

TROUBADOURS &
TENDERS OF THE
GROVE,
PUGILISTS & PACT
MAKERS

A Scarred Lands Character Options Supplement

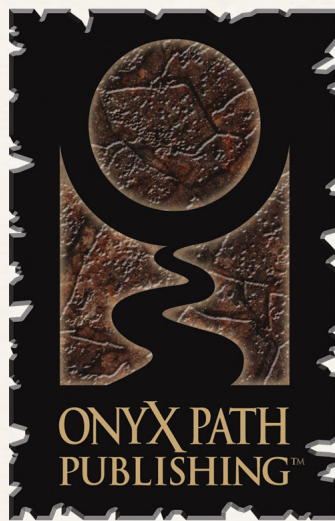
By Vorpal Tales

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Introduction

“There are not more than five musical notes, yet the combinations of these five give rise to more melodies than can ever be heard.

There are not more than five primary colors, yet in combination they produce more hues than can ever been seen.

There are not more than five cardinal tastes, yet combinations of them yield more flavors than can ever be tasted.”

~ SUN TZU, THE ART OF WAR

Scarn as a whole is on the mend, and the continent of Ghelspad leads the charge back to perfection. As civilization builds itself up, and nations resume trade and treaties, the exchange of information and culture follows closely behind. Schools of thought and paths to power proliferate throughout the lands and break through their cultural and geographical boundaries. Minstrels sing the stories of their people, Wanderers heal the land, while Masters of the Fist open new monasteries to train new techniques, and ancient powers mark their rise to relevance again through their Retainers. Now is the time to gain power not through acts of war, but through securing the hearts, minds, and spirits of the people. Weaving a tale to spur the masses into action. Calling upon the land to feed hundreds and gain the loyalty of thousands. Felling a man in one quick act of violence to prevent the need for more. Using a forgotten power to shock a nation into submission. These are the actions of a modern Ghelspad.

We chose the following archetypes for a simple reason. Not as many exist in Ghelspad as the archetypes for other classes. It has been a long time since songs other than war chants have graced the winds. Too long since the ground has sprouted a new, beautiful flower. This supplement looks to change that.

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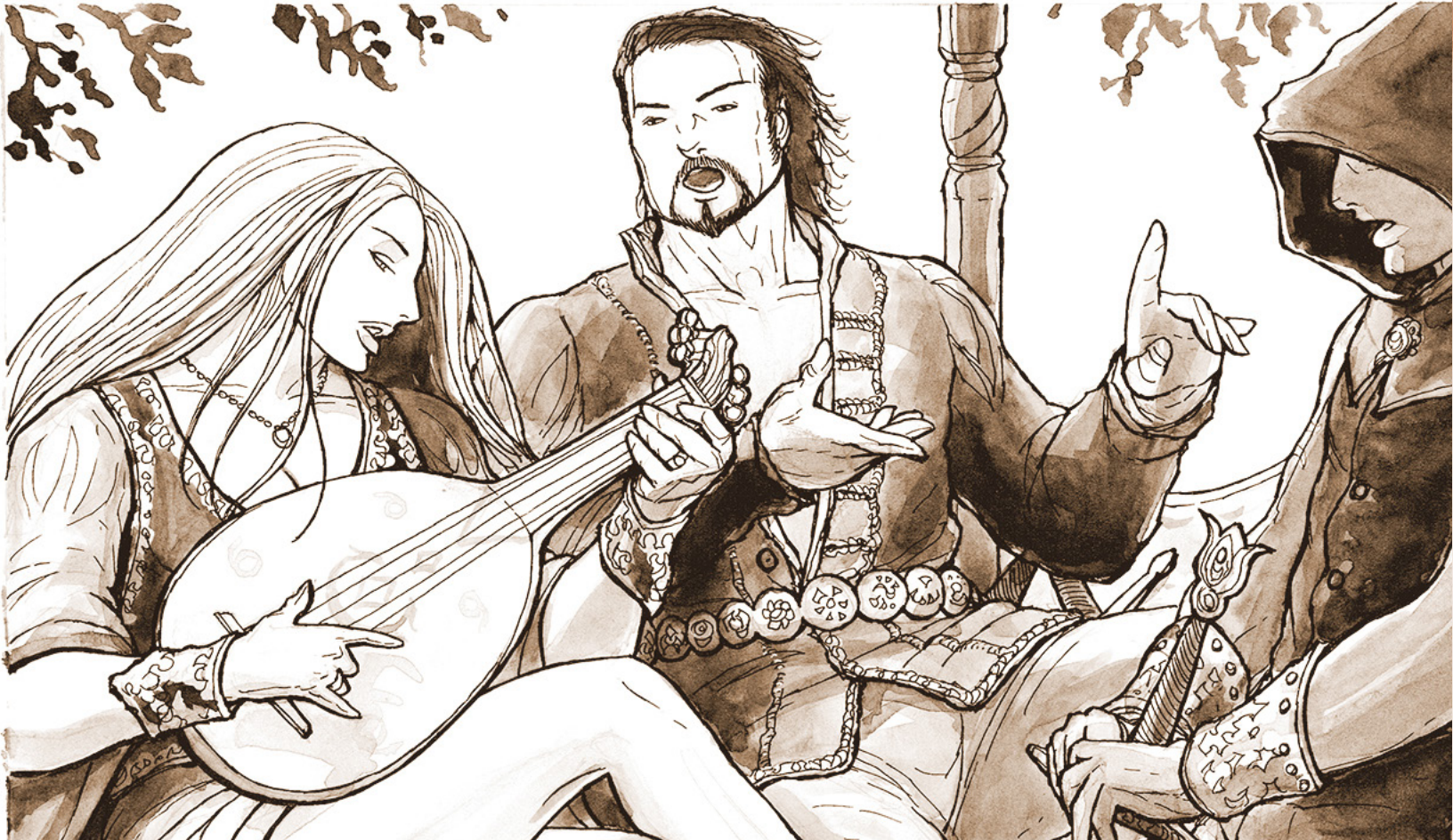
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CHAPTER ONE

TROUBADOURS

A king is a king, but a bard is the heart and soul of the people; he is their life in song, and the lamp which guides their steps along the paths of destiny. A bard is the essential spirit of the clan; he is the linking ring, the golden cord which unites the manifold ages of the clan, binding all that is past with all that is yet to come.

~ STEPHEN R. LAWHEAD, THE ENDLESS KNOT

Experts in song and tale, Bards are often dismissed as nothing more than supporting characters in the tales they weave. This is wildly inaccurate and underestimating a bard can cost an adventurer dearly. With honeyed tongues and magic woven into their words, cunning bards can learn the deepest secrets and empty purses before their marks even realize what is happening. With primal magic resonating from their very voices, bards can bring down foes with nothing more than a few sharp words with the most basic

of effort, and an experienced and mighty bard's words can literally kill, destroy the mind, or make the mightiest of monsters their loyal servants.

In Ghelspad, the most populous continent of the Scarred Lands, the importance of bards to society stretches as far back as people have walked the lands. Bards record the histories of the peoples of the land and bring hope and a bit of joy to a world sorely in need of it. The people of Ghelspad often refer to "colleges" as "traditions", but the following entries use the word "college" for uniformity.

College of Acoustics

Bards of this college take their talents to the next level, and attempt to perfect the energies that influence them. By taking a more scientific approach, these bards can actually increase the timbre, pitch, tone, and most importantly volume of their voice. The outcome is akin to thunder magic in that it leaves a target disoriented and in great physical pain. It is quite the unnerving sight to the enemy to see one of these bards enter the battlefield with no weapon, but then open their mouth and watch their allies fall to the ground one by one, blood streaming from their ears.

Auditory Overload

When you join this college at 3rd level, you can attempt to disorient your opponents. As an action you can hit a pitch that registers too high for normal hearing but assaults the eardrums. The target must make a CON saving throw using your Spell Save DC. On a failure the target is Deafened for the next 10 minutes. On a success there is no effect, and the target does not know they were targeted.

Sonic Screech

Also at 3rd level, you can turn your voice into a powerful weapon. You gain a new option to use with the Attack action. This is a ranged spell attack with a range of 20ft. You are proficient with it, and you add your Charisma modifier to the attack and damage rolls. The damage type is thunder, and the damage die is a d8. When you make the attack, you can be heard up to 100ft, away. Additionally, if the attack is successful, every creature within range takes half damage.

