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The following books provided inspiration for this book:

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- Dreams of the Red Wizards: Dead in Thay* (2014)
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NEVER LET IT BE SAID THAT THE RED WIZARDS JEALOUSLY guard their knowledge. On the contrary, we share our discoveries with the entire world!

—RENDO JEHG, ZULKIR OF ENCHANTMENT

Rendo Jehg speaks that which we choose to reveal to the world. Since the Second Sundering, we Red Wizards have faded into the background. Once we were the most-feared entity in Faerûn. Wherever a Red Wizard showed her sartorial splendor and tattoos, there fear followed. We traded in magic. We traded in slaves. Kings and gods alike feared us. There are those of you who complain—some bitterly—that we have abandoned this path to power, that we should once again stand astride the world. I say to you, cast aside these complaints! For Thay has not abandoned its quest to rule the world. Nay, brothers and sisters, we are simply going about it in a different way.

Today, in the Year of Three Ships before we used muscle and back to Thaymount, today infiltrated as far as Iuskan throughout the world.

We appear in the guise of of no real consequence. As knowledge. Us?

Sailing, we use our powers as wizards! Where bone, and were time and again defeated, hurled we use our brains—and we have successfully and Chult, exercising control and influence

peaceful merchants, dealing in small magic items quiet, intellectual scholars, interested only in gathering Dangerous? Good gracious, no! We come in peace!

Let the poor fools keep thinking that.

Soon, brothers and sisters, soon. Soon our agents abroad will put into motion our final plan. Let the pathetic mortals in Cormyr, on the Sword Coast, think we have fallen into obscurity. Let them think Valindra Shadowmantle has failed in both Neverwinter and Chult. That is precisely what we want them to think.

My plan is working. Have patience, my fellow Red Wizards. Soon all will come to light, and all will flee once more in terror from red robes and tattoos.

—Szass Tam, speaking to the Council of Zulkirs



WELCOME TO THAY!

INTRODUCTION

THAY: AN ANCIENT LAND SAID BY SOME to be the most evil place in all the Forgotten Realms. The home of the Red Wizards, once the nemesis of good folk from Luskan to Halruaa, Thay was a realm of fire, war, and magic, where only the most powerful enjoyed any kind of freedom at all.

Once, the Red Wizards of Thay were the preeminent threat to Faerûn. They would send their slavers into free lands, pursue magic ruthlessly, and send their armies of slaves and undead to ravage their neighbors without provocation.

Those days of fear are past now. The Spellplague was even less kind to Thay than it was to other lands in the Realms, putting paid to Red Wizard ambitions and confining their activities to the shadows. Much of the nation was utterly destroyed. The Red Wizards fell far from their former power and majesty, and now they are closely watched by forces for good, such as the Harpers and Elminster. Though Thay is ruled by one of Faerûn's most notorious villains—the archlich Szass Tam—and retains its towering ambitions toward world domination, its reach is lessened of late, as recent events in Neverwinter and Chult showed.

This book is not so much a description of Thay as a description of how you can use elements of Thay in your Forgotten Realms campaign. Thay is not a place where adventures happen, generally speaking, as it is simply too tightly controlled for adventurers to operate with any kind of freedom, much less impunity. This book contains much that will inform a character from Thay whose activities happen in the Realms outside Thay's borders.

Thanks to the misery imposed upon it by the events of the Spellplague and Second Sundering—combined with centuries of oppression by the Red Wizards and Thayan aristocracy—Thayan society has a callous disregard for sentient life that is foreign to most people in the Realms, even those from such bastions of evil as Zhentil Keep. Some might even call it an underlying evil. The people of Thay are different from the people of the western lands, and the differences can be quite subtle when it isn't brutally obvious.

Thay is as much a land of intrigue as Amn or Calimshan, with political subtleties that give Cormyr and Waterdeep a run for their money. That has an impact on people who come from there. We hope this book helps you create characters and campaign materials informed and flavored by Thay. May it make your game spicy and exciting!



