<i>geas, hallow</i>



CHANNEL DIVINITY

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

Sacred Voice. Your words carry the blessings of your deity. You can expend your Channel Divinity as a bonus action to gain advantage on all Charisma ability checks made against creatures that have either a neutral or hostile attitude toward you for the next 10 minutes. In addition, you can understand and speak one language of your choice for the same duration if you can hear one creature speaking it within 90 ft when you activate this feature.

Shield of the Prophet. When you are attacked, you can show your god's holy symbol and ask for your deity to shield you from harm. You can expend your Channel Divinity as a reaction when you are hit by an attack if you can see the attacker and it is within 60 ft. The creature must make a Wisdom saving throw, and has disadvantage if it can hear you speak and it understands what you say.

On a failed save, the attack misses and the target is blinded and deafened for 1 minute. The target can make a new saving throw at the end of each of its turns, ending the effect on itself on a success.

AURA OF THE SHEPHERD

Beginning at 7th level, you can guide lost souls to their salvation. All creatures within 10 ft of you are protected by the *sanctuary* spell as long as you aren't unconscious.

If a creature warded by this aura makes an attack or casts a spell that affects an enemy creature, the effect ends for that creature and it can't benefit from that aura again for the next 24 hours.

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

WORDS OF THE DIVINE

At 15th level, you are always under the effects of a *tongues* spell. In addition, when you or one of your allies within your Aura of the Shepherd is attacked by a creature with the Titanspawn tag and you can see it, you can use your reaction to impose disadvantage on the attack roll.

MANTLE OF THE GODS

When you reach 20th level, you can use a bonus action to become a brief avatar of the gods, albeit for a brief moment. You gain the following benefits for 1 minute:

- You have advantage on all Charisma ability checks.
- You irradiate bright light in a 30 ft radius, and dim light in another 30 ft. Whenever a creature within the bright light makes an attack against you or one of your allies, it takes 10 radiant damage.
- At the start of each of your turns, you can select any number of creatures within the bright light and remove one condition affecting them among blinded, charmed, deafened, frightened, paralyzed or poisoned.
- You can cast *divine word* once without expending a spell slot.

If you fall unconscious, the effect ends immediately, though you can cast *divine word* as a reaction if you haven't done so already.

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

OATH OF REUNIFICATION

Lore: The gods of the Scarred Lands are the masters of the undying soul, and command the fate of mortals in the afterlife. When paladins and heroes scorn the gods of evil, they may shatter the soul of these champions upon their death to prevent them from reaching their promised heaven. Sometimes, the shards of these broken souls find their way into the spirits of other mortals, guiding a new generation of champions to fight against evil and tyranny.

These paladins take the Oath of Reunification, travelling through the Scarred Lands in order to find the missing pieces of their mentor's soul so that they can finally move on to the afterlife. Paladins of the Reunification are very rare in the Scarred Lands and tend to stay away from more traditional knightly orders, thus remaining free to pursue their quest wherever it leads them.

TENETS OF REUNIFICATION

A fragment of the spirit of a long-forgotten hero has found their way into your soul, granting you their powers until all the fragments are reunited. You tend to follow subconsciously the tenets that this champion held during their life, even though you decide whether you embrace or fight against this influence. Each paladin of the Oath of reunification is unique and lives by their own code of conduct, either the one inspired by their spirit guide, or one they draw for themselves.

OATH SPELLS

You gain the following spells at the paladin levels listed.

Paladin Level	Spells
3rd	<i>command, holy beacon*</i>
5th	<i>enhance ability, warding bond</i>
9th	<i>life force transfer**, spirit guardians</i>
13th	<i>death ward, guardian of faith</i>
17th	<i>geas, holy beacon's answer*</i>

CHANNEL DIVINITY

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

Ward the Sovereign Soul. Your champion's soulshard can help you through the most perilous quest. When you start your turn and are incapacitated but neither petrified or unconscious, you can spend your Channel Divinity to ignore the incapacitated condition for this turn.

Wrath of the Champion. Your enemies can feel the wrath of your champion's soulshard when they attack you. When you take damage, you can spend your Channel Divinity as a reaction to deal psychic damage equal to 1d10 + half your paladin level to all enemies you can see within 30 ft. Affected creatures can make a Wisdom saving throw against your spell save DC to negate the damage.

SOUL OF THE CHAMPION

At 3rd level, you host a shard of the fragmented soul of a fallen champion. You learn one additional language of your choice and are immune to being possessed.

AURA OF CLARITY

Starting at 7th level, the champion's soulshard protects you from mental harm. You and friendly creatures within 10 ft have resistance against psychic damage as long as you remain conscious.

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

HERO OF THE PAST

Starting at 15th level, the champion that cohabits your soul imparts you some of their long-lost knowledge. You gain one additional use of your Channel Divinity between rests. If you roll initiative and have no use of Channel Divinity left, you regain one use.

Choose one paladin Oath other than the Oath of Reunification with the Game Master's approval. You learn the Channel Divinity features granted by that Oath at 2nd level.

