

Mordenkainen's Lost Notebook



GUILD

Mordenkainen's Lost Notebook

Spells, Magic Items, and Lore for your 5th Edition Dungeons & Dragons game

Introduction: Welcome to Mordenkainen's Lost Notebook! Nobody, not even he, knows exactly how it got lost. But lost it got, and remained lost in Barovia until it ended up among the possessions of the warlock Amira Metanova. At least that's what Ashley Warren, gifted writer and Guild Adept, told us when we started kicking around ideas for a book of spells and magic items. And since Amira is Ashley's character, who are we to judge?

In any case, you hold in your hands the result of hundreds of hours of creativity and research. Each piece of information is carefully crafted to bring more enjoyment to your D&D game. We used every caution in balancing the mechanical content, and we hope you agree. Most of the spells and magic items are taken from sourcebooks from previous editions of D&D, but many of them are brand new, fresh from the fevered brains of the creative team behind this book.

Speaking of which, that team is comprised of some of the brightest talent creating content for the DM's Guild. It was a pleasure and an honor to work with them.*

Enjoy!

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*Except Chris Walz. He's a schlemiel.**

**Yes, this is a joke.

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I am Mordenkainen, and this is my journal, in which I record my thoughts, notes, and observations from my travels whilst in the service of magic and the Circle of Eight. Some things herein are spells; others are descriptions of magic items I have personally examined. Still, others are descriptions of people and groups of people I have met along the way. Count Strahd's demesne is a passing strange place, and it is meet to record such things for the edification of those who might come thither in days to come.

Qort must never know of this journal. There are too many entries which, if allowed to fall into the wrong hands, could upset the Balance in ways only the Eight might be able to predict. Too often, we must take a heavy hand in response to the use of powerful magic. Such a circumstance is most vexing, for it removes me from my travels until the error is corrected.
It is important to remember that even those spells and items that present an obvious threat can be peaceful things. The ring that renders you invisible can be used to great effect by those with a theatrical bent, or by the mischievous. The axe forged for dwarvish kings might cut a swath through the orcs and giants, or it might simply split firewood.

Magic, whether spell or artifact, is not evil. Magic does not seek dominion. That is a trait peculiar to those who wield it. By cataloging that which I have found to exist, and what is rumored to exist, I hope to avoid the peril of any magic falling into the wrong hands.

—Mordenkainen.

The darkness pulls at me always but every so often a light burns in its place, flickering in the void like a candle. I have a heart that hungers for secrets, an imp with sneaky fingers, and magic sourced from the depths of the multiverse. In this way, we are alike, you and I: we are handfasted to arcana, a link impossible to sever.

Do you remember me? Most don't, for I keep my magic wound tight around me like a loom. I am not easily unraveled, but I pluck at the world like a violin, listening for discordant harmonies. I seek the off-key notes: this is where the fabric of reality is weakest, where it is most easy to manipulate.

Do you remember my hand on your shoulder, the painful amethyst light that I infused into you, brushing away the cobwebs that had clustered in your mind, holding your sanity hostage? Imagine my luck when I stumbled upon you in Barovia, mad and mumbling. You climbed into our carriage, white-haired and wild-eyed. Only in the aftermath did I learn who you are: the Realm's greatest secret keeper.

My healing power was hard-won. Women like me do not often receive such opportunities. I touched you with a hand blackened by a vestige in the Amber Temple. As a reward for accepting the vestige selflessly, my patron awarded me three chances to restore another. One went to a friend. One I keep for the person I lost, who still exists out there, somewhere, on another plane to which I have not yet traveled. And one went to you, a stranger. Know that I did not give it freely. A deal is a deal; you, of all people, should know that. I have somewhere to go, and I need your help to get there.

We are alike, you and I. Most lose themselves in Barovia, but some of us find ourselves. Still, sometimes things get misplaced along the way — things like sanity and light and books. Sometimes, they are stolen.

Happy hunting, M.

Sincerely,

Amira Metanova, Witch of Damara


DEAN SPENCER

My travels through space and time revealed to me many magicks, both deadly and benign, both world-shaking and mundane. Those who seek rhyme or reason to my inclusion of any of the hereafter listed spells will find none; the only criterion for their recording was whether or not I found them interesting.

—Mordenkainen.

Chapter One: Spells

The following spells are updated and designed for use in your **Dungeons and Dragons** campaigns.

A Note on Spell Formatting

The spells presented in **Mordenkainen's Lost Notebook** are formatted as described in the PHB, with the following exceptions:

- Beneath the spell level and school line, you will find the orginal source of the spell, if published in an earlier edition, which will be contained within a set of brackets.
- After the earlier edition source, you will find the classes that contain the spell in their spell lists, also contained within brackets. The spellcasting classes are formatted as follows: Brd, Clr, Drd, Pal, Rgr, Sor, War, Wiz

Adamantine Wings

7th-level transmutation
[Complete Mage] [Sor War Wiz]
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 hour

This is one of the most useful spells I've ever encountered. I learned it from a wizard and artificer who had a terror of heights and muggings. He kept it as a contingency. After an instant of searing pain from your shoulders, you sense the ultimate freedom of flight as you sprout a pair of dully-gleaming adamantine wings made of overlapping feathers of dark metal.

The wings grant you a fly speed of 60 feet. If you are not flying, as an action you can make an attack using both wings. You are proficient with your wings. Each wing deals 2d6 points slashing damage. The wings are considered both magical and adamantine for the purposes of overcoming damage reduction.

In addition, as an action, you can choose to launch the wings' feathers as a 60-foot cone of razor-sharp blades. Each creature within the cone must make a Dexterity saving throw. A creature takes 10d6 slashing damage on a failed save, and half as much damage on a successful one. After you use this attack, the spell ends.

Animate Weapon

3rd-level transmutation
[Complete Mage] [Sor War Wiz]
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

I saw this spell used by an elven bladesinger to great effect against a gang of goblins. She spoke a few words of power, and her sword leaped from her hand and fought on its own volition, leaving her free to cast fireballs at her foes.

A single melee weapon can be affected by this spell, which gives it the ability to move and attack on its own. The weapon becomes magical. It retains its damage die or dice and uses your attack roll and ability score modifier to damage rolls. In all other ways, it is identical to an animated object: flying sword. An *animated weapon* attacks the nearest enemy to it to the best of its ability. You can use a bonus action to order it to attack a different target. If at the end of your turn you are more than 30 feet from the weapon, the spell ends. A weapon held or carried by another creature can't be affected by this spell.

An *animated weapon* doesn't gain the benefit of any of your class features, feats, or other special abilities that would improve its combat ability. If the weapon has an enhancement bonus or other special properties, these apply as normal. For example, an animated *frost brand* still deals its extra 1d6 cold damage.



Arboreal Transformation

9th-level transmutation (ritual)
[Complete Mage] [Drd]
Casting Time: 10 minutes
Range: 30 feet
Components: V, S
Duration: 10 days

On a world which consisted mainly of forests, I witnessed a druid of surpassing power turn a follower into a living tree using this spell. The man's skin split open, revealing wood, bark, and leaves. Within moments, he had grown to the size of – effectively into – an ancient treant. Intrigued, I convinced the archdruid to let me study how he manipulated the threads of magic to achieve his aim. It took me months of dedicated study, the result of which is hereunder.

You choose a target within range and ritually transform it into an oak tree. For the duration, that oak tree animates as a **treant** (though it can't animate trees) and serves as you command. You either command it to follow and protect you or leave it somewhere as a guardian. When the spell's duration expires, the subject becomes in all respects a normal oak tree, taking root where it stands.

At the beginning of the ritual, the target can make a Constitution saving throw. If it succeeds, while the ritual is in progress it is affected as though by a *slow* spell, and at the end of the ritual, it returns to normal.

Arcane Fusion

5th-level transmutation
[Complete Mage] [Sor]
Casting Time: 1 action
Range: Self
Components: V, S, see text
Duration: Instantaneous

I met once a magic-user of such raw power that he was described not as a sorcerer but a "Sourcerer," as though he were a fountain from which magic flowed into his world. His end was neither attractive nor painless, but I digress. While I watched him work, I noted again and again how he could seemingly cast multiple spells at the same time. From this observation, I was able to develop the following spell.

Effectively, when you use *arcane* fusion you cast two other spells using *arcane fusion*'s 5th-level spell slot. When you cast *arcane fusion*, choose any 1st-level spell you have prepared and any 4th-level or lower spell you have prepared. Neither spell can have a casting time longer than 1 action. Both spells take effect in the order you choose, as though you had cast each of them in that order. You don't expend any spell slots to cast those spells. Each of the chosen spells has its normal effect, including range, target, area, duration, saving throw, etc. If either spell requires a material component or other special cost, these must be used or paid as part of casting *arcane fusion*.

Arcane Turmoil

2nd-level abjuration
[Complete Mage] [Wiz]
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a broken eggshell)
Duration: Instantaneous

I acquired this spell from a combative wizard in a faraway land who developed it to reduce the capabilities of her rivals at a school of magic. When once I saw her use it, as she made the final spell gesture, the look in her rival's eyes gave evidence enough of the turmoil in his mind that any onlooker could see it.

