

BLOOD OF THE SANDS

The Death Scribe
A New Arcane Tradition



BY STEPHEN
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THE DEATH SCRIBE

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ORIGINS

Some of you might be asking why this and the other entries in the *Blood of the Immortals* quadrilogy exist in the D&D multiverse when these are clearly subclasses based on Earth gods and goddesses.

What we have created with these subclasses are player options that harken back to the old deities of the planets and cosmoses the world's greatest roleplaying game populate. A time before the modern pantheons of the humans, elves, dwarves and other races began to build their great civilizations.

A time in which the ancient ways of brutal warlords and slavers, of blood sacrifices and fertility rights, of chaotic and humanistic gods all ruled supreme. This is the time when the blood of the immortals ran true in all of the universe.

LIFE'S SLUMBER

"Death is not the opposite of life, but a part of it." - Haruki Murakami

ENTER THE STUDY OF THOTH

Those who arrive on the doorsteps of Thoth's temple come to learn the secrets of life and death itself. Thoth is a god of knowledge, wisdom, and balance – but it is the balance of life of which he is chief

archivist. His Book of the Dead and Book of Life are two of the most ancient and powerful of arcane artifacts, gifted to him by Re-Horahkty, and it is within their pages that Thoth knows all. Few survive his tutelage, to become his Death Scribes, but those who do are immensely powerful, seen as agents of life's eternal rest.

The Book of the Dead

Your spellbook contains knowledge of the dead. At level 2, You gain advantage on History checks to recall knowledge on any being killed within 30 feet of you. You also gain proficiency with one skill and one set of tools.

Deceased Arcana

Thoth keeps a log of all the magic in his dead realm. At level 2, If a spellcaster is logged in your spellbook, you also gain knowledge of all the spells they knew and can cast them. They must be of a level that you have spell slots for. You can cast one spell like this per short rest. This increases to two spells at 8th level, three at 14th, and four at 20th.

Foretold Demise

You read from the Book of the Dead, foretelling doom and demise for your enemies. At level 6, You can cast *Hunter's Mark* at 4th level without expending a spell slot, except the bonus damage also applies to your spells. You also gain knowledge of any being marked without having to have killed them. This knowledge fades if the spell ends before the creature is killed but stays if you slay them. You can use this ability an amount of times equal to your Intelligence modifier per long rest.

Teachings of the Dead

Toth grants you with permanent arcane knowledge. At level 10, Choose two of the spells logged in your spellbook from spellcasters you've killed: these spells become permanently prepared, and can be cast like other wizard spells for you.

Quickened Demise

At 14th level when you cast a spell, you can change the damage type of that spell to one that enemy is vulnerable to. If you do, you take 1d6 damage per spell level. You can only use this effect against enemies you have logged in your spellbook. If the enemy is not vulnerable to any damage types, this ability does nothing. You can use this ability a number of times equal to your Intelligence modifier before needing a long rest.

CHECK OUT
OUR OTHER
TITLES!

