Ghelspad Companion

Volume 4

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SLARECIAN VAULT

CREDITS

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BARD

COLLEGE OF THE SIREN

Lore: Bards of the college of the siren weave magic, songs and dance to charm, seduce and soothe even the most savage beast. While this tradition is generally associated with Shelzar and the provocative Eroticist Dancers, it is rather wide-spread in various parts of Ghelspad, including Rahoch, New Venir or Albadia. Most bards of the siren are devout followers of Idra or Manawe, but Belsameth, Drendari or Enkili are also known to inspire singers and dancers alike. Among the titan worshippers, the Snakecharmers of Mormo exhibit similar abilities.

Bonus Spells

When you join the College of the Siren at 3rd level, you add *charm person*, *command* and *enthrall* to your list of spells known. These spells count as bard spells for you but don't count against the number of bard spells you know. If you already know any of these spells, you can choose any spell of the same level or lower from the bard spell list instead.

Entrancing Song

Beginning at 3rd level, you can seemingly weave magic and music together. When you cast a bard spell from the Enchantment or Illusion school, you can spend one of your uses of Bardic Inspiration as a bonus action to hide the fact that you are casting a spell by singing, dancing, or playing an instrument. You gain the following benefits:

- The spell only requires verbal components (if you sing) or somatic components (if you dance or play an instrument). The spell doesn't require material components, unless a cost is indicated for the component.

- If the spell ends when you can no longer speak, or the creature can no longer hear you or see you, the spell ends instead when the creature can no longer hear you (if you sing or play an instrument) or no longer see you (if you dance).

- Other creatures don't notice that you are casting a spell. If a creature is actively observing you, it can make an Intelligence (Investigation) check against your bard spell save DC. On a succeess, the creature is aware that you are casting a spell.

Song of the Siren

When you reach 6th level, your voice gains the seductive powers of the siren. When you cast a bard spell from the Enchantment or Illusion school, you can choose one of the following benefits:

- Creatures charmed by you have disadvantage on their saving throw to resist the spell.

- If the spell targets only one creature, you can target a second creature within 30 ft of the first and within range of the spell, provided that both creatures are charmed by you.

- If the spell targets a limited number of hit points (such as the *sleep* spell), creatures charmed by you count as if their current number of hit points was reduced by half for determining if they are affected by the spell, and in which order they are affected.

Once you have used this ability, you must finish a short or long rest to use it again.

Charm Aegis

At 14th level, you can cloak yourself as a bonus action in a magical aura that dazzles and hypnotizes your opponents. The aegis lasts for 1 minute or until you are incapacitated. For the duration, you can add your Charisma modifier to your AC and all your saving throws against attacks, spells, and special abilities from creatures that can be charmed and don't have truesight.

Whenever you are hit by a melee attack while the aegis is active, you can cast one of your bard spells from the Enchantment school against the attacker as a reaction. The spell must be of 3rd level or lower and target only one creature. If the spell succeeds, its effects take place before the attack of the creature, potentially causing it to waste its action.

Once you have used this feature, you can't use it again until you finish a long rest. When you finish a short rest, you can spend one 7th level spell slot or higher to regain the use of this ability.

CLERIC

PANTHEON DOMAIN

Lore: While most clerics devote their lives to a single god, a few choose to honor the Eight Victors equally. This practice is mostly prominent in rural regions, where chapels and sanctuaries are likely to host the altars of several deities rather than one. In fact, most mortals among the divine races pray to several gods during their day to day lives, depending on their needs or their situation. While clerics of the pantheon are generally well accepted in Ghelspad, they tend to be distrusted in places that heavily worship a single deity such as the city of Hedrad or the Gleaming Valley.

Clerics of the pantheon tend toward neutrality in order to better embody the Divine Truce, but some may orient themselves toward a specific alignment or group of deities. In particular, a few sects honor Corean, Hedrada and Chardun as the three Pillars of the Law, while a heretic cult in New Venir worships Madriel and Belsameth as two sides of the same deity.

