

SCARRED LANDS

Yugman's Guide to Ghelspad



Part One

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NOTE ONE: RACES OF THE SCARRED LANDS

Ghelspad is a diverse land. Characters hail from a wide array of geographic and racial backgrounds. The following options may be added to those presented in the *Scarred Lands Player's Guide*, Chapter Two.

TIME SPENT AMONGST THESE DWARVES IS ONE JOY TO THE NEXT. ONE EVENING A MAID TOLD ME THIS HILARIOUS JOKE, SOMETHING ABOUT A PINECONE, AN ORC, AND AN ACOLYTE OF CHARDUN. I CAN'T FOR THE LIFE OF ME REMEMBER HOW IT WENT, BUT I HAVE A DISTINCT MEMORY OF MAPLE ALE SPRAYING OUT MY NOSE

-ZARRA

BROADREACH (WOOD) DWARVES

The Broadreach dwarves (also known as wood dwarves) are distant cousins to the mountain dwarves of the Kelder Mountains, but the dwarves in the woods have a vastly different culture, drawing heavily on the nearby wood elves. These elves and dwarves have lived and grown together and through years of incorporating aspects of the each other's cultures into their own have created a new hybrid culture shared by many wood dwarves and wood elves in Broadreach Horizon.

The elves of the Hornsaw Forest helped the dwarves escape from the clutches of the necromancers in Glivid-Autel after almost a century of slavery, and the dwarves have spent their time since attempting to relearn their dwarven customs and create new ones. Though they shared and passed on what they could of their culture while they created dwarven weapons and armor for the necromancers holding them captive, that century of slavery broke many spirits. Often, when the enslaved dwarves attempted to partake in their more joyful traditions, the necromancers would send in a cadre of zombies comprising the reanimated corpses of the dwarves' own deceased relatives to quash their hope. As a result of the memories lost during

that time, Broadreach dwarf customs draw almost equally on the customs of their cousins the mountain dwarves and of the nearby Broadreach elves.

The elves of Broadreach Horizon, after failing to fully heal the Hornsaw Forest of Mormo's taint during their century merged with the forest, seek to push the remaining titanspawn out of Hornsaw and settle every part of it with more communities. The Broadreach elves and dwarves are united in their desire to rid the forest of the pain and poison brought upon it when Vangal tore Mormo apart and left the pieces of her corpse to ravage the land.

Though Hornsaw Forest remains a deadly place, the Broadreach dwarves in particular spend their time partaking in as many bright and cheerful celebrations as they can to commemorate their continued freedom from the necromancers.

Physical Description: Wood dwarves look similar to mountain dwarves, though some wood dwarves can grow a foot or so taller. Due to Broadreach dwarves' love of art, their beard adornments may be more elaborate and colorful than mountain dwarves'.

Society: The Broadreach dwarves have close ties to the Broadreach elves, drawing much of their social and societal norms from the nearby wood elves. These elves, after all, rescued them from slavery and brought them to Broadreach Horizon. After so long away from their mountain dwarf brethren, they feel particularly connected to the wood elves both physically and spiritually, though

they find that mountain dwarves sometimes look down on them because of this strong connection.

These dwarves have a great appreciation for art and music, using the creativity developed in the woods to supplement old traditions and create new ones. They also use their love of art to create elaborate and unique adornments for their facial hair and some even spend their time making impressively complex outfits.

All are welcome in dwarven Broadreach communities, though the dwarves dislike and distrust necromancers.



The wood elves in Broadreach Horizon, however, are more suspicious than the dwarves, and travelers may find themselves caught in a trap the elves set for the roaming titanspawn in Hornsaw Forest. For anyone who makes it to a dwarven settlement in Broadreach Horizon, they find the dwarves here value equality, ensuring all who dwell in their communities are treated fairly and equitably.

Relations: After so long in Broadreach Horizon, the dwarf and elven communities have spread and mixed, so it's common to find elves in dwarf communities and vice versa.

While mountain dwarves pride themselves on their elaborate artistry, wood dwarves take that love of artisan crafts and complex art to a new level, and there are some mountain dwarves who see this extra effort as gaudy and unnecessary. In general, however, the wood dwarves have strong positive relationships with the mountain dwarves, and their communities tend to intermingle very often.

Alignment and Religion: While many wood dwarves honor Denev in rituals and songs, few wood dwarves actually worship her, instead favoring Goran as their primary deity. During their time enslaved at Glivid-Autel, strange visions of the neighboring wood elves appeared and helped the dwarves, and for a time the dwarves revered these elves as akin to demigods. While the respect and appreciation for these elves remains, the dwarves no longer worship or pray to them.

Most wood dwarves are neutral good, and they tend toward good or neutral alignments.

Adventurers: Wood dwarf adventurers are very common. Often, a wood dwarf will partner with a wood elf from a neighboring Broadreach community when they receive the

Mother's Call and begin their journey, but Broadreach dwarves are equally as likely to travel on their own and find a new adventuring party. Some wood dwarves start an adventure to hone their craft and learn new skills, and others may join an adventuring party to escape the forest and seek adventure out in the world.

Broadreach Dwarf Names: Broadreach dwarf names often combine naming conventions of Ganjus elves and Kelder dwarves; examples include Temach, Arlenah, Neytei, and Hren.

DWARF RACIAL TRAITS

While Broadreach dwarves are cousins to Kelder dwarves, they have some differences in their traits due to living in the forest instead of the mountains. Broadreach dwarves have the same age, speed, dwarven resilience, dwarven armor training, and tool proficiency traits as Kelder dwarves.

Ability Score Increase. Your Constitution score increases by 2. Your Dexterity score increases by 1.

Size. Broadreach dwarves stand around 5 feet tall and tend to be taller than Kelder dwarves. They average about 200 pounds.

Woodcunning. You have advantage on any Intelligence (History), Intelligence (Investigation), or Wisdom (Perception) check you make when examining unusual woodwork such as traps, new construction, unstable trees, or wood disguised as something else.

