

SCARRED LANDS



Yugman's Guide to Ghelspan
Part Four

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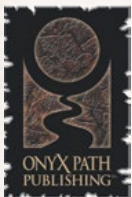
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NOTE ONE: SOCIAL BACKGROUNDS

Adventurers are not born in a vacuum. There are a number of societies on Ghelspad that provide training and motivation for adventurers. The following Social Background options may be added to those presented in the *Scarred Lands Player's Guide*, Chapter Four.

The devotional societies can come across as overzealous to anyone unfamiliar with them. While they certainly have their place in Ghelspad, there are some that cause more trouble than they really should.

While some devotional groups attempt to serve the deities by spreading their influence through conversation and conversion, others take a more violent and overzealous approach. There are many who see any involved in a devotional organization as foolhardy and gullible, but there are many groups who attempt to do right by their members.

DEVOTIONAL SOCIETIES

ADAMANTINE CHURCH

The Adamantine Church boasts an old and “traditional” cause: the eradication of evil in all forms. To the clerics, paladins, and cavaliers of the church, this means titans and their spawn; many of the more conservative members use this cause to justify their prejudice for even the Redeemed. The church comprises the largest group of Corean devotees on Ghelspad, and some of the new, more progressive members wish to open membership to Corean devotees of Redeemed races.

NEW SOCIAL BACKGROUND: MINISTER

As part of the Adamantine Church, you’ve spent the past several years spreading your devotion to Corean and recruiting more members to the church. You know there is evil in this world in the form titans and their spawn, and you want to convince as many as possible to join you in the fight against them. The Adamantine church has much to offer, especially in the way of training paladins to join the fight against evil. You have a way with words, and you’ve made many contacts in your time proselytizing — though not all of these contacts enjoy your company.

Skill Proficiencies: Choose one from among History, Persuasion, or Religion

Tool Proficiencies or Languages: Choose alchemist’s supplies, calligrapher’s supplies, or carpenter’s tools

Equipment: An alms box, 2 blocks of incense, vestments, and a set of posters advertising the church

Feature: The Devil You Know

The Adamantine Church is the largest group of Corean devotees on Ghelspad, and they are a relatively well-known group. While there may be many who don’t trust the church, especially among the Redeemed races, any who see you know what to expect from you. As an emissary of the Adamantine Church, they’re familiar with your beliefs and traditions, and those who trust the church will be much more likely to approach or speak with you. There are even some who, despite their dislike for the Adamantine Church in general, have enough respect to speak with you and form an opinion based on your interaction. They may not know you, but they’re willing to hear you out.

If someone who doesn’t trust the church is in a bind, they may still be willing to approach if you’re the only nearby option. They know that some younger, more progressive members of the church don’t have the prejudice toward the Redeemed races the older generations do, but even if they’re not sure about you, sometimes they’d rather face the devil they know.

THOUGH NO ONE WANTS TO OWN UP TO IT, RUMORS ABOUT THE CHURCH HAVE BEEN CIRCULATING RECENTLY. THEY BUILT THEIR IDENTITY ON DESPIISING TITANS AND THEIR SPAWN — EVEN GOING SO FAR AS TO REJECT THE REDEEMED. BUT LATELY, THERE HAVE BEEN WHISPERS OF ORCS JOINING THE CHURCH AND ATTEMPTING TO REVOLUTIONIZE IT FROM WITHIN.

-ZARRA

Suggested Characteristics

Many members of the Adamantine Church are obsessive in their quests to root out and destroy evil, which others can find off-putting. When you find a cause, you stick to it until the end. Your dedication and loyalty make you an ideal companion for those whose goals align with yours but make you a dangerous risk for those who may get in your way.

CULT OF THE FORGE

The Cult of the Forge restarted when Corean relit the stars. This cult maintains that since Golthagga needed the forge to create and Corean needed it to restart the world, Forge Zme-dah deserves worship over the deities who used it. Through their worship of the forge, cultists also worship Golthagga and Corean, but most members of Coreanic churches see this cult as heretical and seek to convert or excommunicate these cult members. Though the Cult of the Forge is a relatively minor faction, they are old and storied: most current teachings are based on older Golthagga cults with newer ideas centering around Golthagga’s Forge.

NEW SOCIAL BACKGROUND: COMMUNITY CRAFTER

Many of the cult’s members are smiths and creators of some sort, and cult communities often only contain a handful of worshippers. You grew up as part of the cult, so you’ve been smithing or crafting your entire life. You also grew up

While the cult's desire for perfection is admirable, they sometimes become obsessive in the pursuit of their crafts. This can come in handy when you need a particularly unique item or piece of armor made – in that case, a metalworker from the Cult of the Forge will create something for you more wonderful than you ever could have imagined.

in a small community and were one of very few smiths in your area, so you had to learn to make many things. Your adaptability made you approachable when your cult affiliation was off-putting, and you've had the benefit of making friends (or at least friendly conversation) with many of the people in your small community.

Now that you're on the road as an adventurer, much has changed for you. Large cities have wide varieties of smiths and crafters who are able to specialize in one particular aspect of their trade and perfect it, and now you seek to do the same.

Skill Proficiencies: Choose one from among Performance, Religion, or Sleight of Hand

Tool Proficiencies or Languages: Choose one from mason's tools, smith's tools, or tinker's tools

Equipment: Members of the Cult of the Forge all carry a hammer; you also have 10 iron spikes, a flask of alchemist's fire, and a journal with drawings and descriptions of all of your creations

Feature: Crafty Cultist

Members of the Cult of the Forge value metalworking and artistic pursuits, and since you were raised in the cult, you value these things as well. Though you spent most of your early life learning generalized skills to be the community crafter, now as an adventurer, you have the opportunity to find your passion and perfect it. During your search, you find you pick up new artistic and smithing pursuits easily. You can spend hours metalworking, and you can create just about anything nonmagical provided you have access to a forge, materials, time, and an example to work from.

