

Ghelspad Companion Volume 6

By Alain Giorla

SLARECIAN
-VAULT-



CREDITS

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DRUID

CIRCLE OF AUTUMN

Lore: Autumn is the season of decrepitude and decay, and is part of the natural cycle of life and death. Most druids of Denev are reluctant however to tap into that power, and therefore most druids of Autumn honor titans such as Chern, Gaurak, Gormoth, or Mormo. Ilkuthsra the Autumn King who resides in Khirdet is perhaps the most well-known adept of this path. Slitheren druids also frequently choose this circle, in particular those coming from the red witch, diseased, or white wraith warrens.

Spirit of Decay

Starting at 2nd level when you choose this circle, you consider all necromancy spells on the wizard spell list as druid spells. Whenever you cast a necromancy spell as a druid spell to animate an undead creature such as *animate dead* or *create undead*, the creature is considered as a plant as well as an undead creature. This grants the creature advantage on all saving throws against being turned by a cleric's Channel Divinity: Turn Undead class feature or similar magical abilities.

Spirit of Harvest

At 2nd level, you gain the ability to reap life energy from creatures you kill with your spells. Once per turn when you kill one or more creatures with a spell of 1st level or higher, you regain hit points equal to twice the spell's level, or three times its level if it is a necromancy spell. You don't gain this benefit for killing constructs or undead.

Spirit of Servitude

Beginning at 6th level, you always have the *animate dead* spell prepared, and it doesn't count against the number of spells you can prepare each day.

When you cast a spell that targets a willing beast, such as *beast sense* or *beast rider*^{SLPG}, you can target any undead creature you have animated using your own spells instead of a beast, provided that the creature is of the appropriate size.

Spirit of Frailness

When you reach 10th level, you become immune to poison damage as well as disease, and you can't be poisoned. You also gain advantage on all saving throws against effects that would make you gain levels of exhaustion or reduce your hit point maximum.



Spirit of Autumn

At 14th level, undead creatures sense your connection to the realm of death and become hesitant to attack you. When an undead creature attacks you, that creature must make a Wisdom saving throw against your druid spell save DC. On a failed save, the creature must 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.

CIRCLE OF THE FALLEN

Lore: Gulaben, the Lady of Winds, was the last titans to be defeated by the gods. She was feared for she could bend the mind and spirit of any mortal, and expose their most primal desires. At the end of the Divine War, she was trapped by the gods, and her name was erased from all mortal memories. While no mortal remembers her existence, her influence is still felt by a few hermits or madmen.

This section presents alternative or additional options for the Circle of the Fallen, described in the **Scarred Lands Player's Guide**.

Bonus Cantrip

With the Game Master approval, you can gain a cantrip determined by the titan that grants you your circle spells instead of a druid cantrip of your choice. If the cantrip is not a druid cantrip, it is nonetheless a druid cantrip for you.

Titan	Cantrip
Chern	<i>acid splash</i>
Gaurak	<i>chill touch</i>
Golthagga	<i>mending</i>
Golthain	<i>message</i>
Gormoth	<i>poison spray</i>
Gulaben	<i>minor illusion</i>
Hrinruuk	<i>true strike</i>
Kadum	<i>true strike</i>
Lethene	<i>shocking grasp</i>
Mesos	<i>mage hand</i>
Mormo	<i>poison spray</i>
Thulkas	<i>produce flame</i>

Circle Spells

Followers of Gulaben obtain the following spells as their circle spells.

Level	Spells
3rd	<i>enthrall, phantasmal force</i>
5th	<i>gaseous form, hypnotic pattern</i>
7th	<i>arcane eye, compulsion</i>
9th	<i>conjure elemental (air only), modify memory</i>

PALADIN

OATH OF REPOSE

Lore: The Knights of Tears form a small order of paladins devoted to laying the undead to rest. Based in Hollowfaust, they believe that ghosts and spirits can be brought into the afterlife if one takes the time to listen to their complaints. They encourage the dialogue between living and dead, and don't hesitate to accomplish themselves the last will of the departed when they can. Most Knights of Tears worship Nemorga as the Keeper of the Gates of Death, as he guards the passage between the realm of the living and the realm of the dead.