Keen Senses. You have proficiency in the Perception skill.

Languages. You speak Dwarvish, Elvish, and any one other language.

HALF-ELF

Though elves are typically an elusive sort who keep to themselves in the mountains or deep in the forests, some have been known to venture out and join other cultures and societies. This can result in the union of an elf and another mammalian race, creating a half-elf child.

Because half-elves can vary so widely, there is no known society or country specific to half-elves. They can be found across Ghelspad in any society that welcomes them. Due to the large variations in half-elf backgrounds, there are many aspects of their lives and personalities that differ greatly between half-elves; no two half-elves possess exactly the same background or life experiences, so generalizations about them can be difficult to make.

While half-elf children seem relatively rare in the Scarred Lands, as old boundaries between the races thin, many find these children are more common than they would have expected. Some parents attempt to hide the true heritage of their children to avoid discrimination, but as the world changes and becomes more accepting, these half-elf children are more willing to make themselves known.

Physical Description: Half-elves take after both of their parents, and the balance is different for each half-elf. Some genetics may overpower others, which could result in a half-elf/half-manticora who appears indistinguishable from other manticora, or a half-elf/half-halfling child may take enough traits from both parents that they look very much like a human.

Society: While there are no known societies specific to half-elves, their adaptability allows them to feel at home in most places that welcome either of their parents' races. There are some cultures that would be more welcoming to one race than another, and in these societies their half-elf heritage can make them stand out more than they would like. Places such as Vesh might welcome some half-elves, depending on the race on their non-elf parent, while others such as the xenophobes of Calastia would be openly hostile to most half-elves with rare exceptions for those whose non-elf parent is human. Cities with diverse populations such as Fangsfall, or newer cities establishing themselves as open and diverse such as Leoni, are more open to half-elves regardless of their non-elf parent's race.

Some half-elf children attempt to stay in one of their parents' cultures if they can, but some cultures look at these children as outsiders. Many elven societies that don't have an outright hatred of non-elves are typically welcoming to half-elves because they are still elves. Some half-elves whose physical appearance trends more closely with one parent than another may wish to hide their true heritage to avoid conflict, while others may announce it loudly in an attempt to promote acceptance and inclusion.



LIKE MANY THINGS IN THIS WAR-TORN WORLD OF OURS, HALF-ELF CHILDREN ARE A UNITY OF TRADITION AND PASSION.

-ZARPA

Relations: Half-elves raised by their families tend to pick up the traditions of the culture in which they're raised. Ever aware of their own heritage, though, they are less likely to feel hatred toward other races. If they're raised in a culture that feels hatred toward the race of one of their parents, this could cause anything from a rejection of their culture, to harmful internalized racism, to a complete rejection of their own self and identity.

There are many who see half-elves as unusual curiosities, and some of the crueler and bolder folk of Ghelspad have attempted to study their biology. Due to the danger of potential racism or dissection, half-elves often seek a place that accepts them and build a safe home there.

Alignment and Religion: Since half-elves' backgrounds and cultures can vary so widely, their alignment and religion do as well. They typically take after the parent or parents that raised them in this regard, or if they don't know their parents, they may be interested in the most common religion of whatever city they grew up in. It is also possible they have no interest in any religion, or they may only have a passing faith that suits them in certain company.

Likewise, a half-elf's alignment depends on many factors, but they are most likely to take the alignment of whoever raised them.

Adventurers: Half-elves may become adventurers for any number of reasons, but the most common reason is unfortunately because they aren't welcome in the societies in which they were raised. They may set out to find a new home, or at least a new city where they can return to rest between adventures.

Half-elves may also set out simply because they want to see more of the world. Some half-elves grow up in the culture of only one parent, and they may find their curiosity about the world and the culture of their other parent growing as they get older.

Half-elf Names: Names for half-elves follow the conventions of the parent(s) who raised them.

HALF-ELF RACIAL TRAITS

Ability Score Increase. You Dexterity score increases by 2. Choose an ability score increase other than Dexterity from your non-elf parent to increase by 1.

Age. Half-elves have the potential to live as long as their elven parents. You may choose an age range from either parent or an average of the two.

Size. If both of your parents' size is Medium, then yours is, as well. If one parent is Small, you may choose.

Speed. Your base walking speed is 30 feet if you are Medium, 25 feet if you are Small.

Half-elf Heritage. When creating your half-elf, you gain a total of five racial traits. You may choose racial traits from either parent. If your non-elf parent has a feature that increases their speed, you may choose this as one of your racial traits. The mix is up to you, but you may not choose contradictory traits; for example, a Small character can't choose Powerful Build.

Languages. Half-elves speak the languages of both of their parents, as well as two other languages.

HOLLOW LEGIONNAIRE REVISITED

Created by the Hollow Knights, hollow legionnaires have been instrumental in the founding, protection, and growth of the Gleaming Valley. Details about the hollow legionnaires can be found in the *Scarred Lands Player's Guide* (p. 30). The rules that follow are variant traits, which you may use in your campaign.

HOLLOW LEGIONNAIRE REVISITED RACIAL TRAITS

Hollow legionnaires share the following traits, no matter what spire they are created in.

Ability Score Increase. One ability score of your choice increases by 1.

Age. Whether you have a natural lifespan has yet to be seen. You were reborn fully mature and appear similar to what your mortal body looked like just prior to death.

Size. Your form reflects how you appeared in life. No matter your height, you weigh little more than your armor, typically between 40 and 65 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Armor Bound. You are proficient with light armor. You are bound to the armor that you begin play with, which has already taken on unique markings inherent to you.

You can be bound to only one suit of armor at a time. You may spend one hour to bond with any armor that you are proficient with, given that it is constructed in a way that covers most of a Medium humanoid's body. When you bind yourself to a new set of armor, the old set loses the stylized designs, which now appear on the replacement armor. You can bind to magical armor. If that armor needs attunement, it attunes to you during the hour that you take to bind to it.