Choose a creature you can see within range. That creature must make a Wisdom saving throw. On a success, the spell has no effect. On a failure, the target loses 1 spell slot from the highest-level spell slots remaining to it, as if it had been used to cast a spell. For example, if the target has 4 1st-level spell slots, 2 2nd-level spell slots, and 1 3rd-level spell slot when it fails its saving throw, it loses its 3rd-level spell slot.

At Higher Levels. When you cast *arcane turmoil* using a spell slot of 3rd level or higher, the target loses another of its highest-level spell slots for each slot level above 2nd you use to cast *arcane turmoil*.

Aspect of the Icy Hunter

4th-level transmutation
[Complete Mage] [Wiz War]
Casting Time: 1 bonus action
Range: Touch
Components: V, S
Duration: 1 minute

You or a creature you touch while casting the spell take the form of a **winter wolf** (MM, p340). In addition, the target gains 20 temporary hit points, which if unused disappear at the end of the spell's duration.

The transformation lasts for the duration, or until the target drops to 0 hit points or dies. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

The creature is limited in the actions it can perform by the nature of its wolf form, and it can't speak, cast spells, or take any other action that requires hands or speech.

While visiting a tribe of savage, bestial tribesmen who eked out a precarious existence in a frozen wasteland, I noted their shamans had a unique spell they could use to transform themselves or their warriors into fierce hunting creatures with thick, ivory fur and cold, blue eyes. Though this world was far from where we usually find winter wolves, I was struck by how similar the result appeared to that creature. Thus is my theory of morphic resonance once more confirmed. Communication between us was pained, however, eventually, I deciphered enough of the shaman's techniques to render a copy of the spell as seen hereunder.

The target's gear melds into the wolf form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

Azure Flame

5th-level evocation
[Wizard's Spell Compendium Vol. 1 (2e)] [Sor Wiz.]
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a small piece of azurite)
Duration: Concentration, up to 1 minute

Choose a point you can see within range. Every creature or object in a 20-foot radius sphere centered on the point you selected bursts into azure colored flames. Creatures caught in the sphere's area must make a Dexterity saving throw or take 3d8 fire damage and catch on fire. A successful save halves the damage and avoids catching on fire. Unattended objects take the full damage and catch on fire.

A creature or object that starts its turn on fire takes 1d8 fire damage. The flames can be snuffed out with an action, ending the spell for the affected creature. However, if an affected creature is a fiend, only a *dispel magic*, *remove curse*, or *greater restoration* will end the flames, which burn for the spell's full duration and deal radiant instead of fire damage.

At higher levels: When you cast this spell using a spell slot of 6th level or higher, the initial fire damage increases by 1d8 for each slot level above 5th. If you cast this spell using a spell slot of 7th level or higher, the ongoing damage increases by 1d8 for every two slot levels above 5th.

Bafflement

2nd-level enchantment
[Wizard's Spell Compendium Vol. 1 (2e)] [Brd Sor Wiz.]
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 10 minutes

You must make eye contact with a target creature that you can see within range. As you speak to the creature, it must make a Wisdom saving throw. This spell is considered to have a charm effect for the purposes of how it affects creatures. On a failed save, the target can't speak coherently for the duration, nor can it cast spells with verbal components.

An affected creature can make a new saving throw at the end of each of its turns, ending the spell on a success.

Battlecry

4th-level evocation
[Complete Mage] [Brd]
Casting Time: 1 bonus action
Range: 60 feet
Components: V, S
Duration: Instantaneous

There was a bard of my acquaintance who had a gift for inspiring his comrades which even I – Mordenkainen! – found uncanny. Whether it was his panache, gift for lyrical selection, or magical aptitude, I cannot say (which irritates me greatly). Regardless, his power was great, and he very kindly agreed to let me copy what he called his magnum opus.

When you cast *battlecry*, you and creatures you choose within range who can see and hear you gain a burst of confidence and combat prowess. The next attack made by an affected creature is made with advantage, and on a hit gains a +2 bonus on the damage roll, provided the attack is made before the end of your next turn.

In addition, an ally who is currently suffering the charmed or frightened conditions can use its reaction to attempt a new saving throw against that effect with advantage.

Finally, you regain one use of your bardic inspiration.

Bewilder

3rd-level enchantment
[Wizard's Spell Compendium Vol. 1 (2e)] [Brd Sor Wiz.]
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (the eye of a creature and a piece of wool)
Duration: Concentration, up to 1 minute

This spell is considered a charming effect for determining how creatures are affected. Choose a 20-foot radius area you can see within range. All creatures

of your choice within the area must make a Wisdom saving throw. On a failed save, a creature has trouble remembering its actions, and it can't take bonus actions or reactions for the duration.

An affected creature can make a new saving throw at the end of each of its turns, ending the effect on itself with a success.

Bigby's Besieging Bolt

6th-level evocation

[Wizard's Spell Compendium Vol. 1 (2e)] [Sor Wiz.]

Casting Time: 1 action
Range: 300 feet
Components: V, S, M (a small stone sprinkled with diamond dust worth at least 50 gp, which the spell consumes)
Duration: 1 minute

As part of the action used to cast this spell and by using your action on each of your turns, you launch a large bolt of force like that fired from a ballista. You can launch the bolt at a creature or object you can see within range. Make a ranged spell attack. On a hit, the target takes 3d10 force damage.

At higher levels: When you cast this spell using a spell slot of 7th level or higher, the bolt deals an extra 1d10 force damage for each slot level above 6th.

Blacklight

3rd-level evocation

[Wizard's Spell Compendium Vol. 1 (2e)] [Brd Sor Wiz.]

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a piece of coal and a dried eyeball from any creature)
Duration: Concentration, up to 1 minute

You invoke a stationary 20-foot radius sphere of magical darkness that emanates from a point you can see within range. This darkness blocks darkvision and all nonmagical light sources. However, you can see through the darkness normally. You may cast the darkness on an object and carry it with you. You may block the darkness emanating from the object by covering it. If the darkness crosses the path of an area of magical light caused by a spell of 3rd level or lower, the spell that created the light is dispelled.

At higher levels: When you cast this spell using a spell slot of 4th level or higher, the radius of the sphere increases by five feet for every slot level above 3rd.

Blackmantle

6th-level necromancy

[Wizard's Spell Compendium Vol. 1 (2e)] [Sor War Wiz.]

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a tiny mummified animal)
Duration: Concentration, up to 10 minutes

Choose a 15-foot radius area within range. Any living creature within the area must make a Constitution saving throw. On a failed save, the creature is outlined with a dark aura and it can't benefit from healing or regeneration for the duration. In addition, the creature can't benefit from invisibility whilst affected by this spell. An affected creature can make another saving throw at the end of each of its turns, ending the spell's effect on it with a success.

At higher levels: When you cast this spell using a spell slot of 7th level or higher, the radius of the effect increases by five feet for every slot level above 6th.

Blackrot

2nd-level necromancy

[Complete Mage] [Drd]

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

Blackrot allows you to touch a plant creature or a wooden weapon and generate a malignant rot at its center. Your touch either damages a plant creature or renders a wooden weapon poisonous for a time. When you use it as a touch attack, make a melee spell attack against a plant creature. On a hit, the target takes 1d8 necrotic damage, and takes another 1d8 necrotic damage at the start of each of its turns. At the end of its turn, the target can make a Constitution saving throw. On a success, the spell ends.

I have at times been accused of consorting more with druids than with wizards. I cannot in good conscience deny this, nor will I. I find them curiously pleasant company, and any fool would choose a druid's peaceful sylvan glade over the stink and bustle of a city like Waterdeep. Blackrot I learned from the same druid from whom I gleaned arboreal transformation (q.v.). It is quite useful.

Alternatively, you can make any weapon made entirely of wood, such as a club or quarterstaff, into a magic weapon. Any creature damaged by the weapon must succeed on a Constitution saving throw or be poisoned for the duration.

Blacksphere

4th-level evocation

[Wizard's Spell Compendium Vol. 1 (2e)] [Brd Sor War Wiz.]

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a small piece of charcoal and a small piece of onyx)
Duration: Concentration, up to 1 minute

A burst of force erupts in a 10-foot radius sphere centered at a point you can see within range. Creatures caught within the area must make a Dexterity saving throw or take 4d6 force damage on a failed save, or half as much on a success In addition, the sphere's area is heavily obscured by dark mists and remains in place around creatures caught within while you maintain concentration. A creature caught within the sphere can try to force its way through the barrier by using its action to make a Strength check against your spell save DC. On a success, the creature can move through the barrier but loses half its movement. On a failed Strength check, the creature takes 1d6 force damage and remains caught within the sphere.

The sphere blocks line of effect from one side to the other and blocks all ranged attacks from crossing the barrier.

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

Bloodletting

1st-level necromancy

[Complete Mage] [Sor War Wiz]

Casting Time: 1 bonus action
Range: Touch
Components: V, S
Duration: 1 minute

This spell imbues a finesse weapon you hold into a weapon with the power to inflict grievous wounds. The next time that weapon deals damage to a living creature, the wound continues to bleed, dealing an extra 1d6 slashing or piercing damage (depending on the type of weapon on which the spell was cast) each round for the remainder of the spell's duration. A successful DC 15 (Wisdom) Medicine check or at least 1 point of magical healing stops this additional damage.

Sometimes I consort with contemplative druids in peaceful sylvan glades. Other times, I find myself in the midst of killers-for-hire under the most distasteful circumstances. This spell I acquired from one such killer, a halfling rogue and assassin known only as The Slicer. I saw him use it on a fat merchant unfortunate enough to be the subject of a contract. The merchant's ending was, to be blunt, messy. Prestidigitation did not begin to clean up the mess.

