

# FORGOTTEN REALMS

## SPELLFIRE

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Carl Vandal

**A Unique Background and Archetype  
for the Forgotten Realms.**





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## NOTES

All the creatures and magic items detailed in this adventure can be found on [www.dndbeyond.com](http://www.dndbeyond.com), either in the official monster section or in homebrew. All homebrew monsters and magic items have been created by Carl Vandal.

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## INTRODUCTION

“**S**pellfire” provides details regarding a new background and archetype that can be used in your campaign. Although designed for use in the Forgotten Realms, Spellfire can be used in any campaign setting.

## BACKGROUND

“One of the most awesome magical topics, even to archwizards, is the subject of spellfire. Spellfire is viewed by most Faerûnians as a ravaging, all-consuming fire that the gods allow one person at a time in all the world to wield in order to humble kings, dragons, and great mages alike a fire that is currently being hurled at the Zhentarim and others by a young woman named Shandril Shessair, who was born in the Dales and seems to be heading west. She is reported to have slain no less a personage than Manshoon, leader of the Zhentarim, and even more astonishingly, an entire ring of beholders, who had her trapped deep in Zhentil Keep.

While such tavern tales are grounded in truth, it should be made very clear that talk of the deities allowing only one mortal at a time to wield Spellfire is

so much fancy, though the ability is very rare and kept as secret as possible by those who have it.

Shandril has spellfire, yes. And a hundred mages hound her for it. Zhentarim and Thayans and Cult of the Dragon and independents, slaughtering each other in their ruthless pursuit of her power. Learn this if you heed nothing else in my work. Legends lie.

Mystra’s chosen wield lesser spellfire, if they care to call upon it, and some among them command true spellfire.

A mage hiding in the Border Kingdoms possesses true spellfire, and a cruel and arrogant noble of Chessenta, and the wizard R... but I’m sure you grasp my point.

In the early Sword Coast North, the ranger Haelam Sunderstone undoubtedly possessed spellfire. He stood alone against an orc horde pouring south past the Coldwood—and turned them into smoke and scorch scars.

I could go on. So can anyone who cares to spend the years in study in Candlekeep that I did before I chose to fell to this nameless backwater keep and cloak myself in squalor and obscurity.

Why? Well, because I have true spellfire too, of course. Come looking for me and I will blast you to dust, and





then lay waste to all your descendants, ancestors, and the realm you came from, every last tree and stone of it. Why? Well, you see, it is usually what I do." - *Baerendra Riverhand, Sage of Spandeliyon, 1358DR.*

Spellfire is the raw energy of the Weave and a very rare magical power. It allows the wielder to absorb spells cast at them, internally convert it to raw magical energy, and then use it in myriad of ways. Even after the Spellplague, spellfire endured. A force of nature that provides wielders with great abilities if they chose to learn to use it.

It is highly coveted by many in Faerûn, organizations, mages, and sorcerers, in the mistaken belief that they can learn to wield it themselves or can steal it from the wielder. Unfortunately, as a result of this, wielders of true spellfire are forced to either hide their ability or become hunted.

## SPELLFIRE

Spellfire is the raw energy of the Weave. It can be manipulated in two way. Mystra gives the silver fire ability to her Chosen and certain other favored servants. The spellfire ability—the wielding of true spellfire—is by far the more powerful of these rare and precious talents. It is a random gift bestowed only upon a handful of individuals within a generation.

Spellfire in any form is refined, controlled raw magic. In beneficent manifestations, it is a font of silver light and healing energy. In battle, it is a searing blue-white jet of all consuming radiance.

### Silver Fire

This powerful supernatural ability is limited to the Chosen of Mystra.

Magical silver fire harmlessly erupts from the Chosen, surrounding them until they are [incapacitated](#) or until they use an action to quench it. They gain one of the following benefits of their choice, which lasts until the silver fire ends

- Gain resistance to cold damage and be unharmed by temperatures as low as -50°F.
- Gain immunity to magic that would ascertain thoughts, truthfulness, alignment, or creature type.
- Can survive without food or water.
- Can breathe underwater.

While the silver fire is present, the Chosen has the

following additional action options:

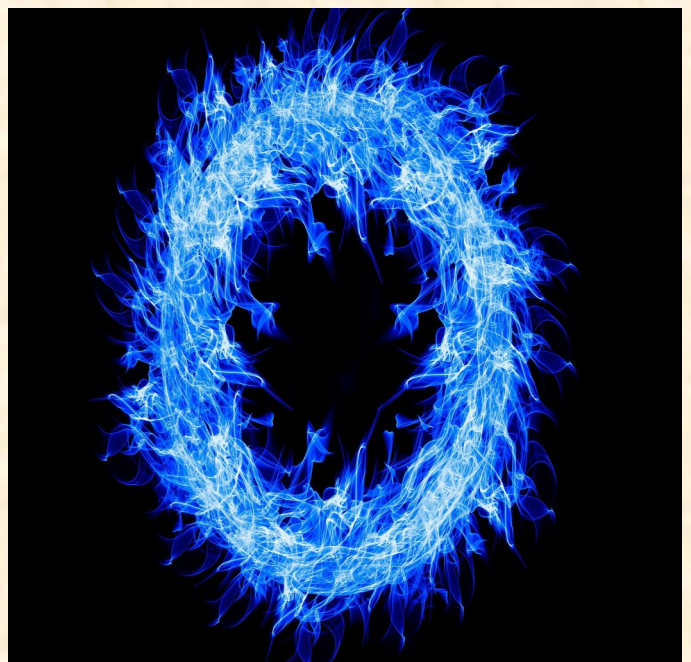
- Cast the [cure wounds](#) spell. The target regains 1d8+ 5 hit points. After the Chosen takes this action, roll a d6. On a roll of 1, the silver fire disappears.
- Cast the [revivify](#) spell without material components. After the Chosen takes this action, roll a d6. On a roll of 1-2, the silver fire disappears.
- Release a 60-foot line of silver fire that is 5 feet wide or a 30-foot cone of silver fire. Objects in the area that aren't being worn or carried take 26 (4d12) fire damage. Each creature in the area must succeed on a DC 21 Dexterity saving throw, taking 26 (4d12) fire damage on a failed save, or half as much damage on a successful one. After the Chosen takes this action, roll a d6. On a roll of 1-3, the silver fire disappears.