Spireborn. You are a semi-living amalgamation of physical armor and spirit returned from beyond with abilities granted by the spire you were created from. While you do not need to eat, drink, sleep, or breathe to survive, you may choose to if it is beneficial for you to do so. Magic can't put you to sleep, and

during a long rest, you do not sleep. Instead, you may engage in light activity during the 8 hours and still benefit from the rest.

Other creatures have disadvantage on Wisdom (Insight) checks made to determine your emotions or intentions.

You are resistant to poison damage.

Your exposed skin is translucent and glows faintly, casting dim light in a 5-foot radius.

You make Dexterity (Stealth) checks at disadvantage and anything viewed through your exposed skin is considered lightly obscured.

Legion's Price. When you die, the spirit matter that makes up your body fades away after 1 minute, after which you cannot benefit from magic or abilities that restore a creature to life. Only a true resurrection or wish spell has the power to return your spirit to your armor.

Past-Life Knowledge. Though you recall little to nothing of your mortal life, you do recall bits and pieces that prove useful. Select one skill to be proficient in.

Languages. You speak Ledean and one other language.

Subrace. Choose one of the following subraces.

ADAMANTINE SPIRE

Legionnaires reborn in the Adamantine Spire have a good-natured view even in terrible times and are loyal companions on the battlefield and off.

Ability Score Increase. Your Constitution score increases by 1.

Adamantine's Accord. Your hit point maximum increases by 1 every time you gain a level. You have advantage on death saving throws.



GOLDEN SPIRE

Legionnaires of the Gold Spire see themselves as a part of the grand design and are often forthright in interactions with others.

Ability Score Increase. Your Wisdom or Charisma score increases by 1.

Gold's Accord. You can't be blinded by bright light or similar effects. You know the light cantrip. Charisma is your spellcasting ability for it. You have advantage on saving throws against being charmed.

IRON SPIRE

Legionnaires from the Iron Spire share the direct approach of Gold Spire legionnaires, though they are brash and dislike those who speak in riddles and half-truths.

Ability Score Increase. Your Strength or Charisma score increases by 1.

Iron's Accord. You are proficient in the Intimidation skill. When a creature you can see makes a successful melee attack against another creature within 5 feet of you, you can use your reaction to interpose your own ephemeral energy between attacker and target, reducing the damage to the target by half. You take the remainder of the damage. You have advantage on saving throws against poison.

MITHRIL SPIRE

Legionnaires of the Mithril Spire are staunch in their beliefs, and quick to judge others that step outside those boundaries. They are, however, slow to condemn others without proof.

Ability Score Increase. Your Dexterity or Intelligence score increases by 1.

Mithril's Accord. Your base walking speed increases by 5 feet. Wearing armor doesn't reduce your speed. You have advantage on saving throws against disease.

SILVER SPIRE

Silver Spire legionnaires are slow to trust, tending to keep company with those from their own spire. Once they do connect with an outsider, their bonds are unbreakable.

Ability Score Increase. Your Intelligence or Wisdom score increases by 1.

Silver's Accord. You are proficient in the Insight skill. You have advantage on saving throws against being charmed or frightened and are immune to exhaustion.

NOTE TWO: CLASSES

This list of class archetypes, paths, and disciplines expands on those presented in chapter three of the *Scarred Lands Player's Guide* (SLPG).

CLERIC

The gods of Scarn gift their faithful followers with a number of domains, not all peaceful nor pleasant.

VENOM DOMAIN

Clerics of the Venom Domain are often falsely accused of worshiping Mormo, the Serpent Mother, leading many to conceal their abilities. In reality, most Venom Domain clerics follow Sethris, the Spider Queen. It is only through the tenuous Divine Truce that her clerics are accepted in civilized society. They are secretly employed as assassins and investigators willing to venture into the darker corners of Ghelspad. The grotesque spider-eye goblins have been known to exhibit some mastery over the Venom Domain, although it is unclear if they receive their abilities from Sethris or some other entity.

BONUS CANTRIP

When you choose this domain at 1st level, you gain the poison spray cantrip if you don't already know it.

TEACHINGS OF THE SPIDER QUEEN

At 1st level, you become proficient with the poisoner's kit, if you are not already.

VENOM DOMAIN SPELLS

CLERIC LEVEL	SPELLS
1st	ray of sickness, speak with animals (spiders only)
3rd	beast sense (spiders only), ray of enfeeblement
5th	conjure animals (spiders only), Sethris' potency*
7th	bite of the mamba*, inquisition*
9th	cloudkill, Mormo's serpent hands*

*see note three: new spells

ON ADVENTURING

I have never quite understood what causes somebody to take up a life of so-called adventure, other than the possession of an enormous ego and an unhealthy desire to end up skewered on the end of some unpleasant weapon with too many edges, or devoured by a hungry titanspawn. Why would anybody choose to give up a life of relative comfort in order to trek endlessly across the continent, homeless, hungry, and carrying everything you own?

Nevertheless, adventurers have been both a plague and a balm to our lands since long before the gods rose against the titans and broke the world. Whether it is the lure of unclaimed riches, troves of long-forgotten knowledge and power, or else the (admittedly noble) desire to rid the world of evil by running it through with a pointy stick, Ghelspad is never in short supply of roaming heroes desperate for work and a very hot bath.

It is undeniable that adventurers have done great things. Despots have been overthrown, ravaging monstrosities brought to bay, and long-lost treasures recovered by small bands of wily skilled mercenaries. I have no doubt that, in reading this treatise on the threats currently facing Ghelspad, many of you will be filled with the urge to don your mother's armor, take up arms, and race across the face of the world to do your part.

Here, then, I present to you a selection of the kinds of like-minded individuals you may encounter on your travels. You may even recognize yourself among these pages. Who knows?

However, and whenever, you choose to seek out adventure, I wish you good luck, and bid you stay far, far away from my tower.