A few paladins outside of Hollowfaust have taken up the oath of repose, most of them being worshippers of Madriel, the First Angel of Mercy.

Tenets of Repose

The oath of repose requires the utmost respect for both the dead and the living.

Redemption. Any ghost or spirit can be redeemed. Listen to their grievance and find what binds them to the world, as to ease their passage into the afterlife.

Consecration. Honor the departed and their memories, and protect their remains from desecration. Punish those who would violate their final repose.

Consolation. Help the living in accepting death as the final embrace, and support them in their grief and sorrow.

Oath Spells

You gain the following spells at the paladin levels listed.

Paladin Level	Spells
3rd	<i>comprehend languages, protection from evil and good</i>
5th	<i>calm emotions, gentle repose</i>
9th	<i>remove curse, speak with dead</i>
13th	<i>aura of life, death ward</i>
17th	<i>dispel evil and good, hallow</i>

Channel Divinity

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

Ethereal Guard. As an action, you present your symbol and consecrate a 30-ft radius emanation centered around you. For 1 minute, creatures located on the Ethereal Plane consider the area as difficult terrain and are visible for as long as they remain within the area. Additionally, creatures with the Incorporeal Movement trait can't move through solid objects within the area.

Radiant Weapon. As an action, you can transform one weapon that you are holding in a beam of pure light. For 1 minute, you deal radiant damage when you hit with the weapon, and you can add your Charisma modifier to any damage roll made with that weapon (minimum +1). The weapon also sheds bright light in a 20 ft radius and dim light 20 ft beyond that.

If you are no longer holding or carrying this weapon, or if you fall unconscious, the effect ends.

Sanctity

Beginning at 7th level, you and friendly creatures within 10 ft of you have advantage on all saving throws against nonmagical attacks and abilities from undead creatures.

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

Purity of Spirit

Beginning at 15th level, you are always under the effects of a *protection from evil and good* spell.

Shield of Tears

When you reach 20th level, you can call upon friendly spirits and ghosts as an action to protect you in battle. For 1 minute, you gain the following benefits:

- You gain truesight and can see objects and creatures located on the Ethereal Plane, up to a range of 120 ft.
- All attacks against you have disadvantage, and you have resistance against the damage of spells.
- The first time that you reach 0 hit points and are not killed outright, you can choose to drop to 1 hit point instead.

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

RANGER

BONE HUNTER

Lore: In the bone market in Hollowfaust, one can buy and sell bodies and corpses of any type. The most valuable bodies are the remains of strange creatures and monsters from far away lands, so that the necromancers can extend their knowledge of the world. This has led to the apparition of bone hunters, rangers who specialize in finding mythical creatures and bringing them back in one piece. They are generally recognizable by the painted masks they draw on their faces as well as the carts they use to transport their bounties. Given the gruesome nature of their business, they tend to hide their masks and the content of their carts when traveling outside of Hollowfaust to avoid attracting suspicion or frightening others.

While a fair number of rangers outside of Hollowfaust exhibit similar abilities to the bone hunters, most of them are actually great game hunters (see below).

Bone Hunter 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>awareness ward</i> ^{SLPG}
5th	<i>gentle repose</i>
9th	<i>magic circle</i>
13th	<i>locate creature</i>
17th	<i>hold monster</i>

Bonus Proficiencies

At 3rd level, you gain proficiency in two of the following skills or tools: Intimidation, Medicine, herbalism kit, or land vehicles.

Mask of Bones

At 3rd level, you know where to hit to kill a creature. Once per turn, when you hit a creature with an attack and the creature has a number of hit points equal to or lower than your ranger level after the attack, you can force the creature to succeed on a Constitution saving throw against your spell save DC. On a failed save, the target is instantly reduced to 0 hit points.

If the creature is one of your favored enemies, this feature activates if the target has a number of hit points equal to or lower than twice your ranger level after the attack.

Mask of Awareness

Starting at 7th level, you have attuned your senses to the supernatural forces. When you use the Primeval Awareness class feature, you can choose two of the following options. You can't choose more than one option marked with the **(Exclusive)** tag.

