

Ghelspad Companion Volume 5



By Alain Giorla

SLARECIAN
-VAULT-

CREDITS

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CLASSES

This section presents new options for the sorcerer and the warlock.

SORCERER

Options for the Titanic Corruption sorcerous origin described in the **Scarred Lands Player's Guide** are listed below.

Minor Gift

Arcane Mastery (Mesos, Mormo). You can cast any wizard spell stored in a spell scroll as if it were on the sorcerer spell list. You can attune to magic staves and wands as if you were a wizard. When you cast a spell from a scroll, a staff or a wand, you can cast it by spending a number of your own sorcery points equal to the level of the spell, in which case you don't expend a charge or use from the item.

Serpent Skin (Denev, Mormo). You have advantage on all saving throws and ability checks you make to avoid being grappled or to escape a grapple. You can spend 1 sorcery point to cast *serpentcraft* without expending a spell slot.

Major Gift

Archer's Curse (Hrinruuk, Thulkas). You can spend 4 sorcery points to cast *curse of missile attraction* without expending a spell slot.

Fissure the Earth (Denev, Kadum). You can spend 4 sorcery points to cast *maw of Denev* without expending a spell slot.

Touch of the Artisan (Golthagga, Golthain). You can spend 4 sorcery points to cast *quick learning* without expending a spell slot.

Grand Gift

Arcane Curse (Gormoth, Mesos). You can spend 5 sorcery points to cast *Ervithion's calling* without expending a spell slot.

Fangsfall (Gaurak, Kadum). You can spend 5 sorcery points to cast *fangstorm* without expending a spell slot.

Mysterious Essence (Golthain, Gulaben). You can spend 5 sorcery points to cast *ghost form* without expending a spell slot.

WARLOCK

New eldricht invocations are listed alphabetically.

Hellish Shriek

Prerequisites: 9th level

You can cast *Demos' scream* once using a warlock spell slot. You can't do so again until you finish a long rest

Occult Insight

Prerequisites: 7th level

You can cast *quick learning* once using a warlock spell slot. You can't do so again until you finish a long rest

Shroud of Shadows

Prerequisites: 9th level

You can cast *ghost form* once using a warlock spell slot. You can't do so again until you finish a long rest

Sixth Sense

You can cast *detect danger* at will, without expending a spell slot.

Soul Prison

Prerequisites: 5th level

You can cast *phantasmal cell* once using a warlock spell slot. You can't do so again until you finish a long rest

SPELL LISTS

In the tables below, ^M indicates a spell with a costly material components, and ^R indicates a spell that can be cast as a ritual.

Bard Spells

Level	Spell
1st	Detect Danger
1st	Provoke Person
3rd	Phantasmal Cell
4th	Curse of Missile Attraction
4th	Quick Learning
5th	Demos' Scream

Cleric Spells

Level	Spell
4th	Quick Learning
7th	Planar Lock ^M

Special: With the Game Master approval, clerics of Enkili with the Trickery domain can replace *charm person* with *provoke person* as their 1st-level domain spell.

Druid Spells

Level	Spell
1st	Serpentcraft
4th	Maw of Denev
5th	Fangstorm

Ranger Spells

Level	Spell
1st	Detect Danger
3rd	Missile shield
4th	Curse of Missile Attraction

Sorcerer Spells

Level	Spell
1st	Detect Danger
1st	Provoke Person
1st	Serpentcraft
1st	Vertigo
2nd	Silver Bolt
2nd	Spectral Shock
3rd	Missile shield
3rd	Zallon's Force Blast
4th	Lightning Chains
5th	Demos' Scream
5th	Fangstorm
5th	Ghost Form
6th	Ganest's Repulsion Field
8th	Yugman's Mantle

Warlock Spells

Level	Spell
1st	Provoke Person
1st	Serpentcraft
1st	Vertigo
3rd	Phantasmal Cell
4th	Curse of Missile Attraction
7th	Planar Lock ^M

Wizard Spells

Level	Spell
1st	Detect Danger
1st	Provoke Person
1st	Vertigo
2nd	Silver Bolt
2nd	Spectral Shock
3rd	Airat's Revenge
3rd	Missile shield
3rd	Phantasmal Cell
3rd	Zallon's Force Blast
4th	Curse of Missile Attraction
4th	Lightning Chains
4th	Quick Learning
4th	Runic Takeover ^M
4th	Timakys's Skeletal Mastery ^R
5th	Demos' Scream
5th	Ervithion's Calling ^M
5th	Ghost Form
6th	Ganest's Repulsion Field
7th	Planar Lock ^M
8th	Yugman's Mantle
9th	Time Blink

SPELLS

Spells are presented in alphabetical order.

Airat's Revenge

3rd-level necromancy

Casting Time: 1 action

Range: 30 ft

Components: V, S, M (the remains of a cleric or a paladin)

Duration: 24 hours

Lore: Armuzda Airat was one of the Seven Pilgrims who founded the city of Hollowfaust, and founded a few years later Glivid-Autel after his exile. While he didn't want to become an undead himself, he still studied undeath as one of the possible ways to achieve immortality. During his research, he developed this spell to protect his undead minions from divine and occult energies. It has since become a common spell among the liches and necromancers of the Society of Immortals in Glivid-Autel.

You protect one undead creature you can see within range and under your control, such as with the *animate dead* spell. Whenever the creature takes force or radiant damage or makes a saving throw against being turned, the creature can take its reaction to channel necrotic energies against its attacker. To do so, the creature must be able to see and be within 60 ft of its attacker. The attacker must make a Constitution saving throw, taking 8d6 necrotic damage on a failed save, or half as much on a successful one. If the attacker fails its saving throw by 5 or more, it is also stunned until the end of its next turn.

Once the creature uses this reaction, the spell ends. If you are an undead creature, you can target yourself instead of another creature.