CALL OF THE SAVIOR

At 20th level, you have taken the mantle of the champion for yourself. You can spend a bonus action to gain the following benefits for 1 minute:

- You can cast *holy beacon's answer** as part of the same bonus action without expending a spell slot.
- You are immune to being blinded, charmed, deafened, frightened, paralyzed, or stunned. If you were affected by one of these conditions when you activate this feature, it is suppressed for its duration.
- When you take damage, you can spend your reaction to reduce that damage by half, even if you can't see your attacker.
- When you deal damage using Divine Smite or Improved Divine Smite, you can roll the damage twice and use the better result.

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

ROGUE

SHADOW BLADE

Lore: It is said that when the slarecians captured Drendari, they tore her mind apart to pierce the secrets of the shadows. Their servants, the Eye in the Night, used shadow magic to great effects during the war against the gods and the titans, until they betrayed their masters to found what is now known as the Penumbra Pentagon. Nowadays, their spies and agents continue to observe from the shadows, using the teachings stolen from the demi-goddess. They wage a secret war against the Shadow-Walkers, followers of Drendari who have vowed to end the schemes of the penumbral lords and their minions, and who use a similar set of abilities.

Followers of Drendari and agents of the Penumbra Pentagons aren't the only one to follow this path.

In Hollowfaust, the necrotic energy are so intense that mortals may manifest similar necromantic powers. Known as the Shade-Touched, they often acts as spies or assassins for the necromancers.

In the Swamps of Kan Thet, the Serpents of the Shade form an asaathi sect dedicated to protecting nobles and mages from hidden threats.

Finally, the Cult of the Shade consists of slarecian sleeper agents, and have infiltrated various organizations of Ghelspad, including thieves guilds, merchant houses, but also the Penumbra Pentagon and the Shadow-Walkers themselves. They slowly extend their hidden influence, waiting to strike on the day when their masters come back.

ADEPT OF SHADOWS

When you choose this archetype at 3rd level, you can open small tears in the fabric of the Plane of Shadows. When you are standing in an area of dim light or in darkness, any weapon you carry is considered magical and you can choose to transform half the damage it deals into cold, necrotic or psychic damage.

In addition, you can cast *clairvoyance* once and regain the ability to do so when you finish a long rest, using Intelligence as your spellcasting ability. You must create the sensor in an area of dim light or darkness, otherwise the spell fails.

DARKVISION

At 3rd level, you gain darkvision 60 ft. If you already have darkvision, or when you cast the *darkvision* spell, its range increases by 30 feet.

When you reach 13th level, magical darkness no longer impedes your darkvision.

SHADOW STEP

At 9th level, you can enter tears you open in the Plane of Shadows to move quickly from one shadow to another. When you are in dim light or in darkness, you can magically teleport as a bonus action up to 60 ft to an unoccupied space you can see that is also in dim light or darkness.

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

SHADOW OF DEATH

Starting at 13th level, the Plane of Shadows permeates and corrupts your very own life force. You gain resistance to necrotic damage and your maximum hit points can't be reduced.

SHADOW STRIKE

When you reach 17th level, your blade can pierce through the Plane of Shadows itself. When you deal damage to a creature with your Sneak Attack class feature, the target must make a Constitution saving throw against a DC equal to 8 + your proficiency bonus + your Intelligence modifier. On a failure, the creature gains one level of exhaustion. On a success, the creature becomes immune to this feature for the next 24 hours.



TREASURE HUNTER

Lore: There are plenty of lost civilizations in Ghelspad, from the Empire of the Flame to the Slarecian Empire or the Dwarven Imperium. Many have left strange ruins in isolated parts of the world, filled with treasure, traps and monsters. Treasure hunters are adventurers who explore such ruins, trying to bring back relics crafted aeons ago, either to become rich and famous, or to recover ancient knowledge lost during the Divine War.

SCHOLAR OF THE PAST

Starting at 3rd level when you choose this archetype, you gain proficiency in History, and learn two languages of your choice. If you are already proficient in History, you learn two additional languages instead.

In addition, you can cast *comprehend languages*, *detect magic* and *identify* as rituals, using Intelligence as your spell-casting ability. When you reach 9th level, you can cast *legend lore* once, and regain the ability to do so when you finish a long rest.

TRAP SENSE

At 3rd level, you have advantage on all saving throws against traps and natural hazards that you can't see, and traps have disadvantage on all their attack rolls against you. To gain this benefit, you can't be blinded, deafened, or incapacitated.

COLLECTOR OF ANTIQUITIES

By 9th level, you have accumulated a large collection of antiques and artifacts. You can attune to one additional magic item. In addition, you gain advantage on all Intelligence (History) checks made to determine the age and value of an item that was made more than 150 years ago.