Distance Perception (Exclusive). Choose one type of creature among the types that you can detect. You learn the distance and direction to the creature of that type closest to you within range.

Find Quarry (Exclusive). Choose one type of creature among the types that you can detect. You learn the distance and direction to the creature of that type with the highest Challenge Rating within range.

Innate Perception (Exclusive). You regain a 1st-level spell slot when the effects end. Once you have chosen this option, you can't choose it again until you finish a short or long rest.

Precise Perception (Exclusive). The range of the effect is limited to 100 ft, but you also know the number of creatures of each type you can detect within range.

Primal Insight. You can't be surprised for as long as the effects persist.

Sense Corruption. You also detect monstrosities and creatures with the titanspawn tag.

Sense Power. Choose any number between 1 and your ranger level. You only detect creatures with a Challenge Rating equal to or higher than that number.

Sense Purity. You also detect beasts and plants.

Mask of Resilience

Beginning at 11th level, you have advantage on all saving throws that you make against nonmagical attacks and abilities used by your favored enemies, such as poison or a breath weapon.

Mask of Death Everlasting

When you reach 15th level, you know how to deliver a quick death and how to keep a body intact. When you reduce a creature to 0 hit points with an attack, it can't use any trait or ability that activates when the creature reaches 0 hit points, with the following exception.

If the creature has the Rejuvenation trait, such as a lich or a revenant, or any similar trait, the trait is temporarily suppressed. Every 24 hours after having reached 0 hit points, the creature must succeed on a Constitution saving throw against your spell save DC. Count the number of successes and failures the creature obtains. If the creature reaches 3 successes first, its Rejuvenation trait activates normally. If the creature reaches 3 failures first, the creature can't use its Rejuvenation trait.



GREAT GAME HUNTER

Lore: Following in the footsteps of Hrinruuk, great game hunters excel in tracking and killing the most dangerous beasts. These rangers can often be found in the wildest regions of Ghelspad, including the Bleak Savannah, the Hornsaw Forest, or the Plains of Lede. Manticora and slitheren rangers are frequently great game hunters, as well as orcs and humans. Among the divine or redeemed races, great game hunters tend to worship Denev or Tanil, while most titanspawn still honor Hrinruuk.

This ranger archetype is similar to the Bone Hunter archetype described above, with the following exceptions.

Bonus Spells

You gain the following spells instead of the spells listed above.

Ranger Level	Spells
3rd	<i>hunter's mark</i>
5th	<i>spike growth</i>
9th	<i>clairvoyance</i>
13th	<i>locate creature</i>
17th	<i>hold monster</i>

Bonus Proficiencies

You can choose the proficiencies among the following list: Investigation, Survival, leatherworker's tools, or poisoner's kit.

Perfect Ambush

You gain this feature when you reach 15th level instead of Mask of Death Everlasting.

You can take two turns during the first round of any combat. You take your first turn at your normal initiative count, and your second turn at your initiative minus 10. You can't use this feature if you are surprised.

ROGUE

POISONER

Lore: The art of poison-making is a dangerous one, but highly sought after by criminal cartels, scheming nobles, or spurned lovers. Poisoners can be notably found among the assassins guild known as the Cult of the Ancients, the charming but deadly Ladies of Serpents, or the students of the War College of Plague, in Darakeene. Poisoners tend to remain isolated, and most of them live in regions where supplies can be easily found such as the Hornsaw Forest, the Mourning Marshes, or the Swamps of Kan Thet.



Poison Preparation

When you choose this archetype at 3rd level, you gain proficiency with the herbalism kit and the poisoner's kit. When you make an ability check to prepare, harvest, detect or otherwise manipulate poison, your proficiency bonus is doubled if it applies to the check, and you can't accidentally poison yourself when doing so.

When you spend a day of downtime to craft a dose of poison, you make progress by an amount equal to 10 gp per point of your Intelligence modifier (minimum 10 gp), and the amount of gold you need to spend is reduced by half.