At higher level: When you cast this spell using a spell slot of 4th level or higher, you can target one additional undead creature for each spell level above the 3rd.

Curse of Missile Attraction

4th-level transmutation

Casting Time: 1 action

Range: 90 ft

Components: V, S, M (a broken arrow and a magnet)

Duration: Concentration, up to 1 minute

Lore: This spell has a long history, and many magic traditions claim to have invented it first, most notably the servants of Hrinruuk, the Hunter, and Thulkas, the Lord of Iron. Nowadays it is used with great effectiveness by the Calastian battlemages in the war against Durrover and Burok Torn.

You curse one creature within range. The target must make a Wisdom saving throw. On a successful save, the spell has no effect. On a failed save, the target attracts ranged weapon attacks for the duration of the spell.

Ranged weapon attacks aimed directly at the target are made with advantage. Ranged weapon attacks made against a creature within 10 ft of the target are aimed at the target instead. When a ranged weapon attack crosses a 10 ft radius sphere centered on the target, you can spend your reaction to make it aimed at the target instead.

These effects don't affect ranged weapon attacks made with a projectile weighting 2 lbs or more or that is magical.

At higher level: When you cast this spell using a spell slot of 5th level or higher, the radius of the area around the target increases by 5 ft for each slot level above the 4th.

Demos' Scream

5th-level enchantment

Casting Time: 1 action

Range: 120 ft

Components: V, S

Duration: 10 minutes

Lore: Malhadra Demos is one of the Seven Pilgrims that founded the city of Hollowfaust and remains the current Guildmaster of the Sower of Fears. While he may not have created this spell himself, he used it in each siege that Hollowfaust endured, and taught it to his most gifted apprentices.

You instill an intense fear in the mind of one creature that you can see within range. The creature must succeed on a Wisdom saving throw.

On a failed save, the creature falls prone, is incapacitated, and can do nothing but scream at each of its turn. The creature can make a new saving throw at the end of each of its turns.

When the creature succeeds its saving throw (either the first saving throw or a subsequent one), the creature stops screaming and can act normally, but remains frightened by you. The creature can then make a new saving throw at the end of each of its turns, ending the spell on a success.

While incapacitated or frightened by this spell, the target has disadvantage on all Wisdom and Charisma saving throws and vulnerability against psychic damage.

While the creature is screaming, each creature within 30 ft of the initial target at the start of its turn and that hears the target scream must make a Wisdom saving throw. On a failed save, the creature is frightened by the initial target. This effect lasts for as long as the initial target is screaming. On a successful save, the creature is not frightened and becomes immune to this effect for the entire duration of the spell.

At higher level: When you cast this spell using a spell slot of 6th level or higher, the radius of the secondary effect increases by 10 ft for each slot level above the 5th.

Detect Danger

1st-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Lore: According to the legend, the Ledean emperor Korothe of the Argent dynasty, who suspected everyone to be an assassin. The ruler became extremely paranoid, and ended his life after realizing that the entire imperial court was conspiring against him.

For the duration, you know if there is an hostile creature, a trap, a source of poison or disease, or another threat within 30 feet of you. You perceive the number of each of these four types of threats, but you cannot gain the exact location or nature of each individual threat. You can concentrate as a bonus action on a single type of threat. When you do so, you learn the location of the closest threat of that type in the area.

The spell can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt. The spell cannot detect hostile creatures whose thoughts are protected against *detect thoughts* and similar effects.

Ervithion's Calling

5th-level enchantment

Casting Time: 1 action

Range: 60 ft

Components: V, S, M (a diamond worth 500 gp or more, that is not consumed during casting)

Duration: Instantaneous

Lore: The infamous Tome of Ervithion is a legendary grimoire that is rumored to hold a wide range of mystic secrets, from runic magic to necromancy and shadow magic. One copy is supposed to be safely guarded by the necromancers of Hollowfaust, and the penumbral lord Dar'tan may hold another one. Among the mysteries rumored to be written within the tome is a spell that harms other spellcasters with their very own magic. During the Divine War, the dwarves of Burok Torn were exposed to such a spell when they invaded the fortress of the Black Sorcerers of Ukru-dan, the mischevious mages who stole their runic secrets.

You peer into the mind of a creature that you can see within range and force it to cast its most powerful spell on itself. The creature must succeed on a Wisdom saving throw. On a failed save, the creature must cast its highest damage-dealing spell of 5th-level or lower on itself.

If the spell targets a specific number of creatures, it only targets the creature itself. If the spell deals damage in an area, the area becomes centered on the creature. If the spell deals damage in an oriented area such as a line or a cone, it originates from the creature (affecting it normally) and is oriented in a direction of your own choice.

The spell has no effect if the target cannot cast spells or has no known or prepared spells that deal damage.

At higher level: When you cast this spell using a spell slot of 6th level or higher, the maximum level of the spell that the creature must cast is increased by 1 for each slot level above the 5th.

Fangstorm

5th-level conjuration

Casting Time: 1 action

Range: 60 ft

Components: V, S, M (the fang of a Large beast or monstrosity)

Duration: Instantaneous

Lore: A pious follower of Denev, the druid Neeva did not take part in the Divine War, as she believed that destroying the titans would harm the world itself beyond healing. When she witnessed the fangs of Gaurak falling from the sky onto what is now known as the Perforated Plains, she knew she was right. She created this spell as a memory of the fallen titan, and started a crusade against the gods and their followers, as well as against her fellow druids who would side with them. It is believed that Neeva still lives as a fatling within the Spires of Gaurak.

A thousand sharp fangs fall from the sky in a location you specify. Each creature in a 10-ft-radius, 40-ft-high cylinder centered on a point within range must make a Dexterity saving throw. A creature takes 8d8 piercing damage on a failed save, or half as much on a successful one.