The spell lasts for the duration or until a hit is scored with the weapon on which the spell is cast. The spell ends immediately if the weapon leaves your hand.

Boiling Blood

2nd-level transmutation

[Complete Mage] [War Wiz]

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 minute

Wizards are often vindictive. We do not consider a simple fireball or lightning bolt sufficient chastisement for those who dare to defy us. Thus do we find spells like boiling blood, which I took from the spellbook of an archmage I was forced to slay after she tried it on me. Silly child. I shall miss her.

Choose a target within range. That target's skin begins to redden as its blood starts to boil within its veins. It takes 2d6 fire damage, and another 2d6 fire damage at the start of each of its turns. An affected creature can make a Constitution saving throw at the end of its turn. On a success, the spell ends.

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



Bothersome Babble

2nd-level enchantment
[Complete Mage] [Brd Wiz]
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

If wizards are often vindictive, so are bards. The same bard from whom I learned battlecry (q.v.) also taught me bothersome babble, another of his creations. I first saw the spell used in a poetry competition which started friendly but quickly turned ugly. The result was immensely entertaining, so I convinced him to let me add it to my notes.

Choose a target within range who can see and hear you. That creature must succeed on a Wisdom saving throw or find itself unable to be understood through verbal communication. No matter how hard it tries, it can't speak a language, but only utters nonsense sounds. Its ability to write is unaffected. To cast a spell with a verbal component, the subject must succeed on a Concentration check, the DC of which equals your spell save DC + the level of the spell to be cast.

Caterwaul

2nd-level enchantment
[Complete Mage] [Brd Wiz]
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

I have noticed that some humanoid races are only seen on one or two worlds in the multiverse. Others are virulent, like humans. Yet others are found on many worlds, but in small numbers. The tabaxi are one such race. There is a world, far removed from my own, on which I encountered a very sophisticated tabaxi society. From one of its court wizards I learned this spell which, though simple, is very effective when properly used.

You loose an ear-splitting wail which churns the stomachs of those who hear it. Each creature in a 30-foot cone must make a Wisdom saving throw. On a success, the spell has no effect. On a failure, creatures in the area of effect are deafened and poisoned. Affected creatures can attempt the saving throw again at the end of each of their turns.

Catsfeet

1st-level transmutation
[Complete Mage] [Brd Wiz Sor War]
Casting Time: 1 reaction
Range: Self
Components: V
Duration: Instantaneous

Another relic of my visit to the tabaxi culture, this spell makes one feel as lithe, quick, and responsive as a cat. It has come in handy on several occasion in my own travels.

You can use your reaction to immediately reroll any Dexterity (Acrobatics) or Dexterity (Stealth) check you have just rolled. You must abide by the second roll, even if it's worse than the first.

Caustic Mire

4th-level conjuration
[Complete Mage] [Wiz Sor War]
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a bit of lemon peel, a pinch of dust, and spittle)
Duration: Concentration, up to 1 minute

This spell I learned from an ancient hedge wizard in the jungles of deepest Chult. When she cast it, a foul sludge seeped out of the ground, coating the area before her. The sludge caused those who entered it to be hindered by its adhesive morass and burned by acid while they tried to escape. Most impressive.

Sticky acidic slime the consistency of thick mud covers the ground in a 20-foot square centered on a point within range and turns it into difficult terrain for the duration. When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Dexterity saving throw. The creature takes 3d8 acid damage on a failed save, or half as much damage on a successful one.



Caustic Smoke

3rd-level conjuration
[Complete Mage] [Wiz Sor War]
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a forked stick and a wisp of smoke)
Duration: Concentration, up to 1 minute

That Chultian hedge wizard also knew how to magically affect normal smoke and turn it into burning acid. Green-tinged smoke billowed from the earth at her feet, obscuring sight and burning all it touched.

You create a 20-foot radius sphere of acidic green smoke centered on a point you choose within range. The smoke spreads around corners. It lasts for the duration or until strong wind disperses the smoke, ending the spell. Its area is heavily obscured.

In addition to obscuring sight, the cloud deals acid damage per round to all creatures within. When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. The creature takes 2d6 acid damage on a failed save, or half as much damage on a successful one. Creatures are affected even if they hold their breath or don't need to breathe. Further, creatures which fail their saving throw are blinded; once the creature leaves the spell's area it can repeat the saving throw at the end of each of its turns. On a success, the blindness ends.

The smoke moves 10 feet away from you at the start of each of your turns, rolling along the surface of the ground. The smoke, being heavier than air, sinks to the lowest level of the land, even pouring down openings.

Channeled Lifetheft

5th-level necromancy
[Complete Mage] [Wiz War]
Casting Time: Varies; see text
Range: 60 feet
Components: V, S
Duration: Instantaneous

It has been said I do not have a high level of tolerance for necromancers. I freely confess this, as I generally find them objectionable on many grounds, not least of which is they are often vindictive to a rather distressing degree. This spell is a prime example. There was a Red Wizard of Thay who knew she would never be zulkir of necromancy – for obvious reasons – but disliked any other necromancer advancing in power to anything approaching her mastery of the art. She developed this spell to, as she told me, "Teach them a harsh lesson." It works very well toward that end.

With this spell, you channel negative energy into a mote of blackness which dances in your hand. When you judge you have poured enough energy into the spell, you release the mote to drain the life force of a living target within range.

The spell's power depends on how long you spend filling it with negative energy. If you cast *channeled lifetheft* as a bonus action, it renders a single target incapacitated and you gain 5 temporary hit points. If you cast the spell as an action, it renders the target incapacitated and deals 5d4 necrotic damage, and you gain temporary hit points equal to 5 + the damage dealt. If you wait until your next turn to cast *channeled lifetheft*, it renders the target stunned, deals 5d4 necrotic damage, and you gain temporary hit points equal to 10 + the damage dealt. If you spend 2 full turns casting the spell, it renders the target stunned, deals 5d8 necrotic damage, and you gain temporary hit points equal to 10 + the damage dealt.

Temporary hit points granted by this spell last until they're used up or the end of your next long or short rest, whichever comes first.

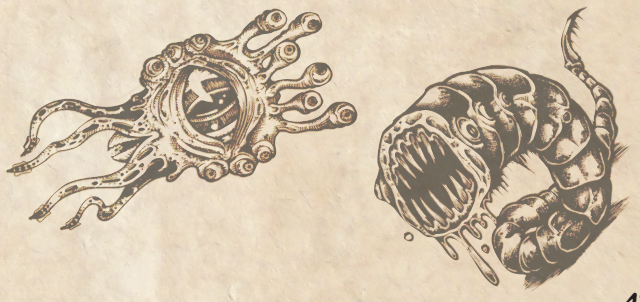
Charge

2nd-level transmutation
[Wizard's Spell Compendium Vol. 1 (2e)] [Sor Wiz.]
Casting Time: 1 action
Range: Touch
Components: V, S, M (a strand of copper wire wrapped around a loadstone)
Duration: Until discharged

Barovia is a horrid place. Full of damp, gray despair, most of the magic I have found native to this place is as depressing. Web is a spell in nearly every adventuring wizard's spellbook. This more powerful version was developed by Drilvia Stefanova, a witch with a disturbingly vibrant love of arachnids.

You imbue an inanimate object you touch with an electrical charge. The first creature besides yourself who touches the object must make a Dexterity saving throw or take 3d10 lightning damage on a failed save, or half as much on a success. Once the charge is expended, the spell ends.

At higher levels: When you cast this spell using a spell slot of 3rd level or higher, the lightning damage increases by 1d10 for every slot level above 2nd.



Choking Cobwebs

6th-level conjuration
[Complete Mage] [Wiz Sor]
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a bit of cobweb and a puff of air)
Duration: Concentration, up to 1 hour

Choking cobwebs covers an area in layers of clinging filaments that resemble old, dusty cobwebs. Unlike a *web* spell, the strands of *choking cobwebs* need not be anchored, though they can be. Unsupported cobwebs flutter in the air as though held up by a rising current.

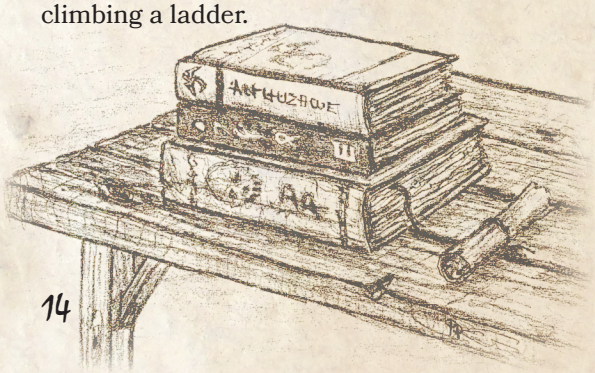
Each creature that starts its turn in the webs or that enters them during its turn must make a Constitution saving throw. On a failed save, the creature is poisoned as long as it remains in the webs or until it leaves the spell's area. In addition, each creature that starts its turn in the webs or that enters them during its turn must make a Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free. A creature restrained by the webs can use its action to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained. Unlike the strands of a *web* spell, *choking cobwebs* are not flammable.