Improved Poison Use

Beginning at 3rd level, you have become an expert at using poisons. When you use a dose of poison, you can benefit from one of the following effects of your choice. When you reach 17th level, you can choose two different effects.

Discreet Application. You have advantage on any Dexterity (Sleight of Hand) check that you make to apply the poison unnoticed.

Increased Potency. The DC of the saving throw becomes equal to 8 + your proficiency bonus + your Intelligence bonus if it is lower.

Lethal Dose. The first time you roll damage for the poison dose, you can reroll up to a number of dice equal to your Intelligence modifier (minimum 1). You must accept the second result, even if it is worse.

Noxious Fumes. When you use an inhaled poison, a single dose fills a 10-ft cube.

Poison Tolerance. You are immune to the effects of this specific dose of poison, even if you are subjected to it after its application.

Poisoned Ammunitions. You can coat a single dose of poisons on up to 10 pieces of ammunition.

Poisoned Blade. When you coat a dose of poison on a slashing or piercing weapon, the poison remains for 10 minutes after application.

Quick Application. You can apply the poison dose as a bonus action.

Poison Resistance

Starting at 9th level, you have developed an accoutumance to the poisons you create. You have advantage on all saving throws against poisons, and have resistance against poison damage. When you are subjected to a poison that allows you to make a Constitution saving throw to take only half damage, you instead take no damage if you succeed on the saving throw.

Quick Preparation

At 13th level, when you have a poisoner's kit and appropriate supplies, you can take 10 minutes to craft a single poison dose with a market value equal to or lower than 200 gp per point of your Intelligence modifier. You still need to expend gold and raw materials normally.

As opposed to poisons created during downtime, the dose of poison created with this feature becomes stale after 8 hours.

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

Improved Poison Preparation

When you reach 17th level, you have mastered the art of poison-making. When you create a dose of poison during downtime or using your Quick Preparation feature, you can apply one or more of the following modifiers. This increases the market price of the poison dose by the amount specified between parentheses.

Delayed Death (200 gp). The effects of the poison activate 1d4 hours after being exposed to it.

Increased Potency (see text). The DC of the saving throw becomes equal to 8 + your proficiency bonus + your Intelligence bonus if it is lower. This increases the market value of the poison dose by 100 gp for each point by which the DC is increased.

Lethal Dose (see text). The first time a creature takes damage from the poison dose, the damage is doubled. This increases the market value of the poison dose by 50 gp for each additional dice of damage.

Modified Type (100 gp). You can change the type of poison to contact, ingested, inhaled, or injury.

Prolonged Duration (200 gp). The duration of the effects is doubled.

Racial Immunity (300 gp). Choose one race of humanoid you are familiar with. Creatures from that race have advantage on their saving throws against the poison dose, or are immune to it if they already had advantage on saving throws against poisons.

Racial Vulnerability (300 gp). Choose one race of humanoid you are familiar with. Creatures from that race have disadvantage on their saving throws against the poison dose.

Undetectable Poison (500 gp). Ability checks made to detect the poison dose without magic are made with disadvantage. A creature that uses the *detect poison and disease* spell or a similar magical effect must succeed on a spellcasting ability check against a DC equal to 8 + your proficiency bonus + your Intelligence bonus to detect it.

POISONS OF GHESPAD

Poisons are described alphabetically.

Poison	Type	Price per Dose
Basilisk Essence	Injury	1,200 gp
Blight Wolf Essence	Injury	1,000 gp
Bloodberry Extract	Ingested	600 gp
Bloodthirst Poison	Injury	800 gp
Child Trap Extract	Inhaled	400 gp
Distilled Mourning	Inhaled	1,000 gp
Dreamroot Extract	Ingested	1,200 gp
Ebon Eel Ink	Contact	400 gp
Lurker Below Essence	Inhaled	1,200 gp
Miredweller Venom	Contact	600 gp
Phase Spider Essence	Ingested	800 gp
P'tarri Root Extract	Injury	1,200 gp
Savant Hydra Essence	Contact	800 gp
Slarecian Worm Essence	Injury	1,500 gp

Basilisk Essence (Injury)

Lore: This poison is prepared by asaathi and the hags of the Dar al Annoth from the eyes of basilisks or medusa.