The fangs remain on the ground for 1 minute. The area is considered as difficult terrain. A creature can choose to ignore the difficult terrain, but it takes 1d6 piercing damage for every 5 ft it moves through the area.

At higher level: When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above the 4th.

Ganest's Repulsion Field

6th-level conjuration

Casting Time: 1 action

Range: Self (30 ft radius)

Components: V, S, M (a pinch of magnetite powder)

Duration: Concentration, up to 1 minute

Lore: When asaathi attacked the archmage Gest Ganest in his very own towers during the Divine War, he simply gestured, and all those who came too close from him disappeared in a puff of smoke. Nerith Alia, Arch-Chancellor of the Phylacteric Vault, would pay a hefty sum for a scroll containing Ganest's spell.

You surround yourself in a 30-foot radius magical field that teleports your foes away from you. Any creature that starts its turn in the area must make a Wisdom saving throw. On a failed save, the creature is teleported in the farthest empty space available, up to a distance of 60 ft. When you are attacked by a creature within the field and can see the creature, you can spend your reaction to force the creature to make a new Wisdom saving throw against this effect.

Once a creature has succeeded three saving throws against this spell, it becomes immune to its effects until the spell ends. When you cast this spell, you can designate any number of creatures you can see to be unaffected by it.

At higher level: When you cast this spell using a spell slot of 7th level or higher, the distance by which a creature is teleported increases by 60 ft for each slot level above the 6th.

Ghost Form

5th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a piece of cloth teared from a shroud)

Duration: Concentration, up to 10 minutes

Lore: The origin of this spell have been lost to history, yet it seems related to the mysterious slarecian race. Indeed, historians from Lokil found several references to stories showing slarecian casters or their thralls casting such a spell, and multiple sources agree that it can be found in the infamous Tome of Ervithion. The penumbral lords are also known to use similar abilities, and necromancers of Glivid-Autel are actively researching this spell as to infiltrate their rivals of Hollowfaust.

You assume a translucent form akin to that of a ghost, allowing you to move through solid objects harmlessly. While this effect persists, you can move through solid objects, and you take 1d10 force damage if you end your turn within a solid object. You are immune to being grappled, prone or restrained, and you can't be shoved or pushed by creatures. When you take bludgeoning, piercing, or slashing damage from a nonmagical attack, you can take your reaction to take no damage.

Lightning Chains

4th-level evocation

Casting Time: 1 action

Range: 30 ft

Components: V, S

Duration: Concentration, up to 1 minute

Lore: It is said that when the Stormcaller challenged Lethene on the Cliffs of Constancy, he was planning to use this spell to trap the titaness. Some scholars deny the truth of this story, arguing that even if the Stormcaller was a madman, he wasn't foolish enough to believe that a lightning spell could harm the Lady of the Storm.

You ensnare a creature within range with a thread of lightning. The target can make a Dexterity saving throw. On a failed save, the target takes 4d6 lightning damage and is restrained for the duration of the spell. On a successful save, the target only takes half damage and is not restrained.

While restrained by this spell, the target takes 4d6 lightning damage at the start of each of its turn. The target can spend its action to make a Strength check against your spell save DC. On a success, the target frees itself and the spell ends.

At higher level: When you cast this spell using a spell slot of 5th level or higher, the initial damage increases by 1d6 for every slot levels above the 4th.

Maw of Denev

4th-level transmutation

Casting Time: 1 action

Range: 60 ft

Components: V, S

Duration: Concentration, up to 1 minute

Lore: When the druidess Celeress was ambushed by a squad of spider-eye goblins, she opened the very earth under the goblins' feet and snared them in the maw of Denev. Despite its name, druids of Kadum and Thulkas also frequently use this spell.

You open a fissure in the earth and trap creatures in it. The fissure consists in a 5 ft wide, 40 ft long line, of which both ends must lie within the range of the spell. You must cast this spell on solid earth or stone at least 5 ft deep. The spell has no effect if it is cast on another type of surface such as wood or sand.

Each creature located in the line when you cast the spell must succeed on a Dexterity saving throw. On a failed save, the creature is trapped in the fissure and is prone and restrained until the spell ends. The creature also takes 4d6 bludgeoning damage at the start of each of its turn while restrained by the spell. The creature can take its action on its turn to make a Strength check against your spell save DC, ending the effect on itself on a success.

Missile Shield

3rd-level abjuration

Casting Time: 1 action

Range: Self (see text)

Components: V, S, M (a small arrow that you break during casting)

Duration: Concentration, up to 10 minutes

Lore: This spell is a recent addition to the Calastian battle magic arsenal, having been commissioned by Anteas himself after a short but violent skirmish against vigils of Vesh. However, it is not a new creation, as it has been known for centuries and maybe millenia by the elves of Sylavael, in Termana.

You create an hemispherical shield with a radius of 30 ft centered on you. The surface of the shield is slightly iridescent and sheds dim light within 10 ft of it in every direction, but doesn't block line of sight or creatures from moving through. Creatures located outside the hemisphere have disadvantage on ranged weapon attack rolls against a creature inside it, unless the projectile weights 2 lbs or more or is magical.

Phantasmal Cell

3rd-level enchantment

Casting Time: 1 action

Range: 60 ft

Components: V, S, M (a small iron lock without key)

Duration: Concentration, up to 10 minutes

Lore: Both the charduni dwarves in Chardunahae and the drendali elves in Dier Drendal use this spell to prevent their slaves from escaping. It is said that Dolomar was planning to cast this spell to prevent Garabrud, the Obsidian Hound, to reach him, but the mage ended his life before the dreadful confrontation could happen.

You create a prison that exists only in the mind of your enemies. This spell affects a 20-ft radius area centered on any

point of space within range. Each creature within the area when you cast the spell, or that enters the area hereafter, is subject to the spell and must succeed on a Wisdom saving throw. On a successful save, the creature is unaffected by the spell and can move in and out of the area freely.