Suggested Characteristics

You desire to perfect your craft and thereby perfect yourself. Your desire for perfection can make you seem rude or judgmental to some, but you like what you like, and you see no reason to cut corners in any aspect of your life.

You are open to new experiences and learning all you can, which can make you come off as either eager or naive, but you have little trouble making friends with those who would share their knowledge with you, and even better if they want to trade skills.

You have yet to decide what to do once you feel you've perfected your craft, and you sometimes lie awake at night, staring at the stars wondering what you'll do. Will you return

to your community with your newly earned skill? Or perhaps find a new community in which to settle and introduce an entirely new group to your skill and faith? You don't need to decide yet; you're not perfect yet.

DEFENDER'S FAITH

The demigod Hwyrdd the Rogue, known to halflings as the Great Defender, inspired the creation of the Circle of the Defender's Faith. Members of the Circle honor Hwyrdd by seeking freedom for all halflings, and this religion is particularly popular among halflings in the Heteronomy of Virduk. Circle members invoke the name of their hero Hwyrdd as a rallying cry to inspire rebellions and lead their people to freedom.

There are none more dedicated to rebellion and freedom than the halflings of the Defender's Faith. After overthrowing their own oppressors and tasting freedom, this group banded together to seek justice and freedom for others. Occasionally, their eyes are bigger than their stomachs, and they trap themselves in impossible situations, but these rebels can quickly rally a team to their aid and build up a full-blown rebellion from even a few mistreated workers.

Supposedly, the Defenders have started infiltrating the parts of the Calastian Heteronomy where the Defender's Faith is banned, in an attempt to root out any unjust treatment of halflings and free the remaining slaves. This would be an incredibly foolish endeavor, and though the Defenders are indeed brave rebels, they aren't so foolish as to risk drawing the ire of Calastia. At least, not without a very good plan.

NEW SOCIAL BACKGROUND: ROGUISH REBEL

You know the importance of freedom, and you do what you can to ensure all taste the freedom that has meant so much to you. You might attempt to lead a strike against an unfair employer, or you may incite a rebellion against an oppressive regime. No matter the scale, you value justice and equity for all, and you won't stop until everyone is free. And then, you'll likely find another group who needs a quiet push in the right direction or a loud chant encouraging them forward to continue your fight for liberty.

Skill Proficiencies: Choose one from among Insight, Sleight of Hand, or Persuasion

Tool Proficiencies or Languages: Choose one from calligrapher's supplies, disguise kit, or forgery kit

Equipment: A burglar's pack

Feature: Convince Me

You know how to talk to people. More than that: you know how to listen to people. You can talk to anyone, anywhere, and learn what's keeping them from achieving their goals, and you can help them overcome that. You can make friends with anyone being oppressed, and you can help them see the best way to overthrow their oppressor. If you're in a group, you have no problem rallying them to fight back against an opposing force, and because you're so dedicated to freedom, you make sure no one fights their battles alone. You may claim advantage on Charisma (Persuasion) checks made to coordinate groups of five or more people.

Suggested Characteristics

Your rebellious nature can sometimes come off as being a contrarian, and sometimes you do like to disagree simply for the sake of disagreement. But when it matters, you're on the side of freedom, and your drive to free everyone from their oppressors makes you an honorable and loyal

HWYRDD

Title: The Rogue

Strong-spirited in the face of adversity, Hwyrdd the halfling god is said to have been instrumental in leading Kadum into the waiting blades of Vangal, Chardun, and Belsameth during the Divine War. Hwyrdd calls on his followers to remain mischievous in the darkest of times and never lose their lust for life. It is this verve that often drives Hwyrdd's followers when hope falters and the oppression of Calastian nobility weighs heavy on the small shoulders of the halflings.

companion. It also makes you an inconvenience to anyone trying to infringe on someone else's freedoms because when you set your sights on a tyrant, you don't stop until they're brought to justice.

THE FIRE OF THESE PEOPLE! TO FIGHT ALONGSIDE THE HALFLINGS OF THE DEFENDER'S FAITH IS TO KNOW TRUE HEROISM. TITANSPAWN ARE NOT THE ONLY VILLAINS TO CRAWL THESE HEALING LANDS, WE ALSO FACE MEN WHO WOULD TAKE ADVANTAGE OF A BROKEN WORLD. YET TO SEE THESE REBELS, FIGHTING WITH BOTH PEN AND SWORD, FILLS MY HEART WITH THE CERTAINTY THAT BALANCE WILL AGAIN PREVAIL.

-ZARPA

COURTESANS OF IDRA

The Courtesans of Idra are far more than mere women of pleasure (for one, not all are female). Many Ghelspadians are unaware of the group's existence, and most of those who do know that the Courtesans are real believe it to be a simple sex cult or sex-worker guild.

To a Courtesan of Idra, performance, seduction and love-making are art forms. And a true artist's talents are sought after by many. Because the powerful and wealthy often solicit the services of the Courtesans, they often find themselves in a position to learn valuable information. Some believe the purpose of the cult is not merely to perform more plea-

surable duties, but to gather information and uncover the secrets of the powerful.

NEW SOCIAL BACKGROUND: IDRAIC COURTESAN

You're a member of a holy order, and you deserve the respect that affords. You're not necessarily wholly unaware of how your worship is sometimes perceived – but at the same time, the common-folk's fixation on those skills allow you to perform your other functions in tandem. No one can deny your charms, for when the need arises, you are the picture of elegance and grace. Few attempt slander; some say because doing so often seems to mar the reputation of the debaser, others say none dare for fear of the secrets the Courtesans can expose.