A BRIEF HISTORY OF THAY

ONCE THE NORTHERN PROVINCES OF THE long-fallen empire of Mulhorand, Thay began in the Year of the Spouting Fish (922 DR), when a sect of Mulhorandi mages who called themselves the Red Wizards declared their independence from the god-kings.

The new nation soon flourished. Tightly controlled by the most powerful wizards in the land—the zulkirs of the schools of magic—everything in Thay happened to benefit the Red Wizards. From the beginning, Thay sent emissaries out among the other peoples of Faerûn, seeking ancient magics, greater riches, more temporal power, and more slaves. The Red Wizards became synonymous with intricate strategems and plots which affected areas from the Moonshaes to the Moonsea, from Luskan to Skuld. Folk came to fear Red Wizards, and some lands banned them altogether.

Their needs met by the endless toil of slaves, the Red Wizards soon after the nation's founding turned covetous eyes toward their neighbors, starting the first of many wars with Rashmen and Aglarond. Callous disregard for the dignity of sentient beings, combined with the towering arrogance of the Wizards themselves, led to these disastrous invasions. Neighboring kingdoms, from Impiltur to Aglarond, who avoided the initial invasions were equally appalled by Thay's internal customs and terrified of being invaded themselves.

Thankfully, Thay could never sufficiently unite itself to successfully conduct a war. The Council of Zulkirs was from the beginning a hive of intricate, deadly intrigue, and no war ever received the full support of the entire Council. This infighting—seen as a gift sent by the gods by Elminster and other guardians of the Realms—also manifested as brief but sharp and violent civil wars.

In fact, Thay was in the midst of one such war when the Spellplague struck. Szass Tam, lich and zulkir of necromancy, saw the devastation heaped on Thay, from destroyed cities to exploding volcanoes to the collapse of the mighty magics that protected Thay from climate extremes, and sought the god Bane to make a deal. In exchange for Tam's soul, and the conversion of Thay to the worship of Bane, the god would instruct the lich in the new magic, and Tam would rule for a millennium.

Soon Szass Tam's grip on Thay was complete. Thanks to Bane—and the Dread Rings the lich caused to be made or discovered thanks to the ritual of unmaking provided by the god—Tam was poised to not only control all of Thay but wrest the Weave to his own ends.

The land settled. Tam doled out the new knowledge to the wizards. Thay recovered and grew once more to prosper. While the tharchions still governed the living, the Red Wizards saw which way the wind was blowing, and devoted

themselves to undeath. The shattered Council of Zulkirs was filled with liches, vampires, and other intelligent undead.

Meanwhile, Szass Tam plotted and schemed and worked toward his goal: He began the construction of Dread Rings, locations of vast magical power which he needed to use the ritual of unmaking to erase all of existence except that which Szass Tam ruled as a god. Adventurers have foiled at least two of those plans, in Neverwinter and Chult, and the zulkirs Tam ousted during the Spellplague put an end to his ambitions to deification.

In the meantime, Red Wizards across Faerûn are actually doing what they pretended to do for years: dealing in magic and magic items. Today, few outside Thay associate the name "Red Wizard" with anything other than mercantile interests. Additionally, the Red Wizards have deliberately posed scenarios designed specifically to ensure observers think a faction of Red Wizards exists which works against Szass Tam and seeks his overthrow.

That's exactly what Szass Tam wants, and he has all the time in the world to see his plan to fruition.



THAY TODAY



ON 29TH TARSAXH IN THE YEAR OF BLUE Fire (1385 DR), Mystra, the goddess of magic, was killed, and the blue flames of the Spellplague ravaged Thay (and all of Toril). Arcane magic ceased to function properly and pure chaos broke out. In Thay, the land itself was long held in tight check by mighty arcane magic. When the Weave collapsed, so did the Red Wizards' control.

As a result, Thay's central plateau of Thaymount rose thousands of feet in height. Rivers took new courses across the lands and long-dormant volcanoes violently erupted. These geological events rendered the Thayan landscape unrecognizable. Some cities were destroyed while others were changed beyond imagining. The icy glaciers of High Thay began to melt, which sent boulders and debris tumbling down the Second Escarpment down to the greater plateau. Volcanic ash filled the sky and the magically-protected climate of Thay was no more.