Yugman the Wise

BLOOD OF VENOM

Also at 1st level, you can use your action to cause venom to run through your veins for 1 minute. During this time, you can use a bonus action to envenom a piercing or slashing melee weapon that you touch with your blood, damaging yourself according to the table below. On the next successful attack made with the weapon, the target must make a Constitution saving throw or take 1d10 additional poison damage. If the save fails by 5 or more, the target is also poisoned for 1 minute.

WEAPON	DAMAGE
Light	1
One-handed	3
Versatile	4
Two-handed	5

CHANNEL DIVINITY: SPIDER'S CARESS

Starting at 2nd level, you can use your Channel Divinity to place a vile curse on your enemies.

As an action, you present your holy symbol and invoke the name of your deity. Choose a number of creatures up to your Wisdom modifier within 30 feet of you that you can see. These creatures must make a Constitution saving throw or suffer disadvantage on saving throws against poison for 1 minute. Starting at 8th level, any resistance (but not immunity) the targets may have against poison damage is removed for the duration.

THICK CARAPACE

Starting at 6th level, your body begins to produce a strong carapace as you take on arachnid features. While you are not wearing any armor, your Armor Class equals 13 + your Dexterity modifier. You can use a shield and still gain this benefit. Additionally, you have advantage on saving throws against poison and resistance against poison damage.

POTENT SPELLCASTING

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

SETHRIS

Titles: the Spider Queen, the Venom Queen

Sethris is a minor deity revered by spider-eye goblins, narleths, intelligent arachnids, and those seeking vengeance. The Venom Queen is often associated with dark mystics and assassins. She is worshiped in the dark, forgotten places of Ghelspad and only spoken of in guarded whispers. Her symbol is a wavy silver dagger before a spiderweb on a black field. Her cultists often carry similar daggers, dripping with deadly venom.

The Spider Queen is cold and cunning and will wait centuries for her plots to hatch. She prefers to watch the goings-on of both gods and mortals from afar, safely hidden in her web of minions. Sethris often tempts weak-willed mortals who have recently been wronged, sending a skilled cultist to offer their services as an assassin; the buyer need only pay by paying homage to the Venom Queen. Sethris grants divine power to those who seek to subtly spread her influence across Ghelspad, like the slow advance of an insidious poison. Venom Domain clerics rival more traditional assassins in their mastery of venom and poisons. They are able to envenom their own blood, coating weapons in a vicious, fast-acting venom. Through their dedicated worship, Sethris' clergy take on spider-like features, eventually resembling the vermin she created.

ARACHNOID APOTHEOSIS

Starting at 17th level, you gain immunity to the poisoned condition and poison damage.

Additionally, you gain a bite attack that deals 1d4 piercing damage. On a successful bite attack, the target must make a Constitution saving throw, taking 2d6 poison damage on a failed save, or half as much damage on a successful one. If this poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

TYPICALLY, I AM LOATH TO SQUISH INSECTS...BUT THERE IS ALWAYS ROOM FOR EXCEPTIONS.

-ZARRA

There is an inherent power in blood. Druids of this circle learn to draw on that power through acts of sacrifice.

CIRCLE OF BLOOD

During the Divine War the titans failed to establish a connection with their followers, leading to their defeat and banishment. While their children, the gods, fought alongside mortals in the war, the titans seemed to not take note of those working on their behalf. Even without a connection like clerics share with their deities, some titan-worshiping spellcasters found a way to harness their power. By partaking in the flesh and blood of the titans themselves, a new form of titan-priest was born—the blood witch, druids belonging to the Circle of Blood. Today many blood magic practitioners study at the feet of hags or travel away from Ghelspad, far to the east, in search of the forbidden arts.

While the first blood witches discovered power in titan blood, the practice has evolved to draw upon the forbidden energies in mortal blood as well, including the spellcaster's. Druids of the Circle of Blood are able to enhance their magic by consuming a portion of their own essence, or even offering a sacrifice in their stead. This form of blood magic is strictly forbidden by the gods and fervently hunted throughout Ghelspad, but the practice is still used in dark and forgotten places.