On a failed save, the creature is trapped within the area and cannot leave the area using its own movement, but is otherwise free to move or take actions. If the creature is pushed out of the area, it must use all its actions in its following turns to move back inside the area.

The spell ends early for an affected creature if it takes damage from a creature located outside of the area.

When you cast the spell, you can designate any number of creatures that you can see to be unaffected by it.

Planar Lock

7th-level abjuration

Casting Time: 1 action

Range: 120 ft

Components: V, S, M (a 500 gp emerald that is encased in mud)

Duration: Concentration, up to 1 hour

Lore: Thereos the Spiteful hated both the gods and the titans alike, for their war destroyed his home village in the Elzian empire. He created this spell to prevent demons, angels and elementals to cause more harm to mortals such as him and to protect his new retreat in the Gascar Peaks. After the war, he sold a scroll containing this spell to a planar geographer from the Phylacteric Vault for a hefty price.

You magically secure a 30-foot cube area against planar travel. While the spell lasts, nothing can teleport into or out of the warded area, and planar travel is blocked within it.

The area is considered as difficult terrain for any creature that does not originate from the plane you are currently on (typically, all elementals, fiends and celestials). Any such creature that is within the area when you cast the spell or comes within hereafter must succeed on a Wisdom saving throw. On a failed save, the creature becomes paralyzed for the duration of the spell. The creature can make a new saving throw at the end of each of its turn, ending the effect on itself on a success. Once a creature succeeds its saving throw, it cannot be paralyzed by this spell again.

At higher level: When you cast this spell using a spell slot of 8th level or higher, the size of the cube increases by 30 ft for each slot level above the 7th.

Provoke Person

1st-level enchantment

Casting Time: 1 action

Range: 30 ft

Components: V, S

Duration: 1 hour

Lore: This spell is a favorite of Enkili's worshippers. Every year during the Festival of Mischief set in Shelzar, the clerics of the Trickster cast this spell among themselves and the Festival's participants for a night of chaos and confusion.

You attempt to antagonize one humanoid you can see within range. The target must succeed a Wisdom saving throw. If it fails the saving throw, you can select you or one other creature that the target can see within range. The target then becomes hostile against that creature. A hostile creature will not necessarily attack the source of its hostility, but will not help it and might attempt to prevent it from accomplishing its goals.

The target has advantage on the saving throw if it is friendly towards the source of its hostility. Furthermore, this condition is equivalent to being charmed for the purpose of being immune to it or gaining advantage or disadvantage on the saving throw.

When the spell ends, the target knows that it was under the effects of the spell.

At higher level: When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above the 1st. The creatures must be within 30 ft of each other when you target them, and you must direct their hostility towards the same source.

Quick Learning

4th-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

Lore: The bard Andrometus always boasts that he only needs a few second with a new instrument to master it. This spell supports is claim and grants him the ability to do so.

You touch an item that requires proficiency, such as a musical instrument, a set of artisan's tools, a vehicle, a weapon or an armor. For the duration of the spell, you gain proficiency with that type of item.

Runic Takeover

4th-level abjuration

Casting Time: 1 action

Range: 10 ft

Components: V, S, M (100 gp worth of silver powder, which is consumed during casting)

Duration: Instantaneous

Lore: This spell is another secret hidden within the pages of the infamous Tome of Ervithion. The drendali elves of Dier Drendal have tried to research it to counter the dwarves' runic magic, but their efforts have proven unsuccessful so far. Recently, the elves have set up an expedition in the old ruins of the Black Sorcerers of Ukrudan, who stole the dwarves' runic secrets shortly before the Divine War, in the hope of finding a scroll containing this spell, or perhaps a copy of the dreaded Tome of Ervithion.

With this spell, you seize control of a runic spell that you are aware of within 10 ft. This can be a *glyph of warding* or *symbol* spell. If you are a member of the rune caster prestige class (described in the **Scarred Lands Player's Guide**), you can also target any spell cast using the Rune Magic class feature.

You can't target a spell that has been cast using a 5th-level spell slot or higher. If you can take control of the targeted spell, you can choose one of the two following options:

- You and any number of creatures of your choice that you can see will not trigger the spell, even if the trigger is subsequently modified.
- You can choose a new trigger for the spell, within the limits specified by the original spell.

At higher level: When you cast this spell using a spell slot of 5th level or higher, the maximum level of runic spells that you can control increases by 1 for each slot level above the 4th.

Serpentcraft

1st-level transmutation

Casting Time: 1 action

Range: 30 ft

Components: V, S, M (the fang of a snake)

Duration: Concentration, up to 1 minute

Lore: When Sathgha the Witch was accused by villagers of poisoning a well and thrown into a cell, she patiently waited the night to escape. When her geoler was asleep, she transformed the keys of her prison into a snake. Depending on who tells the story, the serpent either went directly to her cell to free her, or killed the unfortunate geoler first.

You transform one object that you can see within range into a CR 1/4 or lower snake. If the item is currently worn, wielded, or carried by a creature, the creature can make a Wisdom saving throw. On a success, the spell fails.

The snake acts independently on your turn. When you cast the spell, you can designate one creature that you can see within 30 ft of the snake. The snake will use all its actions to attack the designated creature. Alternatively, you can command the snake to come towards you, in which case the snake will use all its actions to move in your direction. You can give the snake a new command as a bonus action on your turn.

The spell ends when the snake has 0 hit points. When the spell ends, the snake transforms back into the item upon which you have cast the spell.

At higher level: When you cast this spell using a spell slot of 2nd level or higher, you can transform the object into a higher CR snake, as shown on the table below.