Silver fire recharges after a Long Rest.

### True Spellfire

True spellfire is a much more powerful ability. This Individuals with the ability to wield it can absorb magical energy and then use it to fuel a number of different abilities. Depending upon the skill and training of the individual wielder, this generally includes throwing destructive blast of magical energy and healing of injuries. With greater training, other abilities can be mastered.

For a character to be able to wield true spellfire they need to choose the "True Spellfire" background.



## TRUE SPELLFIRE WIELDER

You were born with the rare gift to wield true spellfire. How this happened is a mystery but nonetheless you have this power within you. When it first manifested, your parents and you were taken completely by surprise. Luckily there were no others around at the time, so you were able to keep your ability a secret. Over time you learned how to control the spellfire to a limited degree. Your greatest fear is that others will discover you have this power and will then try to hunt you down to gain control of it for themselves.

### *Skill Proficiencies:*

[Arcana](#), [Deception](#)

### *Tool Proficiencies:*

Any one tool set, musical instrument, or gaming set of your choice.

### *Languages:*

Any one of your choice.

### *Equipment:*

A small knife, one set of travelers clothes, any one musical instrument or gaming set you are proficient with, and a pouch containing 10 gp.

## Feature: True Spellfire

Individuals gifted with true spellfire can do amazing things, dependent upon their skill, talent, and the amount of magical energy they have within them at the time. In general, spellfire can be used to heal, create blasts of destructive fire, or absorb magical effects it contacts, although the exact effects vary by circumstances and user. Talented wielders have been reported to be able to release multiple blasts at once, and even to fly using the ability.

A spellfire wielder can use a reaction to absorb spells targeted at them. They gain one level of *spellfire energy* for every spell level absorbed and can store a number of *spellfire energy* levels equal to their Constitution. If they have reached their limit, they cannot absorb spells until they have expended some of the stored *spellfire energy*. A spellfire wielder with stored levels radiates magic as if they were a magic item.

As an action, a spellfire wielder can expend stored *spellfire energy* as a melee or ranged attack (maximum range 400 ft.). The target of the attack must make a DC21 Dexterity saving throw, taking 3 (1d6) force damage per *spellfire energy* level expended on a

failed save, or half as much damage on a successful one.

As a bonus action, a spellfire wielder can heal a target by touch, restoring 3 (1d6) hit points per *spellfire energy* level expended for this purpose.

## Suggested Characteristics

You have learned to live with the power that flows through you. However, hiding your true nature has molded you, as has the fear of being discovered and then hunted by others.

d8	Personality Trait
1	I idolize a particular hero, and constantly refer to that person's deeds and example.
2	I lie about almost everything, even when there's no good reason to.
3	I have different assumptions from those around me concerning personal space, blithely invading others' space in innocence, or reacting to ignorant invasion of my own.
4	I like to read and memorize poetry. It keeps me calm and brings me fleeting moments of happiness.
5	I've been isolated for so long that I rarely speak, preferring gestures and the occasional grunt.
6	I'm oblivious to etiquette and social expectations.
7	I sleep with my back to a wall or tree, with everything I own wrapped in a bundle in my arms.
8	I expect danger around every corner.

d6	Ideal
1	Independence. I am a free spirit—no one tells me what to do. (Chaotic)
2	I like to know my enemy's capabilities and weaknesses before rushing into battle. (Lawful)
3	Live and Let Live. Meddling in the affairs of others only causes trouble. (Neutral)
4	Respect. All people, rich or poor, deserve respect. (Good)
5	Power. If I can attain more power, no one will tell me what to do. (Evil)
6	Suspicious. I must be careful, for I have no way of telling friend from foe here. (Any)



d6	Bond
1	A powerful person killed someone I love. Some day soon, I'll have my revenge.
2	My freedom is my most precious possession. I'll never let anyone take it from me.
3	There's power within me, I can feel it. I must never lose control of it.
4	No one else should have to conceal their true nature the way that I have had to do.
5	Someone I loved died because of a mistake I made. That will never happen again.
6	I owe a debt that cannot be repaid in gold.

d6	Flaw
1	Lying is reflexive, and I sometimes engage in it without realizing.
2	I will never fully trust anyone other than myself.
3	My hatred of my enemies is blind and unreasoning.
4	Few people know the real me.
5	I'm convinced of the significance of my destiny, and blind to my shortcomings and the risk of failure.
6	I have certain rituals that I must follow every day. I can never break them.

## SPELLFIRE ABILITIES

As a spellfire wielder gains in skill, their ability to manipulate the raw magical energy enables them to perform even greater deeds.