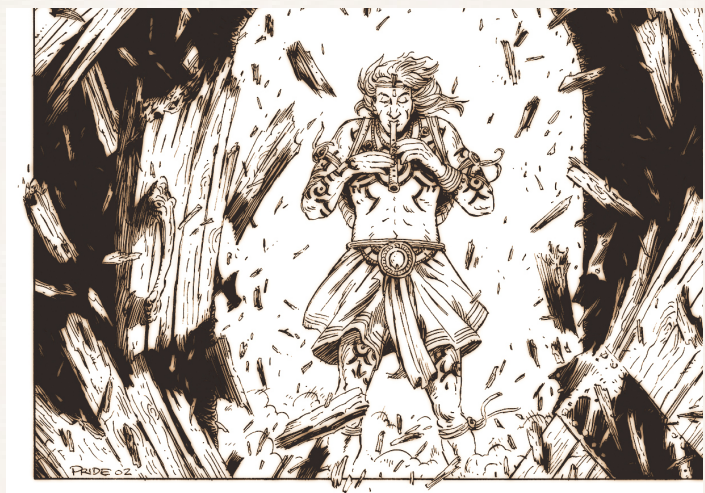
Extra Attack

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. This includes your Sonic Screech attack. Additionally, you can use your Sonic Screech as an Attack of Opportunity.

Neural Shutdown

At 14th level, your Sonic Screech evolves to become the ultimate debilitating weapon. As part of your attack you can cause the target, and those in the area of effect, to make a CON saving throw using your Spell Save DC. On a failure the target(s) are stunned until the end of your next turn and knocked prone from the sheer power of your voice. You can use this ability a number of times equal to your CHA modifier (minimum of 2 times). All uses of this ability recharge on a long rest.

Additionally, your damage die for your Sonic Screech becomes a d12.



College of Fatalism

When most people think of a Bard, they think of a jovial troubadour plucking the strings of their lute and telling tall tales by the tavern fire. For these bards, the road is a source of material that allows them to spin tales for coin, inspire their comrades, and overall be an encouraging force to those around them.

Yet for some, the road wears long, and leads to dark places where terrible things cannot be unseen. For some bards, the burgeoning potential of the open road becomes a burden that crushes their soul. The truth of the world spoils their wide-eyed optimism. Life is pain, a flat circle of time that brings only misery that will grind your body and soul into dust.

The College of the Fatalist is not a central location or a unified philosophy. It is more a collective dire outlook of inevitability. Death created time to grow things that it could kill. The Titans created life to play with or experiment on like toys. The Gods allow humanoids to exist for the selfish reason of feeding on their faith. Life's meaning is to exist for someone or something else's purposes and then be thrown away like a dirty rag or a rusty dagger.

Fatalistic Pragmatism

At 3rd level, your outlook of the world changes for the worse. Where once you wanted to inspire, you now choose to share the futility of it all.

A Fatalistic Bard does not gain Bardic Inspiration. Instead, you gain Fatalistic Pragmatism. As a bonus action on your turn, you can choose one creature other than yourself within 60 feet of you who can hear you. That creature is affected by your Fatalistic Pragmatism.

The creature does not need to understand the language you speak. The sound of your words, and the dire nature of your tone resonates beyond the barriers of language. The next time the creature rolls an attack, save, ability or skill check, your utter despair is impressed upon them. They must roll a d6 and subtract the amount rolled from their total.

Once the Fatalistic Pragmatism is used, it is lost. A creature can have only one Fatalistic Pragmatism or one Bardic Inspiration at a time.

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

Your Fatalistic Pragmatism die changes when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

Bonus Proficiencies

At 3rd level, you gain proficiency in two of the following skills: Intimidation, Persuasion, and Insight. If you already have proficiency in all three, you instead gain expertise in any one of the above skills.

Weight of the World

Also at 3rd level, you can expend one use of Fatalistic Pragmatism to give a creature disadvantage on its next d20 roll. At 9th level, you can expend a use of Fatalistic Pragmatism as a reaction to resist the Charmed condition and remove any charm effect you are subject to.

Finally, at 14th level, due to the weight of despair in your words, if the creature fails a Wisdom saving throw vs. your spell save DC, the creature has Disadvantage on all of its attack, save, ability, and skill rolls for one minute or until your concentration ends. The creature can make a new save on each of its subsequent turns, ending the effect on a success.

Despair's Inevitability

Beginning when you reach 5th level, you regain all your expended uses of Fatalistic Pragmatism when you finish a short or long rest.

Also, you know that someday you will die. Your solemn lack of a hopeful existence steels you against this knowledge. As a reaction, you can expend a Fatalistic Pragmatism to resist being Frightened.

Abandon All Hope

At 6th level, you can use your Fatalistic Pragmatism to prey on the hidden secrets and frustrations of a creature. The target must a Wisdom saving throw vs. your spell save DC. On a failure, the creature loses all hope in life and attacks the nearest creature at your direction, to the exclusion of all other targets, as it blames the designated target as the source of the problems for all existence.

The effect lasts for as long as the target hears you and for an additional 5 rounds thereafter. For every three levels obtained beyond 6th, you can target one additional creature with a single use of this ability. Each turn after the first, the creature may make a new save, ending the effect on a success.

Nothing Has Meaning

At 14th level, you can use your Fatalistic Pragmatism to discourage even the most bolstered of egos. Your words can drain the hope from any soul who hears you. You can bestow the Paralyzed condition to one creature of your choice. The target must make a charisma saving throw vs. your spell save DC. On a failure, the target is paralyzed for 1 minute or until your concentration ends.

Each turn after the first, the creature may make a new save, ending the effect on a success.

Additionally, as a reaction, you can use a Fatalistic Pragmatism to resist a Paralyzed condition.

Life Is Pain

At 20th level (the gods apparently want you to suffer for having made it this far), when you roll initiative and have no uses of Fatalistic Pragmatism left, you regain one use.



College of the Howling Souls

The Kelder Mountains form the spine of Ghelspad. Running the length of the continent and fishtailing eastward in the south, these mountains are among the continent's most prominent features. Much of the mountain range is considered dangerous or even impassable. However, a few passes exist along the northern and southern portions of the Kelders. The Canyon of Souls, to the north, consist of several interconnected canyons, cliffs, and valleys that form a lengthy, treacherous mountain pass. The nation of Ontenazu straddles the canyon, its twin halves settled on either side. The canyon is known for its harsh, deadly winds, which blow westward from the Celestial Shelf and bounce through the canyon. In Ontenazu, the bards of the College of Howling Souls have learned to harness a fragment of the power of the canyon.

Cacophony

Starting at 3rd level, you can bolster your allies with swirling, howling winds. As a bonus action, you can expend one use of your Bardic Inspiration to weave the winds of the canyon of souls into your mournful song. When you do so, choose a number of creatures you can see and who can hear you within 60 feet of you, up to a number equal to your Charisma modifier (minimum of one). Each of them gains a +2 bonus to AC. This is the same magical bonus as that provided by a ring of protection for purposes of stacking or overlapping AC. When a creature gains this bonus, it can immediately use its reaction to move up to its speed, without provoking opportunity attacks.

Howling Pandemonium

Also at 3rd level, you can spin the winds of the canyon of souls into your words with a disturbing howl that causes your target to shudder and become distracted. As a bonus action, you can expend one use of your Bardic Inspiration and choose one creature you can see within 60 feet of you. Roll the Bardic Inspiration die. The creature must subtract the number rolled from the next ability check, attack roll, or saving throw it makes. You choose which thing to penalize when you activate the ability.

Voices of the Damned

At 6th level, you gain the ability to lace your song with the whispers of the damned souls lost to the canyon. As a bonus action, you cast Dissonant Whispers, without expending a spell slot, and the area around you within 60 feet fills with a swirling wind that whispers and moans in the voices of the damned. This affect lasts for 1 minute or until your concentration ends as if concentrating on a spell. During this time, you can cast Dissonant Whispers as a bonus action on each of your turns, without expending a spell slot.

Once you use this feature, you cannot use it again until you finish a long rest.