Slot Level	Maximum CR
2nd	1/2
3rd	1
4th	2

Silver Bolt

2nd-level evocation

Casting Time: 1 action

Range: 30 ft

Components: V, S, M (a pinch of powdered silver)

Duration: Instantaneous

Lore: This spell is a relic from the Silver Mages of Corean, an arcane tradition of wizards devoted to the Shining One that was lost during the Divine War. It is notably taught by the wizards of the Guild of Shadow in Mithril and the hollow legionnaires of the Gleaming Valley.

You launch a flame laced with silver shards at a creature you can see within range. Make a magic attack roll against the target. On a hit, the target takes 2d6 fire damage and 2d6 slashing damage. On a miss, the target only takes half damage.

If you hit a creature that is resistant or immune to nonmagical slashing damage not made with silvered weapon, the target takes double damage and is poisoned for 1 minute.

At higher level: When you cast this spell using a spell slot of 4th level or higher, the fire and slashing damage each increase by 1d6 for every two slot levels above the 2nd.

Spectral Shock

2nd-level evocation

Casting Time: 1 action

Range: Self (30 ft cone)

Components: V

Duration: Concentration, up to 1 minute

Lore: When Baryoi assumed the role of Guildmaster of the Disciples of the Abyss, he commissioned a spell to affect the many ghosts and wraiths that haunted Sumara. This spell is the result of a collaboration between the Disciples of the Abyss who stayed in Hollowfaust after Taason's exile, the Readers of Cracked Bones and hedge wizards from what would become the Chorus of the Banshee.

You disturb the fabric of the Ethereal Plane in a 30 ft cone in front of you. The cone ignores all physical barriers, but is stopped by a *wall of force* spell or a similar magical effect.

Each creature located in Ethereal Plane in the cone must succeed on a Dexterity saving throw. On a failed save, the creature takes 4d6 force damage and its movement speed is reduced to 5 ft for the duration of the spell. The creature can make a new saving throw at the end of each of its turns, ending the effects on itself on a success.

On a successful save, the creature takes only half damage and its movement speed is not reduced.

At higher level: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above the 2nd.

Timakys's Skeletal Mastery

4th-level necromancy (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (the skull of a humanoid)

Duration: Concentration, up to 10 minutes

Lore: Timakys was the most gifted apprentice of Barastondo, the Pilgrim who founded the Society of the Animators in Hollowfaust. After Barastondo's death during the Third Siege in 72 AV, Timakys assumed for a while the leadership of the Guild. However, he quickly realized that he preferred his research and his laboratory to the long and tedious sessions of the Council, so he gave back his seat after a couple of years. Timakys was instrumental in the reanimation of the bonewrack dragon during the Fourth Siege and passed away a mere two months after the battle ended, his body and his soul having been drained by the ritual.

This spell allows you to see and speak through one undead creature that you are controlling. Choose one undead creature that you are controlling such as an undead creature animated using the *animate dead* spell and that is on the same plane as yourself. For the duration of the spell, you can see, hear and speak through the creature as if you were standing in its location. When you do so, you are unaware of your own surroundings.

As a bonus action, you can shift your focus to a different undead creature that you are controlling.

If you don't cast this spell as a ritual, you can also cast one 3rd-level or lower spell as if you were standing in the location of the selected undead creature. The spell must have a casting time of 1 action, and you can't cast it as a ritual either or maintain concentration on that spell. When you do so, this spell ends.

At higher level: When you cast this spell using a spell slot of 5th level or higher, the maximum level of the spell that you can cast through the selected undead creature increases by 1 for each slot level above the 4th.

Time Blink

9th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a small hourglass that you break during casting)

Duration: Concentration, up to 1 minute

Lore: This powerful chronomancy spell was last cast in the Scarred Lands by the Valmatian battlemage Geliki during the Divine War. The wizards of the Phylacteric Vault still have a copy of Geliki's spellbook, which contains several spells related to time. However, most of them are protected by powerful enchantments, and the sages have not yet uncovered all of Geliki's secrets yet.

You blink through time, allowing you to evade most attacks. At the end of each of your turns before the spell ends, you disappear in time and only reappear at the start of your following turn. When you disappear, you are freed of the grappled or restrained condition.

You cease to exist in between your turns. You cannot be attacked or targeted in any way, but are unaware of your surroundings and cannot take reactions.

You reappear at the start of your following turn in any empty space in your choice within 60 ft of the space you were occupying at the end of your previous turn, provided that there are no solid obstacles between the two spaces. Your movement speed is reduced to 0 and you cannot take the Dash, Disengage, Dodge, Hide or Ready actions while this effect persists.

You have disadvantage on all Constitution saving throws made to maintain concentration on this spell. If you lose your concentration on this spell, you become stunned until the start of your following turn.

Vertigo

1st-level enchantment

Casting Time: 1 action

Range: 30 ft

Components: V, S, M (a glass of water that you stir during casting)

Duration: Concentration, up to 1 minute

Lore: The red witches slitheren, those spawn from the flesh of Mormo, use this spell to keep their enemies at bay.

The mysterious vertigens, the last race created by Mesos before his demise, are known to display similar magic abilities.

You cause one creature you see within range to suffer from a debilitating vertigo sickness. The creature must make an Intelligence saving throw. On a successful save, the creature is unaffected by the spell. On a failed save, the creature is poisoned and immediately falls prone.

While the spell persists, the creature falls prone each time it moves by more than 10 ft during its turn. The creature can make a new saving throw at the end of each of its turn, ending the effect on itself on a success. The creature has disadvantage on this saving throw if it has moved during its turn, and has advantage on this saving throw if it hasn't moved during its turn.

At higher level: When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above the 1st.

Yugman's Mantle

8th-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a silver thread)

Duration: Concentration, up to 10 minutes

Lore: Yugman, the Great Sage, is a master of magic and is able to cast spells and rituals that haven't been seen in the Scarred Lands in centuries. His *mantle* is perhaps his most famous one, and he sometimes offers it as a boon to the many adventurers he employs. The Grand Vizier Antreas has requested multiple times a scroll of this spell for his Calastian battlemages, but so far Yugman has always declined (the last time, not so politely) his demand.