Climbing Tree

2nd-level conjuration (ritual)
[Complete Mage] [Drd Rgr Wiz]
Casting Time: 1 action
Range: 10 feet
Components: V, S, M (an acorn and a crop of rainwater), DF
Duration: Concentration, up to 1 minute

In the wilderness, it is often necessary to climb up sheer faces. In other cases, one needs a handy means of clambering over a wall. A druid of my acquaintance taught this spell to her ranger servants so they could climb the tree and rescue her lover from within a castle

Choose a point you can see within range which is in soft terrain, such as dirt, soil, or sand. You cause a tree to spring up from that point, in seconds surging as tall as trees which have grown for decades. You can make the tree grow to any height, from 10 to 50 feet. The branches of the tree are perfectly evenly spaced. Creatures climbing the tree can do so without a check, as it is as easy as climbing a ladder.



Combined Talents

1st-level divination
[Complete Mage] [Brd]
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

Some people are better at some things than other people. Rogues, for example, are quite good at picking locks using specialized tools. While momentarily incarcerated in a cell in Barovia, one of the chaps locked up down the hall from me happened to be a bard who knew this spell. I used my powers to conjure tools which could suffice as lockpicks, and he used this spell to allow me access to the lock-picking skills of his companion, a thief of no small repute. Within moments, we were free. After we secured our belongings and fled a suitable distance, he agreed to show me how he did it.

Choose two willing creatures who can see or hear you within range. This spell allows one of the subjects to make use of a skill or tools proficiency of the other. You decide which skill is affected when you cast the spell, and the spell lasts for the duration or until a single attempt is made by the recipient to use that skill. The recipient uses the skill bonus of the donor to make the check.

Comfort

3rd-level abjuration
[Wizard's Spell Compendium Vol. 1 (2e)] [Brd Clr Drd Rgr Sor Wiz.]
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 4 hours

Choose yourself and up to three other creatures within range. The chosen creatures gain advantage on all saving throws against effects that cause exhaustion, fear, the poisoned condition, or disease, and don't require food, drink, or rest for the duration.

Once, I found myself on a desert planet. Roving the sands were great worms, like unto a purple worm but of far greater size and truculence. The humans which inhabited this world had little magic but could summon these fearsome beasts and tame them to their will. This spell is one of their techniques. If it has a drawback, it is that this spell's effect can only be cast on a horizontal area of dirt or sand at least 10 feet thick. Additionally, any creature more than 10 feet off the ground can't be affected. Nevertheless, it is a good one to have in one's arsenal.

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

Compose Mind

2nd-level abjuration

[Wizard's Spell Compendium Vol. 1 (2e)] [Brd Sor Wiz.]

Casting Time: 1 action
Range: Self
Components: V, M (a stick of incense, which is consumed by the spell)
Duration: 1 minute

You maintain a calm mind in the face of danger. For the duration, you have advantage on Constitution saving throws to maintain your concentration.

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

Conjure Maker

7th-level conjuration

[Complete Mage] [Drd War Wiz]

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a handful of cinnamon)
Duration: 1 minute

Choose a target you can see within range. As you rhythmically stamp your feet and throw the cinnamon into the air, an enormous worm-like mouth filled with needle-sharp teeth bursts from the earth beneath the target's feet, attempting to swallow it whole.

The target must make a Dexterity saving throw. On a failure, the target takes 8d6 piercing damage and is swallowed by the worm, though the worm remains visible in the space where it appeared. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the worm, and takes 3d6 acid damage at the start of each of your turns. If the worm takes 30 damage or more on a single turn, the worm regurgitates the swallowed creature, which falls prone in its original space, and the spell ends.

Cryptwarden's Grasp

5th-level necromancy

[Complete Mage] [War Wiz 1]

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Instantaneous

Make a melee spell attack against a living target. On a hit, you deal 6d6 necrotic damage and bestow in your target a magical effect essentially identical to mummy rot. The target must succeed on a DC 16 Constitution saving throw or be cursed. The cursed target can't regain hit points, and its hit point maximum decreases by 3d6 for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic.

I may have mentioned how objectionable I find necromancers generally, and most necromantic magic in particular. This spell, for example, is one which I would never use myself, for life is hard enough without such things being loosed on the worlds. However, as a keen student of technical magic, I find it fascinating, for it magically duplicates the powers of a powerful undead.

Daltim's Flaming Fist

4th-level evocation

[Wizard's Spell Compendium Vol. 1 (2e)] [Sor Wiz]

Casting Time: 1 bonus action
Range: 60 feet
Components: V, S, M (a glove)
Duration: 1 minute

You cause a small hovering fist made of fire to appear at a point you can see within range, which lasts for the duration or until you cast this spell again. When you cast this spell, you can make a melee spell attack against a creature or object within 5 feet of the fist. On a hit, the target takes fire damage equal to 2d8 + your spellcasting ability modifier. If the fist hits an unattended flammable object, the target catches on fire, taking 1d8 fire damage at the start of each of your turns for the duration.

As a bonus action on each of your turns, you can move the fist up to 20 feet and repeat the attack as described above.

At higher levels: When you cast this spell using a spell slot of 6th level or higher, the fire damage from the fist's attack increases by 1d8 for every two slot levels above 4th.

Dazzle

2nd-level evocation

[Wizard's Spell Compendium Vol. 1 (2e)] [Brd Sor Wiz]

Casting Time: 1 reaction
Range: 60 feet
Components: V, S
Duration: Instantaneous

When initiative is rolled, and you aren't surprised, you can use a reaction to cause a blinding flash of light to erupt in a 15-foot radius at a point you can see within range. Each creature caught in the area must make a Constitution saving throw or suffer disadvantage on the initiative roll and on attack rolls until the end of their next turn.

Creatures that don't rely on eyesight or immune to this spell.

At higher levels: When you cast this spell using a spell slot of 3rd level or higher, the radius of the effect increases by 5 feet for every slot level above 2nd.

Deadly Pahoehoe

8th-level evocation
[Complete Mage] [Drd Sor Wiz]
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a piece of volcanic rock)
Duration: Instantaneous

One of the many worlds I walked was much disturbed by volcanism. The volcanoes were worshiped as gods by the people who dwelt there. Moreover, the people had a quite sophisticated and intuitive control of the dynamic power of lava. Pāhoehoe (which they pronounced 'paw hoey hoey') was their name for a particular type of lava, which they had magically weaponized to use against their enemies. It is a potent magic indeed.

You cause a torrent of molten rock to burst in a 60-foot cone from a point between your feet. Each creature in the cone must make a Dexterity saving throw. A creature takes 10d6 fire damage on a failed save, or half as much damage on a successful one. In addition, creatures which fail the save are coated in a thick layer of cooling magma, causing them to be petrified and take 5d6 additional fire damage at the start of their next turn.

If the creature survives the damage, it can use its action to attempt a DC 25 Strength check to break out of the hardened stone. It can also be chipped out by dealing bludgeoning damage to the stone, which has AC 20 and 50hp. In this case, half the bludgeoning damage transfers to the trapped creature.

Deafening Blast

3rd-level evocation
[Complete Mage] [Brd Sor Wiz]
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You cause an extremely loud thunderclap to erupt at a point you can see within range. Each creature in a 20-foot radius sphere centered on that point must make a Constitution saving throw. On a failed save, a target takes 3d8 thunder damage, is deafened, and knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone. The creature can repeat the saving throw at the end of each of its turns to end the deafened condition. Creatures already under the effects of a *painful echoes* spell (q.v.) make this save with disadvantage, and on a failure are also stunned, along with the above conditions.

In addition, the spell emits a thunderous boom audible out to 300 feet from its point of origin.

For some reason, a goodly portion of the spells I've collected which are not technically wizard spells come from bards. The bard's unique approach to harnessing arcane energy has always intrigued me. This spell comes from a bard who was skilled at ventriloquism and used it to throw deafening blasts of sound, louder than thunder and more piercing that the shrieks of the damned.

Death's Call

1st-level necromancy
[Complete Mage] [Brd Sor Wiz]
Casting Time: 1 action
Range: Self (15-foot cube)
Components: V, S
Duration: Instantaneous

A necromancer in a far-off part of space and time, with whom I happened to be, well, not to put too fine a point on it, amorously embraced at the time, tried to use this spell to kill me. Obviously, it failed to achieve its aim, but when she released that scream, the air was chilled with necrotic energy. Later, I found her spellbook and copied the spell, because it is eminently effective.

All living creatures within the area other than you must make a Constitution saving throw. On a failed save, a creature takes 2d8 necrotic damage and is poisoned until the end of its next turn. On a successful save, the creature takes half as much damage and is not poisoned.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

Deceptive Facade

3rd-level illusion
[Complete Mage] [Brd Sor Wiz]
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 1 hour

Deceptive facade allows you to alter the appearance of another being or object. It functions exactly as *disguise self*, except that it can affect either yourself or a target other than yourself.



Illusionists are exceedingly rare; at least powerful illusionists are. Such is the fate of magic which practically does nothing but alter appearances. Nevertheless, some illusions are handy and helpful. Here is one such. I list it here because it makes an otherwise useless spell into something worth using a page in one's spellbook to record.