Choir of Pandemonium

You can now affect any number of creatures you choose within 60 feet with your Howling Pandemonium. Roll your inspiration die once to determine the penalty all creatures will experience. You can choose from ability check, attack roll, or saving throw individually for each target or as a group, as you see fit.



CHAPTER TWO

TENDERS OF THE GROVE

The holly grove, carved a century ago by the druids, was designed to amplify emotion to a cathartic crescendo. You see, druidism (as did most early religions) realized the essential truth that faith is an emotional, rather than a logical, response to the world. They designed their places of worship around this fact. Love, fear, guilt, rapture, these are religious words. Believers feel their belief. Skeptics contemplate their doubt.

~ SCOTT DAVIS HOWARD, THREE DAYS AND TWO KNIGHTS

Protectors of ancient secrets, defenders of the wild places, keepers of the old ways, and more are the purviews of the druids. Reclusive experts in the magic of the land itself, able to take the forms of fearsome beasts, and experts in primal elements, druids are both respected and feared by those outside their groves and sacred circles.

Keepers of the oldest religions of Scarn, druids are figures of mystery and reverence to some, fear and disgust to others. Those who still follow the old ways, and do not follow Denev, are not welcome in the lands of the divine and redeemed towns and cities. Conversely, in places where people still revere Titans, all other druids are welcome, and the followers of Denev experience shunning at best, death at worst.

Circle of the Crimson Abyss

When one thinks of druids, one normally thinks of the deep woods, forbidding mountains, thick jungles, or other landlocked locales, but druids are found not only on the land, but also sailing the high seas of Scarn. Some adventure with pirate and privateers, others explore the sea for many reasons known only to them, and the creatures they commune with beneath the waves. Regardless of reason, their usefulness on board ships made of wood are undeniable and their company most welcome on board most ships. There are of course exceptions as some druids pursue darker goals such as finding ways to harness the power of the titan blood infused in the Blood Sea.

One with the Shallows

At 3rd level, you gain a swim speed of 20. In addition, you can hold your breath underwater for a number of minutes equal to 10 + your Constitution modifier (minimum of 10 minutes). Lastly, you always have advantage on any save or ability check to resist the abilities of creatures with the aquatic subtype and can use speak with animals on any aquatic creature at will.

Form of the Kraken

At 6th level, you can expend one use of wild shape to grow tentacles and fins out of your body while otherwise retaining your own form.

You grow two tentacles while in this form. The tentacles have 10-foot reach regardless of your size, and you are proficient with them. You can use your action to make a physical attack with your tentacles causing 1d6+Wisdom modifier damage. You can use your bonus action on the same turn to make a secondary physical attack with your tentacles, causing 1d6 damage. You also gain advantage on all strength-based skill checks and saves while in this form. In addition, you gain squid-like fins that increase your swim speed by 10 feet.

At 11th level, the reach increases to 15 feet and the damage from each tentacle increases to 1d8 and swim speed increases by 20 feet. At 17th level, the reach increases to 20 feet and the damage from each tentacle increases to 1d10 and swim speed increase by 30 feet.

One with the Deep

At 10th level, your base swim speed increases to 40. In addition, you can now breathe water the same as breathing air. In addition, any time you take an aquatic form (including Form of the Kraken) when using your wild shape, you turn as a bonus action rather than an action and you can now expend two uses of wild shape take the form of a water elemental. Lastly, you can ignore the Max. CR on the beast shapes chart in the Player's Handbook when taking aquatic forms. You can instead transform into an aquatic beast with a challenge rating as high as your druid level divided by three, rounded down.

Shepherd of the Sea

At 14th level, you have learned to use your magic to master the beasts of the sea. You can cast the Animal Friendship and Beast Bond spells at will on aquatic creatures.



Circle of the Feral Beast

Not all the survivors of the Divine War have chosen to settle in cities and villages. There are many wild and untamed places left on Scarn and some peoples choose to embrace a nomadic lifestyle or to live in small groups in remote locations. The Druids who live with and protect these people must adapt to the terrible creatures that stalk the land and strange curses that affect so many places because of war. The Circle of the Feral Beast has adapted to these dangers by learning to commune with a totem animal spirit and channel the creature's strengths to survive these isolated lifestyles.

Feral Bonding

At 2nd level, you can take on the aspect of an animal, gaining a bonus or special ability based on the type of animal emulated. You must choose your totem animal when you enter this circle and cannot change it after.

Bat Totem

You gain darkvision to a range of 60 feet. If you already have darkvision, the range increases by 30 feet.

At 6th level, you manifest membranous wings between your arms and torso and can fly with a speed equal to your ground movement speed. You can do this a number of times per long rest period equal to your wisdom modifier, and it lasts for 1 minute.

At 10th level, you gain Blindsense out to 30 feet.

Bear Totem

You can expend a spell slot to gain temporary HP equal to 1d8 per spell level expended.

At 6th level, +2 natural AC.

At 10th level you can become resistant to bludgeoning, slashing, and piercing damage for 1 minute. This ability can be used a number of times per long rest period equal to your Wisdom modifier.



Bull Totem

You gain +2 to damage rolls with melee attacks done with weapons or your natural weapons.

At 6th level, as part of a melee weapon or natural weapon attack action, you can Dash as a bonus action. If you move at least 10 feet in a straight line as part of this movement, on a successful hit you push the target 10 feet in a direction of your choosing and the target must make a strength saving throw vs your spell save or DC or fall prone.

At 10th level, you can See Red for 1 minute. This can be done a number of times per long rest equal to your wisdom modifier. While Seeing Red, you have advantage on strength and constitution checks and saving throws.

Falcon Totem

You gain proficiency in the perception skill. If you already are proficient, you instead gain expertise. You gain low-light vision. You can discern minute details at long range.

At 6th level, you manifest feathered wings and can fly with a speed equal to your ground movement speed. You can do this a number of times per long rest period equal to your wisdom modifier, and it lasts for 1 minute.

At 10th level, while flying, you can dash as a bonus action every turn. If you dash as part of a melee weapon or natural weapon attack, you get +5 damage on a successful hit.

Monkey Totem

You gain proficiency in the acrobatics and athletics skills. If you already are proficient, you instead gain expertise.

At 6th level, you can move through wooded areas at your base land speed, ignoring any effects on movement due to terrain. You must be at least 20 feet from the ground to use this ability. You also gain advantage on all athletics checks if you can use your arms in the action.

At 10th level, you can leap up to your movement from one branch, vine, or similar handhold to another if one of your hands is empty and can take the dash action as a bonus action on any turn. In addition, your speed increases by 10 feet.

Mouse Totem

On any of your turns you can take a bonus action to Hide or Dash.

At 6th level, you can make a hide check even without immediate cover or shadows. In addition, you gain advantage on saves and ability checks vs traps.

At 10th level, when you become subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Wild Cat Totem

You gain proficiency in athletics. If you already have proficiency, you instead gain expertise. Your speed increases by 10 feet.

At 6th level, you can make a bonus attack when using your action to make a melee weapon or natural weapon attack. If both attacks hit, you rend the target causing an additional 5 damage.

At 10th level, you can dash as a bonus action if you use your action to make a melee weapon or natural weapon attack. If you move at least 20 feet as part of that action and hit with your attack, the target must make a str save vs your spell save DC. If it fails it falls prone and you can add your rend damage to the attack.

Wolf Totem

You gain proficiency in perception. If you already have it, you instead gain expertise. You have advantage on Wisdom (Perception) checks that rely on smell.

At 6th level, you have advantage on an Attack roll against a creature if at least one of your allies is within 5 ft. of the creature and the ally isn't Incapacitated.

At 10th level, you gain proficiency in the stealth skill. If you already have it, you gain expertise. Your speed increases by 10 feet.

Soul Totem

At 14th level, if you use your wild shape to take the form of your totem animal, you can remain in that form indefinitely, and can take your totem animal's form as a bonus action.



Circle of the Stray

Cities are living, breathing things. They are an amalgamation of the entities wandering their streets. Tavern-goers, merchants, peddlers, beggars, a rich man's heirs, and a king's soldiers. These are the common sights and sounds that travelers and citizens alike experience day in and day out. However, they toss nary a glance, or only an occasional scrap to a mangy dog, or a hungry, howling feline. These are the forgotten children, scurrying through the hidden and ignored places.