You become protected by a powerful magical field. You become immune to force damage, and suffer no other consequences from spells or magical effects that deal force damage. During your turn, you can spend 10 ft of movement to move through a *wall of force* or a similar effect.

When you are targeted by an effect that deals force damage and can see your attacker, you can spend your reaction to deflect the effect. Choose one creature you can see within 30 ft and that is not already targeted by the same effect. The creature becomes the target of that effect instead of you, even if it is not within range of the original effect.

Zallon's Force Blast

3rd-level evocation

Casting Time: 1 action

Range: 30 ft

Components: V, S, M (a pinch of magnesite powder)

Duration: Instantaneous

Lore: Zallon was a young Calastian battlemage trained in the Crucible of Mesos, and one of the favorite students of Headmistress Ulica. He distinguished himself for its ingenuity and his clever use of spells on the battlefield. However, the young man disappeared two years ago without leaving any trace. His friends and colleagues fear that he switched side and joined the halfling resistant Orzu the Visionary and his Blackfoot gang.

You cause a small blast near one creature you can see within range. You choose the location of the explosion among the different options described below. Depending on the anatomy of the target, some options may not be available.

The target must make a Dexterity saving throw. On a failed save, the target takes 6d6 force damage and suffers one additional effect according to the option you selected. On a successful save, the target only takes half damage and suffers no additional effect.

Feet. The target is knocked prone and its movement speed is reduced to 0 until the end of its next turn.

Hands. The target must drop what it is currently holding in its hands. If the target drops a nonmagical item weighting less than 50 lbs, you can make the item fly up to 30 ft in a direction of your choice.

Head. The target is blinded and deafened for 1 minute. The target can make a new saving throw at the end of each of its turn, ending the effect on itself on a success.

At higher level: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above the 3rd.

TRUE RITUALS

The rules for true rituals are described in the **Scarred Lands Player's Guide**. True rituals are presented in alphabetical order.

Curse of Hostility

4th-level enchantment (arcane, divine, true ritual)

Casting Time: 4 hours

Range: Unlimited (same plane)

Components: V, S, M (a broken mirror, as well as a non-magical personal item, hair, finger nails, or body part from the target)

Duration: 24 hours

Lore: During the Divine War, followers of Belsameth used this ritual to sow discord and treason among the titanspawn armies. Since then, it is sometimes used by clerics of Enkili on randomly selected targets for the sole purpose of creating chaos and spreading the Trickster's blessings on Ghelspad.

Choose one creature from which you have the required material component. During the casting, the target becomes progressively moody and irritable. When the ritual is complete, the target must make a Wisdom saving throw. On a failure, the target attitude of the target becomes indifferent to any creature it was previously friendly to, and hostile to any creature it was previously indifferent to.

The target can make a new saving throw whenever its actions directly cause one of its allies to take damage, but no more than once every hour. On a success, the ritual ends.

This effect corresponds to being charmed for the purpose of being immune to it or gaining advantage or disadvantage on the saving throw.

At higher level: When you cast this ritual using a spell slot of 5th level or higher, the duration is doubled for every slot level above the 4th, for a maximum duration of 32 days using a 9th level slot.

Defender of the City

5th-level abjuration (divine, true ritual)

Casting Time: 5 hours

Range: Self

Components: V, S, M (precious incense and a miniature model of the city, which is not consumed in casting)

Duration: 1 year, or until dispelled

Lore: The Divine War laid waste to many towns and cities including Elz, Sumara or Aurimar. Hedrada gave his followers this ritual as a blessing to prevent any more city to fall again. This ritual is cast once a year within the walls of Hedrad to protect the divine city from threats from the Blood Sea and beyond. King Jeddrad III of Durrover has asked the clergy of Madriel to cast the ritual on the capital city of Durrover, but so far no cleric has proved powerful enough to conduct it in the besieged city.

This ritual can only be cast in a settlement with up to 10,000 inhabitants. While the ritual lasts, you have resistance to nonmagical bludgeoning, piercing and slashing damage while you are within the settlement, and all buildings in the settlement have a +5 bonus to AC and resistance to all form of damage. Furthermore, any ability check made to repair buildings in the settlement is made with advantage.

When you cast the ritual, you must designate one building within the settlement. The ritual is dispelled if this building is destroyed.

You can only cast the ritual once on yourself once. If you cast it again in another settlement while this ritual is still active, its effects immediatly ends. You cannot cast this ritual in a settlement that is already protected by this ritual.

At higher level: When you cast this ritual using a spell slot of 6th level or higher, you can multiply by 3 the size of the settlement in which you can cast this ritual. When you cast this ritual using a 9th level spell slot, you can cast this ritual in any settlement, regardless of its size.

Enforced Fate

5th-level enchantment (arcane, divine, true ritual)

Casting Time: 5 hours

Range: 30 ft

Components: V, S, M (a book that describes the content of the quest, see text)

Duration: 30 days

Lore: This ritual was originally designed by Armuzda Airat, who was looking for ways to continue his own work beyond the death. A copy of the ritual is still stored in the vaults of Hollowfaust, even if the necromancers rarely use it. After the Fourth Siege, a few of the sutak generals that were captured were subjected to the *enforced fate*, so that they would never raise an army against the city ever again.

Paladins of Corean sometimes request this ritual to be cast upon themselves, so that their holy quest could be fulfilled even if they die.

This ritual ensures that a creature that you can see within range during the entire casting will accomplish a given mission. When you finish casting the ritual, you must define a quest and write it in the book used as the focus of the ritual. The quest must fall within the limits of a *geas* spell.