Whenever a character is given the opportunity for an Ability Score Improvement (at 4th, 8th, 12th, 16th, and 19th level) instead of selecting an Ability Score Improvement or a Feat, they can elect to take a Spellfire Ability.

Some Spellfire abilities can only be taken at specific levels. Others can be taken multiple times, enhancing the ability further.

### Crown of Fire

*16th level*

By expending 10 *spellfire energy* levels, a wielder can manifest the "Crown of Fire", which appears as a halo of spellfire around their head and provides light equal to a daylight spell.

The crown of fire gives the wielder resistance to all damage, except for force, radiant and psychic damage. If the character already has resistance to a form of damage, the crown of fire gives them immunity to that form of damage.

Maintaining the crown of fire requires expending 5 *spellfire energy* levels per turn, which can be done as a free action.

### Deflect Arrows

*4th level*

The wielder gains the ability to deflect arrows by using *spellfire energy* to knock the missiles away. By

expending 1 *spellfire energy* level, the wielder can force an arrow to miss. This is a reaction ability.

If taken a second time, this ability becomes a free action.

### Drain Charged Item

*4th level*

As an action, the wielder can drain a single charge from a touched, charged magical item (including single-use items such as potions and scrolls), converting the charge into 1 *spellfire energy* level.

A fully drained item has no magical properties (a potion becomes water; a scroll becomes blank paper). Only one feature of a multiple-use charged item can be drained per turn.

If the magical item is in the possession of a creature, the spellfire wielder has to make a successful touch attack to be able to use this ability.

If taken a second time, the wielder becomes more efficient at converting the charge, gaining 2 *spellfire energy* levels per charge.

### Drain Permanent Item

*12th level*

As an action, the wielder can drain power from a permanent magical item by touch. Any item drained in this way ceases to function until after a Long Rest, although it still detects as being magical.

If the magical item is in the possession of a creature, the spellfire wielder has to make a successful touch attack to be able to use this ability.

The wielder gains *spellfire energy* levels dependent



on the rarity of the magical item:

*Common* - 1 *spellfire energy* level

*Uncommon* - 2 *spellfire energy* levels

*Rare* - 3 *spellfire energy* levels

*Very Rare* - 4 *spellfire energy* levels

*Legendary* - 5 *spellfire energy* levels

*Artifact* - attempting to drain an artifact results in the wielder suffering *spellfire* feedback. They immediately take 28 (8d6) psychic damage, which can be reduced by half with a successful DC21 Constitution saving throw.

### Enhanced Spellfire Blast

*4th level*

The wielder gains greater control over the destructive energy that *spellfire* allows them to generate.

Each time this ability is selected, the wielder can choose one of two enhancements—increased damage or more accurate attack.

Each increment in damage changes the damage die - d8, then d10, then d12 and finally d20.

Each increment in accuracy increases the DC check by 1.

### Flight

*12th level*

The wielder can expend *spellfire energy* levels to fly as the spell. Each *spellfire energy* level expended allows the wielder to fly for 1 minute. The flying wielder leaves a visible trail of light that fades after 1 turn.

Each time this ability is selected doubles the length of time the wielder can sustain the ability to fly.

### Improved Healing

*8th level*

The wielder gains greater control over the restorative energy that *spellfire* allows them to generate.

Each time this ability is selected, the wielder increments the healing die - d8, then d10, then d12, and finally d20.

### Increased Spellfire Energy Reserve

*4th level*

The wielder's capacity for storing *spellfire energy* levels is multiplied by 2 the first time this ability is selected.

Each time this ability is selected after the first increases the multiplier by 1.



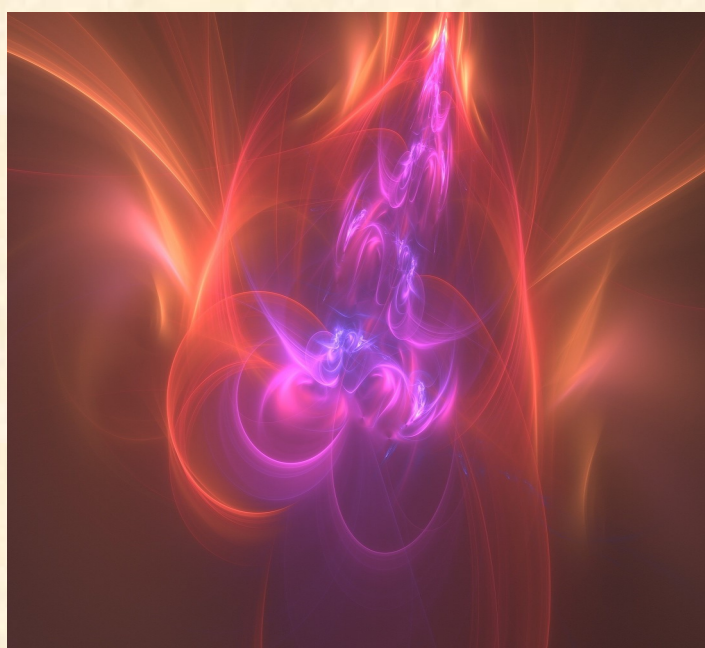
However, storing *spellfire energy* levels in excess of the wielder's Constitution score is dangerous, with different effects depending upon the number of levels stored.

*Constitution+1 to Constitution x2* - the wielder's eyes glow brightly. Any creature, magic item or spell effect that touches the wielder causes 1 *spellfire energy* level to be discharged as a harmless burst of light. Once per day, the wielder must make a DC12 Constitution check or take 1d6 points of psychic damage as their *spellfire energy* level backfires.