POLITICAL SOCIETIES

IDRA

Title: The Lover, The Passionate

Idra is the goddess of love, sex, sex workers, and secrets. Unlike her mother, Tanil, Idra has a deep love of civilization, enjoying time among the people of Ghelspad. She rarely has much interest in nature outside of fertility rites. Idra is a proponent of free love, but also a patron for illicit lovers who seek to hide their affairs in secret. This penchant for secrecy and scandal fuels her followers among the Courtesans of Idra, for whom collecting secrets is not merely an exercise of political power but also a holy sacrament.

Skill Proficiencies: Deception and one of the following: Investigation, Perception

Tool Proficiencies or Languages: Albadian Language, disguise kit

Equipment: Disguise kit, a set of fine clothes, and a belt pouch containing 10 gp worth of mixed coins

Feature: Tender Network

You have strong connections to the other Courtesans of Idra, who in turn have uncovered many secrets. You can communicate with your contacts, gaining information at the GM's discretion. Any and all communication is carefully encoded in a wide variety of clever ways, some of which the Vigils have now adopted as being more efficient than their previous methods.

Feature: Courtesans of Idra Spells

Prerequisite: Spellcasting or Pact Magic class feature

Spells on the Courtesans of Idra Spells table are added to the spell list of your spellcasting class (if you are a multiclass character with multiple spell lists, these spells are added to all of them).

SPELL LEVEL	SPELL
Cantrip	<i>friends</i>
1st level	<i>riddle-speak</i> *
2nd level	<i>halting the wayward tongue</i> *
3rd level	<i>tongues</i>
4th level	<i>arcane eye</i>
5th level	<i>modify memory</i>

*see Note Four: Spells

Suggested Characteristics

Those chosen by the Courtesans are invariably beautiful or charming and highly intelligent, and they usually have some important skill or connection that the Courtesans can use, such as magic, family ties, or experience in information gathering. All Courtesans are neutral in some way, and one rumor holds that their purpose is the balance of power between the gods of Scarn.

NALTHALITES

The cult of Nalthalos, or Nalthalites, are followers of their god who believe that he has achieved true transcendence. These elves work to modify their bodies, slowly encasing themselves within metal or rock until they resemble golems themselves. While this practice is officially frowned upon, no elf doubts the combat efficacy of these seemingly super-intelligent golems.

NEW SOCIAL BACKGROUND: NALTHALIAN

Our god's "condition" has opened our eyes to a wondrous possibility. Nalthalos will eventually depart for his home plane, and when he does, the example of his divinity shall remain with us. Like his priesthood, we shall bear his symbol among the masses; not merely around our necks, but with our very bodies.

Skill Proficiencies: Arcana

Tool Proficiencies or Languages: Mason's tools, smith's tools, or tinker's tools

Equipment: A set of tools (choose one from mason's tools, smith's tools, or tinker's tools), a small satchel of miscellaneous pieces of metal, a set of traveler's clothes, and a pouch containing 10 gp

Feature: Begrudging Respect

Among the dark elves of Dier Drendal, the Nalthalites are viewed either with uncertainty or wonder. The clergy of Nalthalos and the majority of mages view the bordering-on-un-natural modifications the Nalthalites willingly perform on themselves as cause for concern. On the flipside of that coin, some priests consider the alterations just another form of devotion to their god and look upon that mimicry as literally "divinely inspired," while more open-minded mages marvel at their feats of dweomercraft.

Feature: Nalthalite Spells

Prerequisite: Spellcasting or Pact Magic class feature

Spells on the Nalthalite Spells table are added to the spell list of your spellcasting class (if you are a multiclass character with multiple spell lists, these spells are added to all of them).

SPELL LEVEL	SPELL
Cantrip	<i>friends</i>
1st level	<i>magic fang</i> *
2nd level	<i>soul effigy</i> *
3rd level	<i>meld object</i> *
4th level	<i>fabricate</i>
5th level	<i>animate objects</i>

*see Note Four: Spells

Suggested Characteristics

While not necessarily a member of his priesthood, you are an extension of the divine; a walking symbol of your

god's majesty. The power of this new form you're taking is so clearly predestined, as it will prove of the utmost value in the battles to come. Others may not see what you're doing as "appropriate," but they simply lack your vision.

SHADOW WALKERS

Shadow Walkers, as they are called, are for the most part descended from Drendari's Faithful (those who helped the demigoddess of shadow to gather intelligence for the gods during the Divine War) and are really barely organized at all. But while they travel the world — alone and in small bands, thieving here and freelancing there — they stay in loose communication with one another, ever seeking out Drendari's enemies and slowly hunting them down.

NEW SOCIAL BACKGROUND: SHADOW OF DRENDARI

Shadows exist everywhere. And the enemies of the demigoddess live in shadow. As one of Drendari's Faithful, you also delve into, face, and use the shadow. You follow your own path but forever keep your eyes on the darkness.

Skill Proficiencies: Choose Stealth or Perception

Tool Proficiencies or Languages: Hedraic Language plus one other

Equipment: a set of traveler's clothes, and a pouch containing 5 gp and a gem worth 10 gp

Feature: Shadow of Grace

Drendari occasionally grants blessings or sends messages at opportune times, particularly when you act according to her dogma. In times of need, your divinity may show you a direct sign to help you in your endeavors or travels. These signs are always somewhat vague and open to interpretation. However, if you commit a sin with respect to Drendari's tenets, she won't help you again until you properly repent and atone.

Feature: Shadow Walker Spells

Prerequisite: Spellcasting or Pact Magic class feature

Spells on the Shadow Walker Spells table are added to the spell list of your spellcasting class (if you are a multiclass character with multiple spell lists, these spells are added to all of them).