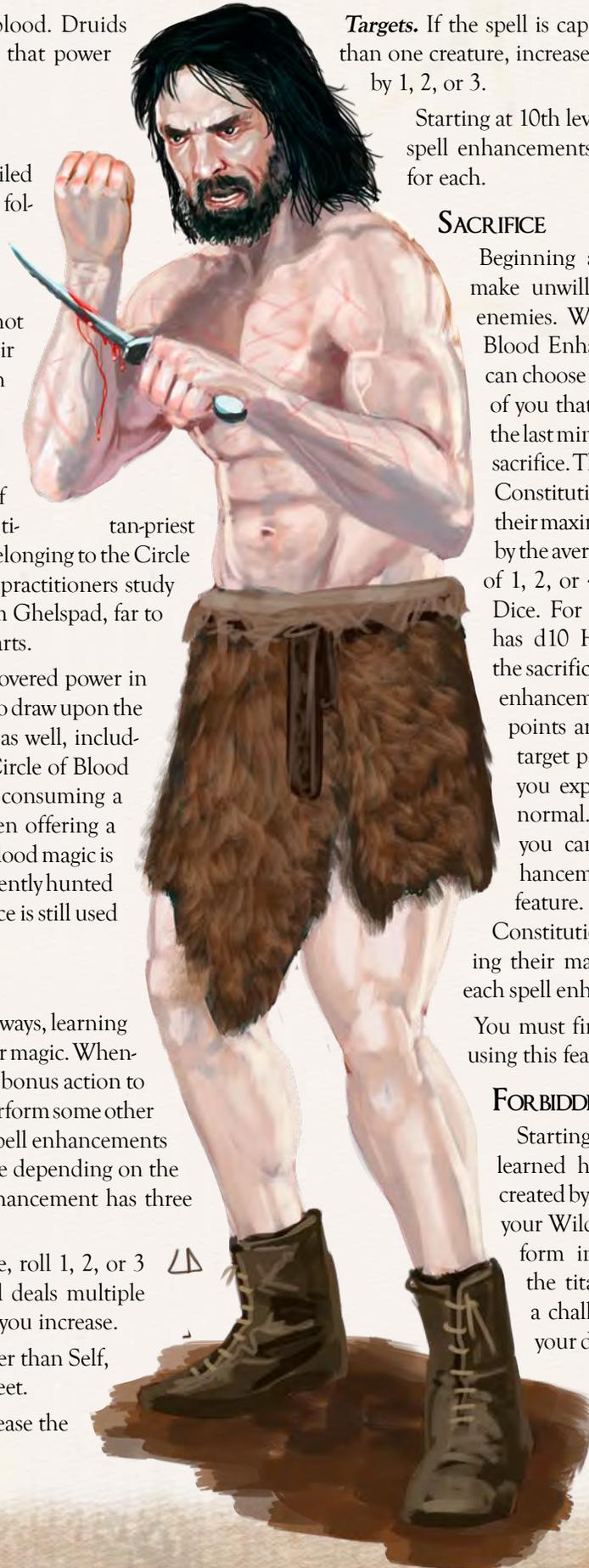
BLOOD ENHANCEMENT

At 2nd level, you delve into the old ways, learning to use your own blood to enhance your magic. Whenever you cast a spell you can use your bonus action to cut your hand, bite your tongue, or perform some other minor self-injury. Select one of the spell enhancements below and expend 1, 2, or 4 Hit Dice depending on the potency level chosen; each spell enhancement has three levels of potency.

Damage. If the spell deals damage, roll 1, 2, or 3 additional damage dice. If the spell deals multiple types of damage, choose which type you increase.

Range. If the spell has a range other than Self, increase the range by 30, 60, or 90 feet.

Area. If the spell has an area, increase the area by 10, 20, or 30 feet.



Targets. If the spell is capable of targeting more than one creature, increase the number of targets by 1, 2, or 3.

Starting at 10th level, you can choose two spell enhancements, expending Hit Dice for each.

SACRIFICE

Beginning at 6th level, you can make unwilling sacrifices of your enemies. Whenever you use your Blood Enhancement feature, you can choose a creature within 5 feet of you that has been damaged in the last minute to supply the blood sacrifice. The creature must make a Constitution saving throw or have their maximum hit points reduced by the average result (rounded up) of 1, 2, or 4 of the creature's Hit Dice. For example, if a creature has d10 Hit Dice and supplies the sacrifice for a 1st-level potency enhancement, their maximum hit points are reduced by 6. If the target passes the saving throw, you expend your Hit Dice as normal. Starting at 14th level, you can select two spell enhancements when using this feature. The target makes one Constitution saving throw, reducing their maximum hit points for each spell enhancement on a failure.

You must finish a long rest before using this feature again.

FORBIDDEN FORMS

Starting at 10th level, you have learned how to take on forms created by the titans. When using your Wild Shape, you can transform into any creature with the titanspawn subtype with a challenge rating as high as your druid level divided by 4, rounded down.

SELF-HARM, MENTAL HEALTH, AND SAFETY AT THE GAMING TABLE

The Venom Domain cleric, Circle of Blood druid, and Oath of the Thorned Purifier paladin contain features that reward players for inflicting damage on their characters. We do not want to glorify or promote what is a serious mental health issue in our world. If you struggle with harming yourself, suicidal ideation, or any other mental health issue, please seek help from a qualified mental health professional.

We want everyone to feel comfortable and safe, even when playing in the dangerous world of Scarn. If any themes in this book or other supplements give you pause, we recommend using the X-card as a comfort and safety tool at the table. This is simply some form of visual signal to everyone at the table that a topic being discussed makes you uncomfortable.

These features are also easily retooled to remove references to self-harm altogether. The Venom Domain's Blood of Venom feature could form as a toxic spittle the cleric spews over a weapon, weakening themselves as the magic takes hold. The Circle of Blood druid's Blood Enhancement could be a mystical draining of their lifeforce, as the titans themselves sap the druid's strength.

DRUID LEVEL	MAX CHALLENGE RATING
10	2
11	2
12	3
13	3
14	3
15	3
16	4
17	4
18	4
19	4
20	5

DARK OFFERING

Starting at 14th level, you can make a ritualistic sacrifice to gain untold power. In order to complete the ritual, you must spend 1 hour chanting, burning incense, and preparing runes in the presence of a willing or incapacitated creature. The creature must either have 5 or more Hit Dice or an Intelligence of 7 or higher. During this hour, you are considered to be taking hostile action against the target and damaging them. Spells such as charm person and dominate person fail if the target is subject to this feature.

At the end of the hour, you kill the creature, offering their blood to the titans. In exchange, you gain one spell enhancement from your Blood Enhancement feature at its highest potency for 8 hours.

Once you use this feature, you cannot use it again for 8 days.

Ghelspad is a war-torn land. Though the Divine War ended a century and a half ago, the divine races and the Redeemed still battle over land and resources. Titanspawn threaten to overrun every place where society has gained a foothold. As such, the arts of violence are commonplace throughout Ghelspad.

GOREGUARD

In Fangsfall, the City of Teeth, the goreguard serve as enforcers and guardians in Fang Quarry. At night they fight in gruesome pits for coin and glory. The City of Teeth is known for the great deposits of fangtooth ore found in the Quarry, at the base of a mountain formed from one of Gaurak's teeth. The goreguard were created when a particularly rich vein was cut open and began to bleed the titan's blood. The blood was distilled and used in deadly experiments, eventually creating the goreguard — warriors who grow to resemble one of Gaurak's fatlings.

Fighters who undertake the process necessary to become a goreguard quickly gain weight but enjoy increased might and fortitude and a truly iron stomach as a result. Trained gladiators all, the goreguards are able to survive both in Fangsfall's many fighting pits and the goblin-infested Quarry.