The Pantheon domain isn't granted by a specific god. Instead, you must worship a predefined set of deities (collectively referred to as your pantheon) to choose this domain.

Pantheon Domain Spells

Cleric Level	Spells
1st	*charm person, shield of faith*
3rd	*calm emotions, enthrall*
5th	*remove curse, tongues*
7th	*banishment, guardian of faith*
9th	*commune, planar binding*

Voice of the Gods

At 1st level, you learn two languages of your choice. You also become proficient in your choice of two of the following skills: Insight, Intimidation, Persuasion, or Religion. Your proficiency bonus is doubled for any ability check that uses either of those skills.

Blessings of the Gods

Starting at 2nd level, you can use your Channel Divinity to obtain various graces from the gods. Whenever you finish a long rest, you can perform a 1 minute ritual to select a Divine Domain other than the Pantheon Domain. You can use the 2nd level Channel Divinity feature from that domain until you choose another domain.

Whenever you finish a short rest, you can spend a 1st-level spell slot to perform the ritual again and select a different domain. Each time you use this ability after the first you must spend a spell slot one level higher. The spell slot required reverts to 1st level after you finish a long rest.

You can only gain access with this feature to Divine Domains that are associated with at least one deity in your pantheon.

Channel Divinity: Shield of the Gods

At 6th level, you can use your Channel Divinity to protect you and your allies for 1 minute. While this effect is active, you and all allies within 10 ft of you have resistance against damage from spells and magical abilities.

Potent Spellcasting

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

Essence of the Gods

When you reach 17th level, you can directly channel divine energies. You don't need a spellcasting focus or material components to cast cleric spells, unless a cost is indicated for the component. You can prepare any spell that is listed on a Divine Domain spell list as if it were a cleric spell, provided that at least one deity in your pantheon grants access to that domain.

Additionally, you can spend your Channel Divinity to cast any 5th level or lower spell from the cleric spell list, even if you haven't prepared it. You must still spend a spell slot of the appropriate level to cast it, even if the spell has the ritual tag.

DEAD DEITIES OF GHELSPAD

The following section provides information about some of the dead deities known in Ghelspad. The list presented here is not exhaustive, as several minor deities have died and were forgotten during the Divine War, or even before.

While some of these deities are still well-remembered by Ghelspad scholars, others are much more obscure and only known to a few mortals. For some deities, the Eight Victors even tried to erase all traces of their existence, and nearly succeeded. The DC of Intelligence (Religion) checks related to these deities is intentionally very high.

Playing a cleric of a dead deity

If you play a cleric of a dead deity, you cannot use any of your class features except your cantrips, your Channel Divinity, and all of your Divine Domain features. You still retain your hit points, hit dice, proficiencies, and ability score improvements. In addition, you can attune to magic items that require attuenement by a cleric and can use these items normally.

You keep the spell slots granted by your cleric levels, but you cannot prepare or cast cleric spells, including your domain spells. If you are multiclassed with another spell-casting class, you can add your cleric levels normally to determine the amount of spell slots available to you, but you cannot use these slots to cast cleric spells.

Depending on the deity, you may be able to use other class features, or loose some other features, at the Game Master discretion.

Dalbei, the Grandfather

DC	Intelligence (Religion)
20	Dalbei was the demi-god of elders, traditions, and small communities, and was mostly worshipped in the rural regions in the north of Ghelspad. He died during the Divine War, and his attributions were taken over by Madriel upon his death.
25	Dalbei was the son of Denev and Hedrada. He died protecting a small coastal village from Lethene's wrath.
30	The death of Dalbei was one of the many reasons why Denev finally sided with the gods against her brothers and sisters.

Hadarus, the Great Sovereign

DC	Intelligence (Religion)
20	Hadarus, one of the many sons of Belsameth, was killed long before the Divine War by the mysterious race known as the slarecian.
25	Hadarus was the demi-god of pride and arrogance, and his attributions were granted to Chardun after his death.
30	As a child, Hadarus was often belittled and mocked by the other gods, who called him the Little Lord. When the slarecian captured Drendari, he tried to rescue her by himself to show his worth to his peers, and died trying.