Delay Death

3rd-level necromancy
[Wizard's Spell Compendium Vol. 1 (2e)] [Sor War Wiz]
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a chip from a tombstone or a sliver of wood from a coffin)
Duration: 1 minute

You choose one creature you can see within range to benefit from this spell. If the affected creature's hit points are reduced to 0, it remains conscious and can act normally on its turns. However, if the recipient takes damage from a single blow that would reduce its hit points to a negative amount equal to its normal hit point maximum, then it immediately dies. Likewise, if the spell ends while the recipient's current hit points are 0, then it falls unconscious and misses its first death saving throw.

If the creature dies while under the effects of this spell, it can be raised from the dead by normal means.

Disarm

1st-level evocation
[Wizard's Spell Compendium Vol. 1 (2e)] [Brd Pal Rgr Sor Wiz]
Casting Time: 1 bonus action
Range: 30 feet
Components: V, S
Duration: Instantaneous

Choose one creature you can see within range. You cause a burst of force to target a weapon it wields. The target must make a Dexterity saving throw or drop the weapon in an adjacent space of your choice. The creature has advantage on its saving throw if it wields the weapon with two hands.

At higher levels: When you cast this spell using a spell slot of 3rd level or higher, the DC of the saving throw increases by 1 for every two slot levels above 1st.



Discordant Malediction

5th-level transmutation
[Complete Mage] [Brd Wiz]
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: 1 day

This powerful curse is useful against fellow arcanists and spellcasters because it punishes them for using magic at all. The victim's voice rends the air around her, shredding her from within and damaging her friends as well. Vindictive, but most curses are.

Choose a target within range who can see and hear you. For the duration, each time the target casts a spell with a verbal component, it must make a Constitution saving throw. On a failure, it deals 2d6 thunder damage to itself and each creature within 10 feet of it.

Disrupt Undead

Evocation cantrip
[Sor Wiz 0]
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You direct a ray of positive energy at an undead target. Make a ranged spell attack. On a hit, the target takes 1d12 radiant damage. The attack has no effect if the target is not undead.

The damage increases by 1d12 when you reach 5th, 11th, and 17th level.

Distraction

3rd-level evocation
[Wizard's Spell Compendium Vol. 1 (2e)] [Brd Sor Wiz]
Casting Time: 1 bonus action
Range: 90 feet
Components: S, M (a small cloth made of black silk)
Duration: Concentration, up to 1 minute

Choose an area the size of a 40-foot cube within range. All creatures of your choice within the area must make a Wisdom saving throw or become distracted. An affected creature has disadvantage on Wisdom (Perception), Wisdom (Insight), and Intelligence (Investigation) checks for the duration. An affected creature can make a new saving throw at the end of each of its turns, ending the spell's effect on it with a success.

At higher levels: When you cast this spell using a spell slot of 5th level or higher, the cube's size increases by 10 feet for every two slot levels above 3rd.

Doublespeak

2nd-level illusion

[Complete Mage] [Brd Wiz]

Casting Time: 1 action
Range: 10 feet
Components: S, M (the tongue of a snake)
Duration: 1 hour

I learned this one from a highly successful spy who enhanced her highly-practiced skills with magic. In fact, I learned about this spell because this spell was used on me, while the rest of the guests at Baron Thandrenik's dinner party thought we were innocently flirting. I understood my companion clearly enough, but judging by the expressions of those around us, nobody else knew what was actually being said.

Choose a willing target within range. You and the target can speak about anything you like, but to everyone else, you sound like they are holding a mundane conversation about the weather, the taste of the food, local politics, and similarly banal topics. The illusion also modifies facial expressions and mouth movements to match the illusory words.

A creature which spends at least 1 full minute studying the conversation can attempt a Wisdom saving throw to see through the illusion.

You and the target know the gist of what the illusory voices talked about during the duration. That is, you know the topics covered by the illusory conversation, but not the precise phrases or details.

Drawmij's Breath of Life

2nd-level transmutation

[Wizard's Spell Compendium Vol. 1 (2e)] [Brd, Clr, Drd, Rgr, Sor Wiz]

Casting Time: 1 bonus action
Range: 60 feet
Components: V
Duration: 10 minutes

You can choose up to four creatures you can see within range. For the duration, each creature can hold its breath without suffocating (see Suffocating, PHB, Chapter 8, p183, if a creature is still submerged when the duration expires).

At higher levels: When you cast this spell using a spell slot of 3rd level or higher, the duration is extended another 10 minutes and you can affect one additional creature for each slot level above 2nd.

Drawmij's Light Step

1st-level transmutation

[Wizard's Spell Compendium Vol. 1 (2e)] [Brd, Clr, Drd, Rgr, Sor Wiz]

Casting Time: 1 bonus action
Range: Touch
Components: V, S, M (a small portion of fur from a cat's paw and a duck's feather)
Duration: 10 minutes

A levitation field surrounds the feet of a creature you touch. For the duration, the creature hovers slightly above the ground, leaving no trace of its passage. The creature's movement speed and footing are unaffected by uneven ground, snow, ice, or similar terrain. However, if the recipient takes the Dash action, the spell ends.

In addition, an affected creature can move over water, but rough seas or waves higher than 1-foot above the surface disrupt the levitation field and end the spell early.

At higher levels: When you cast this spell using a spell slot of 2nd level or higher, the duration is extended for another 10 minutes for each slot level above 1st.

Drawmij's Toolbox

4th-level conjuration

[Wizard's Spell Compendium Vol. 1 (2e)] [Sor Wiz]

Casting Time: 1 action
Range: 5 feet
Components: V, S, M (a wooden toolbox)
Duration: 1 hour

You conjure an immovable toolbox the size of a 1-foot cube that appears on the ground at a point you can see within range. For the duration, you can open the toolbox and call forth one set of tools of your choice that weighs up to 20 pounds (see Tools table, PHB, Chapter 5, p154). You can only have one set of tools summoned at a time. For the duration, you can dismiss a set of tools, and call forth another as desired.

Alternatively, you can call forth useful tools and items from the toolbox, such as a shovel, 50' of rope, a hammer, pitons, or similar. Each item summoned can weigh up to 20 pounds. You may have up to ten such items conjured at a time. You can't call forth these items if you have already summoned a set of tools as described above, nor can you summon a set of tools if you have already called forth the alternate items described here.

At higher levels: When you cast this spell using a spell slot of 5th level or higher, the weight of the tools you can conjure increases by 5 pounds and the duration is extended for another hour for each slot level above 4th.



Dreaded Form of the Eye Tyrant

8th-level transmutation
[Complete Mage] [Wiz]
Casting Time: 1 action
Range: Self
Components: V, S, M (the tears of a beholder, drunk as part of the casting)
Duration: Concentration, up to 1 minute

Everyone needs a hobby, including wizards of great power. Unfortunately, some hobbyists take things just a bit too far. An archmage of my acquaintance had a frankly disturbing fascination with beholders and beholderkin, to the point he used to turn himself into one and float around, using the eye powers and generally making a nuisance of himself. But he shared the spell with me, so I cannot complain too loudly; I just keep making excuses why I never go for tea anymore.

When you cast this spell, your body withers away to dust, leaving only a floating head, which quickly grows oversized and misshapen. Your eyes fuse together as a single orb in your forehead, and ten writhing eyestalks sprout from your skull.

You take the form of a **beholder** (MM, p26) and gain 30 temporary hit points, which disappear at the end of the duration. While you gain the eye-ray powers of a beholder, you can use only one eye ray each round, and each of your ten eye rays can be used only once during the duration. For example, once you use your *disintegrate* eye ray, you can't use that eye ray again during the duration.

The transformation lasts for the duration, or until you drop to 0 hit points or die. When you revert to your normal form, you return to the number of hit points you had before you transformed. If you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious. Your gear melds into the new form. You can't activate, use, wield, or otherwise benefit from any of your equipment.

Ebony Hand

2nd-level necromancy
[Wizard's Spell Compendium Vol. 2 (2e)] [Bard, Cleric, Drd, Rgr, Sor War Wiz]
Casting Time: 1 bonus action
Range: Self
Components: V, S, M (five black lotus seeds)
Duration: 1 minute

Your hand takes on a spectral appearance surrounded by a dark shimmering aura. For the duration, any spell you cast that requires you to touch a target can be delivered up to 30 feet away if you can see the target.

At higher levels: When you cast this spell using a spell slot of 3rd level or higher, the range that you can deliver touch spells increases by 10 feet for each slot level above 2nd.

Endless Slumber

8th-level enchantment (ritual)
[Complete Mage] [Wiz]
Casting Time: 1 minute
Range: 30 feet
Components: V, S, M (a pinch of fine black sand)
Duration: Permanent

There is a story, common in cultures across the multiverse, of a fragile, desirable person being enchanted into perpetual slumber, from which he/she/it can only be awakened by a certain other person or set of circumstances. Perhaps the most famous is the Earth story of "Sleeping Beauty." All are the result of this spell, which goes by various names though its effect is universal.

Choose a single target within range who can see and hear you. That target must succeed on a Constitution saving throw or fall into a magical slumber which lasts indefinitely. A willing target can choose to automatically fail the Constitution saving throw to accept the effect.

As part of casting the spell, you must specify a criterion or set of criteria, such as "a kiss from a handsome prince," which break the spell. If you fail to set criteria, the spell fails. No other stimuli are sufficient to break the spell. The target does not require food or drink, though it is unprotected from other sources of damage. If kept safe, it will "live" forever, but a kobold with a knife could kill it at will.