Old travelers and adventurers oft tell the tale of the "urban druid"; a wandering soul who finds solace in the cobblestones of large cities and villages. It is rare to meet one who takes their calling not from the wild places, but from the spirit of the cities themselves. Yet in the wretched ally and dank sanitation culverts of the largest of cities, they exist all manner of hungry strays and lost pets. It is from these mongrels that a most unique individual receives a calling to a most unique task. The call of the strays is strong, and their loyalty stronger to those who answer.

Additional Spells

Upon reaching certain levels in this class, the druid gains access to spells listed for that level in the Calling Spells cart below. Once they gain access to the spell, the druid always has it prepared, and does not count against the number of spells that can be prepared each day. If the druid gains access to a spell that does not appear on the druid spell list, the spell is nonetheless a druid spell.

DRUID LEVEL	SPELL
3rd	Animal Messenger
6th	Bestow Curse
9th	Hold Monster
13th	Eyebite
17th	Shapechange

Answering the Call of the Strays

It takes a unique druid to hear the mewing of distant hungry kittens, and the rumble of hungry canine bellies. It first comes as a silent whisper, but then draws into a cacophony of voices crying out for help once the druid lends their ear. They may have heard it before and not known what it was until passing by two or three times or remembering the faint meow from a city you visited in weeks past.

A Level 3, a Druid can both hear clearly, and subsequently answer the Calling of the Strays. When doing so, they gain a silent friend, a deadly stalker with many eyes, a hungry mongrel with many mouths. Nearby stray cats, dogs, and other forsaken animals find their way to the druid's vicinity. They are sated by the presence of the druid.

By expending one of your Wild Shape uses, you can summon the strays as a swarm. A small amalgamation of stray cats and dogs come out of the woodwork to either heed the druid's will or protect their master with their dying breath. You can place the swarm in either an offensive or defensive state.

When placed in an offensive state, the swarm occupies the area of one medium or smaller target creature. The swarm does 1d4 piercing, slashing, or bludgeoning damage at level 3, increasing to 1d6 at 5th level, 1d8 at 11th, and 1d10 at 17th. The stray swarm hits automatically and also creates difficult terrain in its area. For the purposes of damage reduction, the swarm's attacks are considered magical.

As a bonus action, you may choose to move the swarm to a different target at your current movement speed.

If you become unconscious or dead, the swarm will immediately disperse.

Once per round you can use a bonus action to change the status of the swarm from offensive to defensive and vice versa.

Eyes of the Legion

At 6th level, as an action, you can magically possess one of the strays. The creature can be no larger than small size. The possession lasts for up to one hour, at which point the connection to the creature becomes severed. For the duration, the creature has a speed of 40 feet, which it can use to walk or climb. The creature has your senses and telepathically relays what it sees and hears to you.

During your turn, you can speak to the possessed creature, telepathically command it to move, and it can Hide with a bonus to its normal roll equal to your proficiency modifier. The possessed creature has AC 18. If it takes damage, you must succeed on a Wisdom saving throw (DC equal to 10, or half the damage dealt, whichever is higher) or lose connection to the stray.

As an action, you can sever the connection to the stray early.

Once used, this feature cannot be used again until the druid finishes a long rest.

Hulking Legion

At 10th level, the offensive form of the swarm may encircle a creature of Large or smaller size. The swarm can now make two attacks per round.

In defensive form, the AC bonus is now equal to half your druid level +1. The swarm's speed also increases by 10 feet and it gains the Disengage action. It also gains a climb speed equal to its walking speed. It can climb difficult surfaces vertically but must find equal footing to the swarm's size or risk falling.

Awesome Legion

At 16th level, in offensive form the swarm may encircle a creature of Gargantuan size or smaller. In defensive form, the AC bonus is now equal to half your druid level +2. The swarm's speed also increases by another 10 feet. When determining effects, acts as if the swarm is large size.



CHAPTER THREE

PUGILISTS

Train tirelessly to defeat the greatest enemy, yourself, and to discover the greatest master, yourself."

~ SHI SUYAN, 30TH GENERATION
SHAOLIN TIGER

Experts in both the spirit and the body, the quiet wisdom and seemingly supernatural abilities of monks are the envy of many. Using the entire body as a weapon, a monk moves through enemies in battle like a sickle through wheat. But even so, most are not full of bloodlust, but instead are introspective, spiritual, and quick to help those in need.

Many theories exist telling how experts in the martial arts first arrived in Ghelspad, but the truth is lost to the mists of time. It matters not how it began, only the present state matters. Monasteries dot the land, with more appearing all the time. Ranging from those dedicated to the preservation of knowledge to those dedicated to the perfection of their skill, monks exist in all corners of the land.

Way of the Forceful Mind

There are many paths to the ideal of perfection in Ghelspad. A being has many paths to this perfection, but followers of the Way of the Forceful Mind argue the most important of all is the mind. The mind controls the movements of the body, the pumping of the heart, and even the choices a person makes to shape their soul. Bringing the mind into a state of ideal realization causes all else to fall in line perfectly.

Followers of the Way of the Forceful Mind are rumored to be able to influence the minds of others, enhance the strength of their muscles, and even move things without touching them.

Bonus Proficiencies

When you choose this tradition at 3rd level, you gain proficiency in Wisdom saving throws. In addition, you gain proficiency in any one of Insight, Investigation, or Perception checks as your keen mind lets you see the slight inconsistencies others might miss. If you are already proficient in all three skills, choose one and gain expertise in it instead. As an action, you can sever the connection to the stray early.

Once used, this feature cannot be used again until the druid finishes a long rest.

Mind Bend

At 3rd level, you can influence others' actions and responses. You can spend a Ki point to gain advantage on any social roll. If the target's WIS score is 5 or more less than yours, you gain expertise on this roll and have advantage.

Calculated Movements

Beginning at 6th level your wholeness of mind allows you to exceed the limits of your body. The distance of your standing jump is doubled, and your long jump is tripled.

In addition, when you use your Flurry of Blows, you can spend an additional 2 Ki points to add your Wisdom modifier to the attack and damage rolls of the attack.

Essence of Thought

At 11th level, you can force the very elements around you to bend to your mind. You can spend 4 Ki points to shape the air around you or around an ally you can see into a protective shield. As a reaction, you can cast Otiluke's Resilient Sphere. The sphere takes all damage you or your ally would have taken that turn, and then disappears at the start of your next turn.

Mind Over Matter

At 17th level, you gain the ability to manipulate objects and creatures as if having cast the Telekinesis spell. You require no components or concentration to use this ability. In addition, this ability is always available, not requiring an action to cast.



Way of the Iron Claw

The manticora served Vangal during the Divine War as fierce warriors and their monks were no different. After the fighting ended, other races began traveling to Leoni looking to learn the way. Monks within the Manticora Confederacy adapted their ways to be able to teach others not gifted by their creator with natural claws, forming the Order of the Iron Claw.

At this time, no schools exist outside of areas traditionally occupied by manticora. While the main temple exists just outside the city of Leoni, many experts in the Way of the Iron Claw live a nomadic lifestyle in the Blood Steeps, the Haggard Hills, and the Perforated Plains. An important part of joining and progressing in the order involves finding these experts and learning from them. One cannot truly advance in the Way if they cannot survive the trek through the inhospitable lands called home by many manticora.

The focus on slashing strikes against one's opponent marks a fundamental difference between the Way of the Iron Claw and other monastic traditions. Many unfamiliar with the complexities see only the damage wrought by the clawed attacks and see the order's techniques as bestial. In truth, practitioners of the Way of the Iron Claw blend traditional martial arts styles with clawed strikes in training.

Claw Gauntlet Mastery

When joining the Order of the Iron Claw at level 3, Iron Claws take claw gauntlets (SLPG pg. 117) as their monk weapon as a naturally occurring part of their training. If you do not already have it, characters gain proficiency in the weapon and gain proficiency bonus to climbing rolls per the monk table.

Pounce

Starting at 3rd level, you can attack from an unconventional angle. You drop to all fours then leap up slashing at your opponent. If the strike succeeds, the monk can spend a ki point to make the target make a DC 10+ the monk's proficiency bonus Strength save. On a failed save, they fall prone. The monk can use Furry of Blows without spending ki to activate it on a prone target.