With the reestablishment of the Weave, the Red Wizards could once again take control of Thay's climate. Today, Thay once more enjoys an artificially mild climate suitable for growing crops in abundance (though ash still spews from Thaymount's volcanoes). Though its slaves are gone, Thay has for hundreds of years maintained a population of zombies, put to work as laborers and porters. The number of undead grew exponentially during Szass Tam's rule, following the civil war and the Spellplague, and today Thay has the greatest concentration of undead in all of Faerûn. These wretched creatures perform tasks once the province of slaves.

Many Thayans briefly escape the misery of life by seeking brutal forms of entertainment. Gladiatorial matches are common in cities like Eltabbar and Surthay. The arenas are the only places where commoners can enjoy any sort of equality with the upper classes. The more ferocious and deadly combatants become adored celebrities—until they themselves are slain by the next rising star. Brutal Thayan gladiators are considered the finest such performers in all the Realms.

CITIES

From south to north, the three great cities of Thay are detailed hereunder.

BEZANTUR

The City of a Thousand Temples was, if not the official capital of Thay, the heart and soul of it. Located on the shores of the Alamber Sea, it has an excellent harbor,

and as its economic and mercantile hub, is easily Thay's largest metropolis.

Bezantur is almost always full to the gunwales with ships, goods, people, and money. Nearly every deity in the Realms has a temple there, ready to receive offerings from devotees. Official buildings, temples, and shrines are located in the city center, while its slums cling to the black basalt walls which enclose the city. The southwest quarter, nearest the harbor, is a labyrinth of warehouses, brothels, and seedy taverns.

The city controls the overwhelming majority of Thayan trade with the rest of the Realms. The Guild of Foreign Trade is headquartered there, and just about anything is for sale or trade within Bezantur's walls. From the docks of Bezantur, the Guild ships Thayan wares in yellow-sailed merchant ships across the Sea of Fallen Stars and beyond.

Crime is also rampant. The city's many criminal gangs pay stiff bribes to the tharchion and autharches in exchange for mostly free rein. That said, such crime is organized and relatively civilized; protection rackets and confidence tricks are commonplace, but simply muggings and other thuggery are roughly punished by the gnolls employed as the city's constabulary.

ELTABBAR

Thay's former capital was once the seat of the Red Wizards and the political center of the nation. Since the ascendance of Szass Tam, power lies in his hands alone, though Eltabbar remains a tharch controlled by the tharchion (and lich disciple of Tam's) Sylora Salm.

Inexplicably, Eltabbar managed to remain undamaged by the effects of the Spellplague, and though it suffered when the demon Eltab was briefly released from its prison cyst far below the city, it was swiftly rebuilt.

The Council Hall of the Red Wizards remains in Eltabbar. In its chambers, the High Regent issues his edicts to the zulkirs. By tradition, no law or decree is official unless formally presented to the Council of Zulkirs in the Council Hall, and even Szass Tam fears to thumb what remains of his nose at tradition.

Each School of Wizardry maintains a chapterhouse in the city, where matters of import to that school are debated and resolved, and where advanced instruction in that school's Art is practiced. The most elaborate of these is of course the Necromancer's Hall, with Transmuter's Hall very close behind. Illusionist's Hall is seldom seen for what it really is, for reasons which should be blindingly obvious to the meanest intellect.

It is illegal to make or possess a map of Eltabbar, and those convicted of these crimes are immediately slain and reanimated as zombies. Mapping the city is forbidden because the street plan is laid out to create an immense glyph—and this glyph alone keeps the mighty demon

Eltab imprisoned and docile. If an accurate map is created and then destroyed, the glyph holding Eltab is weakened. There is a surreptitious trade in what illicit cartographers euphemistically call “maps of the city.” These maps are erroneous at best and deceptive at worst, and the production of them is encouraged by the Red Wizards, lest an accurate map be made.