*Constitution x2+1 to Constitution x3* - the wielder's skin glow brightly. Any creature, magic item or spell effect that touches the wielder causes 1d4 *spellfire energy* levels to be discharged as a harmless burst of light. Once per hour, the wielder must make a DC12 Constitution check or take 1d6 points of psychic damage as their *spellfire energy* level backfires.

*Constitution x3+1 to Constitution x4* - the wielder sheds light equal to a torch and feels a burning sensation within their body. Any creature, magic item or spell effect that touches the wielder causes 1d6 *spellfire energy* levels to be discharged as a harmless burst of light. Once per minute, the wielder must make a DC12 Constitution check or take 1d6 points of psychic damage as their *spellfire energy* level backfires.

*Constitution x4+1 to Constitution x5* - the wielder radiates a palpable heat to a radius of 20ft. Any creature, magic item or spell effect that touches the wielder causes 2d6 *spellfire energy* levels to be discharged with the same effect as a pyrotechnics spell (DC 12+number of *spellfire energy* levels expended).



Once per turn, the wielder must make a DC12 Constitution check or take 2d6 points of psychic damage as their *spellfire energy* level backfires.

Regardless of the number of *spellfire energy* levels stored, a wielder can only expend a number of *spellfire energy* levels per turn equal to their Constitution score.

## Maelstrom of Fire

### 19th level

The wielder can release *spellfire energy* levels in all directions as a 20ft radius spread, dealing 1d10 force damage per *spellfire energy* level expended to all creatures in the area. A successful DC 19 Dexterity saving throw reduces this damage by half.

The wielder can increase the area of affect by 20ft by expending additional *spellfire energy* levels, to a maximum of 100 ft radius.

## Rapid Blast

### 8th level

The wielder gains the ability to release multiple blasts of spellfire as an action.

Each time this ability is selected, the wielder increases the number of blasts they can release by 1.

## SPELLFIRE BLOODLINE

Your innate magic comes from spellfire energy that has influenced your blood, or that of your ancestors. Most often, sorcerers with this origin trace their descent back to a wielder of true spellfire of ancient times.

In addition, the sorcerer may also be a true spellfire wielder, granting them all the abilities that come with that and further enhancing their sorcerer abilities.

You learn additional spells when you reach certain levels in this class, as shown on the Spellfire Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

### Spellfire Spells

Sorcerer Level	Spell
1st	<i>burning hands, faerie fire</i>
3rd	<i>continual flame, pyrotechnics</i>
5th	<i>fireball, protection from energy</i>
7th	<i>elemental bane, wall of fire</i>
9th	<i>conjure elemental, immolation</i>



## SPELLFIRE BLOODLINE

Level	Proficiency Bonus	Sorcery Points	Features	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	—	Spellcasting, <i>Spellfire Ancestry</i>	4	2	2	—	—	—	—	—	—	—	—
2nd	+2	2	Font of Magic	4	3	3	—	—	—	—	—	—	—	—
3rd	+2	3	Metamagic	4	4	4	2	—	—	—	—	—	—	—
4th	+2	4	Ability Score Improvement	5	5	4	3	—	—	—	—	—	—	—
5th	+3	5	—	5	6	4	3	2	—	—	—	—	—	—
6th	+3	6	<i>Spellfire Familiar</i>	5	7	4	3	3	—	—	—	—	—	—
7th	+3	7	—	5	8	4	3	3	1	—	—	—	—	—
8th	+3	8	Ability Score Improvement	5	9	4	3	3	2	—	—	—	—	—
9th	+4	9	—	5	10	4	3	3	3	1	—	—	—	—
10th	+4	10	Metamagic	6	11	4	3	3	3	2	—	—	—	—
11th	+4	11	—	6	12	4	3	3	3	2	1	—	—	—
12th	+4	12	Ability Score Improvement	6	12	4	3	3	3	2	1	—	—	—
13th	+5	13	—	6	13	4	3	3	3	2	1	1	—	—
14th	+5	14	<i>Spellfire Fury</i>	6	13	4	3	3	3	2	1	1	—	—
15th	+5	15	—	6	14	3	3	3	3	2	1	1	1	—
16th	+5	16	Ability Score Improvement	6	14	3	3	3	3	2	1	1	1	—
17th	+6	17	Metamagic	6	15	3	3	3	3	2	1	1	1	1
18th	+6	18	<i>Spellfire Resilience</i>	6	15	3	3	3	3	3	1	1	1	1
19th	+6	19	Ability Score Improvement	6	15	3	3	3	3	3	2	1	1	1
20th	+6	20	Sorcerous Restoration	6	15	3	3	3	3	3	2	2	1	1

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a conjuration or an evocation spell from the sorcerer, warlock, or wizard spell list.

### Spellfire Ancestry

As spellfire energy flows through your body, it causes traits of your spellfire ancestors to emerge.

At 1st level, your Constitution increases by 1, and increases by 1 again at 6th level, 14th level, and 18th level.

In addition, you gain resistance to fire due to the spellfire energy within you.

### Spellfire Familiar

At 6th level, you gain the ability to call forth a spellfire manifestation of a creature to assist you. As a bonus

action, you can spend 3 sorcery points to magically summon a spellfire familiar. The familiar takes one of the following forms:

- [Cat](#)
- [Hawk](#)
- [Owl](#)
- [Rat](#)
- [Raven](#)
- [Pseudodragon](#)
- [Snake](#)
- [Tressym](#)
- [Weasel](#)

Appearing in an unoccupied space within 10ft of you, the familiar has the statistics of the chosen form,



though it is an elemental instead of a beast. In addition, the familiar is immune to fire damage, and is surrounded by a harmless, fiery corona.

Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal.

When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after you reuse this ability, though it can only be used once per Long Rest.

While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses.

As an action, you can temporarily dismiss your familiar. It disappears into a pocket dimension where it awaits your summons. Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you.

You can't have more than one familiar at a time. If you use this ability while you already have a familiar, you instead cause it to adopt a new form. Choose one of the forms from the above list. Your familiar transforms

into the chosen creature.

Finally, when you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

### Spellfire Fury

Starting at 14th level, when you are hit by a melee attack, you can use your reaction to deal force damage to the attacker. The damage equals your sorcerer level. The attacker must also make a Strength saving throw against your sorcerer spell save DC. On a failed save, the attacker is pushed in a straight line up to 20 feet away from you.

### Spellfire Resilience

At 18th level, the spellfire energy in your blood gives you the ability to overcome grievous injuries. As a bonus action, when you have fewer than half of your hit points remaining, you can regain a number of hit points equal to half your hit point maximum.

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

In addition, the spellfire energy now makes you immune to fire damage.





## THE FIRE AND THE FURY

### INTRODUCTION

While enjoying a well-deserved rest at The Wayside Inn, the party are witnesses to a young boy stealing a spell scroll from a wizard and his companions.

### LOCATION:

The party are sat in the common room of The Wayside Inn, enjoying another of Cooragh's amazing meals. Read the following:

Another busy night at the Wayside Inn and once more, the meal provided by Cooragh proves to be a great success. Washed down by ale from the bar, you feel sated.

The numerous tables in the common room are all filled, and Tolan Kaniver has been performing all evening to the crowd.

A young, fair-haired lad circulating around the tables appears to be begging for food and has so far managed to avoid being spotted by Martisha or the barkeep.

Upon approaching one of the other tables, where another group of adventures is sat, you notice that the boy is a little bit light-fingered.

Unfortunately for the lad, the wizard from whom he was attempting to steal is also more attentive than he appeared to be.

The wizard grabs the lad by the wrist.

"Try to steal from me, would you? Well, let's see how well you as a thief when you've a brand on your forehead!"

As you watch, the wizard's hand starts to glow, and he moves to draw a symbol on the boy's forehead.

Suddenly the boy seems to draw the energy from the hand into himself and a burst of flame shoots from his hands, sending the wizard flying across the common room. The boy seems to be as shocked as everyone else in the room at this reaction.

As the wizard struggles back to his feet, he points at the boy and shouts at his companions. "Grab him! He can wield spellfire. He's worth a fortune!"

Looking round the room, the boy sprints towards your table. "Please help me!"

### OBJECTIVE:

Any member of the party that succeeds on a DC18 Intelligence ([Arcana](#)) check will be able to recall some details regarding spellfire.

- It is a legendary power that very few are able to wield.
- It is a form of raw magic that is highly sought after by the Zhentarim and the Red Wizards of Thay.
- Legends tell of wielders of spellfire destroying entire armies without suffering a single injury.

The party have several options available to them:

- They can let the boy be taken by the wizard and his companions.
- They can attempt to intervene to protect the boy.
- They can try to capture the boy for themselves.

To encourage them to act, Martisha can offer them a reward for stopping the wizard and his companions from causing damage in the common room.

### THE LIGHT-FINGERED LAD

The young boy, Corvyn Sueskua, is a half-elf urchin. He is about ten years of age and is dressed in well-worn clothing. He stowed away on a caravan out of Neverwinter, and when the caravan stopped at the Wayside Inn, he came over to the inn to see what he could find.

Unbeknownst to the lad, he is a true spellfire wielder. He reacted instinctively when the wizard threatened him, absorbing the spell energy, and releasing it at the wizard without understanding what he was doing.

He is in shock and is desperately in need of help. He cannot control this new ability, and if the party do nothing to intervene, he will absorb any magic thrown at him and then release it after three turns of combat in an uncontrolled explosion of magical fire, causing 10d10 damage



(half fire, half force) to everyone in the common room.

## THE WIZARD AND HIS COMPANIONS

The wizard and his companions act as the main opposition to the party and should be scaled to match the ability of the party.

Level	Wizard and Companions
1-2	1 Acolyte, 1 Apprentice Wizard, 1 Scout, 3 Thugs
3-4	1 Acolyte, 1 Evil Mage, 1 Expert, 1 Scout, 2 Warriors
5-6	1 Archer, 1 Berserker, 1 Druid, 1 Evil Mage, 1 Priest, 1 Veteran
7-9	1 Archer, 1 Enchanter, 1 Gladiator, 1 Master Thief, 1 Priest, 1 Veteran

If the party is struggling against the wizard and his companions, then Martisha and Cooragh can come to their assistance.

The wizard and his companions are not looking to die, so will either surrender or attempt to escape if it is clear that they are outclassed or losing.

## CONCLUSION:

Once the party has dealt with the wizard and his companions, they need to decide what to do with Corvyn.

A wielder of true spellfire, particularly one of his age, will be a much sought-after commodity. Once the likes of the Zhentarim become aware of the boy, he will likely be hunted for the rest of his life.

If the wizard and his companions are still alive, the party will need to decide how to deal with the fact that they know about Corvyn.