I WOULD RATHER SINGLE-HANDEDLY FIGHT A SWARM OF VENGAURAK THEN BE LOCKED IN A ROOM WITH A HUNGRY GOREGUARD.

-ZAPRA

RAVENOUS HUNGER

When you choose this archetype at 3rd level, you begin to take on aspects of Gaurak. You require twice as much food as a typical humanoid of your age and size but can eat nearly anything. You are immune to diseases and other negative effects related to eating raw, rotten, or otherwise dangerous foods. This immunity does not extend to ingested poisons that may be added to your food.

GAURAK'S GNASHERS

Starting at 3rd level, the infusions of Gaurak's blood cause your teeth to become larger and thicker, allowing you to bite through flesh and bone with ease. When you take the Attack action and attack with a melee weapon, you can

use a bonus action to bite a target within 5 feet. Your bite deals 1d6 piercing damage. You are considered proficient with your bite attack.

CORPULENCE

Starting at 7th level, the amount of Gaurak's blood coursing through you grows. You gain 50 percent of your body weight as you begin to grow obscenely fat. Your Strength and Constitution scores increase by 1 to a maximum of 20 and your Dexterity score decreases by 1.

At 15th level, you gain another 25 percent of your body weight. Your Strength and Constitution scores increase by 1 to a maximum of 20 and your Dexterity score decreases by 1.

SHOWBOATING

Beginning at 10th level, you have become so accustomed to fighting in arenas and back alleys that you can turn anything into a weapon. You are proficient with improvised weapons. Furthermore, your rage and frustration when handling improvised weapons calls to the titanic corruption in your veins. When using an improvised weapon you may apply your Charisma modifier to attack and damage rolls. If you do, the improvised weapon's damage is considered to be cold and magical in addition to its regular damage type.

INSATIABLE

Starting at 15th level, you gain supernatural fortitude from gorging yourself on food. If you spend 10 minutes eating 30 or more pounds of organic matter, you regain the use of your Second Wind or Action Surge feature (your choice).

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

HUNGER OF THE GLUTTON

Starting at 18th level, you can inspire the hunger of Gaurak in those near you. You can use your action to let out a tremendous belch. Creatures within 30 feet of you must make a Wisdom saving throw (save DC equals 8 + your proficiency bonus + your Constitution modifier). Creatures who fail the save must spend their actions for the next minute seeking out and devouring food. The target may repeat the saving throw at the end of each of their turns. The target will not endanger themselves while searching for food or act against their nature. For example, loyal companions will not attack one another over food. If you or your companions attack the target while they search for food, they have advantage on the saving throw.

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

LILIANDELI ARCHER

The Liliandeli archers are stalwart defenders of the Hornsaw Forest, formerly called the Broadreach. Before the Divine War, the Broadreach was a sanctuary for many sylvan creatures and goodhearted fey, but after the ravages of the war it is simply known as the Forest of Blood. The archers take their name from an elven bard and devout follower of Tanil named Liliandel. She and her husband Thoresk, an accomplished ranger, are said to have been visited by the Huntress herself and taught how to craft and wield bows as well as survive among the woodland creatures. By the time of the Divine War, many archers had flocked to Liliandel to learn by her side. Though many of the Liliandeli archers died during the Titanswar, including Liliandel herself, some have returned to their former home seeking to rid it of Mormo's dark influence.

Fighters who train as a Liliandeli archer are gifted with abilities from Tanil herself. They learn to pierce the defenses of even the most fearsome monsters and navigate the forest like a ranger. Master archers are taught secret artifices, imbuing a piece of themselves into their weapons.

BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you become proficient in Nature and Survival, if you are not already.

KISS OF THE HUNTRESS

Starting at 3rd level, Tanil empowers your arrows to slay evil creatures. Whenever you fire a nonmagical arrow from a shortbow or longbow, it counts as silver for the purpose of overcoming resistance and immunity to damage.

Beginning at 7th level, the arrow counts as both silver and magical. The magic fades from the arrow immediately after it hits or misses its target.

BROADREACH TRAINING

Starting at 7th level, you learn how to live and hunt well in and amidst trees. Choose one of the options below. At 15th level, choose one additional option.

Brachiation. You gain a climbing speed equal to your walking speed when climbing trees. Additionally, you have advantage on any Dexterity (Acrobatics) or Strength (Athletics) checks related to climbing trees, balancing upon them, or swinging among them.

Camouflage. You have advantage on Dexterity (Stealth) checks made in forested terrain.

Forest Marauder. You can use any tree or thick foliage as half cover.

Sentinel. You cannot be surprised while in forested terrain.

TANIL'S BLESSINGS

Starting at 10th level, Tanil bestows magical abilities upon you. You may cast each of the following spells once per day at their minimum level requiring no material components: jump, longstrider, multiply missile (SLPG p. 139), twisting thrust (SLPG p. 143).

Your spellcasting ability for these spells is Wisdom.

HORNET SHOT

Starting at 15th level, you can imbue an arrow to inflict incredible pain on your target. You can use a bonus action to speak a word of power before you fire an arrow from a bow. If the attack hits, the target must make a DC 17 Constitution saving or the arrowhead begins to drill into the target. At the beginning of each of their turns the target takes 2d6 piercing damage. The arrowhead can be removed if any creature, including the target, uses their action and makes a DC 17 Wisdom (Medicine) check to treat the wound.

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

INVEST THE BOW

Starting at 18th level, you have reached the height of Liliandel's teachings and can impart a piece of yourself into your weapon, known as investing the bow. You can take 1 hour, which can be done over the course of a short or long rest, to add one or more of the following magical properties to a bow for 24 hours. For each property added, you must spend a number of Hit Dice indicated below. You cannot regain these Hit Dice until you spend an hour disenchanting the bow, which can be done over the course of a short or long rest. You cannot have more than one bow enchanted in this way at a time. You must select all properties to add to the bow before undertaking the hour-long ritual.