A creature subjected to this poison must succeed on a DC 12 Constitution saving throw. On a failed save, the creature becomes restrained until the end of its next turn. At the end of its next turn, the creature must make a new saving throw. On a failure, the creature is petrified until freed by the *greater restoration* spell or a similar magical effect.

Blight Wolf Essence (Injury)

Lore: This poison is a mixture of the saliva and the blood of a blight wolf.

A creature subjected to this poison must succeed on a DC 16 Constitution saving throw. On a failed save, the creature is poisoned for 1 minute. While poisoned this way, the creature can't regain hit points or gain temporary hit points. The creature can make a new saving throw at the end of each of its turns, ending the effects on itself on a success.

Bloodberry Extract (Ingested)

Lore: This poison is prepared from bloodberries, powerful narcotic fruits that grow in regions tainted by the blood of Mormo.

A creature subjected to this poison must succeed on a DC 15 Constitution saving throw. On a failed save, the creature is poisoned and has disadvantage on all Dexterity checks and saving throws for 1 hour.

Bloodthirst Poison (Injury)

Lore: This poison is made by the foamer slitherens using the waters from the Blood Sea and the venom of various snakes from the Bloodrain Woods.

A creature subjected to this poison must succeed on a DC 14 Constitution saving throw. On a failed save, the target is poisoned for 1 minute. While poisoned this way, the target takes 7 (2d6) additional necrotic damage each time it takes piercing or slashing damage. The creature can make a new saving throw at the end of each of its turns, ending the effect on itself on a success.

Child Trap Extract (Inhaled)

Lore: This poison is produced by the strange plant known as the child trap that grows in warm marshes in the Scarred Lands.

A creature subjected to this poison must succeed on a DC 12 Constitution saving throw. On a failed save, the creature becomes charmed by the closest creature it can see within 60 ft for 1 hour. If the saving throw fails by 5 or more, the creature falls unconscious instead. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

Distilled Mourning (Inhaled)

Lore: This foul poison is created by the slitherens by distilling the vapors emanating from the Mourning Marshes.

A creature subjected to this poison must succeed on a DC 13 Constitution saving throw. On a failed save, the creature takes 22 (4d10) necrotic damage, and its hit point maximum is reduced by the same amount.

Dreamroot Extract (Ingested)

Lore: The dreamroot is a small and colorful plant that grows in the Drifting Isle, and very few are allowed by the orafauns to harvest it.

A creature subjected to this poison must succeed on a DC 15 Constitution saving throw. On a failed save, the creature becomes poisoned for 1 minute. While poisoned this way, the creature is subject to vivid hallucinations: the creature is incapacitated and takes 10 (3d6) psychic damage at the start of each of its turn. The creature can make a new saving throw at the end of each of its turns, ending the effect on itself on a success.

Ebon Eel Ink (Contact)

Lore: This poison is harvested from the ink of a living ebon eel.

A creature subjected to this poison must succeed on a DC 12 Constitution saving throw. On a failed save, the creature is blinded for 1 minute. The creature can make a new saving throw at the end of each of its turns, ending the effect on itself on a success.

Lurker Below Essence (Inhaled)

Lore: This poison is harvested from the mucus that covers the strange creatures known as the lurker below.

A creature subjected to this poison must succeed on a DC 13 Constitution saving throw. On a failed save, the creature is poisoned for 1 minute and immediately starts suffocating. While poisoned this way, the creature can't breathe. The creature can make a new saving throw at the end of each of its turns, ending the effect on itself on a success.

Miredeweller Venom (Contact)

Lore: This poison is naturally produced by the miredewellers, strange humanoids that live in Ghelspad's southern swamps.

A creature subjected to this poison must succeed on a DC 12 Constitution saving throw. On a failed save the creature is poisoned for 1 minute. While poisoned this way, the creature can only take one action or one bonus action at each of its turn, not both, and cannot take reactions. The creature can make a new saving throw at the end of each of its turns, ending the effect on itself on a success.