Kerthera, the Purifier

DC	Intelligence (Religion)
20	Kerthera was the demi-goddess of volcanoes. She was both a goddess of destruction and renewal, and was notably worshipped in the Kelders or the Gascar Peaks. She died near the end of the Divine War. Her attributions were granted to Vangal afterwards.
25	Kerthera was presumably responsible for the eruption of Mount Chalesh, as she attempted to build weapons able to kill titans from the earth itself.
30	Kerthera was killed during the cataclysmic event that devastated most of the continent of Asherak near the end of the Divine War.

Laathsaal, the Crawling One

As opposed to the other deities presented here, most people in Ghelspad believe Laathsaal to still be alive. Clerics of Laathsaal can still use all their class features normally.

DC	Intelligence (Religion)
15	Laathsaal was an asaath elevated to godhood by Mormo herself. During the Divine War, Laathsaal sided with her mother and fought alongside the titans. Very few redeemed asaathi still worship him, and some even say he is no demi-god altogether.
20	At the end of the Divine War, Laathsaal was imprisoned by Vangal in the Abyss.
35	Laathsaal was actually killed by Vangal. Clerics of Laathsaal unknowingly obtain their powers from Vangal himself.

List of Ghelspad dead deities

Deity	AL	Porfolios	Domains	Weapons	Symbol
Dalbei	NG	Elders, traditions and folklore	Knowledge	Quarterstaff	A stylized oak and its roots
Hadarus	LE	Pride, greed and vanity	Dominion	Rapier	A golden crown inscribed within a silver circle
Kerthera	N	Volcanoes, anger and renewal	Light	Maul	A stylized volcanic eruption
Laathsaal	CE	Asaathi, serpents and jewelry	Nature	Scimitar	A fanged serpent mouth
Miridium	LN	Wizardry, occult lore	Magic	Quarterstaff	An open hand drawn in an octogon
Orathel	NE	Ill omens, curses and prophecies	Knowledge	Dagger	A silver circle split by a lightning bolt
Perdan	NG	Prisons, prisoners and escapees	Liberty	Pike	A key inscribed in a square
Urkanthus	N	The four elements, balance	Light, Tempest	Mace	A stylized flame, wave, tornado and mountain

The Dominion, Liberty and Magic domains are described in the **Scarred Lands Player's Guide**.

Dalbei clerics replace some of the usual Knowledge domain spells as follow. At 5th level, change *nondetection* to *remove curse*. At 7th level, change *confusion* to *guardian of faith*.

Hadarus clerics replace some of the usual Dominion domain spells as follow. At 1st level, change *inflict wounds* to *disguise self*. At 7th level, change *banishment* to *confusion*.

Kerthera clerics replace some of the usual Light domain spells as follow. At 1st level, change *faerie fire* to *thunderwave*. At 5th level, change *daylight* to *plant growth*. At 7th level, change *guardian of faith* to *stone shape*. At 9th level, change *scrying* to *wall of stone*.

Laathsaal clerics replace some of the usual Nature domain spells as follow. At 3rd level, change *spike growth* to *protection from poison*. At 5th level, change *plant growth* and *wind wall* to *hypnotic pattern* and *fear*. At 7th level, change *grasping vine* to *polymorph*. At 9th level, change *tree stride* to *scrying*.

Orathel clerics replace some of the usual Knowledge domain spells as follow. At 3rd level, change *suggestion* to *darkness*. At 5th level, change *speak with dead* to *bestow curse*. At 9th level, change *legend lore* to *contagion*.

Perdan clerics replace some of the usual Liberty domain spells as follow. At 7th level, change *private sanctum* to *resilient sphere*. At 9th level, change *greater restoration* to *hold monster*.

