





THALLASTAMS SWORD SYMPOSIUM

Translation: Girth Ryebarrow

Published by Tym Waterdeep Limited

INDEX

PREFACE

This unfinished manuscript, Sweord Symposion by Thallastam was recovered from a cave on Iron Dragon Mountain in the Earthfast Mountains in the otherwise eventless in the Year of the Star Walker's Return (1489 DR). To date this is the greatest treasure recovered, since the Master's Library started excavating the area in the Year of the Grinning Halfling (1481 DR).

After carefull conservations, Girth Ryebarrow carefully deciphered the faded parchment pages and translated the content from Chondathan. The manuscript of the original translation is available for review to revered scholars at the Master's library. However, to assure understanding and secure the benefit for the reader, a few passages was revised to contemporary standards for the printed edition. The translator and the publisher are grateful to Volothrop Gedarm, who was a priceless aid in the process.

With this introduction, I hereby recommend this tome of valuable ancient knowledge to the reader.

Justin Tym, esquire

BACKGROUNDS

CLOISTERED ORPHAN



As a child, you were orphaned and raised strictly, as well as trained scholarly & practically in a monastery by holy sisters (boys < 6 years old, girls < 12 years old) and/or friars (boys 6-11 years old).

At the age of 12, you had the choice between becoming:

- friar or sister at a monastery
- cleric at a temple, sanctuary or shrine
- joining a strict clerical military order as page or postulant to become paladin, swordsage or monk – members of the order usually have no home, except hostels of monasteries and temples, or a fortress/barracks

If you declined, you had to leave the monastery for good, having achieved the basic skills to survive.

PROFICIENCIES

Every cloistered orphan has skill proficiency in *Religion*. Additionally you will have specialized additionally in *1 skill proficiency and 2 tool proficiency*. And you were forced to learn a *dead language*.

Skill proficiencies: choose / roll 1d4

- 1 Athletics.
- 2 Investigation
- 3 Stealth
- 4 Survival

Tool proficiencies: Calligrapher's Supplies and Tinker's Tools

Languages: choose / roll 1d8

- 1 Thorass (Old-Common)
- 2 Dethek (Old-Dwarwish)
- 3 Seldruin (Elven High Magic)
- 4 Jotun (Old-Giant)
- 5 Gnim (Old-Gnomish)
- 6 Ghukliah (Old-Gnomish)
- 7 Luiric (Old-Halfling)
- 8 Daraktan (Old-Orcish).

Equipment: Holy Symbol (amulet), Prayer Book, Patched Common clothes, Purse with 12 sp, Small Knife, Calligrapher's Supplies and Tinker's Tools

FEATURE: SHELTER OF THE POOR

You and your adventuring companions can expect to receive free healing and care at a monastery, temple or shrine of your faith, though you must provide any material components needed for a spell.

You can always stay a few nights at hostels of monasteries and temples of your faith, and receive a pauper meal.

While near a sanctuary of your faith, and while you remain in good standing with the organizations of your faith, you might be able to request assistance, if the aid is not hazardous.

SUGGESTED CHARACTERISTICS

Losing their parents at an early age, as well as being raised and trained in a monastery, affects an orphan. Their study of tenants of their faith, and their relationship to the

monastery affect their mannerisms and ideals. Their flaws might be some hidden hypocrisy, a heretical idea, or an idea/bond taken to the extreme.

Some will have thrived with the strict rules and scholarly learning, while others could not wait to get away.

Roll 1d4 and use the same result for these four tables (or choose):

Personality Trait

- 1 I idolize a particular hero of my faith, and constantly refer to that person's deeds and example.
- 2 I see omens in every event and action. The God's try to commune with us. Do not call me Casandra!
- 3 I (mis)quote sacred texts and proverbs in almost every situation.
- 4 I am fed up with religious people telling me how to live my life.

Ideal

- 1 **Faith:** I trust, my deity to guide my actions. Work hard and things go well.
- 2 **Change:** We must help bring out the changes, the gods wills.
- 3 **Charity:** I always try to help those in need, disregarding the personal costs.
- 4 **Freedom:** Above all, I value my personal freedom.

Bond

- 1 I would die to recover a long lost, ancient relic of my faith
- 2 I have dedicated my life to root out heretics and idolaters
- 3 Everything I do is for the common people.
- 4 I fight for liberation from bondage with my weapon/magic/pen

Flaw

- 1 My piety sometimes lead me to follow those blindly, who profess my faith.
- 2 Once I pick a goal, I become obsessed with it and even endanger my life
- 3 Often, I am a bit intoxicated. Ruby Port, songs and meat pie are my weakness.
- 4 I am suspicious of strangers and expect the worst from them.