Movement of the Wild

Starting at 6th level, you can move on all fours at an increased rate. After spending two ki points, you can move through difficult terrain with no movement penalty for up to an hour. When traveling through normal terrain, you can use this to travel at a Fast Pace with a reduced -4 passive Wisdom (Perception) penalty. The monk can grant this ability to other party members by spending 1 ki point for every 2 additional characters covered. Each added ki point spent allows you to increase the duration for one hour or reduce the penalty by one.

Natural Grace

Starting at 11th level, you have honed your defensive combat skills. By spending 1 ki point, you can activate one of the following effects. Once activated, each effect last until the end of combat.

Opponents find your claws make grappling you quite difficult. Attempts to grapple you are at disadvantage. Even if they succeed you may make an Escape roll as a bonus action.

Your training prepares you against attempts to hinder your abilities. Add your wisdom proficiency bonus to any saving throw to prevent a movement hindering condition or effect.

By honing your body, you can negate some of the effects of magical damage. You can choose 1 source of magical damage and gain resistance from it for the duration of combat. The monk can spend additional ki to gain resistance to additional magic types.

Defensive abilities come to you naturally at this point. Once per turn you can Dash, Disengage, or Dodge as a bonus action.

Nine Lives

Starting at 17th level, you have become skilled enough in the Way to stave off death. As a reflexive action, you can spend three ki points to nullify any damage roll bringing your hit points to zero. Additional use increases the cost by three. After the third use, all uses are exhausted until after a long rest.

Way of the Subtle Force

The Monks speak of a lone sensei who studied the forces of winds and momentum. They traveled to the Spires of Gaurak where they stood atop the teeth of the titan and allowed the breeze to wash over them. They felt each individual hair rise on his arms. They heard a hundred different Titanspawn cry out for the Devourer. Over the decades, this lone sensei was able to tap into the source of magic that fuels spells such as Magic Missile and Mage Hand. For years they studied the many applications of force magic.

The lone sensei observed the patterns of Ki in these powerful magics and found a way to channel this form of Ki into their strikes. Of those who sought out the lone sensei, only a handful were able to master the techniques. Those who attempt the Way of the Subtle Force are rare. Those who can survive the training to master the technique are even rarer.

Strike of the Extended Palm

Starting when you choose this tradition at 3rd level, you gain the ability to extend the range of your Ki attacks up to your movement speed a number of times per day equal to your proficiency bonus. These attacks can come from any direction, which can be changed at will with each strike.

You also gain the ability to cast the Mage Hand cantrip at will.

Darts of Force

At 6th level, you gain the ability to channel your ki into pummeling waves of energy. Immediately after you take the Attack action on your turn, you can spend 2 ki points to cast the Magic Missile spell as a bonus action.

You can spend additional ki points to cast Magic Missile as a higher-level spell. Each additional ki point you spend increases the spell's level by 1. The maximum number of ki points (2 plus any additional points) that you can spend on the spell cannot exceed half your monk level rounded down.

Unstoppable Force

At 11th level, you gain the ability to channel momentum into your strikes. Upon striking a creature with the final blow of your attack, you can choose to move the target creature up to half your movement speed in the opposite direction of your attack.

Forceful Hand

At 17th level, your attacks are treated as if they were a Force effect in addition to Bludgeoning for the purposes of overcoming damage resistance or immunity. Among the normal effects of this, when you strike an inanimate object with your physical attacks, you ignore damage resistance and immunities of such objects and deal your full damage to them.



CHAPTER FOUR

PACT KEEPERS

Surrendering is not the giving up of something. True surrender is the total acceptance of yourself. You're not 'losing' anything in the surrender, the way your society usually means that word. You are not giving up anything in the sense of loss.

Surrender means to open up: Open up to your total self; to give in and let go of the things you think you're supposed to be. Just be who you are. It will see you through."

~ DARRYL ANKA "BASHAR"

Those who would seek out a mysterious otherworldly entity to exchange subservience and favors for eldritch power and supernatural abilities are, perhaps unsurprisingly, feared and misunderstood by many. But Warlocks have many reasons for making the pacts they do, and not all are selfish or dark. No matter the reason for the choice made, the results are undeniable. Wielding strange powers and preternatural abilities, Warlocks are not beings to trifle with.

In the Scarred Lands, patrons can range from trapped elemental beings like genie monarchs, to ancient powers forgotten by the peoples of Scarn, and for those with no scruples, vile titanspawn and perhaps even fallen Titans. Because of the unknown and often unpredictable origins of these Patrons, Warlocks often face fear and distrust in Ghelspad. Of course, places where the opposite is true exist, and in these lands, Warlocks can command respect and even honor.

Patron: The Forgotten Necrotic King

In the lands of Glivid-Autel the storied history of the Society of Immortals and their exodus from Hollowfaust is taught to all aspiring necromancers, but some whisper that these histories are incomplete. There was a forgotten Necrotic King who helped lead those who fled Hollowfaust to the Ledean ruins of Amanosyan. What exactly happened to this forgotten Necrotic King is lost to history, except perhaps Credas the Necrotic King, who dismisses all these whispers as baseless rumor. Regardless of the truth, warlocks of the Forgotten Necrotic King have heard this being whisper to them and have managed to contract power from it.

Expanded Spell List

The Forgotten Necrotic King 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	Animate Undead Minion*, Spectral Hand*
2nd	Bleeding Sickness*, Enervating Ray**
3rd	Admantine Undead*, Summon Undead
4th	Death Ward, Enervating Shield**
5th	Aura of Death*, Enervation

Spells marked with * are found in the Scarred Lands Player's Guide, and spells marked with ** can be found in this book.

Marked by the Forgotten Necrotic King

At 1st level, you are altered forever by your pact with the Forgotten Necrotic King. you learn the Toll the Dead and Draining Aura** cantrips.

Additionally, you have advantage on saving throws against any disease, and resistance to necrotic damage.

Embraced by the Forgotten Necrotic King

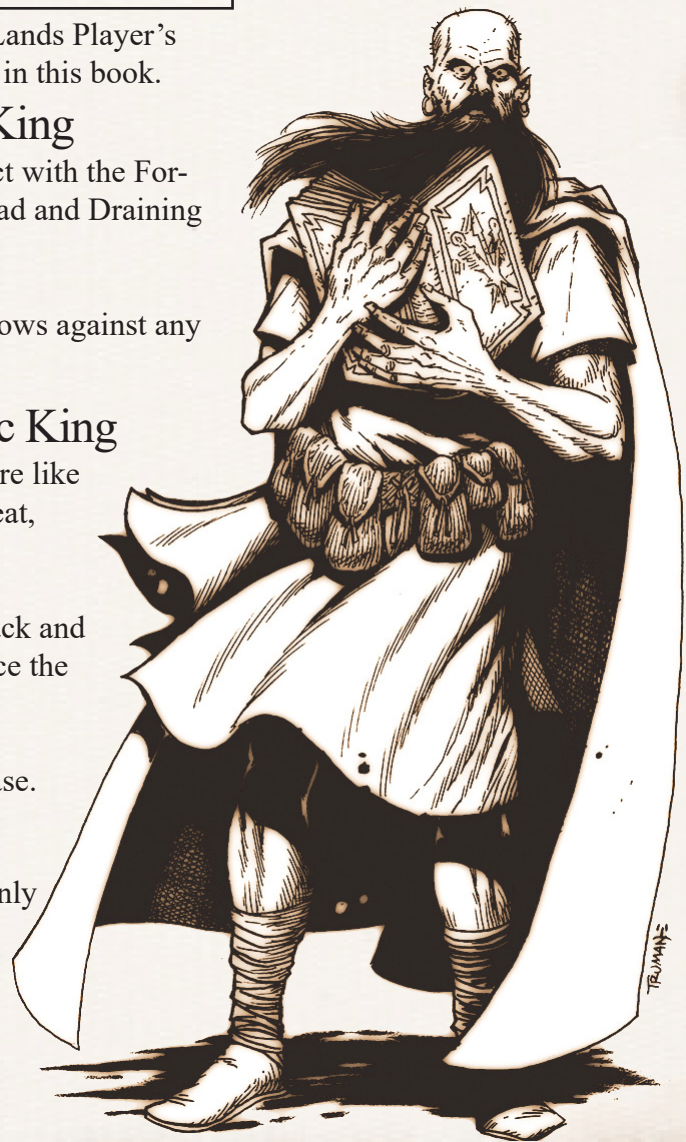
At 6th level, your transformation to become more like your patron accelerates. You no longer need to eat, drink, or breathe.