Chosen Foe (5 Hit Dice). You have advantage on attacks made with the bow against any creature of a type you choose, such as beasts, dragons, or monstrosities. If you choose humanoids, pick one subtype such as humans or elves. You can add this property multiple times, choosing a new type and expending Hit Dice for each additional property.

Elemental Barrage (3 Hit Dice). Attacks made with the bow deal an additional 1d6 cold, fire, lightning, or thunder damage. You can add this property multiple times, choosing a new damage type or an additional 1d6 damage of the same damage type and expending Hit Dice for each additional property.

Seeking Shots (3 Hit Dice). Attacks made with the bow ignore half cover.

Though most titan worship on Ghelspad falls under the purview of druids, some followers of the titans attempt to go directly to the source in their quest for corrupted power.

PACT OF THE SERPENT

These warlocks make their pacts with the Mother of Serpents, Mormo. Since the Queen of Witches favors women, most warlocks who take this pact are women. While few women who take this pact use the title now, during the Titanswar a warlock who took the Pact of the Serpent was known as a Lady of Serpents, and she was often a cunning assassin. The origin of these warlocks as serpentine assassins heavily influences their perception among others to this day; it's rare to find another warlock who would trust a Pact of the Serpent warlock, because they're known for being sly and ferocious.

All warlocks who take the Pact of the Serpent take some assassin training as part of their warlock pact. Their fondness for poison makes them efficient and dangerous assassins, and the few remaining warlocks who use the title Lady of Serpents often have work for newer warlocks in training.

Taking the Pact of the Serpent is a risk — since Mormo is cut up and her pieces scattered and buried, the best way for an interested warlock to commune with her and make a pact is through poison. New warlocks must survive a bite from a venomous snake to take this pact, and while their body fights off the poison and they make their pact with Mormo, they develop their resistance to poison and the ability to secrete venom to use as a weapon.

A pact with Mormo grants the following benefits to the warlock.

EXPANDED SPELL LIST

At first level, you gain poison spray and acid splash as cantrips. These do not count against the number of warlock cantrips you know. Your pact with Mormo also lets you choose from an expanded list of spells when you choose a warlock spell. The following spells are added to the warlock spell list for you.

SPELL LEVEL	SPELLS
1st	<i>constrictor staff*</i> , <i>magic fang*</i>
2nd	<i>corrode metal</i> , <i>serpent's stare*</i>
3rd	<i>hypnotic pattern</i> , <i>Sethris' potency*</i>
4th	<i>bite of the mamba*</i> , <i>blight</i>
5th	<i>cloudkill</i> , <i>Mormo's serpent hands*</i>

*see note three: new spells

MORMO AND GENDER

Mormo welcomes trans and cis women to take the Pact of the Serpent without question; however, she is less interested in those who don't identify as women. While she can be persuaded to make a pact with a nonbinary warlock who shows their dedication to her, men are another story. Most men who take this pact are treated as little more than pawns in the Queen of Witches' plots until they prove themselves worthy of her attention with a particularly extraordinary and dangerous act of loyalty, usually involving poison in some way.

POISON RESISTANCE

Starting at 1st level, you gain poison resistance. When you reach 10th level, it becomes poison immunity.

VENOMOUS BARB

Starting at 6th level, your warlock pact allows you to secrete venom from your nails which you can deliver with a scratch. You may make an unarmed attack to scratch an opponent, and they take 2d4 poison damage in addition to the damage of the scratch. You can use this ability once per short or long rest, and you cannot poison yourself with your own nails.

Your poison becomes more potent as you study, and you add an additional 2d4 poison damage at levels 10 and 14.

UNCANNY DODGE

Starting at 10th level, your assassin training allows you to use your reaction to halve an attack's damage against you when an attacker that you can see hits you. In addition, you gain an intuitive sense warning you of nearby traps, granting you a +2 bonus to Dexterity checks made to avoid traps.

OPHIDIAN SPIRIT

Starting at 14th level, as an action, you may use your pact with the Mother of Serpents to assume ophidian traits for different benefits. The trait lasts for one hour per warlock level, and you may use this ability once per short or long rest.

TRAIT	ABILITY
Forked Tongue	Treat all weapons as envenomed; they deal an additional 2d4 poison damage
Scaled Skin	+3 to AC
Serpentine Agility	+2 to all Dexterity checks

NOTE THREE: NEW SPELLS

The following spells are referenced in the class descriptions presented in this book.

BITE OF THE COBRA

5th-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Venomous fangs sprout from your mouth, granting you a bite attack with which you are proficient. The next time you hit with the bite attack, you deal 1d6 piercing damage and the target must make a Constitution saving throw. On a failed save, they are poisoned for 1 minute and must make a death saving throw at the start of each of their turns, even if they have more than 0 hit points. If the target fails three death saving throws during this time, they die from heart failure. A successful Wisdom (Medicine) check against your spell save DC made prior to death stabilizes the target.

BITE OF THE HABU

2nd-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Snake fangs sprout from your mouth, dripping with poison and granting you a bite attack with which you are proficient. The next time you hit with the bite attack, you deal 1d6 piercing damage and choose one of the following effects:

- The target must make a Constitution saving throw. On a failed save, the target suffers 2d10 poison damage at the start of each of its turns for 1 minute. The target may repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
 - **At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher and choose this effect, the poison damage increases by 1d10 for each slot level above 2nd.
- The target must make a Constitution saving throw. On a failed save, the target's blood stops coagulating, and they bleed profusely from even minor scratches. For 1 minute, the target loses 1 hit point at the start of each of its turns for each piercing or slashing wound they suffer during the duration, including the initial bite attack.

BITE OF THE KRAIT

3rd-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Wicked snake fangs sprout from your mouth, granting you a bite attack with which you are proficient with. The next time you hit with the bite attack, you deal 1d6 piercing damage and 4d10 poison damage, and the target must make a Constitution saving throw. On a failed save, the target is poisoned for 1 minute. In addition to the normal poisoned condition penalties, while poisoned this way their movement is halved, and they must succeed on a Strength (Athletics) check against your spell save DC to maintain hold on melee weapons after they make a successful attack.