SURTHAY

Surthay is the northernmost city in the nation, located at the mouth of the River Sur around a deep harbor on Lake Mulsantir. Established by the Red Wizards as a fortified bulwark against Rashemen—never mind the Rashemi have never invaded Thay, nor have they ever shown the tiniest inclination to do so—Surthay has also become the marshaling point for Thay’s northward military expansions.

Though it indeed has a deep natural harbor, Surthay is never the launching point for any significant Thayan naval expeditions. Indeed, few fishing boats call Surthay home, and those that do never sail beyond sight of the lake’s south coast. The Witches of Rashemen—the Wychlaran—conjure magical storms, and Rashemi witchboats piloted by hathrans patrol it. In addition, a Thayan plan, hatched and enacted in the 14th century DR, to seed Lake Mulsantir with dragon turtles has been wildly successful; unfortunately, the creatures seem to prefer the flavor of Thayan fisherman to Rashemi hathran.

Just across the river from Surthay is the Surmarsh, which contributes to Surthay being a pestilential place that always smells of swamp rot. During the summer, the reek from the Surmarsh is particularly foul, and great clouds of ravenous mosquitoes descend upon Surthay.

Most of Surthay would be called a slum anywhere else, though the dwellings of the city’s aristocracy on the eastern heights are quite appealing, above the swampy miasma and blessed with cool breezes off the lake. Red Wizards from the School of Abjuration traditionally prefer Surthay.

ENCLAVES

Starting in the mid-14th-century DR, Thay began to change its foreign policy, from the overt actions of a supremely ambitious cabal of supremely powerful mages intent on conquering the world through magic (or, failing that, armies) to a mercantile empire bent on nothing more than making money and conducting peaceful magical research.

As a result, the Red Wizards have established enclaves in most population centers of any size in Faerûn, from Athkatla to Yhaunn. Some cities, like Procampur, have an entire Thayan Quarter.

Enclaves are established as trade outposts through negotiation and in cooperation with local authorities.

The Red Wizards have but three Laws on which they will not compromise:

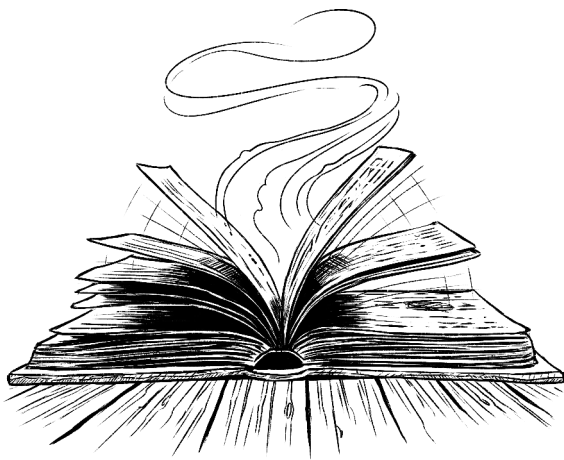
- The Law of Sovereignty: The enclave must be treated as Thayan soil, as though it was an embassy.
- The Law of Trade: Thayan merchandise and services are permitted to be priced 10% below normal retail cost outside the Enclave.
- The Law of Crafting: This dictated what Thayans would and would not sell to the general public.

Enclaves benefit local authorities because the Red Wizards guarantee to donate—either as a bribe or an official tax—1% of their profits to the entity with whom they make the Enclave agreement. As a bonus to sweeten tenuous deals, the Red Wizards promise to use their magical talents in defense of the community in which an Enclave is based; such a reinforcement of a militia or city-states armed forces is always attractive to locales in which an Enclave might be based.

USING THIS INFORMATION

Work with your DM to use the information in this section to inform your character’s story. Perhaps you’re from Bezantur on a mission for the Guild of Foreign Trade to a city like Waterdeep, and use the Enclave as a base of operations and a source of information and supplies.

A character connected with the Red Wizards can always receive sanctuary in an Enclave. This sanctuary might only be for a limited time, or provide limited benefits, depending on your standing as a Red Wizard; for example, if you only have the Former Apprentice background, you’ll get lesser treatment than if you have the Red Wizard arcane tradition.