In addition, when you hit a creature with an attack and roll damage against the creature, you can replace the damage type with necrotic damage.

You now gain immunity to all nonmagical disease.

Embraced by Death

You are now immune to necrotic damage and only age 1 year for every 10 that pass.



Apotheosis of the Necrotic King

When you reach 14th level, you become as much like your patron as possible in an earthly shell. On your turn, you can use a bonus action to regain hit points equal to $1d8 +$ your warlock level.

Additionally, if you put a severed body part of yours back in place when you use this feature, the part reattaches.

Once you use this feature, you cannot use it again until you finish a short or long rest. Lastly, you no longer age naturally.



Patron: Mother of Dragons

At the far southern tip of Scarn rests a chain of islands known as the Dragon Lands. Little has ever been known about these isles, even well before the Divine War. Few people from other continents have dared venture there, and of those, none have ever returned. Rumors and legends suggest the islands are ruled by mythical dragons whose power rivals even that of the gods. Among those dragons, rests a beast as ancient as the world itself. The first dragon, known as the Mother of Dragons. Locked in eternal slumber, this great primordial beast occasionally visits the dreams of mortals to offer them Pacts.

Expanded Spell List

The Mother of Dragons 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	Chromatic Orb, Cause Fear
2nd	Dragon's Breath, Serpent's Stare***
3rd	Fear, Fly
4th	Summon Dragon**, Aspect of the Dragon**
5th	Flamestrike, Maelstrom

Spells marked with * are found in the Scarred Lands Player's Guide, spells marked with ** can be found in this book, and spells marked with *** Can be found in the Complete Guide to Ghelspad.

Breath Weapon

At 1st level you gain draconic breath. When you activate this ability, it lasts for 1 minute. As an action, you can breathe an element chosen by you (fire, cold, lightning, thunder, or acid) in a line 10 feet long and 5 feet wide. Creatures in the path must make a dexterity save vs your spell save DC or take 1d8 of the chosen element in damage and add an effect based on element type, as below. On a failed save, the target takes half damage and has no special side effect. When you reach 10th level in this class, the damage becomes 2d8. You can use this power a number of times equal to your proficiency bonus and all uses recharge on a long rest. You can change the element of your breath after a short or long rest.

Bonus Effect

Cold: target's speed reduced by 10.

Fire: Creature is on fire, taking an additional 1 damage each turn until it uses a move action to put itself out.

Acid: target's move speed is reduce by half.

Lightning: target has disadvantage on attacks until the beginning of your next turn from the flash.

Thunder: target is deafened until the beginning of your next turn.



Elemental Unity

At 6th level you gain resistance to an element of your choice (fire, cold, lightning, thunder, or acid) and when you cast a spell that deals the chosen element's damage, you add your Charisma modifier to one damage roll of that spell against one of its targets. You can change which element you are attuned to after a short or long rest.

Essence of the Dragon

At 10th level, your elemental resistance from your 6th level ability becomes immunity, and you can sprout draconic wings and gain a fly speed of 40. You can use these wings a number of times equal to your proficiency modifier, and they last for 1 minute. You regain all spent uses after a long rest.

Form of the Dragon

At 14th level, you gain True Polymorph as a spell like ability, but can only use it to transform into dragons and the form only lasts for 1 minute, not one hour. You can use this ability once per long rest.



Patron: The Null

The use of Magic is one of the great mysteries of the multiverse. Many scholars and arcane practitioners of Ghelspad have postulated and thought they understood it, but they were wrong. Using Magic creates an imbalance of energy in the multiverse, especially in the wake of the Divine War. Entropy only increases and with the average wizard casting prestidigitation instead of taking a shower or cooking with spices. Entropy would have reached a critical mass if it were not for The Null, The Negative Energy Zone, the endless hunger of energy and heat. You serve the balance of the world. Every time a sorcerer casts fireball, a warlock of the Null exists to channel a bit more of the world's energy into the Negative Energy Plane.

Expanded Spell List

The Mother of Dragons 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	Absorb Elements, Detect Magic
2nd	Banish Shadow*, Silence
3rd	Counterspell, Dispel Magic
4th	Banishment, Black Hole**
5th	Aura of Death*, Enervation

Spells marked with * are found in the Scarred Lands Player's Guide, spells marked with ** can be found in this book, and spells marked with *** Can be found in the Complete Guide to Ghelspad.

Sense Arcane Energy

Starting at 1st level, you gain advantage on Intelligence (Arcana) & Wisdom (Perception) checks to discern & identify magic items, traps, and occurrences. You also gain the ability to damper magical effects. Perform an Intelligence (Arcana) where the DC equals 10 + the spell's level. On a success the magical effect ends while the player is within 5ft of the source.

Dull the Elements

Starting at 6th level, you can call upon the Null to dampen the most powerful damaging spells. As a reaction to taking damage from any spell that causes damage, you may automatically half the damage. If there was a save to half the damage, this ability will quarter the damage on a successful save. You can use this ability a number of times equal to your INT modifier between long rests.

Stem the Tide

At 10th level, The Null grants you the ability to combat the heat death of the multiverse directly. As opposed to using spell slots to cast your magic, you can instead use your own essence. For a cost of 4HP x the spell's level you can cast spells. This ability works even when the player is out of spell slots. This changes to 3HP times the spell's level, upon reaching 14th level.

Checks and Balances

Starting at 14th level, you are the force that balances the scales. The Null has gifted you with the ability to shutdown spell casting efficiently and totally. You also have advantage against all magical effects.

As a reaction, you can cast Counterspell without expending spell slots. You remain limited to one Reaction per turn.

As a Bonus Action you generate an aura of 5ft from you. Any character in the aura has disadvantage on spell attacks



CHAPTER FIVE

CLASS CLOUT

Keep in mind that many people have died for their beliefs; it's actually quite common. The real courage is in living and suffering for what you believe.

~ FROM THE STORYTELLER - ERAGON

In earlier editions of Dungeons and Dragons, prestige classes offered a unique way to multiclass. They had specific entry requirements, and often had a level cap less than 20. They were highly specialized and offered a targeted set of powers and abilities based on a theme. The Scarred Lands Player's Guide introduces rules for using prestige classes as multiclass options in 5e. Here, then, are new prestige classes for use in any Scarred Lands adventure or campaign.

Lyrical Theurge

It was the Ganjus elves of Uria that first brought the practice of mixing the songs of their people with the magics of pure will and force of personality, but since the end of the great wars, the practice has gained traction among all the ancestries of the world, as songs bring hope or carry the memories of the lost, and combining it with a strong personality and the mystery of magic, it can bring joy to the heart or help express the sorrow of loved one lost.

LEVEL	ABILITY
1	Lyrical Theurgy, Bardic Music, Patron's Whispers
2	Lyrical Theurgy, Bardic Music, Patron's Whispers
3	Lyrical Theurgy, Bardic Music, Patron's Whispers
4	Lyrical Theurgy, Bardic Music, Patron's Whispers, Bloodline of the Theurgist
5	Lyrical Theurgy, Bardic Music, Patron's Whispers

Prerequisites

Charisma 15. Lyrical Theurges must have a strong will and be personable.

Constitution 13. Lyrical Theurges must have the fortitude to undergo the rigorous training necessary to merge two styles of magics into one. There are many extended periods of meditation and lost sleep necessary to master this practice.

Proficiency in the Arcana skill.

Proficiency in the performance skill.

Charisma based spellcasting class feature from at least two classes.

Bardic Inspiration

Must be able to cast second level spells in at least two base spellcasting classes.

Find a mentor.

Class Features

As a Lyrical Theurge, you gain the following class features.

Hit Dice: 1d8 per Lyrical Theurge level

Hit Points per Level: 1d8 (or 5) + your Constitution modifier per lyrical theurge level

Equipment: The lyrical theurge prestige class provides you with an instrument you are proficient in at no charge if you don't already have one.

Lyrical Theurgy

At each level, you gain new spells per day and an increase in caster level (and spells known) as if you had also gained a level in the bard class. You do not, however, gain any other benefit the bard class gives you. You also gain new spells per day and an increase in caster level (and spells known) as if you had also gained a level in any one other charisma-based spellcasting class you have at least level 2 spells in. You do not, however, gain any other benefit that other class gives you.