If the target is unwilling, it can make a Wisdom saving throw to negate the effects of the spell. If the target is willing, or if it fails the saving throw, the target becomes affected by the *geas* that you have defined during the casting of the ritual.

If a creature affected by this ritual is killed by another creature while this ritual is still active, the creature that killed it must make a Wisdom saving throw. On a failed save, the creature becomes affected by the ritual and must obey to the *geas* that you have defined during the casting of the ritual. On a successful save, the creature is not affected by the ritual and the ritual ends.

This ritual can end early if the creature affected by it is subject to a *remove curse*, *greater restoration*, or *wish* spell, provided that the spell is cast with a spell slot of a level equal or higher to the spell slot used to cast this ritual.

At higher level: When you cast this ritual using a spell slot of 7th or 8th level, the duration is increased to 1 year. When you cast this ritual using a spell slot of 9th level, the ritual ends only if the *geas* spell is lifted.

Obsidian Mind

4th-level abjuration (arcane, divine, true ritual)

Casting Time: 4 hours

Range: 30 ft

Components: V, S, M (a 300 gp obsidian effigy of the target, which is consumed in casting)

Duration: 30 days

Lore: The mysterious Order of Obsidian uses this ritual to protect their members against the strange powers of the Slarecians. Sometimes, it is used as a preventive measure to forbid a Slarecian thrall from using its psychic abilities.

When you finish casting the ritual, you can choose one creature that has been within range for the entire duration of the casting. If the creature is unwilling, it can make a Wisdom saving throw. On a successful save, the ritual has no effects.

On a failed save, or if the creature is willing, the creature gains advantage on all saving throws against magical abilities that have the psionic tag, such as the magical abilities of slarecian creatures. If the creature is able to use psionic magical abilities, all other creatures have advantage on their saving throws against these abilities.

The ritual can end early if the target is subject to a *remove curse* or a *wish* spell.

At higher level: When you cast this ritual using a spell slot of 6th level or 7th level, the duration is increased to 1 year. When you cast this ritual using a spell slot of 8th level or higher, the ritual ends only if it is dispelled.

Purification

3rd-level evocation (divine, true ritual)

Casting Time: 3 hours

Range: Self (150-foot radius)

Components: V, S, M (precious incense and a silvered mirror, which is not consumed in casting)

Duration: 24 hours

Lore: During the Divine War, the Tide of Dead of Agavir marched upon the armies of the gods, and it seemed that no army could stop it. Clerics of Madriel, Tanil and Corean worked days and nights to design this ritual, while champions of Corean, Hedrada, Chardun and Vangal died to protect them from the undead. Finally, the Healer, the Herald of Madriel, appeared to the clerics and gave them the final words needed to complete the ritual. The day after, the Tide of the Dead was repelled back into the Scrub Woods, where the remnants of the undead army still linger.

You must cast this ritual outdoor and so that it ends exactly at noon. The mirror upon which you cast this ritual glows with divine energy, and remains enchanted for the duration of the ritual. Moving or destroying the mirror causes the ritual to end.

Each undead that starts its turn in the area while the ritual lasts must make a Wisdom saving throw. On a failed save, the target is turned until it leaves the area or until it takes damage, as per the Channel Divinity: Turn Undead class feature.

An undead creature with a CR of 2 or higher makes its saving throw with advantage, unless it can see the mirror. Once a creature succeeds its saving throw, it cannot be turned again by this ritual.

At higher level: When you cast this ritual using a spell slot of 4th level or higher, the ritual's radius and range doubles for each slot level above 3rd. In addition, the CR of the undead creatures that have advantage on their saving throws increases by 1 for each slot level above 3rd.

MAGIC ITEMS

Magic items are presented in alphabetical order. Magic tattoos are described in the **Scarred Lands Player's Guide**, and magic tattoo variants are described in the **Gheldpad Companion - Volume 2**, available through the Slarecian Vault Community Content program.

In the following section, spells marked with ^{SLPG} are described in the **Scarred Lands Player's Guide**.

Fangstaff

Staff, very rare (requires attunement by a druid or a sorcerer)

Lore: This gruesome staff is a weapon of choice for fatlings and other followers of Gaurak. It is said that crafting such a staff with the teeth of the titan himself would grant it powers beyond imagination, but no one tried this hypothesis yet.

This staff is decorated with numerous teeth and fangs of monstrous creatures. It grants a +2 bonus to all attack and damage rolls made with a bite attack. While attuned to the staff, you need to eat twice as much food as usual.

The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *alter self* (2 charges, only to obtain a bite natural weapon), *cloud of daggers* (2 charges), or *fangstorm* (5 charges).

The staff regains 1d6 + 4 expended charges daily at midnight. If you expend the last charge, roll a d20. On a 1, the staff crumbles and is destroyed, leaving behind it only a pile of teeth and fangs.

Mantle of Hostility

Wondrous item, rare (requires attunement)

Lore: When Emperor Soetheril of the Vhaerith dynasty outlawed the worship of gods in the Ledean Empire, he attracted the wrath of the gods upon himself. Enkili visited the sovereign under the guise

of an ambassador from the newly-annexed Venirian Province, and presented him a magnificent cloak as a token of peace. Alas, the cloak was cursed, and soon the emperor found all his advisors turn against him one after the other, leading to his assassinations by the hands of his own son.

This elegant cloak seems the most pleasing to the eyes.

Curse: This magic cloak is cursed. The first time you talk to a humanoid creature that is indifferent to you, the creature must succeed on a DC 12 Charisma saving throw. On a failed save, the target becomes hostile to you for the next 24 hours. On a successful save, the target becomes immune to the cloak's powers for the next 24 hours.

This effect is equivalent to being charmed for the purpose of being immune to it, or gaining advantage or disadvantage on the saving throw.