Phase Spider Essence (Ingested)

Lore: This poison can be produced from the distilled venom of phase spiders, strange creatures that haunt some of Ghelspad's corrupted forests.

A creature subjected to this poison must succeed on a DC 13 Constitution saving throw. On a failed save the creature is poisoned for 1 hour. While poisoned this way, the creature can't teleport or shift to another plane.

P'tarri Root Extract (Injury)

Lore: This poison is extracted from the sap of the p'tarri root that grows deep within the Spine Forest.

A creature subjected to this poison must succeed on a DC 15 Constitution saving throw. On a failed save the creature is poisoned for 1 minute. While poisoned this way, the creature can't concentrate on spells. The creature can make a new saving throw at the end of each of its turns, ending the effect on itself on a success.

Savant Hydra Essence (Contact)

Lore: This strange poison is created by the fiends known as the savant hydra, and is sometimes bestowed to Chardun's favored servants.

A creature subjected to this poison must succeed on a DC 16 Constitution saving throw. On a failed save, the target loses its highest spell slot.

Slarecian Worm Essence (Injury)

Lore: This very rare poison is produced by crushing slarecian worms and mixing the resulting paste with various rare narcotic herbs.

A creature subjected to this poison must succeed on a DC 17 Constitution saving throw. On a failed save, the creature takes 42 (12d6) psychic damage and is stunned until the end of its next turn. If the creature has psionic abilities, it only takes half damage on a failed save and is not stunned.

SORCERER

TITANIC CORRUPTION

This section presents additional options for the Titanic Corruption sorcerous origin, described in the **Scarred Lands Player's Guide**.

Gulaben Lineage

Lore: The taint of Gulaben can still be felt among Ghelspad's sorcerers, even though the titaness herself remains imprisoned and forgotten. In particular, the Hellian witches in Albadia unknowingly bear the mark of the wind, as well as the legacy of Denev, Lethene, and Mormo.

With the Game Master approval, the following gifts described in the **Scarred Lands Player's Guide** are related to Gulaben's lineage.

Type	Gifts
Minor	Psychic Savant, Unnatural Acuity
Major	Mind Slayer, Sensory Impulse
Grand	Crucible of the Mind, Impose the Dominant Will

Minor Gifts

Blind Sage (Golthain). You are permanently blind and gain blindsight up to 30 ft. You are immune to the blinded condition, and no spell or effect can restore your normal sight. You can still see through spells such as *arcane eye*, *clairvoyance*, or *scrying*. You can spend 2 sorcery points to cast *blindness/deafness* (blindness only) without expending a spell slot.

Herald of Autumn (Denev, Hrinruuk, Mormo). You learn the *druidcraft* cantrip, which is a sorcerer cantrip for you and doesn't count against the number of cantrips you know. You can spend 1 sorcery point to cast *faerie fire* without expending a spell slot.

Hypnotic Charm (Gulaben, Mormo). You gain proficiency in the Persuasion skill. If you are already proficient in Persuasion, your proficiency bonus is doubled for any ability check you make that uses that skill. You can spend 2 sorcery points to cast *enthrall* without expending a spell slot.

Tranquil Mind (Denev, Golthain, Gulaben). You have advantage on all saving throws against being charmed or frightened, and magic can't put you to sleep. You can spend 2 sorcery points to cast *calm emotions* without expending a spell slot.

Major Gifts

Arcane Fissure (Gormoth, Mesos). You can spend 4 sorcery points to cast *dispel magic* as a 4th-level spell without expending a spell slot.

Clouds of Madness (Denev, Gulaben). You can spend 4 sorcery points to cast *hypnotic pattern* without expending a spell slot. When you cast *hypnotic pattern* using this gift, you don't need to concentrate on it to maintain its effects.

Hands of Clay (Denev, Kadum, Thulkas). You can spend 4 sorcery points to cast *stone shape* without expending a spell slot.

Unfettered Soul (Denev, Gulaben, Hrinruuk). You can spend 4 sorcery points to cast *freedom of movement* without expending a spell slot.