SPELL LEVEL	SPELL
Cantrip	<i>chill touch</i>
1st level	<i>disguise self</i>
2nd level	<i>banish shadow</i> †
3rd level	<i>major image</i>
4th level	<i>shade's sight</i> *
5th level	<i>mislead</i>

†see *Scarred Lands Player's Guide, Chapter Six: Spells*

*see *Note Four: Spells*

NALTHALOS

Title: Lord of the Dark Elves

Nalthalos is a rarity among the demigods, as he lives among his followers in Dier Drendal, where he rules them directly. Once a staunch ally of the dwarven god Goran, Nalthalos now holds a burning hatred for the Kelder dwarves and their god. During the titanswar, the drendali were abandoned at the Bridge of Betrayal by their dwarven allies. The battle against Chern nearly killed Nalthalos. To save their god, the drendali clerics crafted an iron golem and bound Nalthalos within that form. Nalthalos is now bound to the material plane thanks to his iron body, an insult that drives his zealous war against the dwarves of Burok Torn.

Suggested Characteristics

You are part of Drendari's hodgepodge shadow network of rogues, sorcerers, warlocks, and other devotees of the marriage of light and dark, to work her will and seek the end of penumbral magic. Dedication to the cause is the only defining characteristic of the Shadow Walkers. However, this dedication requires a particular philosophical and moral outlook. Those who stray too far from Drendari's own outlook both lose her favor and cease to feel connected to the cause. No one expels them, but they inevitably leave by their own accord.

DRENDARI

Title: Mistress of Shadow

Born of a union between Enkili and a siren, the Mistress of Shadows is the patroness of rogues, spies, thieves and others who ply their trades under the cover of shadow. In her youth, Drendari was kidnapped by Slarecians who pried the rudimentary secrets of shadow magic from her. Though Enkili and Tanil rescued Drendari from the Slarecians, her hatred for the otherworldly beings was cemented by her time in captivity. When the gods and titans destroyed the Slarecians, Drendari was among the most ruthless attackers, twisting the shadows to aid her in ending the monstrous creatures. During the titanswar, she led her faithful as spies, reconnaissance agents and ambush assassins. When the gods stood victorious, Drendari encouraged her followers to continue their work, focusing their collective ire on the Penumbral Pentagon and other vestiges of the Slarecian legacy.

NOTE TWO: CLASSES

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

PALADIN

Though rare and wildly different than traditional paladins of Ghelspad, those who swear the following oath are no less devoted.

OATH OF THE THORNED PURIFIER

This oath began among devout followers of Chardun but has grown beyond those who worship the Overlord. Paladins outside the auspices of Chardun's worship who follow this oath focus their attentions on learning control of the body, seeking mastery of pain and pleasure, with a strong focus on the consent and safety that are required to push the boundaries of sensation. Paladins of this oath who follow the Slaver believe that strength is found through enduring suffering and dominating not just the world but one's self. The weak, soft, and corrupt are subjected to torture to remove their weakness, sometimes permanently, from the world as Chardun demands. Interestingly, some Chardun worshipers who follow this oath eventually leave the Great General's faith, finding the Slaver's teachings incompatible with some of the tenets of this oath.

EVERY CHAIN THAT BINDS, CAN ALSO HOLD AND SUPPORT

To the Thorned, pain is a great gift. These paladins test their techniques on themselves and each other in an elaborate system of submissive/dominant relationships. The sub is referred to as a Rose and their dom is the Thorn. These relationships are consensual and are signified by wearing matching chains, adorned with a unique emblem chosen by the participants. This relationship is often, but not always, independent of romantic relationships the paladins may have. Consent is paramount in these relationships, and paladins who violate it can expect the indignity of a swift death (see *Sexual Violence in Ghelspad*).

Tenets of the Thorned Purifier

Know Your Weakness. Pain is not something to be feared, but a weapon to be harnessed. Do not cower from it but run to meet it.

Delight in the Flesh. Know your pleasures as deeply as your pains. They are the opposite sides of the same coin that can purchase your soul.

There is Only You. Anything that is owned can be taken. Do not become attached to possessions or they will possess you. This only leads to weakness.

Your Rules are Sacred. The good do not need rules. The wicked are animals without them. Choose them as you need, inscribe them on your flesh, answer to Chardun if you break them.

OATH SPELLS

You gain oath spells at the paladin levels listed.

PALADIN LEVEL	SPELLS
3rd level	<i>flash, inflict wounds</i>
5th level	<i>halting the wayward tongue*</i> , <i>rend the sovereign soul†</i>
9th level	<i>dying breath*</i> , <i>fountain of blood*</i>
13th level	<i>blood water*</i> , <i>inflict susceptibility†</i>
17th level	<i>aura of death†</i> , <i>modify memory</i>

†see *Scarred Lands Player's Guide, Chapter Six: Spells*
*see *Note Four: Spells*

CHANNEL DIVINITY

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

THESE PALADINS OF CHARDUN ARE QUITE UNLIKE ANY WARRIORS I HAVE EVER MET. I LEARNED A GREAT DEAL ABOUT SACRIFICE WHILE IN THEIR COMPANY, BUT ULTIMATELY DECLINED FURTHER EDUCATION. I CANNOT CONDONE ANY GOD THAT BINDS THEIR CHILDREN WITH CHAINS.

-ZARRA

Rebuke. When you cast inflict wounds on another creature or yourself, after you have rolled damage, you may roll the same number of dice again immediately after and double the result to recover that many hit points. If you do, the target must make a Constitution saving throw; on a failed save, they suffer an additional 1d4 necrotic damage due to blood loss each round for a number of rounds equal to your Strength modifier. You have advantage on Constitution saves called for by this ability.

Aura of Penance. Forced to face their own personal demons, all creatures within 30 feet of you must make a Wisdom saving throw. Those that fail suffer disadvantage on all Attack rolls and cannot take opportunity attacks against you for a number of rounds equal to your Charisma modifier as they are plagued by visions of their past that most shame or scare them.