Enduring Scrutiny

3rd-level divination
[Complete Mage] [Brd Clr Pal War Wiz]
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 10 days

This spell is often used by those who try to keep law and order in 'civilized' lands. With it, you have a sudden, empathic connection with the subject, as though you were constantly a mere step or two behind. Paladins cast it on parolees to ensure they walk the straight and narrow – at least until the spell's duration expires.

Choose a willing creature within range. You may also target an unwilling creature within range; if you do so, that creature can avoid the spell's effects if it succeeds on a Wisdom saving throw.

As part of casting the spell, you must designate a particular action. If the target engages in or commits that particular action during the spell's duration, you are instantly alerted of that fact, regardless of the distance between you and the target, even if the target is on another plane of existence.

For example, you could command the spell to alert you if the target casts a spell or kills someone. You do not necessarily know the precise details of when, how, or where the target committed the designated action; you only know that it did so.

False Lie

2nd-level illusion
[Complete Mage] [Brd]
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a serpent's tongue)
Duration: 1 day

Another interesting curse developed by a vindictive bard of my acquaintance, the name sounds a bit odd, but it is utterly accurate. False lie causes a humanoid to take on a shifty, dishonest demeanor, appearing dishonest and deceptive.

Choose a target within range which can see and hear you. An unwilling target can make a successful Wisdom saving throw to avoid the effect. An affected creature always appears to be lying. No matter what he or she says, observers are convinced the target is being untruthful. Wisdom (Insight) checks may reveal the illusion; the DC is equal to your spell save DC.

Familiar Refuge

6th-level conjuration
[Complete Mage] [Sor War Wiz]
Casting Time: 1 bonus action
Range: Special
Components: V
Duration: Instantaneous

It is a fact universally acknowledged that arcane spellcasters who have familiars are very, very attached to them. In some dimensions, the loss of a familiar is not merely a matter of casting find familiar again; wizards have been killed when their familiars have been slain. Having a quick piece of very specialized teleportation magic always at hand has been instrumental in familiar survival.

You instantly teleport your familiar to within 5 feet of you, so long as you are both on the same plane of existence. If for some reason your familiar is prevented from teleporting, you teleport to it. You can't bring any other living creatures with you.

Fear the Dawn

2nd-level transmutation
[Clr Drd Pal]
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a quartz prism)
Duration: 8 hours

Lathander's clergy claim sole dominance over this spell, but they are wrong. Druids in communion with primordial spirits have also wielded such power.

You magically alter the target to become sensitive to sunlight. Choose a target that you can see within range. They must make a Wisdom save. On a failed save, the target gains the sunlight sensitivity trait. For the duration, the target has disadvantage on attack rolls and on Wisdom (Perception) checks made when they, or the target they are trying to perceive or attack, is in direct sunlight.

If the target already has the sunlight sensitivity trait, the spell fails.

At higher levels: You can target one additional creature for each slot level above 2nd. They must be within 30 feet of each other when you target them.

Fellblade

6th-level necromancy

[Wizard's Spell Compendium Vol. 2 (2e)] [Clr Sor War Wiz]

Casting Time: 1 bonus action
Range: Self
Components: V, S, M (a piece of cold iron and a drop of holy water)
Duration: 1 minute

You conjure a dark shimmering spectral sword that appears in your hand. For the duration, you can use your action to make a melee spell attack using the blade. On a hit, you can choose one of three effects:

* The blade deals 3d10 necrotic damage to the target
* The target must make a Constitution saving throw or be paralyzed until the end of its next turn
* The blade deals 3d4 necrotic damage to the target and heals you for the same amount

Fever Dream

5th-level illusion

[Complete Mage] [Brd War Wiz]

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

This is another in a spectrum of mind-affecting magicks which have interesting intersectionalities depending on overlapping spell effects. Indeed, like painful echoes and its sister spells, fever dream is designed to work in concert with other spells. This is a fascinating metamagic theory which I have seldom encountered in all my travels.

Choose a target within range which can see and hear you. That target must succeed on a Wisdom saving throw or it breaks out in a cold sweat as a burning fever sinks into its mind. It immediately gains a level of exhaustion. In addition, a creature which fails the Wisdom saving throw has difficulty focusing its mind. Each time it attempts to cast a spell or concentrate on one already cast, it must make a Constitution saving throw. On a failure, concentration is lost or the spell fails. When the spell fails, either at the end of its duration, you dismiss it, or it is dispelled, the target is stunned until the end of its next turn.

If the target of *fever dream* is already suffering the effects of a *luminous swarm* or *prickling torment* spell (q.v.), the saving throws for *fever dream* are made with disadvantage.

Finger of Agony

4th-level necromancy

[Complete Mage] [Sor War Wiz]

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

There once was a Red Wizard named Nybor, zulkir of enchantment. She had a well-deserved reputation for cruelty to her slaves and apprentices, and for ruthlessness in dealing with her rivals. On those few occasions she stepped outside her chosen school, the spells she developed invariably involved new and interesting ways of causing pain. This is one of them.

Choose a living creature you can see within range. That creature must make a Constitution saving throw. On a failure, you magically disrupt the subject's internal organs, causing it great pain. Each round on your turn, the subject takes 3d6 psychic damage and becomes incapacitated. At the end of each of its turns, the target creature can repeat the saving throw; on a success, the effect ends.

Fire and Brimstone

5th-level conjuration

[Complete Mage] [Sor War Wiz]

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a pinch of brimstone)
Duration: Instantaneous

There once was a warlock I knew, enslaved by a powerful entity from the lower planes. Periodically, when my friend was driven mad by torment, he would lash out with this spell. In a moment of lucidity, I convinced him to describe its specifications for me so I could record it.

Choose a creature you can see within range. You cause that creature to erupt in a foul-smelling, acrid gout of yellow fire. The creature must make a Constitution saving throw. On a failed save, a creature takes 4d8 fire damage and is poisoned. On a successful save, the creature takes half as much damage and isn't poisoned. At the end of each of its turns, the creature can repeat the saving throw to end the poisoned condition.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

Fire Aura

4th-level abjuration

[Wizard's Spell Compendium Vol. 2 (2e)] [Clr, Drd, Sor Wiz]

Casting Time: 1 action
Range: Self (10-foot radius)
Components: V, S, M (a piece of flint and a scrap of paper)
Duration: 1 minute

You are surrounded by a green-hued flame aura that sheds bright light in a 10-foot radius around you. You have resistance to fire damage while the aura persists. In addition, a creature that enters the aura for the first time on its turn or starts its turn there takes 1d10 fire damage.

At higher levels: When you cast this spell using a spell slot of 6th level or higher, the fire damage increases by 1d10 for every two slot levels above 4th.

Fool's Speech

3rd-level transmutation

[Wizard's Spell Compendium Vol. 2 (2e)] [Brd Clr Sor Wiz]

Casting Time: 1 action
Range: Touch
Components: V, S, M (a whistle made of bone)
Duration: 1 hour

You and up to four creatures who are touching each other when the spell is cast can speak and understand a secret language that is unintelligible to others. A *comprehend languages* or *tongues* spell will not decipher the language.

At higher levels: When you cast this spell using a spell slot of 4th level or higher, the duration increases by 1 hour for every slot level above 3rd.

Form of the Threefold Beast

5th-level transmutation

[Complete Mage] [Wiz]

Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

You take the form of a **chimera (MM, p39),** along with all of its powers and abilities. In addition, you gain 30 temporary hit points, which disappear at the end of the duration. The transformation lasts for the duration, or until you drop to 0 hit points or die. When you revert to your normal form, you return to the number of hit points you had before you transformed. If you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious. Your gear melds into the new form. You can't activate, use, wield, or otherwise benefit from any of your equipment.

The first time you cast this spell, you must make a DC 15 Intelligence saving throw. If you fail, you suffer the effects of a *feeblemind* spell.

I always seem to meet spellcasters who enjoy polymorphing themselves into things. I may have mentioned one who for some reason liked to become a poor facsimile of a beholder. There was another who enjoyed creatures with multiple heads. I have no idea why. Perhaps he derived some enjoyment from multi-sensory experiences. Thankfully he wrote this spell down before he experimented on himself with it, as the process drove him irrevocably insane.

Fumble

4th-level enchantment

[Wizard's Spell Compendium Vol. 2 (2e)] [Brd Clr Sor Wiz]

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a small portion of solidified milk fat)
Duration: Concentration, up to 1 minute

Choose an area the size of a 30-foot cube within range. Creatures of your choice within the area must make a Wisdom saving throw or have disadvantage on Dexterity ability checks and saving throws for the duration. In addition, when an affected creature makes an attack roll with a hand-held weapon and misses the attack by 5 or more, it drops the weapon in an adjacent space.

An affected creature can try a new saving throw at the end of each of its turns, ending the effect early on itself with a success.



Genius Loci

9th-level conjuration
[Complete Mage] [Wiz]
Casting Time: 1 hour
Range: 180 feet
Components: V, S, M (A paste made up of silver, mithral, and holy water, worth a total of 3,000 gp)
Duration: Permanent

Wizards famously often become liches, and liches love to use powerful magic to protect themselves in the depths of their crypts. Genius loci is a spell I teased out of a good archlich, who used it to protect not only her own final resting place but those of her apprentices and servants. It is a mighty magic indeed, as it is indefinite; the archlich was fully three thousand years old, and hers had lost no potency, as I discovered to my own pain and loss while attempting to make contact with her.