Grand Gifts

Corrupted Touch (Chern, Gormoth). You can spend 5 sorcery points to cast *contagion* without expending a spell slot.

Secret Whispers (Gulaben, Mormo). You can spend 5 sorcery points to cast *mislead* without expending a spell slot.

Soaring Skies (Gulaben, Lethene). You can spend 5 sorcery points to cast *fly* on yourself without expending a spell slot. When you cast *fly* using this gift, you don't need to concentrate on it to maintain its effects.

The Great Eye in the Sky (Golthain, Gulaben). You can spend 5 sorcery points to cast *scrying* without expending a spell slot. When you cast *scrying* using this gift, you don't need material components, but you are unaware of your own surroundings for the entire casting time and duration of the spell.

WARLOCK

ELDRICHT INVOCATIONS

New eldricht invocations are listed alphabetically.

The Pact of Blood and Pact of the Sea class features are described in the **Scarred Lands Player's Guide**.

The Divine Remnant otherworldly patron, described in the **Ghelspad Companion - Volume 4**, provides access to the Channel Divinity class feature. Warlocks can obtain the Channel Divinity class feature through other means, such as the Cabalist feat from the **Scarred Lands Player's Guide**, or by multiclassing as a cleric or paladin.

Ancient Blood

Prerequisites: Pact of Blood class feature

You consider all spells of 1st level or higher from the druid spell list as warlock spells. When you cast a druid spell using a warlock spell slot, you must spend 1 blood point in addition to expending a warlock spell slot.

Corrupted Blood

Prerequisites: Pact of Blood class feature

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

When you are not incapacitated and deal acid, cold, fire, or poison damage with a cantrip, a spell, or a warlock eldricht invocation, you can spend 1 blood point to transform half the acid, cold, fire or poison damage into necrotic damage.

Divine Mimicry

Prerequisites: Channel Divinity class feature

You can attune to magic wands or staves as if you were a cleric. You can also use spell scrolls to cast cleric spells, provided that you also expend your Channel Divinity class feature when doing so.

Eldricht Grapple

Prerequisites: 5th level

When you cast *eldricht blast*, you can attempt to grapple one of the creatures you hit with it as a bonus action, provided that you have at least one hand free and that the creature is within your reach.

Eldricht Guardians

Prerequisites: 5th level

You can cast *spirit guardians* once using a warlock spell slot. You can't do so again until you finish a long rest.

Eye of the Deep

Prerequisites: Pact of the Sea class feature

You can cast *beast sense* once without using a warlock spell slot. You can't do so again until you finish a short or long rest. You can only target beasts with a swim speed with this invocation.

Flinging Blast

Prerequisites: 5th level

When you hit a creature you are grappling with *eldricht blast*, the creature must succeed on a Strength saving throw against your spell save DC. On a failed save, you can move the creature by 30 ft in any direction and the creature is knocked prone. If you move the creature beyond your reach, the grapple ends.

Frightening Grasp

Prerequisites: 7th level

When you grapple a creature, the creature must succeed on a Charisma saving throw against your spell save DC. On a failed save, the creature is frightened by you until the grapple ends. On a successful save, the creature becomes immune to this feature for the next 24 hours.

Grasp of the Kraken

You can add your Charisma modifier to any ability check you make to initiate, maintain, or escape a grapple. You can grapple creatures up to two sizes larger than yours, and your movement speed is not halved when you drag or carry a creature you grapple, regardless of its size.

Hallowed Servant

Prerequisites: 11th level, Chanel Divinity class feature

You can use the Channel Divinity class feature twice. You regain all uses of your Channel Divinity class feature when you finish a short or long rest.

Monstrous Gills

As a bonus action, you can magically grow gills at the base of your neck. While this ability is active, you can breathe both air and water and you gain a swim speed equal to your land speed, but you have disadvantage on all Charisma checks, except on Charisma (Intimidation) checks. You can end this effect with a bonus action.

Mystic Bloodhound

Prerequisites: 7th level

You can cast *locate object* or *locate creature* once using a warlock spell slot. Once you have cast one spell or the other, you can't cast either spell again until you finish a long rest.