THE PEOPLE OF THAY

THE COMMON PEOPLE

THE OVERWHELMING MAJORITY OF living Thayans are humans of either Mulhorandi or Rashemi extraction. Historically, there was little space for social mobility between the slaveholding elite and the teeming masses of slaves.

However, since the rise of Szass Tam, slavery has been largely abandoned in favor of using undead to do the tasks living slaves once performed. While some of the aristocracy still own slaves, the practice is seen as either a bull-headed exercise in reactionary conservatism or a useless waste of conspicuous consumption. After all, you have to feed, clothe, and house slaves, as well as endure their constant attempts at escape and rebellion, where zombies are quiet, eat nothing, don't need quarters, and are notorious for saying little and rebelling less.

This has permitted the rise of a burgeoning middle class of traders, merchants, and craftsmen—the latter often comprised of freed slaves using skills to their own profit they once exercised in bondage.

Since all agriculture is done on plantations where labor is provided by the un-free (until recently slaves, but now mobile undead), Thay has no experience at all of the middle-class yeoman farmer that distinguishes so many western nations of Faerûn. However, some families are seeking nobility by consolidating their farm holdings into massive combines; they hope their increasing wealth will bring them increased political power and social status.

The non-noble approach to grooming is to be as neat as possible. The old rules governing slave grooming are still remembered, even though slavery is mostly dead; even so, no peasant or merchant is too hairy, shaving is common, and women's hairstyles tend to be shorter than those found elsewhere in Faerûn. No peasant wants to be mistaken for a slave, and former slaves more often than not make a point in their newfound free status by adopting freeborn grooming habits.

THE ARISTOCRACY

The Red Wizards remain the absolute rulers of Thay. There also exist other aristocrats and nobles, though, and it is meet to know them.

The Tharchions who rule the various regions and the Autharches who rule sub-regions in the name of the Tharchions, are numbered among the nobility, as are members of the Bureaucracy who administrate the nation. Traditionally, nobles of Thay abhor body hair, which is easy for Mulhorandi and can be something of a trial for those of

Rashemi descent. Men are known to grow facial hair even as they shave their heads. Women commonly shave their heads and decorate their shaved pates with artistic designs.

Among the Red Wizards, the designs are permanent tattoos, but among non-Wizard nobility (especially the Tharchions) they're just body paint, and frequently changed.

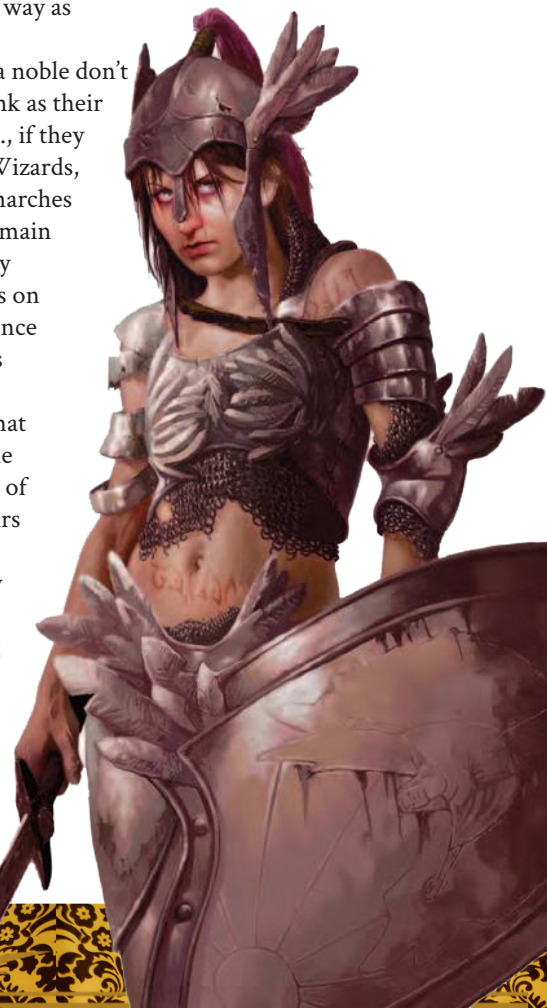
Presumed Red Wizards have been seen outside of Thay with beards and normal body hair. It is thought that, without their specially-trained barbers, Red Wizards would rather grow their hair than risk cutting it by themselves or entrusting their heads to local outlander barbers. Also note that Szass Tam's grand deception—which relies on non-Thayans believing in a rift among Red Wizard factions—emphasizes such tiny details as renegade Red Wizards growing their hair in supposed defiance of the reigning zulkirs.