BETA DRAFT v0.1

Still a rough draft. Adjusted after one play through.

DOCENT (variant of Sage)



As the fourth son of a noble family, your parents decided for you to become a scholar. Your eldest brother became noble, the second merchant and the third cleric.

You studied hard, as you were expected. After your graduation, you became part time Lecturer and participated in research, while advancing to Adjunct and Docent.

Currently you spend a sabbatical year, working on the third volume of your lifework: a revised Encyclopedia of your academic field.

PROFICIENCIES

Every Scholar has skill proficiency in *Religion* or *Arcana*. Depending on your study, you will have specialized additionally in:

- (a) 1 skill proficiency, 1 tool proficiency & 1 exotic language
- (b) 1 skill proficiency & 2 tool proficiencies or
- (c) 1 skill proficiency & 2 exotic languages

Skill proficiencies: choose / roll 1d6

- 1 Persuasion
- 2 Investigation
- 3 Medicine
- 4 Insight
- 5 Perception
- 6 History

Tool proficiencies: choose / roll 1d4

- 1 Calligrapher's Supplies
- 2 Forgery Kit

- 3 Alchemist's supplies
- 4 Herbalism Kit
- 5 Poisoner's Kit
- 6 Archaeologist's Tools
- 7 Tinker's Tools
- 8 One type of musical instrument

Languages: choose/roll 1d8

- 1 Abyssal
- 2 Celestial
- 3 Draconic
- 4 Deep Speech
- 5 Infernal
- 6 Primordial
- 7 Sylvan
- 8 Undercommon.

You know it scholarly and can decipher manuscripts. But native speakers might frown on your pronunciation, or have trouble understanding you.

Equipment: a small knife, an Alumni Ring (Ring w/ crystal, Arcane Focus), Scholar's Outfit, a notebook, Purse with 15 gp.

Additionally tools and/or a musical instrument if proficient. If not proficient with Calligrapher's Supplies: a bottle of black ink and a quill.

FEATURE, SUGGESTED CHARACTERISTICS, TRAIT, IDEAL, BOND & FLAW

As ordinary Sage

BETA DRAFT v0.1

Still a rough draft.

CLASSES SUBCLASSES

SWORD FIGHTER

CLASS: FIGHTER VARIANT



SWORDSAGE

SUBCLASS: MARTIAL ARCHETYPE

SWORDSAGE



A master of the blade and the arcane powers, the swordsage is physically and mentally adept. As his art is superior to the ordinary spellsword, he can unlock potent abilities, many of which are overtly supernatural or magical in nature.

The light armored, shieldsless Swordsage strives to be both a scholar (Arcana and/or Religion), a Blade Master, a proficient user of war magic and a craftsman - and honing these skills to complement each other into a harmony - often in order to zealously fulfill a cause. His/her art is somehow both a means and a goal - regardless of whether he is aligned with good, neutral or evil.

BARBARIAN, ROGUE & WIZARD

While being a *Fighter* subclass, the swordmage contains traits from e.g. the Barbarian, Cleric, Rogue & Wizard classes.

Consequently he uses spells, abilities etc. drawn from other classes. A swordsage is an allround character – a ‘Jack of many trades – which gives him unparalleled versatility in a given encounter.

In one battle, a swordsage might fulfill the role of the rogue, lurking in shadows and lurking when foes are least prepared. In another, he might be scorching enemies with area attacks, much like a wizard. In still another fight, he might tear an enemy apart with his bare hands, matching the barbarian's ferocity with his own distinctive style of bloodthirstiness.

Whatever the occasion, a swordsage is able to contribute, often in completely unexpected ways.

COMBAT SUPERIORITY

When you choose this archetype at 3rd level, you learn maneuvers that are fueled by special dice called superiority dice.

Maneuvers. You learn two maneuvers of your choice, which are detailed under "Maneuvers" of ordinary Blade Masters.

Many maneuvers enhance an attack in some way. You can use only one maneuver per attack. You learn an additional maneuver of your choice at 7th, 10th, and 15th level. Each time you learn new maneuvers, you can also replace one maneuver you know with a different one.

Superiority Dice. You have two superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest.

You gain another superiority die at 7th level and one more at 15th level.

Saving Throws. Some of your maneuvers require your target to make a saving throw to resist the maneuver's effects. The saving throw DC is calculated as follows:

Maneuver save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).