It will be almost impossible to prevent news of Corvyn and his abilities from spreading across the Sword Coast given the number of witnesses to the events in the Wayside Inn.

Martisha will offer no help to the party in regard to the boy. Cooragh will suggest taking the lad to Neverwinter or Waterdeep, and seeking help from either the Lord's Alliance, the Harpers or the



Emerald Enclave.

If you have not yet run "Storm Lord's Wrath", the barkeep will be Backes Dunfield. He will approach the party and suggest that he can help the boy. Backes is actually a worshipper of Talos and wants to acquire the boy for the Cult of Talos.

If you have run "Storm Lord's Wrath", the barkeep is Dorgan Ernheim. He will suggest taking the boy to somewhere out of the way, like Mirabar.

Tolan Kaniver, the resident bard, will suggest that the party take the boy to Neverwinter and place him in the care of Terakin Scalesinger, his former master at the College of Bards.



**APPENDIX:  
SPELLFIRE WIELDERS**

# LORGHEZ OF THE MANY-ARROWS

Medium humanoid (orc), neutral evil

Armor Class 18 (splint mail)  
Hit Points 85 (9d10+27)  
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	16 (+3)	10 (+0)	13 (+1)	11 (+0)

Saving Throws STR +9, CON +7  
Skills Arcana +4, Athletics +9, Deception +4, Intimidation +4, Perception +5, Survival +5  
Senses Passive Perception 15  
Languages Common, Dwarvish, Orc  
Challenge 6 (2300 XP)  
Proficiency Bonus +4

**Action Surge.** Once per combat, Lorghez can take one additional action on his turn.

**Indomitable.** Lorghez can reroll one failed saving throw per day.

**True Spellfire Wielder** Individuals gifted with true spellfire can do amazing things, dependent upon their skill, talent, and the amount of magical energy they have within them at the time.

Lorghez has further developed his spellfire abilities and has the following enhancements:

**Deflect Arrows** Lorghez has the ability to deflect arrows by using *spellfire energy*.

**Enhanced Spellfire Blast.** Increased damage to d8.

## Actions

**Multiattack.** Lorghez can attack twice whenever he takes the Attack action on his turn.

**Greataxe.** Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

**Longbow.** Ranged Weapon Attack: +5 to hit, range 150/600 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

**Spellfire Blast.** Lorghez can expend stored *spellfire energy* as a melee or ranged attack (maximum range 400 ft.). The target of the attack must make a DC21 Dexterity saving throw, taking 4 (1d8) force damage per *spellfire energy* level expended on a failed save, or half as much damage on a successful one.

## Bonus Actions

**Aggressive.** Lorghez can move up to his speed toward an enemy of his choice that he can see or hear.

**Second Wind.** Once per day Lorghez can regain 1d10+9 hit points.

**Spellfire Healing.** Lorghez can heal a target by touch, restoring 3 (1d6) hit points per *spellfire energy* level expended for this purpose.

## Reaction

**Absorb Magic.** Lorghez gains one level of *spellfire energy* for every spell level absorbed, and can store a number of *spellfire energy* levels equal to his Constitution. If he has reached his limit, he cannot absorb spells until he has expended some of the stored *spellfire energy*.

**Deflect Arrows.** Lorghez has the ability to deflect arrows by using *spellfire energy* to knock the missiles away. By expending 1 *spellfire energy* level, Lorghez can force an arrow to miss.



## Description

Lorghez is a member of the Many-Arrows Orc tribe. He rose through the ranks of the warriors of the tribe, gaining proficiency in the combat skills that would mark him as a champion of the tribe.

It was pure chance that led to Lorghez discovering that he was capable of wielding Spellfire. He was leading a raid on one of the local towns when he was attacked by a mage. His body reacted automatically, absorbing the spell energy and then, in his rage, Lorghez expelled the energy in a blast of force. Declared blessed by Gruumsh, Lorghez was elevated in his position within the tribe.

Since then, Lorghez has continued to develop his martial prowess but has also taken the time to find out about spellfire, and to develop his spellfire abilities further.

Many mages have been surprised by the hulking orc who charges them, absorbing their spells and using the energy against them.



# SAOIRSE TORPEN

*Small humanoid (gnome), neutral good*

**Armor Class** 17 (bracers of defense, ring of protection)

**Hit Points** 51 (7d6+21)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	17 (+3)	16 (+3)	15 (+2)	18 (+4)

**Saving Throws** CON +11, CHA +10

**Skills** Arcana +10, Deception +10, Insight +8, Persuasion +10, Survival +5

**Damage Resistance** Fire

**Senses** Passive Perception 12

**Languages** Common, Dwarvish, Gnomish

**Challenge** 6 (2300 XP)

**Proficiency Bonus** +6

**True Spellfire Wielder** Individuals gifted with true spellfire can do amazing things, dependent upon their skill, talent, and the amount of magical energy they have within them at the time.

Saoirse has further developed her spellfire abilities and has the following enhancements:

**Increased Spellfire Energy Reserve.** Saoirse's capacity for storing *spellfire energy* levels is twice her Constitution.

**Spellcasting.** Saoirse is a 7th level spellcaster, using CHA as her spellcasting modifier (**Spell DC 15, Spell Attack +7**).