BECOMING NOBILITY

New aristocrats—and aristocratic families—are regularly made in Thay. In general, anyone appointed to the position of Tharchion or Autharch is automatically ennobled, and their immediate family (spouse[s], children) is also ennobled. Other family members (including siblings) are not ennobled, but, since nepotism is standard in Thay, can expect to become nobility soon after their relative.

Red Wizards are automatically ennobled when they receive their red robes, and they enoble their immediate families in the same way as a Tharchion.

If the children of a noble don't achieve the same rank as their ennobled parent (i.e., if they don't become Red Wizards, Tharchions, or Autharches themselves), they remain nobility, though they don't pass that status on to their offspring. Once a Thayvian becomes a noble, it is almost impossible to take that status away. Only the unanimous decision of the Council of Zulkirs can remove noble status; this is usually done by outlawing the family, arresting all members, and turning the survivors of the arresting process into zombies.



TITLES

Red Wizards are referred to as "Master," irrespective of gender. "Your Omniscience" is also an acceptable title. Tharchions and Autharches are referred to as "Lord," "Lady," or "Your Eminence."

The rest of the nobility is referred to as Daeron or Daeronness (literally "noble-born" in Thay) and referred to personally as "Sir," "Mistress," "Your Excellency," or "Your Honor."

High-ranking nobles rarely bother using formal titles when speaking to lower-ranking nobles. Non-nobles fail to use noble titles at their peril, especially with Red Wizards, lest they be turned into a zombie and used as a hat-rack.

HUMANOIDS IN THAY

As noted in above, Thayans are overwhelmingly human. Other humanoids exist in Thay, albeit always in small numbers compared to humans.

There are tribes of orcs in the Sunrise Mountains and Thaymount, as well as small communities of gold dwarves and rock gnomes, but these keep to themselves and rarely venture out.

Elves and half-elves are vanishingly rare and are always former slaves or the progeny thereof. There are rumors of a drow embassy to the Red Wizards, but no one can say for sure if it exists.

Halflings have established small enclaves in most Thayan towns and cities, mainly extended family units. Thayan halflings find Red Wizard paranoia a fertile field for scams and confidence tricks, and there is always work for a good thief or assassin who doesn't take up much space.

Centaurians are sometimes found, for they were once popular as slave overseers. With the demise of slavery, their only real employment is as cavalry soldiers and couriers, and their numbers have dwindled.

Interestingly, the most commonly-seen humanoids in Thay are gnolls. The first Red Wizards hired gnoll mercenaries for their war of independence, and for centuries thereafter gnolls could expect employment as soldiers in Thay's armies as well as—perhaps surprisingly—as law enforcement. Thayan law being as capricious and draconian as it is, gnolls get a great deal of pleasure and satisfaction from enforcing it.

Tieflings are uncommon in Thay, but they're more common now than they were in past decades, thanks to Thay's constant battle with the demon Eltab. Red Wizards consorting with fiends has led to an increase in tiefling births, and their magical nature makes them ideal candidates for training as Red Wizards.