MYSTERIES OF THE PAST

When you reach 13th level, you know how to unlock the secrets of long lost civilizations. If you spend 1 hour with an item that was created more than 150 years ago, you can give it magical properties as if it were a common, uncommon or rare magic item of your choice. The magic item must be appropriate for the type of item you are enchanting (for example, it must be a weapon of a given type). The item remains enchanted until you use this feature again. If the item requires attunement, only you can attune to it.

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

At 17th level, you can spend 8 hours to give an item the magical properties of a very rare magic item.

GRAND EXPLORER

At 17th level, you have gained an intimate knowledge of the creatures and dangers that lurk in ancient ruins you visit. When you finish a long rest, choose one type of creatures among aberration, celestial, construct, elemental, fiend, ooze or undead. You and up to 8 creatures of your choice that you can see benefit from the *awareness ward** spell with respect to creatures of that type as long as they remain within 60 ft of you. This effect lasts until you use it again or until it is dispelled, and you don't need to concentrate on it.

When a creature of the type you selected attacks you, that creature must make a Wisdom saving throw against a DC equal to 8 + your Intelligence modifier + your proficiency bonus. On a failed save, the creature must make a choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours.

The creature is aware of this effect before it makes its attack against you.

WIZARD

SCHOOL OF CANDLES

Lore: The Nomaris were able to infuse their spells into wax candles, and passed that secret along to select friends and allies. History remembers very little about this sect, other than they used their magic candles for their political machinations, which culminated when they overthrew the Vhaerith dynasty in the early days of the Ledean Empire. Their art was lost during the Divine War, but is slowly re-discovered by the efforts of a few arcane researchers in Ghelspad, including wizards of the Phylacteric Vault, who are always curious of magical innovations, and mages close to the Calastian nobility, who wish to use these strange candles for their political machinations. Magical candles crafted by the first Nomaris can still be found in Ghelspad's black markets, and are often used to great effects by thieves, spies or assassins.

CANDLE CASTING

Beginning when you select this school at 2nd level, you learn how to infuse spells into specially prepared candles.

You can use candlemaker's tools to infuse any 1st-level or higher wizard spell you have prepared into a candle. You may only infuse one spell in a given candle, and the infusion process takes 1 minute per level of the spell, at the end of which you cast the spell normally, expending a spell slot and the appropriate material components, if any. The spell has no immediate effects, but instead is stored within the candle.



You can infuse a number of candles equal to your proficiency bonus. If you infuse additional candles beyond that number, the oldest ones you created lose their magic. Otherwise they remain enchanted until they are used, or until they are destroyed, whichever comes first.

Infused candles radiate a faint magic aura that can be detected with *detect magic* or a similar effect, and the spell they store can be discovered using *identify*.

Whenever one of your infused candles is lit, the spell it stores takes effect after 2d4 minutes have passed. The spell lasts for 1 hour regardless of its normal duration, at the end of which the candle has burnt out and can't be used anymore. The candle can be extinguished prematurely and re-lit later for its effects to be used again. Infused candles generally can't be used outside if there is a moderate wind or if it is raining, at the Game Master's discretion.

You can only infuse spells that create an effect or have an area of effect, and that have a duration of 1 minute or more. The effects originate from the candle and are confined to the area of dim light it generates, but it moves alongside the candle.

If the spell has a duration of 10 minutes or less, you need to spend a spell slot one level higher to infuse it into a candle. If the spell requires concentration, you need to spend a spell slot two levels higher to infuse it into a candle, and the effect doesn't require concentration while the candle is burning. This applies to all spells infused in candles, including those infused using the class features obtained at higher level.

CANDLE SAVANT

At 2nd level, you gain proficiency with candlemaker's tools, and you can use any alight candle as a spellcasting focus to cast wizard spells. As a bonus action, you can magically light or extinguish any number of candles or similar devices that you can see within 60 ft with a simple hand gesture.

EXPLOSIVE CANDLE

Starting at 6th level, you learn how to transform your candles into arcane bombs. You can now infuse spells with an instantaneous duration into a candle, as long as it has an area of effect. The area then originates from the location of the candle, and can't extend beyond the area of dim light emitted by the candle.

The spell doesn't take instantly effect when the candle is lit. Instead, you can specify any duration between 1 minute and 1 hour when you infuse the candle: the spell then takes effect after the candle has burned for that specified amount of time.

SHARED INFUSION

At 10th level, you can use your candles to extend your own magic to allies. You can now infuse spells that target either yourself or one willing creature into a candle. When the candle is lit, it instantly creates a magical aura that corresponds to the area of bright light it emits. All creatures standing in that aura benefit from the infused spell.

CANDLES OF CONSPIRACY

At 14th level, your magic can propagate even to unmarked candles. When one of your infused candles is used to light another candle before the infused spell has taken effect, you can use your reaction to instantly infuse the same spell into the second candle. To do so, you must be able to see the candles (even via a magical sensor such as the one created by the *scrying* spell), and you must spend a spell slot of the same level as the one you used to infuse the first candle or higher.

The newly infused candle doesn't count toward the number of candles that you can infuse, and you can't use this feature to propagate an infusion from that candle to another.

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