**Cantrips:** *blade ward, control flames, fire bolt, light, thunderclap*

**1st level (4 slots):** *burning hands, chromatic orb, faerie fire, shield, sleep*

**2nd level (3 slots):** *continual flames, mirror image, misty step, pyrotechnics*

**3rd level (3 slots):** *counterspell, fireball, haste, protection from energy*

**4th level (1 slot):** *elemental bane, vitioic sphere, wall of fire*

**Spellfire Familiar** Saoirse has the ability to call forth a spellfire manifestation of a creature to assist her. As a bonus action, she can spend 3 sorcery points to magically summon a spellfire familiar. The familiar takes one of the following forms:

- Cat
- Hawk
- Owl
- Rat
- Raven
- Pseudodragon
- Snake
- Tressym
- Weasel

## Actions

**Quarterstaff.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d8+1) bludgeoning damage.

**Sling.** Ranged Weapon Attack: +7 to hit, range 30/120 ft., one target. Hit: 6 (1d4 + 4) bludgeoning damage.

**Spellfire Blast.** Saoirse can expend stored *spellfire energy* as a melee or ranged attack (maximum range 400 ft.). The target of the attack must make a DC21 Dexterity saving throw, taking 3 (1d6) force damage per *spellfire energy* level expended on a failed save, or half as much damage on a successful one.

## Bonus Actions

**Font of Magic.** Saoirse has 7 sorcery points that she regains when she finishes a long rest. She can use her sorcery points to gain additional spell slots or sacrifice spell slots to gain additional sorcery points.

**Spellfire Healing.** Saoirse can heal a target by touch, restoring 3 (1d6) hit points per *spellfire energy* level expended for this purpose.

## Reaction

**Absorb Magic.** Saoirse gains one level of *spellfire energy* for every spell level absorbed, and can store a number of *spellfire energy* levels equal to twice her Constitution. If she has reached her limit, she cannot absorb spells until she has expended some of the stored *spellfire energy*.

## Description

Saoirse Torpen grew up in the community of Westbridge. From an early age, she was taught about her ancestry and that spellfire flowed through her blood. So, when she discovered that she was able to wield true spellfire, it did not come as too great a surprise to the inquisitive gnome.

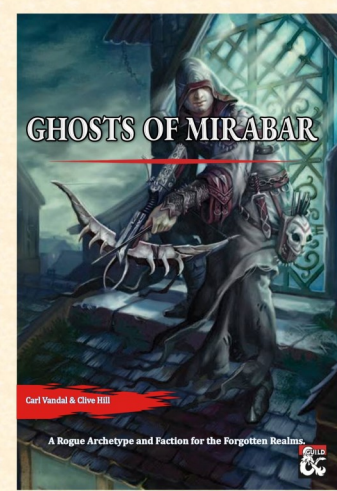
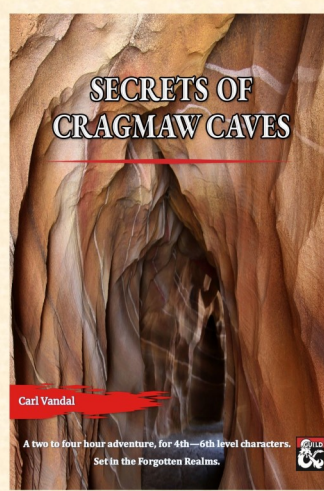
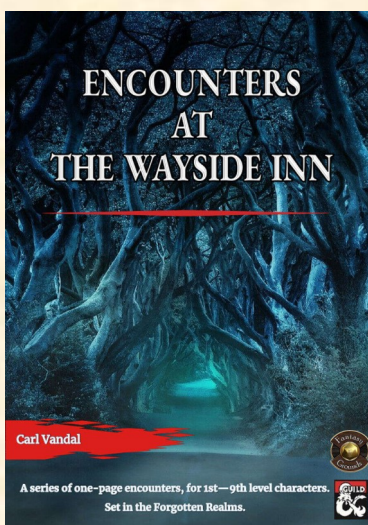
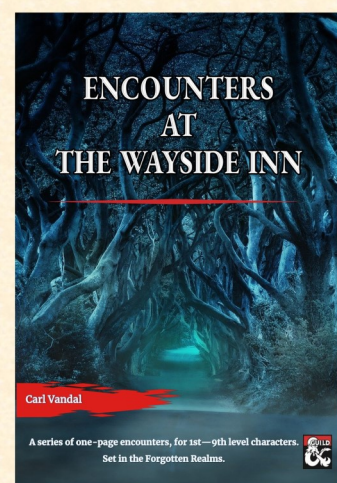
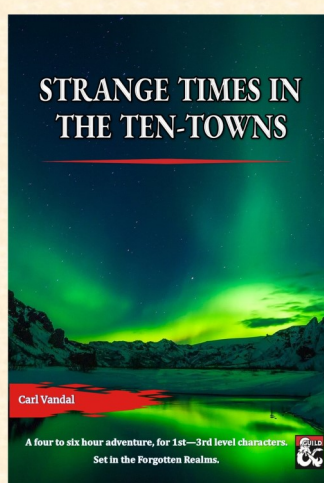
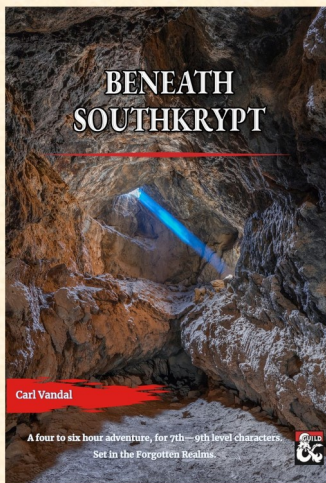
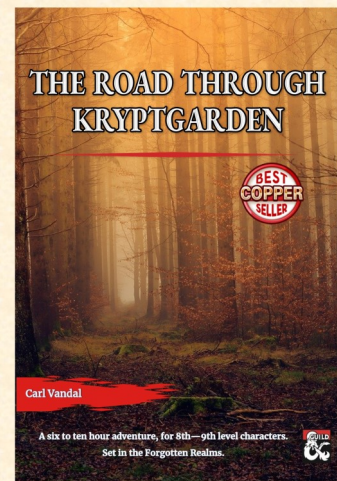
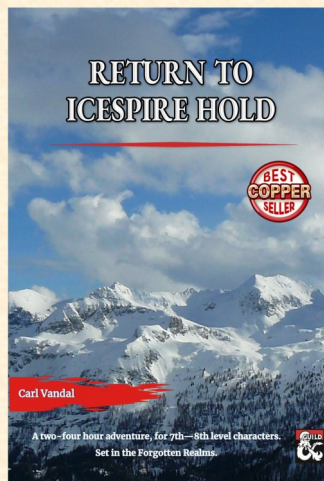
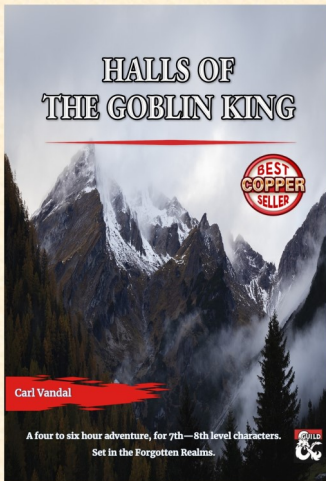
Developing both her sorcery abilities and her spellfire abilities, Saoirse set out to explore the Realms, constantly aware of the dangers she faced from the likes of the Zhentarim and the Red Wizards of Thay.