THAYAN NAMES

MALE

Ailoth, Alzegund, Azar, Barer, Demel, Homen, Lozar, Metoth, Mikal, Mumsek, Ramshan, Thazal, Urhun, Valerios

FEMALE

Athlasa, Chathin, Dachan, Demtra, Fiusa, Gombdalla, Ibera, Katha, Mari, Murith, Naglatha, Nephlas, Tholan, Torisk

SURNAMES

Agneh, Ankhlab, Anskuld, Ashaban, Canos, Daramos, Doon, Fahn, Flass, Garas, Kakanos, Kren, Odeseiron, Phetoril, Tabar, Tam, Tarhair, Vrass, Zavarri, Zurn

RELIGION IN THAY

Most of Faerûn's major religions have shrines if not temples in Thay's towns and cities. However, certain deities are venerated more than others. Here follows the most popular deities in Thay.

AZUTH

Azuth is worshiped as the patron of wizards, though in a casual way. Most Red Wizards have no real zeal for religion at all, being more consumed with zeal for their own power. Yet they pay Azuth (and Mystra) at least lip service. Temples to Azuth exist in the larger cities, like Bezantur and Eltabbar.

BANE

Once the only god whose worship was permitted in Thay, Bane's death eliminated his worship, though he enjoyed a resurgence after his resurrection. Temples to Bane exist in Eltabbar, Bezantur, Pyarados, and Surthay.

BHAAL

Worship of Bhaal is uncommon in Thay, where his worship is mostly practiced by members of the ruling classes, where murder and assassination are everyday methods of professional and social advancement. No temples exist outside Eltabbar, but small, secret shrines exist in most Thayan towns and cities.

GOND

Gond is popular with crafters and makers of things. Worship of Gond is neither officially approved of nor frowned upon, though it is certainly not encouraged. There is a temple in Tyraturos, and many crafters keep a small shrine in their workshops.

ILMATER

Ilmater once enjoyed widespread popularity in Thay, because slaves beseeched his mercy all day every day. Since slavery has largely died out, the god has far fewer adherents, and there are no temples to him.

KOSSUTH

The god of elemental fire and fury, Kossuth is easily the most popular deity in Thay. The Red Wizards have long focused on fire magic, and powerful elementals were heavily involved in Thay's independence. Kossuth's clerics (and agents; see Player Options for the Black Flame Zealot subclass) enjoy great power and influence. Kossuth's main temple is on the edge of Tyraturos, on the edge of dry, dusty plains.

MALAR

Malar is sometimes worshiped by Thay's gnoll population, and propitiated by nobles who enjoy hunting, but has no real following in Thay.

WAUKEEN

Favored by Thay's burgeoning merchant and middle classes, worship of Waukeen has increased exponentially in the last decades. Temples exist in all of Thay's major cities and shrines in most towns of any size.



CHARACTER OPTIONS

WIZARD ARCANE TRADITION

At 2nd level, a wizard gains the Arcane Tradition feature. Here is an option for that feature: the Red Wizard of Thay.



RED WIZARD OF THAY

LONG THE NEMESIS OF THE WESTERN Heartlands of Faerûn, the Red Wizards rule the magocracy of Thay in the Unapproachable East. For hundreds of years, the Red Wizards were famed for being cruel, wicked slavers. While Thay has rejected slaves in favor of mindless undead to do their mundane work, the Red Wizards still do their utmost to manipulate events in the outside world and conquer the kingdoms around them. They were said to know the darkest secrets of the strongest magic, and would sell their skills to the highest bidder. The strongest practitioners of each school of magic—the zulkirs—also ruled the nation, each part of the Council of Zulkirs.

Red Wizards practice magic much like any other wizard of Faerûn, with some notable differences: dedication to a particular school of magic, the use of magic tattoos, and cooperative circle magic. In so doing, they set themselves apart from other users of the Weave, and increase their own magical powers.

As a Red Wizard of Thay, you might be a staunch adherent of Szass Tam, making your way outside Thay on some errand for the Council of Zulkirs. Perhaps, although you never lived through Thay's history of slavery yourself, your family did, and your disgust at the vile practice drives you to work against the zulkirs. You might have broken all ties with the land of your birth, disgusted at their nefarious plans, vowing to turn your life to altruistic pursuits. Perhaps you're pretending to the latter while actually you're the former. In any case, you are a scion of an ancient magical tradition.