Bardic Music

You gain one extra daily use of your bardic music ability per lyrical theurge level. You can use bardic music from this class to create any effect you know as a bard.

Bloodline of the Theurgist

At 4th level in this class, you gain your next sorcerous origin feature if you are advancing sorcerer levels in this prestige class. If you already have all sorcerous origin features, you gain no benefit from this.

Patron's Whispers

Your warlock invocations increase at each level of this prestige class as if you had gained a level of Warlock if you are advancing warlock levels in this prestige class.



Mother's Talon

There are few mother's talons in the world, as an existing talon must decide to take a new fledgling talon on as an apprentice and must have heard the aspiring apprentice's name whispered to them by the Mother of Dragons in their dreams. The Mother's Talons exist to further the mother's goals and revenge schemes in the world, as the Mother of Dragons' displeasure with what the war between gods and titans has wrought on the world. She uses her Talons to thwart the machinations and schemes of god and titanspawn alike in the world.

LEVEL	ABILITY
1	Breath Weapon, Eyes of the Mother, Strength of the Mother
2	Breath Weapon, Spellcasting Increase, Voice of the Mother
3	Breath Weapon, Eyes of the Mother, Voice of the Mother
4	Breath Weapon, Spellcasting Increase, Voice of the Mother
5	Breath Weapon, Eyes of the Mother, Mother's Protection

Prerequisites

Strength or Dexterity 15

Charisma 13

Proficiency in martial weapons

Proficiency in arcana

Spellcasting class feature (bard, sorcerer, warlock, or wizard)

Languages: Draconic

Character level 5th.

Apprenticed to a Master Talon.

Class Features

As a mother's talon, you gain the following class features.

Hit Dice: 1d10 per mother's talon level

Hit Points per Level: 1d10 (or 6) + your Constitution modifier per mother's talon level.

Weapon and Armor Proficiency: A mother's talon is proficient with all simple and martial weapons, with all types of armor, and with shields.

Breath Weapon

At 1st level, a talon of the Mother of Dragons gains the ability to breathe out a cone of fire 30 feet wide and 30 feet long that deals 3d6 points of cold damage. As the talon gains levels, additional versions of the breath weapon become available, and the damage of all breath weapons increases. At 3rd level, the talon can breathe a cone of acid and the damage increases to 5d6 damage. At 5th level, he can breathe a cone of lightning and the damage increases to 7d6. At 7th level, he can breathe a cone of thunder and the damage increases to 9d6. At 9th level, he can breathe a cone of fire and the damage increases to 11d6. In each case, a successful Reflex save halves the damage dealt. The DC for saves against the talon's breath weapon is equal to 8 + charisma modifier + talon's proficiency bonus. A mother's talon can use his breath weapon a number of times equal to his proficiency modifier. All uses are regained after a short or long rest. Once a talon uses his breath weapons, he cannot use it again until 1d4 rounds have passed.

Strength of the Mother

Also at 1st level, a mother's talon gains proficiency in either Strength or Constitution saving throws, as the player chooses. If the player already has both, he may choose charisma instead. If he has all three, he gains no benefit from this.

Spellcasting

When an even-numbered mother's talon level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained.

Voice of the Mother

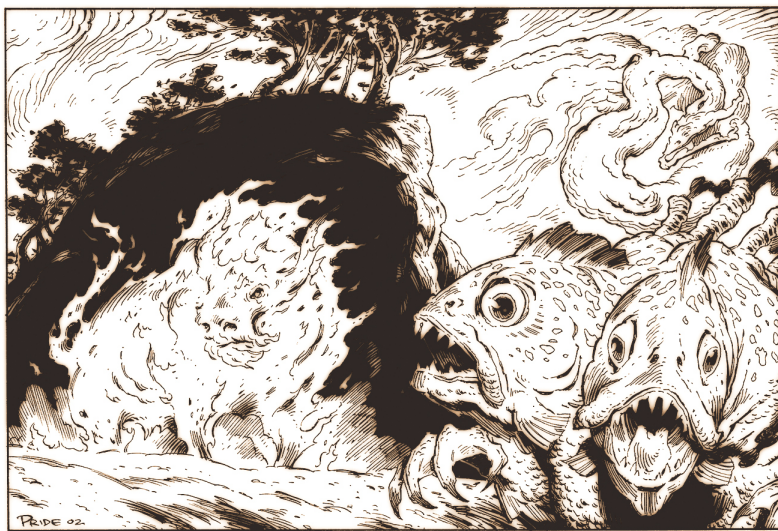
At 2nd level, a talon always has advantage on Intimidate and Persuasion checks. At 3rd level the talon gains expertise in intimidate or persuade. At 4th level he gains expertise in whichever skill he does not already have it in.

Eyes of the Mother

At 3rd level a talon gains low-light vision at 3rd level, he gains darkvision 30 feet. If he already has darkvision, his darkvision improves by 30 feet. At 5th level, he gains blindsense out to 10 feet.

Mother's Protection

At 5th level, a gains immunity to magic sleep and paralysis effects. In addition, he gains immunity to one of the following forms of energy, at his option: acid, cold, electricity, or fire. Once an energy immunity is selected, the decision cannot be undone.



Spirit Caller

To many on Scarn, the dead are not truly gone, and await naming by those who have the power to do so. The Hollow Legionnaires are one such example where the spirits of the brave are brought back and bound to armor to continue their work. The Ushada in Fenrilik are believed to be the true watchers of the people and prayers are as likely to go to Denev as they are to the spirits. Truly the power of a spirit is great, and therefore the power required to bind one to do one's bidding must be great as well.

Spirit Callers can shout into the void, but for them, the void shouts back. Most understand the spirit is there to help, not to serve, but occasionally there is an evil caller who enslaves the spirit for longer than need be or an evil spirit who answers the call.

LEVEL	ABILITY
1	Void Shout
2	Hear My Plea
3	Come What May

Prerequisites

To gain levels as a Spirit Caller, you must meet the following requirements (in addition to the multiclassing prerequisites for any classes you have):

Wisdom 13 and Charisma 15. A Spirit Caller must know how to talk to the spirits as well as be strong enough to resist being taken over by them.

Proficiency in the History skill. A Spirit Caller must be able to know who they can call upon in a certain area as well as what would cause them to answer their call.

Proficiency in the Intimidation or Persuasion skill. You must be able to either subdue or convince the spirit to lend you its power for the duration of your summon.

Character level 7th. You must already be a 7th-level character before you can gain spirit caller levels.

The Trial of the Long Scream. An experienced Spirit Caller must guide you as you attempt to call out to your first spirit. Permitting that you do not die, become possessed, or become stuck, screaming forever into the void as no spirit answers, you become a Spirit Caller.

Class Features

As a Spirit Caller, you gain the following class features.

Hit Dice: 1d8 per Spirit Caller level

Hit Points per Level: 1d8 (or 5) + your Constitution modifier per spirit caller level

Language Proficiency: Slarecian

Void Shout

At 1st level, you gain the ability to call forth a Spirit. Calling a Spirit is a risky endeavor and should always be undertaken with extreme caution. The Spirit Caller shouts into The Void calling out to the Spirits. If a spirit is free and willing, it can answer the call. The Spirit Caller must then make a DC13 Intimidation or Persuasion check to get the spirit to be cooperative. If they used the Spirit's True Name, they have advantage on this check. If this check is successful, the spirit gains several abilities:

Acting as a guide by either allowing a casting of scrying providing a -10-modifier penalty to the target, or a casting of Legend Lore.

Extracting a small portion of its essence to bring back the fallen, allowing a casting of Raise Dead, without the usual penalties to the target for being raised.

Becoming a fountain of knowledge and granting proficiency in the Arcana, Medicine, Nature, Religion, and Survival skills as well as being able to read, write, and speak all languages for the next 24 hours.

A Calling can only be attempted once per long rest. The ritual itself takes an hour to complete.

If the check is unsuccessful, the spirit can react in a myriad of ways, up to the GM's discretion and dependent on the spirit's alignment, including doing nothing, causing a short-term madness, possessing the Spirit Caller, or attacking (use the statistics of a Wraith [CR5]).