RENDING OF ROSES

At 6th level, you may choose a creature within 30 feet of you. The target must make a Wisdom saving throw against your spell save DC. If the target fails, you gain advantage on all Charisma Ability checks against your target as you project an air of dominance to them

which lasts until you leave their presence or for an hour, whichever is shorter.

This ability allows you to glean basic information about your target's relationships, including whether they are owned by another according to



SEXUAL VIOLENCE IN GHELSPAD

The world of the **Scarred Lands** is heavily inspired by Greek mythology. In drawing from that inspiration, some of the problematic and potentially triggering aspects of those stories have made their way into the mythology of Scarn, specifically with regard to the issues of sexual violence and the gods. In-world, this has had the effect that religions of all alignments generally view sexual violence as blasphemous and worthy of the harshest punishments for the perpetrator. In the real world, however, consent, awareness, and discussion of boundaries in relation to players' triggers is essential to developing a positive gaming experience. It is important that you as a storyteller have a frank discussion with your players and ask if they are comfortable with the subject of sexual violence being discussed in your game. If they are not, do not include it. Some incredible resources can be found online that discuss strategies and methods geared toward creating a safe game table, and we encourage you to check them out. Lastly, we can't always tell if someone's life has been touched by sexual violence. We must exercise constant care, concern, and respect.

Chardun's law, and if so whether their master has mistreated them in Chardun's eyes. Once you use this ability you may not do so again until you have completed a long rest.

At 10th level, you may use this ability twice between long rests.

SHARE THE PAIN

Starting at 15th level, when you take damage you may use your reaction to transfer that damage to a creature of your choice within 30 feet. If you do, you suffer no damage and the target may make a Constitution saving throw against your spell save DC. On a failed save the target suffers the full damage of the initial attack. On a successful save the target suffers half the damage you transfer and the rest is negated. Once you use this ability, you cannot do so again until you complete a short or long rest.

RETURN TO THE HALLS OF DOMINION

At 20th level, you may send a victim to the Overlord's hellish demesne. This ability emulates the effects of the *power word kill* spell. At the GM's discretion, certain creatures killed in this manner may return as Chardun-slain (see **Creature Collection** p. 38) after one year. Once you use this feature, you cannot use it again until you have completed a long rest.

In a climate still in chaos, those who are cunning and capable stand to gain the most. The challenges facing Ghelspad, be they environmental, political, or war driven, have given rise to a variety of specialized rogues.

ROGUSH ARCHETYPE: ENVOY

Ghelspad is a continent rife with infighting. Bickering nobles squabble over territory rights, criminal organizations terrorize the cities, and many countries perpetually seem days away from declaring war. This tumultuous climate has given rise to a new brand of rogue known as an envoy. Envoys make the business of others their own. An envoy uses their many connections to serve as a middleman between all societies, be they mercantile, criminal, or otherwise. Need a bully turned in a different direction? An envoy can put you in touch with the right specialist. Need to find a buyer for a wagon full of “liberated” silk? An envoy can help you. Does the local baron have an unhealthy interest in you all of a sudden? An envoy can arrange to smuggle you to a different nation, or even to a different continent.

Envoys are the fixers, fences, and influence mongers of Ghelspad. While a lone envoy may not be able to personally solve your problem, for the right price they can certainly find someone who will. With connections more numerous than the population of many small villages, the envoys are practically aristocrats in their own right, albeit on the wrong side of the law.

SCOUNDREL'S LUCK

Starting at 3rd level you become touched by luck. When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll. If this ability is used in tandem with another source of luck, you make the reroll with advantage.

CLOSE THE SALE

When you choose this archetype at 3rd level, you gain proficiency in the Persuasion and Insight skills if you don't already have it. Your proficiency bonus is doubled for any ability check you make that uses either of those proficiencies.

INSCRUTABLE

Starting at 9th level, you are constantly under the effects of the *nondetection* spell. You also gain advantage on any Charisma (Deception) checks made to conceal your activities or identity.

CHARMING PERSONALITY

At 13th level, you gain the ability to cast the *charm person* spell a number of times equal to your Charisma modifier without the need for components. Your spellcasting ability for this spell is Charisma. You regain all expended uses of this feature when you complete a long rest.

FRIEND OF A FRIEND

At 17th level you always know the right person for a job. You can call upon your contacts to complete a task for you. This task must be physically achievable, cannot exceed a cost of 5,000 gp, and must be completable in a span of three days.

Some example tasks include finding a magic item, booking your party passage on a ship, arranging to smuggle you a delivery or goods, or arranging an assassination.

You can have only one such favor active at one time and your Game Master has final say on whether or not your favor is achievable.

NOTE THREE: NEW EQUIPMENT AND MAGIC ITEMS

The following equipment expands on gear presented in chapter five of the *Scarred Lands Player's Guide* (SLPG) as well as magic items presented in chapter seven of the *Scarred Lands Player's Guide* (SLPG).

EQUIPMENT

Adventurers on Ghelspad rely on a host of tools, technologies, and objects of power to contend with threats from rivals and titanspawn. The following items are available for use in your *Scarred Lands* adventures.

HOOK CROSSBOW

This small device appears very similar to a hand crossbow but bears a 30-foot coil of thin rope attached to a grappling hook. The hook can be fired from the crossbow as an action at any overhang, ledge or load bearing support within 30 feet.

A character holding the crossbow can use a bonus action to release a hidden mechanism, which causes the rope to quickly wind itself back onto the coil, catapulting the crossbow (and its holder) off the ground 30 feet towards the hook. A character using this feature must succeed on a DC 10 Dexterity saving throw or lose their grip on the crossbow as it jerks from their grasp, causing the user to fall prone.

The rope has a high tensile strength and can carry up to 300 pounds. It can carry multiple creatures as long as their weight does not exceed the limit.