Choose a location no smaller than 10 by 10 feet and no larger than 100 by 100 feet within range. The spell grants the location a permanent guardian. As part of casting the spell, you must task the guardian with a specific purpose, and that purpose must in some manner involve protecting the location to which it is attached. The task can be very general, such as "Slay any creature who comes through that door," or far more specific, such as "Kill any elf who tries to take the black sword from the sarcophagus." The task can't mention the names of individual creatures or require unseen knowledge such as alignments, allegiances, or true names. Finally, the task must be simple enough to clearly convey in one or two sentences.

If the triggering event occurs, the *genius loci* manifests in the location you specified when you cast the spell, taking the form of an **elemental** (MM, p124). When you cast the spell, choose air, earth, fire, or water. When the guardian manifests it immediately attempts to carry out the task you specified.

Once the casting is complete, you have no control over the spirit's actions. If you trigger the manifestation, it attacks you just as it would any other creature which triggered it. The elemental behaves in all ways as a normal elemental of its kind, within the parameters of the task you assigned it. If the manifested spirit's form is slain, it can't manifest again for 24 hours after being "destroyed."

Importantly, the spell is not broken. The only way to permanently break a *genius loci* spell is to permanently defeat the guardian spirit's purpose. If, for instance, the spirit was commanded to "Prevent the Book of Magius from being destroyed," the destruction of that item renders the guardian's existence moot.

When not actively involved in protecting its territory or following its task, the spirit shows no sign it exists. When it manifests, the creature springs into being out of nowhere. Anyone viewing the area with *detect magic* or a similar effect sees an overwhelmingly powerful aura of conjuration magic. *True seeing* reveals the spirit wandering its territory, appearing as a vague, hazy silhouette.

Ghost Lantern

3rd-level evocation
[Complete Mage] [Brd Sor Wiz]
Casting Time: 1 action
Range: Touch
Components: V, S, M (a bit of phosphorescent fungus)
Duration: 1 hour

One of the most-modified spells in the multiverse is light. Many sentient species require light to see, including the multiverse's most numerous – humans – so this is unsurprising. Human adventuring wizards on a dozen worlds independently arrived at versions of this spell so similar that they are, functionally, identical.

You cause an object you touch to glow like a torch, shedding bright light in a 20-foot radius and dim light for an additional 20 feet. Unlike normal *light* spells, the light of a *ghost lantern* is only visible to you and up to six other creatures you designate. These creatures must be within 10 feet of you when you cast the spell but can later move as far apart as they want.

Glitterdust

2nd-level conjuration
[Wizard's Spell Compendium Vol. 2 (2e)] [Brd Clr Sor Wiz]
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a pinch of ground mica)
Duration: 1 round

You cause an explosion of glittering dust in a 20-foot radius within range. Creatures within the area when the explosion occurs must make a Dexterity saving throw or be blinded until the start of your next turn unless they use an action to clean the dust from their eyes. Invisible creatures within the area are covered in the dust whether they made the saving throw or not and can't benefit from invisibility until the start of your next turn.

At higher levels: When you cast this spell using a spell slot of 3rd level or higher, the radius of the effect increases by 5 feet for every slot level above 2nd.

Gloom

4th-level transmutation

[Wizard's Spell Compendium Vol. 2 (2e)] [Brd Clr Sor Wiz]

Casting Time: 1 action
Range: 300 feet
Components: V, S, M (incense worth at least 10 gp, which the spell consumes)
Duration: Concentration, up to 10 minutes

You cause a 120-foot radius of gloom to cover an area centered on a point you can see within range. The area suppresses daylight and other light sources, causing a twilight effect. Areas within the gloom where light sources are suppressed are considered lightly obscured for the duration. Creatures with sunlight sensitivity do not suffer penalties while within the area and nonmagical light sources have their illumination reduced to a 5-foot radius. Spells of a lower level than the spell slot used to cast this spell that produce a light effect are dispelled when contacting the area or fail if cast within it.

At higher levels: When you cast this spell using a spell slot of 5th level or higher, the radius of the effect increases by 10 feet for every slot level above 4th.

Grimwald's greymantle

5th-level necromancy

[Wizard's Spell Compendium Vol. 2 (2e)] [Clr War Sor Wiz]

Casting Time: 1 bonus action
Range: 60 feet
Components: V, S, M (a bone or skull)
Duration: Concentration, up to 1 minute

You touch a bone or skull and cause it to glow with a silver-grey radiance. You may then use your action to throw the bone or skull up to 60 feet at a creature you can see. Make a ranged spell attack. On a hit, the object's radiance is transferred to the target. For the duration, the creature can't regain hit points or benefit from regeneration from any source until the spell ends.

Guided Path

Divination cantrip

[Complete Mage] [Brd Sor War Wiz]

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Instantaneous

Cantrips are handy things. As magic goes, they are never terribly powerful. But they are so eminently useful. This one comes from a world which must have consisted of one astronomically large metropolis (if there were non-urban areas, I never saw one larger than a city park or graveyard, and I was there for two years), and was developed specifically to aid the caster in getting around.

This spell imparts to you a sudden flash of insight, telling you exactly where to turn and which streets to travel to find the most direct route to a type of location within 1 mile. The location must be a particular sort of building or establishment, such as the nearest tavern, temple, or armorer, but cannot be a **specific** establishment, such as the Inn of Four Winds. In addition, the location's purpose must be public knowledge. If you know a gang of assassins uses a fishmonger's shop as a hideout, the cantrip won't reveal "the assassins' hideout in the fishmonger's shop," because that is not publicly known.

As noted elsewhere, one of the aspects of magic I find most fascinating is the overlapping and intersection of magical effects. Here is another interesting intersection; this time we examine elemental synergy.

Heart of Air

2nd-level transmutation

[Complete Mage] [Drd Sor Wiz]

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 8 hours

While *heart of air* is in effect, you have the benefit of a *jump* spell. In addition, you can use your reaction to cast the *feather fall* spell on yourself. Once the *feather fall* effect has been used, *heart of air* ends.

If *heart of air* is active on you at the same time as *heart of earth, heart of fire*, and *heart of water*, you become immune to extra damage from critical hits and sneak attacks.

Heart of Earth

4th-level transmutation

[Complete Mage] [Drd Sor Wiz]

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 8 hours

While *heart of earth* is in effect, you have advantage on saving throws to avoid being pushed, pulled, or knocked prone. In addition, you gain 20 temporary hit points. Furthermore, while *heart of earth* is active, you can use your reaction to cast the *stoneskin* spell on yourself. This benefit lasts for 1 minute. Once the *stoneskin* effect has been used, *heart of earth* ends.

If *heart of earth* is active on you at the same time as *heart of air, heart of fire*, and *heart of water*, you become immune to extra damage from critical hits and sneak attacks.

Heart of Fire

5th-level transmutation
[Complete Mage] [Drd Sor Wiz]
Casting Time: 1 action
Range: Self
Components: V, S
Duration: 8 hours

While *heart of fire* is in effect, you gain a 10-foot bonus to your movement speed. In addition, you gain resistance to fire damage. Furthermore, while *heart of fire* is active, you can use your reaction to cast the *fire shield* spell on yourself. Once the *fire shield* effect has been used, *heart of fire* ends.

If *heart of fire* is active on you at the same time as *heart of air, heart of earth*, and *heart of water*, you become immune to extra damage from critical hits and sneak attacks.

Heart of Water

3rd-level transmutation
[Complete Mage] [Drd Sor Wiz]
Casting Time: 1 action
Range: Self
Components: V, S
Duration: 8 hours

While *heart of water* is in effect, you gain a swim speed equal to your movement speed and the ability to breathe water as if under the effect of a *water breathing* spell. In addition, you gain advantage on checks to escape grapples. Furthermore, while *heart of water* is active, you can use your reaction to cast the *freedom of movement* spell on yourself. This benefit lasts for 1 minute. Once the *freedom of movement* effect has been used, *heart of water* ends.

If *heart of water* is active on you at the same time as *heart of air, heart of earth*, and *heart of fire*, you become immune to extra damage from critical hits and sneak attacks.

Hood of the Cobra

3rd-level illusion
[Complete Mage] [Drd War Wiz]
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a drop of cobra venom)
Duration: Concentration, up to 1 minute

This is another spell I found in deepest Chult, where wizards vied with one another for the favor of yuan-ti slavers. Personally, I have little use for the serpent people, for I find them repellent. However, this illusion helped a friend of mine escape certain death, so I include it here.

Choose a target within range who can see and hear you. That creature must make a Wisdom saving throw. On a success, *hood of the cobra* has no effect. On a failure, in the mind of your victim, the hood of a king cobra spreads from your head, neck, and back, your eyes become those of a serpent, and venomed fangs sprout from your mouth. The target is frightened of you for the duration.

In addition, if you make a successful melee spell attack on the target while it is under the spell's effects, it believes it has been bitten by a venomous serpent. It takes 4d6 poison damage and is poisoned while the spell lasts.

The target can repeat the saving throw at the end of each of its turns. On a success, the spell ends and any hit points of damage it may have suffered from your melee spell attacks are restored.