Hear My Plea

At 2nd level, you gain the ability to act in desperation to save yourself or others. As a reaction to failing a death saving throw, or an ally you can see failing a death saving throw, you can send a desperate cry into the Void for help, but with a steep price.

The character is immediately stabilized at 1 hit point and is unconscious. They also gain immunity to



any other damage for the next 5 minutes. The spirit within the character becomes imbued and alters their Ideals to include: "I seek to complete the task I could not in life". The details are left to the GM to determine.

You must wait a week between uses of this ability.

Come What May

At 3rd level, the spirit caller may throw all caution to the wind and attempt to summon a twisted spirit. These are spirits either belonging to a devil's contract, trapped in the Abyss, of an evil alignment, or similar predicament. These twisted spirits can be called by a Void Shout, with more powerful effects able to be pulled from them, but a deadlier foe if unsuccessful in corralling them. The Spirit Caller must make a DC16 Intimidation or Persuasion check to get the spirit to be cooperative. If they used the Spirit's True Name, they have advantage on this check. If this check is successful, the spirit gains the following additional abilities:

Arcane Power: The spirit caller can cast spells of their choice of 4th level or lower without the need for spell slots. Once three spells are cast using this ability, the power ends.

Reinforcements: The spirit caller can cast any summon spell of their choice at 7th level. The spell performs as normal without the need for concentration. The summoned creature(s) is dismissed at the spell's ending.

Peerless Skill: The spirit caller has expertise on all rolls for the next 3 hours.

You may only attempt one calling per long rest. The ritual itself takes an hour to complete.

If the check is unsuccessful, the spirit can react in a myriad of ways, up to the GM's discretion. If it attacks, use the Vengeful Sentry (CR7) stat block.



CHAPTER SIX

CLASS CHANTS AND CHARMS

A wizard's power of Changing and Summoning can shake the balance of the world. It is dangerous, that power... It must follow knowledge, and serve need.

~ URSULA K. LE GUIN, A WIZARD OF EARTHSEA

Warped by the Divine War, some special rules apply to magic and spells used in this setting. These rules are in the Scarred Lands Player's Guide beginning on page 127 in the form of Mesos' Banes. All spells in this book are subject to those same rules, or to the custom rules used by the Dungeon Master. These spells are also subject to any special rules of specific areas of Scarn affected by the Divine Wars.

New Spells

The following new spells are available for use in the Scarred Lands.

ASPECT OF THE DRAGON

4th-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

A dragon spirit from the dragon land answers your call and grants you the aspect of the dragon. The transformation lasts until the spell ends. Draconic scales cover your body, your facial features become draconic, you grow claws and sprout wings, and you gain the following benefits:

You gain a fly speed of 20.

You gain darkvision with a range of 120 feet.

You gain resistance to your chosen element.

Your melee weapon attacks deal an extra 1d6 damage of an elemental type you choose when you cast the spell (thunder, lightning, fire, cold, or acid), and each turn you can use your bonus action to make a claw attack that deals 1d6 damage of your chosen elemental type.

BLACK HOLE

4th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a black glass bead)

Duration: Instantaneous

You summon a 20 foot-radius sphere event horizon. Crushing force forms at this point, dragging all nearby creatures in. Each creature within 10 feet of the sphere must make a Constitution saving throw. On a failed save, the creature takes 5d8 force damage, and is pulled in a straight line toward the center of the sphere, ending in an unoccupied space as close to the center as possible (even if that space is in the air). On a successful save, the creature takes half as much damage and isn't pulled. When the sphere disappears, all creatures who failed their save are knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

DRAINING AURA

Necromancy cantrip

Casting Time: 1 action

Range: Self (5-foot radius)

Components: V

Duration: Instantaneous

A momentary burst of necrotic energy drains all those near you. All other creatures within 5 feet of you must succeed on a Constitution saving throw or take 1d6 Necrotic damage.

At Higher Levels. This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

ENERVATING RAY

2nd-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You create three rays of necromantic energy and hurl them at targets within range. You can hurl them at one target or several.

Make a ranged spell attack for each ray. On a hit, the target takes 2d6 necrotic damage. If this damage reduces an organic target to 0 hit points, it dies instantly and rots away to a steaming pile of offal. Inorganic targets such as constructs (except wood or flesh constructs) do not rot but are not immune to this spell's damage.

This spell automatically causes up to a 10-foot cube of nonmagical plants, excluding plant creatures, to rot on a hit.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you create one additional ray for each slot level above 2nd.

ENERVATING SHIELD

4th-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S, M (a bit of rotten organic matter or bone dust)

Duration: 10 minutes

A miasma of fog like cold wreathes your body for the duration, obscuring vision in a 20-foot radius. You can end the spell early by using an action to dismiss it.

Whenever a creature within 10 feet of you hits you with a melee attack, the shield drains life from them. The attacker takes 2d8 necrotic damage and you gain temporary hit points equal to half of the damage taken, round down.

SUMMON DRAGON SPIRIT

4th-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a few scales from a serpent or lizard)

Duration: Concentration, up to 1 hour

You call forth a dragon spirit from the dragon lands. It manifests in an unoccupied space that you can see within range. This corporeal form uses the Dragon Spirit stat block. When you cast the spell, choose an element (thunder, lightning, acid, cold, or fire). The creature resembles a dragon of that kind, which determines certain traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, use the higher level wherever the spell's level appears on the stat block.

DRAGON SPIRIT

A giant, nigh translucent apparition in the form of a chromatic dragon.

DRAGON SPIRIT

Large dragon, neutral

Armor Class 11+ level of the spell (natural armor)

Hit Points 50 (6d8 + 12) +10 for each spell level above 4th

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	15 (+2)	10 (+0)	10 (+0)

Skills Deception +2, Insight +4, Perception +2, Persuasion +5

Senses darkvision 60 ft., blindsense 10ft., passive Perception 12

Languages Draconic, understands any

Legendary Resistance (1/day): If the Dragon fails a saving throw, it can choose to succeed instead.

Proficiency bonus: equal to the caster

ACTIONS

Multiattack. The dragon makes a number of attacks equal to half this spell's level (rounded down).

Claws. Melee Weapon Attack: your spell attack modifier to hit, reach 5 ft., one target. Hit: 1d10 + 3 + the spell's level slashing damage.

Tail Slap. Melee Weapon Attack: your spell attack modifier to hit, reach 5 ft., one target. Hit: 1d6 + 3 + the spell's level bludgeoning damage and the creature must make a STR save vs your spell save or be knocked prone.

Frightful Presence. Each creature of the dragon's choice, and not allied with the summoner, that is within 120 ft. of the dragon and aware of it must succeed on a DC, equal to the caster's Spell Save, Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapon. The dragon exhales the chosen element in a 60-foot cone. Each creature in that area must make a Dexterity saving throw equal to the Spell Save DC of the Summoner, taking 1d8 + 3 + the spell's level, chosen elemental Damage on a failed save, or half as much damage on a successful one.

Folklore tells the tales of dragon being bound to service by powerful wizards and mages. Whether through happenstance, forced binding, or other arcane means, some dragons may become so entwined with the souls of their masters that they become bound to spaces, to which their spirit remains long after death. These dragons remain

with the souls yearning for connection whether through conversation or ethereal combat. It is said that powerful magics can catch the ear of one such dragon spirit willing to be unbound if not for the briefest of moments, aiding the call of those in need for a small chance at freedom





Troubadors & Tenders of the Grove, Pugilists & Pact Makers

The lands of Scarn await. A world broken and ravaged by a divine war between the Titans and their children, the gods. The war is over, but the scars remain. Yet even in these Scarred Lands, hope remains. For the brave or the foolhardy, great wonders and terrible dangers await. Whether with song or ki, forbidden magic or the power of nature, this book provides new and exciting ways for players to experience Bards, Druids, Monks and Warlocks in the Scarred Lands.

Troubadors & Tenders of the Grove, Pugilists & Pact Makers includes:

- A collection of new subclasses for Bards, Druids, Monks and Warlocks in the Scarred Lands setting. New Colleges, Circles, Ways, and Patrons await within, along with new spells for use in Scarred Lands adventures.
- A collection of new prestige classes for the Scarred Lands setting. New exciting secrets await those looking for something more than the base classes provide.
- New spells for use in the Scarred Lands setting.