However, those foes that she has encountered have so far fared poorly against the strength of her spellfire. Unfortunately, this has led to the young gnome developing a superiority complex and believing that she can overcome any challenge.





# MY WORKS



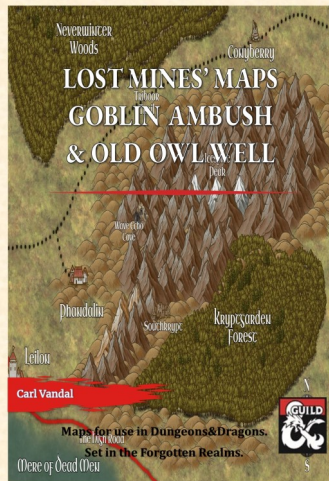
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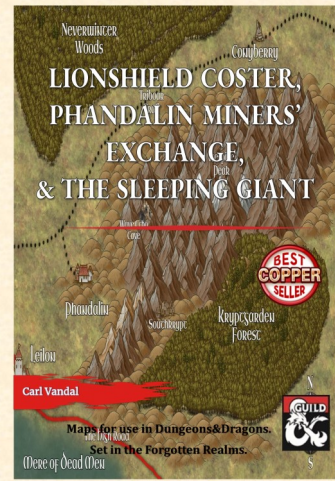




BARTHEN'S PROVISIONS AND THE STONEHILL INN -1-



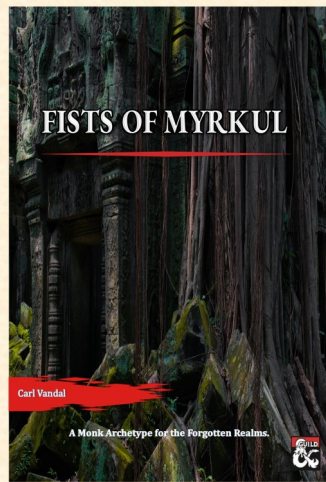
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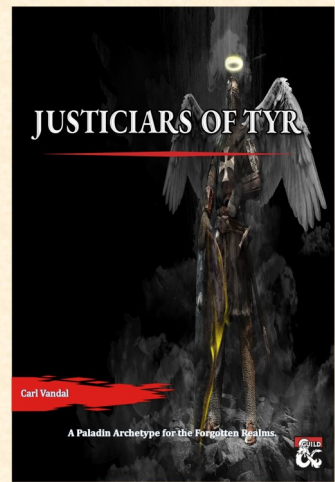
Lionshield Coster, Phandalin Miners' Exchange, and The Sleeping Giant -1-



A Nightmare in Kryptgarden -1-



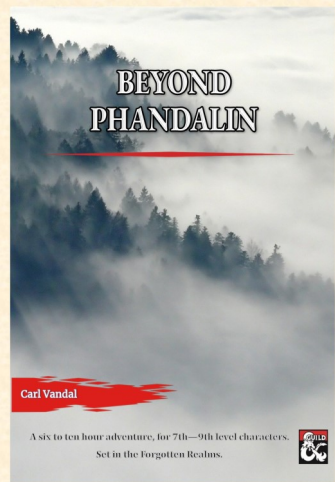
Fists of Myrkul -1-



Justiciars of Tyr -1-



Soul of the Fey -1-



Beyond Phandalin -1-

## **SPELLFIRE**

**A unique Archetype for use in the Forgotten Realms.**

**Spellfire is a strange, mystical force that infuses a few individuals across the Realms.**

**Spellfire can be wielded by barbarians, rogues, mages, fighters, ... It does not discriminate.**

**A Spellfire wielder can absorb magical energy and use it in a myriad of ways.**

**Is Spellfire part of your background?**

**Does the power of Spellfire run through your blood?**