Urkanthus clerics replace some of the usual Light domain spells as follow. At 5th level, change *daylight* to *meld into stone*. At 7th level, change *guardian of faith* to *stoneskin*. At 9th level, change *scrying* to *conjure elementals*.

Urkanthus clerics replace some of the usual Tempest domain spells as follow. At 9th level, change *insect plague* to *conjure elementals*.

Miridium, the Daughter of Magic

DC	Intelligence (Religion)
10	Miridium was the goddess of wizardry magic, and the daughter of Hedrada. She was killed by Hrinruuk in the middle of the Divine War. Her attributions are now overseen by Belsameth and her son Erias.
15	Hedrada sought to avenge the death of his daughter, and lead a great army of the god against Hrinruuk. The battle left the titan badly wounded, and was followed by a series of events that ultimately lead to his demise.
20	The most faithful servants of Miridium were called the Daughters of Miridium, and were practitioners of both divine and arcane magic.
30	Miridium granted a prophecy to her Daughters, stating that wizardry magic would know three major evolutions. Scholars agree that two have already happened, and that the third one is still to come.

Orathel, the Silver

DC	Intelligence (Religion)
15	Before the Divine War, Belsameth's moon was verdant with life and vegetation, but everything on her moon was devoured by Gaurak the Glutton.
30	Orathel was the god of the Nameless Orb, the second moon of the Scarred Lands, and the brother of Madriel and Belsameth. Orathel died during the Divine War, and his attributions were given to Belsameth.
35	Orathel was deeply jealous of his sisters. During the Divine War, he tricked Gaurak into devouring everything that lived on Belsameth's moon, turning it as grey and lifeless as his own moon. Corean and Chardun judged him guilty of treason and executed him.

Perdan, the Prisoner

DC	Intelligence (Religion)
20	Perdan was the demi-god of prison, prisoners, and escapees. He disappeared toward the end of the Divine War, presumably killed, and his attributions shared between Hedrada and Tanil.
25	Perdan was the son of Mesos. The titan created him to experiment the strengths and weaknesses of the gods. Perdan spent most of his early life in a prison designed by his own father, and every time he was able to escape Mesos would trap him in a more elaborate one.
30	Perdan was tasked by the other gods to design magical prisons able to contain the titans themselves. It is said that he sacrificed himself to seal the final lock of his vault, so that the titan imprisoned herein could never escape.
35	The titan in question was Gulaben, the Stealer of Breath, who has been erased by the gods from nearly all records and mortal memories.

Urkanthus, of the Four Arms

DC	Intelligence (Religion)
30	Urkanthus, son of Denev and Thulkas, was the god of the four elements and the balance between them. He was killed at the beginning of the Divine War and his attributions granted to other gods. Corean inherited the fire, Enkili the air, Manawe the water, and Goran the earth.
35	Urkanthus was strongly opposed to the Divine War and refused to take arms against his parents. He was killed by Chardun, Belsameth and Vangal shortly before the attack against Mesos, so that he would not betray the gods and side with the titans.

FIGHTER

GLAMMERSWORD

Lore: The glammersword uses powerful illusions to hide himself and his blade, transforming his movements into an hypnotic but deadly dance. Despite their names, glammerswords can use all kinds of weapons, though swords and blades are by far the most common. The asaathi and the drendali are the most well-known adepts of this tradition, and each pretend to have invented it before the other. Among humans, glammerswords almost exclusively come from the War College of Glammerhill, in Darakeene, which likely gave its name to this fightning style. Glammerswords can also be found among the slitherens, especially in the warrens of the red witches or the white wraiths.

Spellcasting

Starting at 3rd level when you choose this archetype, you complement your martial abilities with illusion spells. For multiclassing perspective, if you have the Spellcasting feature from another class, add a third of your fighter levels to any other spellcasting class levels to determine your total spell slots.

Cantrips. You learn three cantrips: *minor illusion* and two other cantrips of your choice from the wizard spell list. You learn one additional wizard cantrip of your choice at 10th level.