ITCHING POWDER

Contact with a dose of itching powder causes the skin to break out in angry hives and causes the target to suffer disadvantage on ability checks as they struggle to focus. A spellcaster concentrating on a spell who is subjected to itching powder must make a DC 10 Constitution saving throw at the start of each turn they are afflicted by itching powder in order to maintain concentration. Itching powder continues to affect a target for 2d6 hours, or until they are cleaned. One gallon of water is sufficient to wash off 1 dose of itching powder. As itching powder gets directly on the target's skin, prestidigitation is ineffective at removing the substance from a person.

In combat, itching powder can be used as an improvised thrown weapon. On a hit, the target must succeed on a DC 10 Dexterity saving throw or be blinded for 1 minute, in addition to the effects mentioned above.

LOCK GUM

Lock gum is a thieves' tool that makes it easier to pick locks. If applied judiciously to lockpicks, it makes manipulating the lock interior easier, while also muffling the noise made in doing so. Practically speaking, 1 dose of lock gum gives advantage to a character making an ability check using thieves' tools to open a lock or tinker with a mechanism. Each time a dose of lock gum is applied to tools, the character must succeed on a DC 10 Dexterity (Arcana) check, or have their tools catch fire, warping the tools beyond use and dealing 1 fire damage to the holder. In addition, when the gum is used to open a lock, the lock remains sticky for 1d4 hours afterwards, during which time no key will open it.

MAGIC ITEMS

Divination dice, poison-detecting spices, fish tattoos: Ghelspad is the home of a variety of magic items, blessed by titans, gods, or exceptional artisans. Some of these items have been around for centuries, perhaps even before the Titanswar, while others were created due to the events of the war and the changes that it brought to the world. A sharp sword is of no use to someone becalmed in the Blood Sea, so variety is advised to adventurers hoping to traverse the most dangerous regions of Ghelspad. In this section you can find a description of some of these particular items and what they can be used for.

BLOOD COMPASS

Wondrous item, uncommon (requires attunement)

Created by the artificer Morgo, so he would always know where his daughter, an adventurer, was, this compass is actually more commonly used by assassins due to its abilities. The compass can be filled with blood of a creature, and after doing so the compass points toward whoever the blood belongs to as long as they are on the same plane of existence. If the creature is on another plane, the compass simply spins slowly, not locking onto a single direction. The compass can be emptied out and filled with water, in which case it points toward the nearest living creature, besides the one who's attuned to it.

BONE DAGGER

Weapon (dagger), very rare

This potent weapon consists of a shard of bone crudely fixed into an ivory hilt. It is almost always found sheathed,

often in human or humanoid skin. In truth, it's a weapon made from the femur of a long-dead necromancer, and those vile enough to use it gain power over the undead.

The *bone dagger* is a +2 dagger. On a successful strike, the dagger may inflict one level of exhaustion upon a target. The victim must make a successful DC 18 Constitution saving throw to resist. If the blade is unsheathed and an exhaustion level is not inflicted within 10 rounds, the wielder automatically suffers one level of exhaustion and continues to do so for each 10 rounds thereafter in which the weapon remains drawn and in their possession unless a level of exhaustion is inflicted upon a target. Placing the *bone dagger* in a sheath requires a successful DC 18 Strength saving throw unless the dagger has inflicted a level of exhaustion since it was last sheathed.

A *bone dagger* that has been drawn may be abandoned before its wielder suffers exhaustion. If the blade is discarded, the next person to touch the weapon must make a DC 18 Constitution saving throw or gain one level of exhaustion. Wherever the *bone dagger* goes, the area around the dagger is treated as though it is desecrated via a hallow spell with the Extradimensional Interference effect, with the dagger at the center of the effect.

CHEST BELLOWS

Magic tattoo, uncommon

This tattoo is always inked on the character's chest. It is intended to help sailors whose ships are becalmed, and while it is always helpful to have some crew members with *chest bellows*, some over-cautious sailors demand that everyone in the crew have this particular tattoo. Some prolific captains even have their own personal versions of *chest bellows*, making members of their crew easy to identify.

As an action, the tattoo can be activated to allow the wearer to cast *gust of wind*, but after doing so the wearer gains one level of exhaustion for 1 hour. Once you activate the tattoo it cannot be activated again until you finish a long rest.

DEAD TONGUE

Magic tattoo, rare

Drawn as a stylized wisp of smoke on the tongue, the wearer can activate this tattoo to cast *dying breath* (see **Note Four: New Spells**) as a bonus action. The tattoo can only be activated again after completing a long rest.

ENKILI'S BLESSING

Magic tattoo, rare

This tattoo is unique for each wearer. It's composed of a personal symbol of luck, inked into the forehead. Just like Enkili, the tattoo may favor or curse its user; it's all a matter of luck. After making any attack roll, ability check, or saving throw, you can activate the tattoo. You roll 1d20, and if the result is an odd number, you subtract it from your original

roll. If it is an even number, you add it to your original roll. The tattoo cannot be activated again until you have completed a long rest.

ENKILI'S KNUCKLEBONES

Wondrous item, very rare

Enkili's knucklebones are a pair of magic dice carved from bone. They may have any number of sides, but the faces don't have numbers or marks and instead appear completely blank. They are divination dice but have an ill reputation. For those who know of them the dice are believed to only foretell bad fortune, and several people prefer to not use them at all. However, that particular ability is of use to some people, and the dice are fairly accurate, so they prove useful in avoiding or planning against dangerous situations.

Roll the dice and ask a question. The dice continue rolling until the query has been completed, or for 10 minutes if the roller asks nothing. As soon as the question has been asked, the dice stop rolling and the character receives an accurate, two-word answer to the inquiry, with each word appearing on one die. The answers won't always be helpful, and if the question or answer doesn't relate to a future or present danger or problem, the dice don't respond at all.