Count the number of successful and failed save for each creature affected by the cloak. If a creature obtains 3 successes, it becomes immune to the cloak's powers for as long as you are attuned to it. If the creature obtains 3 failures, it can't make new saving throws against the cloak's powers for as long as you are attuned to it.

If a creature affected by the cloak is subject to a *remove curse* spell, the effect ends for this creature.

Mark of the Avalanche

Magic tattoo, rare

Lore: This magic tattoo is frequently used in Albadia, including by the many titan-worshipping tribes that inhabit the Titanshome Mountains.

This tattoo represents rocks falling from a mountain and is generally drawn upon the upper chest. You ignore difficult terrain caused by natural slopes, such as when you are on the side of a mountain. As an action, you can cast *maw of Denev* once (spell save DC 15). You regain the ability to do so when you finish a long rest.

Variants: This tattoo cannot be drawn as a war paint.

Sign of the Silver Flame

Magic tattoo, rare (requires attunement)

Lore: The secret of this magic tattoo has long been forgotten, but the hollow legionnaires in the Gleaming Valley have recently rediscovered its formulae through etching.

This tattoo represents flames of red and white swirling around the arms and the hands. Any metallic weapon you carry is considered as being silvered for the purpose of overcoming damage resistance or immunity. As an action, you can cast *silver bolt* once (spell save DC 14). You regain the ability to do so when you finish a long rest.

Variants: When drawn as an etching, you can cast *silver bolt* twice and regain both uses when you finish a long rest.

Timakyss' Skeleton Staff

Staff, very rare (requires attunement by a wizard)

Lore: The necromancer Timakyss created this staff for his personal use shortly before his tenure as Guildmaster of the Society of Animators in Hollowfaust. When he resigned, he created several copies of the staff as a gift for his Guild, and taught the formulae to craft more to his apprentices.

This staff bone staff ends with a skeletal claw that convulses when it is used. While you hold the staff, each undead creature controlled by you gains a +2 bonus to attack and damage rolls.

The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *adamantine undead* ^{SLPG} (3 charges), *animate dead* (3 charges), *animate undead minion* ^{SLPG} (1 charge), and *Timakyss' skeletal mastery* (4 charges).

The staff regains 1d6 + 4 charges daily at midnight. If you expend the last charge, roll a d20. On a 1, the staff crumbles into a pile of bones and is destroyed. The bones can be used to reanimate a Medium size humanoid skeleton with the *animate dead* spell.

Wand of Missile Shield

Wand, rare (requires attunement by a bard, ranger, sorcerer or wizard)

Lore: Ulica, Headmistress of the Calastian batlemages, has commissioned several of these wands in order to prepare her fellow battlemages for a future campaign against the elves of Vera-Tre.

This wand is decorated with feather fletching and a serrated arrowhead. While you carry the wand, you gain a +1 bonus to AC against ranged weapon attacks.

The wand has 3 charges. While holding it, you can use an action to expend 1 of its charges to cast *missile shield*. The wand regains 1d3 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the wand loses its magic properties and becomes an ordinary arrow.

Wand of Serpentcraft

Wand, common (requires attunement by a druid, sorcerer or warlock)

Lore: The asaathi druids known as the Heralds of the Snake believe that casting *serpentcraft* once every day for a thousand years would bring Mormo back to Scarn. They crafted these wands to ensure that their task could be completed without interruption. Most of the other followers of the Mother of Serpents laugh at them, and none is ready to wait a thousand years for the return of their patron.

This wand is decorated with a snake coiled around it. It has 5 charges. While holding it, you can use an action to expend 1 or more of its charges to cast *serpentcraft* (spell save DC 13) from it. For 1 charge, you cast the 1st-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

The wand regains 1d4 expended charges daily at sunset. If you expend the last charge, roll a d20. On a 1, the wand is destroyed and transforms into a constrictor snake that immediately attacks you.

Yugman's Force Staff

Staff, legendary (requires attunement by a sorcerer or a wizard)

Lore: Yugman sometimes lends his force staff to the adventurers he regularly employs. He never asks for the staff to be returned, as he knows that it will come back to him, eventually.

This staff is made of pure magical force and sheds dim light over 30 ft. Weapon attacks made with the staff deal force damage. The staff grants a +3 bonus to attack and damage rolls made with it.

The staff has 20 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *Dolomar's telekinetic blast* ^{SLPG} (4 charges), *telekinesis* (5 charges), *wall of force* (5 charges), and *Yugman's mantle* (8 charges). You can also cast *mage hand* without expending a charge.

As an action, you can touch a *wall of force* spell or a similar effect and spend 5 charges. The effect is automatically dispelled. If the effect was permanent, it is merely suppressed for 1 hour.

The staff regains $2d8 + 4$ charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff teleports itself to an empty space within 20 ft of the staff's creator, and your attunement to it is broken. If the staff's creator is dead, the staff teleports to a random location at least 1 mile away from you instead.

Zallon's War Codex

Wondrous item, rare (requires attunement by a sorcerer or wizard)

Lore: Zallon wrote this book from the notes he assembled during his formation in the Crucible of Mesos, the fortress in which the Calastian batlemages are trained. It seems that he tried to destroy the only copy shortly before disappearing, but his apprentice managed to salvage it from the flame. The young mage was rewarded by Ulica for her efforts, and then tasked to create more copies of this highly valuable grimoire.

This tome is a very detailed manual on the effective use of magic in a battlefield. While holding it, you are considered as being 3 levels higher for the purpose of determining the damage you deal with sorcerer or wizard cantrips.

The codex has 7 charges. When you cast a sorcerer or wizard spell that deals acid, cold, electricity, fire, force or thunder damage, you can expend one to three charges. The effects of the spell are determined as if it were cast using a spell slot 1 level higher for each charge you expend.

The codex regains $1d6 + 1$ charges daily at dawn. When you expend the last charge, roll a d20. On a 1, the codex bursts in flames and is destroyed.

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