Spell Slots. The number of spell slots you have to cast your spells of 1st level and higher is shown in the table below. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spells Known of 1st Level and Higher. You know three 1st-level wizard spells of your choice, two of which you must choose from the illusion spells on the wizard spell list.

The Spells Known column on the table below shows when you learn more wizard spells of 1st level or higher. Each of these spells must be an illusion spell of your choice, and must be of a level for which you have spell slots.

Fighter Level	Cantrips Known	Spells Known	1st	2nd	3rd	4th
3rd	3	3	2	-	-	-
4th	3	4	3	-	-	-
5th	3	4	3	-	-	-
6th	3	4	3	-	-	-
7th	3	5	4	2	-	-
8th	3	6	4	2	-	-
9th	3	6	4	2	-	-
10th	4	7	4	3	-	-
11th	4	8	4	3	-	-
12th	4	8	4	3	-	-
13th	4	9	4	3	2	-
14th	4	10	4	3	2	-
15th	4	10	4	3	2	-
16th	4	11	4	3	3	-
17th	4	11	4	3	3	-
18th	4	11	4	3	3	-
19th	4	12	4	3	3	1
20th	4	13	4	3	3	1

The spells you learn at 8th, 14th and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the wizard spells you know with another spell of your choice from the spell list. The new spell must be of a level for which you have spell slots, and it must be an illusion spell, unless you're replacing the spell you gained at 8th, 14th or 20th level.

Spellcasting Ability. Intelligence is your spellcasting ability for your wizard spells. You use Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence when setting the saving throw DC for a wizard spell you cast and when making a magic attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Arcane Training

At 3rd level, you gain proficiency with Intelligence saving throws and with one skill of your choice among Arcane, History, Insight and Investigation. Furthermore, you have advantage on all checks and saving throws you make against illusion effects.

Hypnotic Blade

At 7th level, you can weave illusion magic with your very attacks. When you take the Attack action, you can forego any number of your attacks to cast an illusion spell during the same action, using a spell slot of a level equal to the number of attacks expended.

When you use this feature, you can't cast another spell during your turn, even if the spell's casting time is a bonus action or if you have a feature that allows you to cast a spell as a bonus action.

Cloak of Illusions

Starting at 10th level, illusions have become a second nature to you. When you spend an action to cast an illusion spell on yourself that requires you to maintain concentration and has a maximum duration of 1 minute or longer, you don't need to concentrate on the spell to maintain its effects, but the duration is limited to 1 minute.

You cannot use this feature with spells cast using the Hypnotic Blade feature.

Truth of the Blade

When you reach 15th level, your blade can cut through illusions like paper. As an action, you can dispel an illusion effect that you have identified as such with a successful Intelligence (Investigation) check and that is within reach of your weapon. This is otherwise equivalent to the *dispel magic* spell as if cast using a 5th-level spell slot, and you don't need to expend one of own your spell slots to use this ability.

You can use this feature twice. You regain all expended uses of this feature when you finish a long rest.

Chimaera

At 18th level, when you start an encounter and have no spell slots remaining, you regain a 2nd-level spell slot, which you can only use to cast an illusion spell.

RANGER

DREAD VANGUARD

Lore: Dread vanguards call upon the corruption of the titans to taint the land around them. Particularly aggressive, they tend to prefer firece and violent skirmishes to long and tedious battles. The most well-known dread vanguards are the rangers of the Black Thorn, an order dedicated to Chardun and based in Charduhnanae and southern Ghelspad. Slitherens, asaath and manticoras also frequently follow this path, including the mysterious Twilight Wardens that defend the Mourning Marshes against intruders.

Dread Vanguard 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	*entangle*
5th	*blur*
9th	*fear*
13th	*blight*
17th	*insect plague*

Vanguard Assault

Beginning at 3rd level, nothing can stand between you and your foes. When you hit a creature with a weapon attack, the creature takes an additional 1d8 extra damage if there are no allies closer to the creature than yourself. You can deal this extra damage only once per turn.