Once you have used these dice you may not use them again until the following dawn.

Example: Ms. Hatch is wondering if the merchant she tricked yesterday is concocting any sort of revenge. She rolls the dice and asks, and the dice stop, displaying the words "Planning" and "Murder." Ms. Hatch wastes no time in going to the merchant and killing them first.

FORSAKEN ELF BLADE

Weapon (rapier), legendary

The elves of Termana are the only race of mortal beings to defeat a titan without divine intervention. In their fight against Chern, the elves' blades gained new powers; no one knows how. These blades have become increasingly rare over the years.

A true forsaken elf blade is a +2 rapier with the unique power to ignore the damage resistance and damage immunities of any titan or titanspawn. Against a titan or titan-worshiper, the rapier also has advantage on attack rolls and inflicts 2d6 points of additional radiant damage on a successful strike.

MANDOLIN OF MANIPULATION

Wondrous item, legendary

Long before the Titanswar, when Tanil was young and naive, she watched the titans create things, beautiful things. She decided to do so as well, joining her love of song and mischief to create the Mandolins of Grace, hoping her followers would use them to share beautiful songs all over the world. Though her intentions were good, Tanil was still

young, as far as deities can be, and did not think mortals could misuse the gifts that she gave them. Yet when she saw her followers using her gifts for personal gain, she grew troubled. At first, the goddess would simply reprimand those who used one of the mandolins' abilities for reasons she found unworthy or unsavory. Usually a brief word from Tanil was enough to sort out any problems, but after Hrinruuk the Hunter assaulted her, Tanil realized half measures were not enough, and she placed a powerful curse on her instruments to ensure they would never be used to do to another what had been done to her. However, that didn't help change the reputation of the artifacts, now known collectively as the *Mandolins of Manipulation*.

There are at least three known *Mandolins of Manipulation*. Each is a beautiful instrument, made of the finest woods and inlaid with mother-of-pearl and gold filigree. The possessor of one of these masterpieces gains a +2 bonus to their Charisma score and advantage on all Charisma-based checks. Additionally, the mandolins allow their owners to cast the following spells:

3/day: *charm person* (save DC 18)

1/day: *enthral* (save DC 20), *suggestion* (save DC 20)

1/week: *dominate person* (save DC 24), *mass suggestion* (save DC 24)

Tanil cursed these instruments so they might never be misused. If a *Mandolin of Manipulation* is used to curtail another being's freedom or to make someone act against their will, it ceases to function for one full month, and its possessor automatically fails their next five Charisma-based skill checks. If the owner ever commits – whether through blackmail, force, magic, or any other means – any form of sexual violence, regardless of whether the mandolin is used in the coercion, Tanil's wrath is terrible indeed. The mandolin never again functions for that being, and no test proves that it is anything more than a well-crafted mandolin until it is sold as such or discarded. The possessor's Charisma score is reduced to 1 and the accursed suffers disadvantage on all Charisma ability checks and saving throws. Nothing short of a wish spell can remove this curse once Tanil has placed it unless she chooses to permit it, an unlikely scenario.

MARK OF THE FISH

Magic tattoo, rare

This tattoo is drawn as two stylized fish swimming along the shoulders. It is a favorite of those who want to brave the seas of Scarn while still being able to communicate with whatever intelligent sea life they may find. As an action the tattoo can be activated, granting the wearer a swim speed of 30 feet and the ability to speak the Aquan language. The activation only lasts one hour, and the tattoo cannot be activated again until you have completed a long rest.

SPICE OF POISON REVELATION

Wondrous item, common

Poison is one of the most common ways of neutralizing an enemy, rival or annoying neighbor, and having someone test food and drinks is not always an ideal solution. Luckily there is a particular item that can help this situation, the *spice of poison revelation*. Any ordinary spice can be turned into a *spice of poison revelation*, so popular spices like pepper and clove most commonly undergo the transformation.

When sprinkled over food or drink, *spice of poison revelation* acts as a normal spice, unless it enters contact with poison. When that happens the *spice of poison revelation* turns bright green and changes its taste to become terribly bitter. An ordinary jar of *spice of poison revelation* contains 50 doses.

SERIDEN SHIELD

Armor (shield), rare

These shields are fashioned from immense seashells found only in the deepest parts of the oceans. Considered to be some of the most beautiful and exotic shields in all the lands, the majority of *seriden shields* are large shields, though a few buckler-size pieces have been found. These shields are very special for tritons, due to the sacred method of making them, so they aren't too keen on strangers stealing and using these shields. However, due to their unmatched beauty, several nobles and rich merchants enjoy having them as decoration.

A *seriden shield* is a +1 shield that grants +2 AC against melee attacks while underwater.

TAR DRAGON TATTOO

Magic tattoo, very rare

Incredibly rare, there are only a few known copies of this tattoo ever inked. Covering both the back and shoulders of the wearer with black tar-like wings, this tattoo is rumored to be a creation of a mysterious wrack dragon; what isn't a rumor is the power this tattoo can give.

When activated, the bearer of the tattoo gains the effects of *enhance ability* with the Bull's Strength effect and resistance to non-magical piercing, slashing and bludgeoning damage. In addition, as an action the bearer can vomit a sticky substance from their mouth in a 20-foot cone. Creatures within the cone must make a DC 15 Dexterity save or have their speed reduced to 0 and all speed bonus effects nullified; this effect lasts for 30 minutes. The vomit attack can be used twice while the tattoo is active. The tattoo remains activated for 1 hour or until the wearer deactivates it. Once the tattoo is deactivated, the wearer gains one level of exhaustion for a period of time equal to the duration of the tattoo's prior activation. The tattoo can only be activated again after a long rest.

NOTE FOUR: NEW SPELLS

The following spells expand on those presented in chapter six of the *Scarred Lands Player's Guide* (SLPG).