SCHOOL SPECIALIZATION

When you take this tradition at 2nd level you must select two schools of magic. One of these is your Favored school, the other is your Forbidden school. You can't cast spells from your Forbidden school, and you can't write them into your spellbook, either through increased wizard level or through copying spells you find. You can copy spells of your Favored school into your spellbook as if they were your own (1 hour and 10 gp per spell level).

TATTOO MAGIC

Starting at 2nd level, you know how to scribe a magic tattoo on yourself. You can tattoo yourself with 2 spells from your Favored school. Tattooed spells are always prepared for you. Once you choose these spells, you can't change them later. You can tattoo an additional spell at 7th, 11th, and 15th

level. When you scribe your first Magic Tattoo on yourself, you also gain proficiency in the Intimidation skill if you don't already have it.

SPELL POWER

When you reach 6th level, when you deal damage with a cantrip from your Favored school, you can add your Intelligence modifier to the damage roll (minimum 1).

In addition, when you cast a spell from your Favored school that forces a creature to make a saving throw, you can impose disadvantage on the saving throw of a single creature affected by the spell. If the spell requires you to make a spell attack roll, you can grant yourself advantage on the roll. Once you use this ability you can't use it again until you finish a short or long rest.

CIRCLE MAGIC

Beginning at 10th level, you can lead a number of friendly arcane spellcasters in a Circle.

When you use an action to cast a spell, any number of friendly creatures within 30 feet of you up to your Intelligence modifier (a minimum of 1) can use their reaction and expend a spell slot to increase the level at which you cast your spell. This can increase the level of the spell beyond what you have spell slots to cast normally, but can't exceed 9th level. For example, a 5th-level Red Wizard casting fireball uses Circle Magic with 2 other 5th-level casters, each of whom donate a 3rd-level spell slot. In this way, the Red Wizard can cast fireball as though she used a 9th-level spell slot.

ZULKIR

Starting at 14th level your mastery over your Favored school is complete. When casting a spell from your Favored school, if the spell offers a saving throw, you can decide that creatures affected by the spell automatically fail the saving throw. If the spell requires you to make a spell attack roll, you can decide you automatically hit. Once you use this ability you can't use it again until you finish a short or long rest.

A creature with Legendary Resistance must expend two uses to choose to succeed on this saving throw instead of failing. If they only expend one use, they make the save at disadvantage instead of automatically failing.

ROGUE ARCHETYPES

At 3rd level, a rogue gains an archetype. Here are options for that feature: the Thayan Agent and Black Flame Zealot.

BLACK FLAME ZEALOT

IN THAY, THERE IS A SECRET SOCIETY OF HOLY slayers devoted to Kossuth, the Firelord: The Order of the Black Flame.

Raised from youth in stealth, secrecy, and infiltration—and trained in the rites of Kossuth's clergy—Black Flame Zealots use stealth, divine magic, and their fanatic zeal to further the interests of the Lord of Flames. Not even the exalted Zulkirs of Thay are immune from the machinations of Kossuth's servants, for the Order is respected in Thayan society, often used by the privileged as assassins.

Black Flame Zealots often accompany Thayan embassies on their missions to others of the Forgotten Realms, and more often than not the Red Wizards acting as emissaries don't know they're being watched.

SPELLCASTING

When you reach 3rd level, you gain the ability to cast spells. See Spells Rules for the general rules of spellcasting and the Spells Listing for spell lists, both in the *Player's Handbook*.

CANTRIPS

You learn three cantrips: *fire bolt*, *sacred flame*, and one other cantrip of your choice from the cleric spell list. You learn another cleric cantrip of your choice at 10th level.

SPELL SLOTS

The Black Flame Zealot Spellcasting table shows how many spell slots you have to cast your cleric 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 *command* and have a 1st-level and a 2nd-level spell slot available, you can cast *command* using either slot.

SPELLS KNOWN OF 1ST-LEVEL AND HIGHER

You know three 1st-level cleric spells of your choice. The Spells Known column of the Black Flame Zealot Spellcasting table shows when you learn more cleric spells of 1st level or higher. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 7th 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 spell list.