Vanguard Instinct

Starting at 7th level, your lightning reflexes allow you to act before your enemies. You gain advantage on all initiative rolls and on any attack rolls you make against a creature that hasn't taken a turn in the combat yet.

Vanguard Harrowing

At 11th level, your assault strikes fear in the heart of your foes. When you hit with a weapon attack a creature that hasn't taken a turn in the combat yet, the creature must make a Wisdom saving throw against your ranger spell save DC. On a failed save, the creature is frightened by you for 1 minute.

If a creature frightened by you through this feature hits you with an attack during its turn, it can make a new Wisdom saving throw at the end of its turn, ending the effect on itself on a success. This effect ends if the creature ends its turn out of line of sight or more than 120 ft away from you.

If the creature succeeds on its saving throw, you can't use this feature on that creature again for 24 hours.

Vanguard Onslaught

When you reach 15th level, you have become an unstoppable force. You can deal the extra damage from your Vanguard Assault feature every time you hit a creature with a weapon attack and there are no allies closer to the creature than yourself.

When you roll a 1 or 2 on the damage die of your Vanguard Assault feature, you can reroll the die and must use the new roll, even if it is a 1 or a 2.

WARLOCK

DIVINE REMNANT

Lore: The Divine Remnant is but a trace of the divine energy left by a god upon its death. However, while clerics obtain their powers via prayer and worship, warlocks tap directly into that residue, subverting it for their own needs. This practice is generally frowned upon by most religions as it is considered a major violation of the universal order. Therefore, warlocks of the Divine Remnant generally keep the source of their powers secret to avoid suspicion.

As opposed to most Otherwordly Patrons, the Divine Remnant has no conscience, and cannot impose its will or bargain with the warlock. Instead, the warlock chooses how it harvests and uses the residual divine energy. Some take it by force, and use it with a complete disregard of what the deity represented during its life. Others are more gentle, and may even work with followers of the deity to bring it back to the mortal realm.

Warlocks of the Divine Remnants are very rare. In Darakeene, a few mages of the Phylacteric Vault pretend to have found the spirit of Miridium in the depths of the Astral Plane, and are trying to restore her cult. In Lageni, followers of the Nameless Orb are at work in the shadows, while in Mithril, the strange Cult of the Golem is slowly gaining in popularity among the smallfolk.

A list of Ghelspad dead deities can be found in the Cleric section above. In addition to the gods presented there, warlocks in the Scarred Lands can also choose Drendari's Shadow (the small part of herself that the demi-goddess left behind when she was captured by the slarecians) and Nalthalos (who is slowly dying, trapped in the city of Dier Drendal) as Divine Remnants. The followers of both deities are highly hostiles to those who transgress the divine essence of their respective patrons.

Expanded Spell List

The Divine Remnant 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	*command, sanctuary*
2nd	*augury, lesser restoration*
3rd	*nondetection, spirit guardians*
4th	*death ward, phantasmal killer*
5th	*dispel evil and good, geas*

Divine Siphon

Starting at 1st level, you can use the divine symbol of the Divine Remnant as a spellcasting focus to cast warlock spells. You choose to gain proficiency in either the History or Religion skill. You learn one cantrip and one additional 1st-level spell, which you must both choose from the cleric spell list.

When you learn a new warlock cantrip after 1st level, you can learn a cleric cantrip instead. Your warlock spells and eldricht invocations are considered divine magic for the purpose of effects that distinguish between arcane, divine, or primal magic.

Channel Divinity

When you reach 6th level, you gain the ability to channel divine energy from the Divine Remnant, using that energy to fuel magical effects. You start with two such effects: Recall Remnant, and the 2nd level Channel Divinity feature granted by one cleric Divine Domain of your choice among the domains granted by the Divine Remnant. When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again.

Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your warlock spell save DC.

If you already have Channel Divinity from another class feature or feat, you do not gain an additional use of the Channel Divinity feature.