BITE OF THE MAMBA

4th-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You gain a bite attack, with which you are proficient, from the snake fangs that sprout from your mouth. The next time you hit with the bite attack, you deal 1d6 piercing damage and choose one of the following effects:

- The target must make a Constitution saving throw. On a failed save, they fall prone, their body convulsing uncontrollably for 1 minute, and are paralyzed. The target may repeat the saving throw at the end of each of their turns, ending the effect on themselves on a success.
- The target must make a Constitution saving throw. On a failed save, the target's blood begins to coagulate. Each hour after the bite, the target suffers 1d4 Constitution loss as the clotting begins to affect their organs. If this damage reduces the target's Constitution score to 0, they die of heart failure. The target may repeat the saving throw every hour, ending the effect on themselves on a success. If this effect is successfully ended, Constitution points lost to this effect return when the target completes a long rest.

CONSTRUCTOR STAFF

1st-level transmutation

Servants of Mormo initially developed this spell, but throughout the ages it has made its way into common practice.

Casting time: 1 bonus action

Range: Touch

Components: S, M (wooden rod or quarterstaff)

Duration: 1 hour

You can turn any wooden rod or quarterstaff into a constrictor snake (SRD p. 369) for 1 hour. If the snake's hit points are reduced to 0 the snake turns back into the object it originally was, but the object is broken. If the spell is dismissed or its duration ends the object remains intact. The constrictor snake is friendly to you and can obey simple commands.

INQUISITION

4th-level enchantment

Get the answers you need quickly. This spell magically compels the target to answer your questions truthfully.

Casting time: 1 action

Range: Touch

Components: V, S

Duration: 10 minutes

This spell may be used to gain truthful answers from the most stubborn creatures. So long as the creature touched can understand you, the affected creature must answer three questions you ask. In order to resist the spell, the creature must make a successful Wisdom saving throw. If the target sustains any damage while under the effects of the spell, they gain advantage on the save. Success means they can resist answering that question but must save again for the next. As soon as a save is failed, the creature is allowed no more saves and must answer the remaining questions. Note that the subject must answer truthfully, but they can only answer the truth as they know it. If they have no pertinent information with which to answer a question posed, they are compelled to say as much.

At the end of 10 minutes or after three questions have been asked and answered, the spell comes to an end.

MAGIC FANG

1st-level transmutation

Used by druids and rangers to enhance their beastly companions in battle, this is a fairly common spell in the Scarred Lands, especially favored by the owners of beast fighting pits.

Casting time: 1 bonus action

Range: Touch

Components: V, S

Duration: 5 minutes

Magic fang gives one natural weapon of the target a +1 bonus on attack and damage rolls. The spell can affect a slam attack, fist, bite, or any other natural weapon. Damage dealt by the ensorcelled weapon is considered magical.

MORMO'S SERPENT HANDS

5th-level transmutation

Even though Mormo, the Mother of Serpents, was defeated and dismembered in the Titanswar, her magic lives on through her many followers. The wizard Dolomar is credited with recovering this spell from a den of slitherin Red Witches – who likely received the spell from High Gorgons. Dolomar tried to scribe the spell out to several arcane libraries but was assassinated by an unknown group of Gorgons.

Casting time: 1 action

Range: Self

Components: V, S, M (poison glands of a viper)

Duration: 1 minute

Mormo's serpent hands turns your fingers into large poisonous vipers. On your turn following the transmutation and each round thereafter, the vipers of each hand can be directed to attack opponents, one target per arm and one attack per finger. For example, an able-bodied human can attack two different opponents with five melee attacks per round each. You are considered proficient with these attacks. Each viper causes 1d6 points of piercing damage when it strikes, and if the target of the attack fails a Constitution saving throw it becomes poisoned. While the spell is in effect it is not possible for you to grab or pick up items. As a result, you cannot cast any spells that have a somatic component – and you are unlikely to be able to handle material components either – until this spell expires or is dismissed.

SERPENTS' STARE

2nd-level enchantment

While crafted by the titanspawn asaatthi, this spell has since changed hands many times and is now found in the repertoires of both divine and titanspawn spellcasters.

Casting time: 1 action

Range: 30 feet

Components: V, S, M (a shiny bauble such as a coin, gem or piece of glass)

Duration: Concentration, up to 1 hour

You fix the spell's target with a deep, fearful stare. If the target fails a Wisdom saving throw it becomes paralyzed as long as you maintain concentration and eye contact. While maintaining eye contact with the target you have disadvantage on attacks that don't target the victim of the spell. Anyone that attacks you has advantage on their attack. If you break

concentration or eye contact for any reason, the spell ends immediately. The victim can use an action to repeat the Wisdom saving throw, ending this effect on a successful save.

SETHRIS' POTENCY

3rd-level transmutation

Use to ensure your poison really gets the job done.

Casting time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 hour

This spell increases the save DC for a poison by 1d4 + your proficiency bonus.

After one hour, the poison's save DC returns to its normal value.

ELDRITCH INVOCATIONS

In addition to those from the core rules and other official sources, the following eldritch invocations are commonly practiced by warlocks of the Pact of the Serpent.

POISONER'S INTUITION

Prerequisite: 5th level

Your familiarity with poisons grants you the supernatural ability to detect them. You may use detect poison and disease at will.

ENTRANCE THE BEAST

Prerequisite: 7th level, hypnotic pattern spell

You may use your action to hypnotize a target within 30 feet that can see you. You can cast dominate beast with this ability without expending a spell slot, and if you first make eye contact, the target has disadvantage.

SNAKE EYES

Prerequisite: 9th level, hypnotic pattern spell

You may use this ability to cast dominate person without expending a spell slot, and if you first make eye contact, the target has disadvantage.

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