SPELLCASTING

At 3rd level, you augment your martial prowess with the ability to cast spells. See PHB ch. 10 for the general rules of spellcasting and ch. 11 for the bard, cleric, paladin, sorcerer and warlock spell lists.

Cantrips. You learn two cantrips of your choice from the above spell lists. You learn an additional wizard cantrip of your choice at 9th level and 15th.

Spell Slots. The Swordsage Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *Shield* and have a 1st-level and a 2nd-level spell slot available, you can cast *Shield* using either slot.

Spells Known of 1st-Level and Higher. You know three 1st-level wizard spells of your choice, which you must choose from the abjuration and evocation spells on the above spell lists.

The Spells Known column of the Spellcasting table shows when you learn more spells of 1st-level or higher. Each of these spells must be an abjuration or evocation spell of your choice, and must be of a level for which you have spell slots. For instance, when you reach 6th level in this class, you can learn one new spell of 1st or 2nd level.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can place one of the wizard spells you know with another spell of your choice from the wizard spell list. The new spell must be of

a level for which you have spell slots, and it must be an abjuration or evocation spell, unless you are replacing the spell you gained at 8th, 14th, or 20th level.

Spellcasting Ability. Intelligence is your spellcasting ability for your wizard spells, since you learn your spells through study and memorization. You use your intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier.

SWORDSAGE SPELCASTING TABLE

Fighter Level	Cantrips Known	Spells Known	—Spell Slots per Spell Level—								
			1st	2nd	3rd	4th	5th	6th	7th	8th	9th
3rd	2	3	2	—	—	—	—	—	—	—	—
4th	2	4	3	—	—	—	—	—	—	—	—
5th	2	6	4	2	—	—	—	—	—	—	—
6th	2	7	4	3	—	—	—	—	—	—	—
7th	2	8	4	3	2	—	—	—	—	—	—
8th	2	9	4	3	3	—	—	—	—	—	—
9th	3	10	4	3	3	1	—	—	—	—	—
10th	3	11	4	3	3	2	—	—	—	—	—
11th	3	12	4	3	3	3	1	—	—	—	—
12th	3	14	4	3	3	3	2	—	—	—	—
13th	3	15	4	3	3	3	2	1	—	—	—
14th	3	15	4	3	3	3	2	1	—	—	—
15th	4	16	4	3	3	3	2	1	1	—	—
16th	4	18	4	3	3	3	2	1	1	—	—
17th	4	19	4	3	3	3	2	1	1	1	—
18th	4	20	4	3	3	3	2	1	1	1	—
19th	4	22	4	3	3	3	2	1	1	1	1
20th	4	22	4	3	3	3	3	1	1	1	1

DESIRABLE FEATS

- Alert
- Arcanist
- Athlete
- Blade Mastery (Unearthed Arcana)
- Durable
- Fell Handled
- Historian
- Holy strike
- Human Determination
- Investigator
- Keen Mind
- Lightly Armored
- Linguist
- Medic
- Observant
- Martial adept
- Moderately Armored
- Mounted Combattant

- Prodigy
- Savage Attacker
- Shield Master
- Skilled
- Skulker
- Spell Sniper
- Stealthy
- Theologian
- Tough
- Weapon Master
- War Caster

WEAPON BOND

At 3rd level, you learn a ritual that creates a magical bond between yourself and one weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. The weapon must be within your reach throughout the ritual, at the conclusion of which you touch the weapon and forge the bond.

Once you have bonded a weapon to yourself, you cannot be disarmed of that weapon unless you are incapacitated. If it is on the same plane of existence, you can summon that weapon as a bonus action on your turn, causing it to teleport instantly to your hand.

You can have up to two bonded weapons, but can summon only one at a time with your bonus action.

If you attempt to bond with a third weapon, you must break the bond with one of the other two.

WAR MAGIC

Beginning at 7th level, when you use your action to cast a cantrip, you can make one weapon attack as a bonus action.

IMPROVED COMBAT SUPERIORITY

At 10th level, your superiority dice turn into d10s. At 18th level, they turn into d12s.

ARCANE CHARGE

At 15th level, you gain the ability to teleport up to 30 feet to an unoccupied space you can see when you use your Action Surge. You can teleport before or after the additional action.

IMPROVED WAR MAGIC

Starting at 18th level, when you use your action to cast a spell, you can make one weapon attack as a bonus action.

MANEUVERS

As ordinary Blade Master

BETA DRAFT v0.1

Still a rough draft.



Credits

Designer: Daniel Giversen
Last updated March 5, 2019

Legal Information

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright [year] by [author] and published under the Community Content Agreement for Dungeon Masters Guild.