BLOOD WATER

4th-level transmutation

Followers of Vangal desire their weapons to make the weak bleed as much as possible, so this spell is a favored blessing to them. It is unknown who first used the spell, but it is common knowledge how effective it was in the Battle of the Red Sands, where blood flowed like water and is still found deep underneath the sands of the Ukrudan Desert.

Casting time: 1 action

Range: 60 feet

Components: V, S

Duration: 10 minutes

You target a living creature in range. If the creature fails a Constitution saving throw their blood becomes thinner and less viscous. The creature notices no difference, but any piercing or slashing attack that hits the creature deals an extra 2d6 damage of the same type. This spell has no effect on undead or constructs.

At Higher Levels. When this spell is cast using a spell slot of 5th level or higher the extra damage from piercing or slashing attacks increases by 1d6 for each slot level above 4th.

DYING BREATH

3rd-level necromancy

This spell originated with the necromancers of Hollowfaust, who used it to good effect against their foes during the many sieges of that city. There is a popular beverage of the same name in the Calastian Hegemony; apparently the halitosis it causes is almost as terrible as this spell.

Casting time: 1 action

Range: 15 feet

Components: V, S

Duration: Instantaneous

Upon casting this spell, you exhale toward a target, sweeping it with a gust of foul-smelling wind and draining the strength from its limbs. Each time the target fails a Constitution saving throw while under this effect, they gain a level of exhaustion. This effect remains for 1 hour or until the target rests.

FOUNTAIN OF BLOOD

3rd-level evocation

Clerics of Vangal revere their god's destructive fury and the rivers of blood that mark his passing. No one survives a confrontation with Vangal himself, and slain foes' souls and rotting bodies are often reanimated in Vangal's service as eternal punishment for their arrogance. The blood and hatred of these defeated souls can be called upon by those who know the secret, spraying forth from the very ground and burning those on whom it falls with unleashed fury.

Casting time: 1 action

Range: 60 feet

Components: V, S, M (a vial of blood)

Duration: Concentration, up to 10 minutes

Casting this spell causes a geyser of blood to erupt from the ground, spraying all within a 20-foot by 20-foot area. The blood causes 4d4 acid damage to anyone that starts their turn in the area.

HALTING THE WAYWARD TONGUE

2nd-level enchantment

When faced with the possibility of a secret being revealed, even unintentionally, some spellcasters prefer to take matters into their own hands. After all, a subtle enchantment on a loved one or friend is better than murdering them in their sleep. Most of the time.

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 day

Targeting one creature within range that you can see, you name one subject, secret, or truth, and cause the target to make a Charisma saving throw. On a failure, the creature stutters uncontrollably and is unable to communicate whenever they attempt to reveal information pertaining to the forbidden topic for the duration of the spell. This includes talking about the subject, making gestures that would affirm information about it, such as nodding or hand signals, and even writing it down.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the duration increases by 1 day for each slot level above 2nd.

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.

MELD OBJECT

3rd-level transmutation

Hide an object on your person, or rather, in your person.

Casting time: 1 hour

Range: Touch

Components: V, S, M (a drop of the host's blood)

Duration: Until dispelled

When this spell is cast, a small object – up to a pound in weight – sinks harmlessly into the flesh of a host creature, to be hidden from sight. As it drifts into the target's soft tissue, the object develops a magical aura that protects both the object and the host from possible harmful effects that would result otherwise. The long casting time allows the melded item to retain the ability to perform any magical functions. In this way, a magic ring, amulet or other small item can be secured within a host, while still being utilized.

Items secured within a host are detectable as a faint magical aura and by a warping of the flesh at the location at which the item is merged in the body. The spell maintains the melding without disturbing the host's biological functions, making the spell's duration the life span of the recipient. The melded object can be removed forcibly from its host by injuring the area where the object was inserted.

Only one object can be stored in this manner inside a host at any given time.

RIDDLE-SPEAK

1st-level enchantment

Popular amongst courtesans, merchants, and entertainers, this spell causes those who would listen in on a conversation to perceive something that is completely mundane, cryptic, or entertaining, as determined by the caster. This has allowed spies and conspirators to exchange information in broad daylight, standing in the middle of a crowd, with no one the wiser as to their true intentions.

Casting Time: 1 action

Range: Touch

Components: V

Duration: 1 minute

Choose a willing creature you can touch. You and the target can then talk freely with one another. Anyone other than the two of you hear only a dramatic performance, bawdy jokes, or even a completely normal conversation, as chosen by you. You and your target understand the true meaning of what is being said, and you may even speak with people outside of the conversation without ruining the spell or allowing them to understand the true meaning of your exchange with the target.

Tongues allows a third party to listen in and glean the true nature of your conversation, but they are unable to participate.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the duration increases by 1 minute for each slot level above 1st.

SHADE'S SIGHT

3rd-level divination

The very shadows become your tools for spying in dark corners.

Casting time: 1 action

Range: Self

Components: S, M (a smudge of tar)

Duration: 10 minutes

This spell allows you to look into any shadows within 100 feet of you and peer out of the same shadows as if you were standing in them looking in any direction you chose. While under the effects of the spell, you can shift back and forth between your normal vision and *shade's sight* as a free action.

SOUL EFFIGY

2nd-level necromancy

You craft a doll infused with a small piece of your soul. In case of emergency, the doll will die instead of you.

Casting time: 10 minutes

Range: Self

Components: V, S, M (a doll worth at least 10 gold pieces which is consumed on casting)

Duration: Until used

This spell allows you to imbue a small piece of your life force inside a doll. Upon creation, you reduce your maximum hit points by 1. This reduction is not regained until the doll is destroyed. The doll is then imbued with life. If you drop to 0 hit points or below, you instead return to 10 hit points. The doll is destroyed when this happens.

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