Channel Divinity: Recall Remnant

As a bonus action, you can force the Divine Remnant to protect you for 1 minute. While this effect persists, you gain advantage on all saving throws against spells and magical effects. Once before the effect ends, you can increase your warlock spell save DC by your Wisdom modifier (minimum +1) when you cast a warlock spell or use a warlock eldricht invocation.

Divine Burden

Beginning at 10th level, you can let Divine Remnant bear some of the weight that burdens your soul. You gain advantage on all saving throws against effects that would make you blinded, charmed, deafened, frightened or incapacitated (including paralyzed, petrified, stunned and unconscious).

Furthermore, you reduce by 1 your current level of exhaustion to determine the effects of exhaustion you suffer. Notably, you suffer no effects from exhaustion if you only have 1 level of exhaustion. You can sustain up to 7 levels of exhaustion instead of 6. You still die when you reach the last level of exhaustion.

Will of the Remnant

At 14th level, you can harvest the highest spheres of divine power. You add *revivify* to your list of spells known, and it is a warlock spell for you.

You can cast the *resurrection* spell. Once you do so, you must wait until you finish a long rest to cast it again.

When you cast *revivify* or *resurrection* with this class feature on a creature that worshipped the Divine Remnant, you don't need material components.

SPELLS

NEW USES FOR OLD SPELLS

Command

With the Game Master approval, the following options can be used in addition to those presented in the original spell description:

Attack. The target moves toward the closest creature and uses its action to make one attack against it if it is within range, after which the target ends its turn.

Defend. The target moves toward the closest creature and uses the Help action to defend that creature, after which the target ends its turn.

Give. The target moves toward you by the shortest and most direct route until it is within 5 ft of you, after which it gives whatever it is holding to you and ends its turn there.

Hide. The target moves toward the best hiding place possible within reach of its movement speed and uses the Hide action.

Speak. The target must answer the last question it was asked during the previous round. However, the target is not compelled to tell the truth, unless it is affected by a *zone of truth* spell or a similar effect.

Take. The target takes the most valuable unattended object it can see within 5 ft of itself and ends its turn.

In all cases, the target may have advantage on its saving throw, or the spell may even fail, depending on the exact situation.

SPELL LISTS

In the following lists, spells marked with ^{M} require expensive material components.

Bard Spells

Level	Spell
1st	Phantasmal Blade
2nd	Hidden Threat

Sorcerer Spells

Level	Spell
1st	Phantasmal Blade
1st	Veiled Strike

Warlock Spells

Level	Spell
1st	Blurred Sight
1st	Phantasmal Blade
2nd	Hidden Threat

Wizard Spells

Level	Spell
1st	Blurred Sight
1st	Phantasmal Blade
1st	Veiled Strike
2nd	Battle Projection
2nd	Hidden Threat
2nd	Mirrored Sight^M

NEW SPELLS

The spells are presented in alphabetical order.

Battle Projection

2nd-level illusion

Casting Time: 1 action
Range: Self
Components: V, S, M (a prism)
Duration: Concentration, up to 1 minute

You project an image of yourself in an empty space of your choice within 30 ft. As a bonus action on your turn, you can make the projection move by up to twice your move-ment speed.

When you take the Attack action, you can replace any of your own attacks with an attack of the projection. The pro-jection can only attack creatures you can see and that are within 120 ft of you. If you use a melee weapon, the pro-jection can also make opportunity attacks, though you need to spend your own reaction to do so.

When the projection makes an attack, you make a magic attack roll against the target. If you hit, the target takes 1d6 + your spellcasting ability modifier psychic damage. The target perceives the damage as being appropriate for the type of weapon you are using.

The projection can be attacked. Its AC is equal to 10 + your Dexterity modifier. If an attack hits your projection, it is destroyed and the spell ends. The projection can only be destroyed by an attack that hits it. It ignores all other damage and effects.

A creature is unaffected by this spell if it can't see, if it relies on senses other that sight, as with blindsight, or if it can perceive illusions as false, as with truesight.