Mysterious Blood

Prerequisites: Pact of Blood class feature

You consider all spells of 1st level or higher from the sorcerer spell list as warlock spells. When you cast a sorcerer spell using a warlock spell slot, you must spend 1 blood point in addition to expending a warlock spell slot.

Reject the Divine

Prerequisites: 5th level

When you are targeted by a divine spell, you can cast *counterspell* as a reaction using a warlock spell slot.

Ride the Ocean

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

You can cast *beast rider*^{SLPG} once using a warlock spell slot. You can't do so again until you finish a long rest. You can only target beasts with a swim speed with this invocation.

Ritual Sacrifice

Prerequisites: 11th level, Pact of Blood class feature

You can cast any warlock spell of 5th-level or lower that you know as a ritual, even if the spell doesn't have the ritual tag or if you can't cast spells as rituals. To do so, you must spend a number of blood points equal to the level of the spell.

Ship's Armor

Prerequisites: Pact of the Sea class feature, Ship's Bond eldritch invocation

You can cast *baskin* once on yourself using a warlock spell slot. If you are on the ship you are bonded to using the Ship's Bond eldritch invocation (described in the **Scarred Lands Player's Guide**), you don't need to spend a warlock spell slot. You can't do so again until you finish a long rest.

Staggering Blast

Prerequisites: 7th level

When you hit a creature with *eldritch blast* and the result of your attack roll exceeds the creature's Armor Class by 5 points or more, the creature can't take reactions until the end of your next turn. You can use this feature only once per turn.



THE KRAKEN

Lore: The kraken is a monstrous force of nature, one that commands the respect of all that live under the sea. In the Scarred Lands, this otherworldly patron is best exemplified by Queen Ran, whose throne seats on the abyss where Kadum bleeds, and most warlocks of the kraken can be found near the Blood Sea. The piscean lords are also known to confer similar abilities, and in the Dragon Lands, warlocks can invoke the name of the valugas, the giant sea serpents that dwell in the depths of Scarn's oceans.

Expanded Spell List

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

Spell Level	Spells
1st	<i>command, fog cloud</i>
2nd	<i>alter self, gust of wind</i>
3rd	<i>conjure animals</i> (beasts with a swim speed only), <i>sleet storm</i>
4th	<i>black tentacles, control water</i>
5th	<i>dominate person, telekinesis</i>

Thrall of the Kraken

Starting at 1st level when you choose this otherworldly patron, you can speak, read and write Kraken. Additionally, whenever you make a Charisma check when interacting with a creature with a swim speed, your proficiency bonus is doubled if it applies to the check.

Your body becomes covered with scale and exudes mucus. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

Additionally, your hit point maximum increases by 1, and it increases by 1 again whenever you gain a level in this class.

Tentacular Defense

At 6th level, you can summon tentacles to ward off your enemies. When you are attacked by a creature within 30 ft and can see your attacker, you can take your reaction to try to move your opponent after the attack. The creature must succeed on a Strength saving throw against your spell save DC. On a failed save, you can move the creature by 30 ft in any direction and the target is restrained until the end of your next turn.

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

Slippery Skin

At 10th level, your skin is covered with a thick oil that prevents creatures from grabbing you. You become immune to being grappled or restrained, and have advantage on all saving throws against being paralyzed or petrified. Furthermore, you can move through any space as narrow as 6 inches wide without squeezing.

Drowning Curse

When you reach 14th level, you can fill the lungs of your enemies with dark and foul waters. As an action, you can choose one creature you can see within 30 ft. The creature must succeed on a Constitution saving throw against your warlock spell save DC.

On a failed save, the target immediately runs out of breath and becomes incapacitated until the end of your next turn. While incapacitated this way, the target can't breathe. If you are still within 30 ft of the target and the effect is still active, you can spend your action to maintain it until the end of your upcoming turn.

The target can make a new saving throw at the end of each of its turns, ending the effects on itself on a success.

Creatures that are able to breathe water or that don't breathe are immune to this ability, and creatures able to hold their breath for 15 minutes or more have advantage on all their saving throws against it.

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

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