At higher level: When you cast this spell using a spell slot of 3rd level or higher, you can create one additional projection for each slot level above the 2nd.

Blurred Sight

1st-level illusion

Casting Time: 1 action
Range: 30 ft
Components: V, S, M (a glass bead)
Duration: Concentration, up to 1 minute

You blur the sight of a foe. Choose one creature that you can see within range to make a Wisdom saving throw. If it fails, the creature has disadvantage on all its attack rolls and Wisdom (Perception) checks based on sight, and at-tack rolls made against the creature have advantage. The creature can make a new Wisdom saving throw at the end of each of its turn. On a success, the spell ends.

This spell has no effect on undead or constructs, as well as on creatures that don't rely on sight, as with blindsight, or that can see through illusions, as with truesight.

At higher level: When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Hidden Threat

2nd-level illusion

Casting Time: 1 action
Range: 30 ft
Components: V, S, M (a dagger that you keep hidden from sight during casting)
Duration: Concentration, up to 1 minute

You cause one creature you see within range to believe to be threatened by hidden dangers. The target must make a Wisdom saving throw. If it fails, the target becomes fright-ened. While frightened by this effect, the target cannot take reactions and must take the Disengage action before being able to move on its turn.

When the target ends its turn and has not taken damage or been attacked since the end of its previous turn, it can make a new Wisdom saving throw. On a success, the spell ends.

At higher level: When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Mirrored Sight

2nd-level illusion

Casting Time: 1 action
Range: 30 ft
Components: V, S, M (a small mirror worth 25 gp)
Duration: Concentration, up to 1 minute

You cause your foe to confound its left and its right. Choose one creature you can see within range to make an Intelligence saving throw. If it fails, the creature has disadvantage on all attack rolls based on Dexterity, as well as Dexterity saving throws and ability checks. The first time the creature moves during each of its turn, the creature must make an Intelligence saving throw. If it fails, the target must move in the opposite direction for 10 ft if it is possible, after which the target can move freely until the end of its turn. If the target takes damage because of this forced movement (including damage dealt by opportunity attacks), the spell ends.

The creature can make a new Intelligence saving throw at the end of each of its turn. On a success, the spell ends.

Creatures with the Two-Weapon Fighting fighting style or an appropriate feat, class feature, or trait (at the Game Master discretion) have advantage on their Intelligence saving throws against this effect. This spell has no effect on undead or constructs, as well as on creatures that don't rely on sight, as with blindsight, or that can see through illusions, as with truesight.

Phantasmal Blade

1st-level illusion

Casting Time: 1 action
Range: 30 ft
Components: V, S
Duration: Concentration, up to 1 hour

You create a phantasmal weapon within your hands that only exists in the mind of one creature you can see within range. The target must make an Intelligence saving throw. If it fails, it perceives the weapon as real for the duration of the spell. The weapon can be any one-handed melee weapon with which you are proficient. You must have at least one free hand to cast this spell and use the phantasmal weapon.

This spell has no effect on undead or constructs, as well as on creatures that don't rely on sight, as with blindsight, or that can see through illusions, as with truesight.

You can use the weapon to make magic attack rolls against the target. On a successful hit, the target takes psychic damage equal to 1d6 + your spellcasting ability modifier. The target perceives that damage as being appropriate for the type of weapon you have created.

If you hit the target at least once during your turn with the phantasmal weapon, the target can make a new Intelligence saving throw at the start of its following turn. On a success, the spell ends.

At higher level: When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Veiled Strike

1st-level illusion

Casting Time: 1 action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

Your blade appears to be a few inches away from its real position. This illusion affects any creature that can see you. This spell has no effect on creatures that don't rely on sight, as with blindsight, or that can see through illusions, as with truesight.

For the duration, you have advantage on all weapon attack rolls against creatures that are still affected by this spell.

When you hit with a weapon attack a creature that is still affected by this spell, the creature can make an Intelligence saving throw. On a success, the creature can now see through the illusion and isn't affected by the spell anymore.

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