Illithid's Kiss

5th-level transmutation
[Complete Mage] [Sor War Wiz]
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

This is quite possibly the most evil, twisted spell I have ever encountered in my many years of traveling through space and time collecting the curiosities of magic. I saw it used by a depraved genius who willingly served a colony of mind flayers on an asteroid orbiting a well-known planet. Once I slew him – an action for which I derived no small satisfaction – I took his spellbooks and dropped them into the phlogiston, filled as they were with needless cruelty. But not before I copied this spell, which I record here as an example of ultimate evil. Should anyone ever use it, may the gods have no mercy on their soul.

You grow four tentacles from your face, similar to those of a mind flayer. For the duration, you gain the following attack, with which you are proficient:

Make a melee spell attack against one creature. On a hit, you deal 2d10 psychic damage plus your spellcasting ability modifier. If the target is Medium or smaller, it is grappled (escape DC 15) and must succeed on an Intelligence saving throw or be stunned until this grapple ends.

If you begin your next turn grappling the stunned creature, make another melee spell attack against that creature. On a hit, you deal 10d10 piercing damage. If this damage reduces the target to 0 hit points, you kill the target by extracting and devouring its brain.

Incendiary Slime

2nd-level conjuration
[Complete Mage] [Sor Wiz]
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a drop of lamp oil)
Duration: 1 minute

I am quite happy I found this one, and quite irritated I didn't think of it myself. It was developed by elven battlemages aboard Spelljamming ships in Realmspace. A variation on the simple grease spell that every adventuring wizard knows, incendiary slime allows another spellcaster or archer to set the grease alight. While it is always useful to have this property, whether in a dungeon, at sea, or in a city, in the black void of space, the effect is devastating.

Slick flammable slime covers the ground in a 10-foot square centered on a point within range and turns it into difficult terrain for the duration. When the slime appears, each creature standing in its area must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone.

In addition, if any fire damage is dealt within the area of the spell (or to a creature which failed its saving throw to avoid falling prone), the slime bursts into flame. Any affected creature or creature in the area must make a Dexterity saving throw, taking 4d6 fire damage on a failed save or half as much damage on a successful one. Setting the slime alight ends the spell's duration.

Incendiary Surge

6th-level evocation
[Complete Mage] [Sor Wiz]
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a lump of brimstone)
Duration: Instantaneous

No sooner has a blast of white-hot fire burst forth from your hands than you feel it building within you again. Each creature in a 60-foot cone must make a Dexterity saving throw. A creature takes 8d6 fire damage on a failed save, or half as much damage on a successful one. A creature reduced to 0 hit points by this spell is instantly slain, reduced to ash.

There are some spells which an archmage wishes he devised, so as to claim it for his own work. This is one of them. But I cannot claim it, having acquired it from a fire-obsessed evoker in a faraway land.

In addition, if you cast *incendiary surge* again before the end of your next turn, the second casting deals 8d8 fire damage.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d6 for each slot level above 6th.

Interminable Echo

4th-level illusion
[Complete Mage] [Brd Wiz]
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

I believe I may have mentioned that bardic magic is some of the most fascinating I have ever studied. This spell was spun out of notes by a bard who has played gigs from Sharn to Secomber. It is a very interesting play on the internal dissonance inherent in every creature.

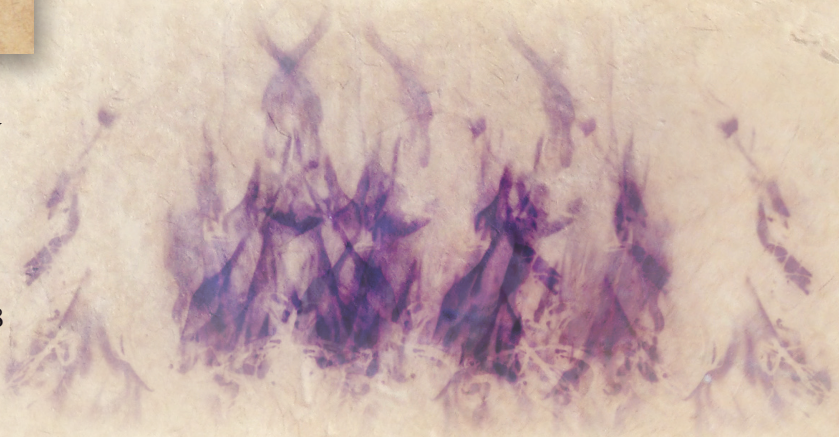
Choose a target which can see and hear you within range. The target must make a Wisdom saving throw. On a failure, you fill the target's mind with a barrage of sound only it can hear. For the duration, the target has disadvantage on Wisdom (Perception) checks involving hearing, and at the start of each of its turns takes 2d6 thunder damage. At the end of each of its turns, the target can attempt another Wisdom saving throw. On a success, the spell ends.

Iron Mind

3rd-level abjuration
[Wizard's Spell Compendium Vol. 2 (2e)] [Brd Sor Wiz]
Casting Time: 1 action
Range: Touch
Components: S, M (a small piece of iron ore)
Duration: 1 hour

The creature touched is unaffected by spells with a charm effect nor is it affected by *hold person* or *hold monster* spells. In addition, the recipient has advantage on saving throws against effects that cause fear.

At higher levels: When you cast this spell using a spell slot of 5th level or higher, the duration increases by 1 hour for every two slot levels above 3rd.



Javelin

6th-level evocation

[Wizard's Spell Compendium Vol. 2 (2e)] [Sor Wiz]

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a javelin)
Duration: Instantaneous

You imbue a javelin you are holding with force energy. Make a spell attack with the javelin out to the spell's range. On a hit, the target takes 10d10 force damage.

At higher levels: When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d10 for each slot level above 6th.

Karmic Aura

1st-level abjuration

[Complete Mage] [War Wiz]

Casting Time: 1 bonus action
Range: 10-foot sphere centered on you
Components: V
Duration: Concentration, up to 1 minute

A fascinating spell, developed by the warrior mages of a planet far from Faerûn, by which they manipulate the currents of fate as they flow around us all. Tugging on the strings of chance, they give themselves an edge in battle (if you will pardon the pun).

While this spell is in effect, a creature within the spell's area that deals damage to you must make a successful Wisdom saving throw or become poisoned for the duration. A successful save indicates that the attacker is unaffected and immune to the spell's effect. An attacker already suffering the condition when it hits you suffers no additional effect.

A creature can make another Wisdom saving throw at the end of each of its turns to end the effect on itself.

Lash of Force

9th-level evocation

[Complete Mage] [Sor Wiz]

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

I encountered this effect being invoked by a cabal of illithids which inhabited an asteroid in Realmspace. Tapping into the power of the elder brain in the center of the asteroid, they manipulated their mental energies to lash out at intruders. After destroying the illithids and bending the elder brain to my will, I worked out how to magically replicate the feat. The spell is not simple, taxing even my powers. Nevertheless, I present it here.

Choose a point you can see within range. At that point, you bring into being an invisible, whip-like tendril of force. You can use your bonus action to command the lash to strike any creature you can see within 10 feet of it. That creature takes 5d6 force damage. The lash strikes incorporeal and ethereal creatures as well as those on the Material Plane.

At any point during the duration, as an action, you can unleash the lash as a 30-foot line of force. Each creature in the area must make a Dexterity saving throw, taking 15d6 force damage on a failed save, and half as much damage on a successful one. In addition, creatures failing their saving throw are knocked prone. Using this power immediately ends the spell's duration.

Life Steal

5th-level necromancy

[Wizard's Spell Compendium Vol. 2 (2e)] [Sor War Wiz]

Casting Time: 1 action
Range: Touch
Components: V
Duration: Instantaneous

Make a melee spell attack to touch a creature within your reach. On a hit, the target takes 4d10 necrotic damage, and you gain temporary hit points equal to the damage dealt. The temporary hit points last until you finish a short or long rest.

At higher levels: When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d10 for every two slot levels above 5th.

Lightning Bug

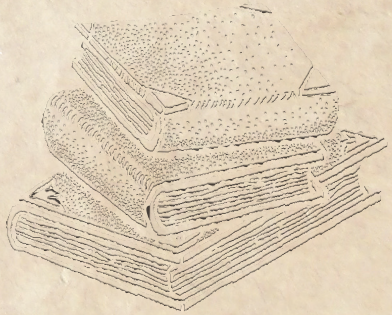
1st-level evocation

[Wizard's Spell Compendium Vol. 2 (2e)] [Sor Drd Wiz]

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You launch a missile made of electrical energy that unerringly strikes a target that you can see within range. The target takes 2d10 lightning damage. The target can make a Constitution saving throw, taking half the damage on a success.

At higher levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for every slot level above 1st.



Lightning Leap

5th-level transmutation
[Complete Mage] [Sor War Wiz]
Casting Time: 1 action
Range: Special
Components: V
Duration: Instantaneous

Sometimes you want to instantly travel somewhere else. Sometimes you want to harm your foes. Still other times, you want to do both. An old apprentice of mine, whose name I cannot for the life of me recall, though I remember her to be quite talented, created this spell by combining other spells. It is a fascinating example of a combination.

You transform yourself into a line of lightning exactly like that created by the *lightning bolt* spell. As you vanish into the *lightning bolt*, you reappear in the space in which the bolt ends, which must be unoccupied. Any equipment you wear or carry is transported along with you. At the time of casting, you must be able to see the point at which the bolt ends.

Lightning Reflection

5th-level abjuration
[Wizard's Spell Compendium Vol. 2 (2e)] [Sor Drd Wiz]
Casting Time: 1 action
Range: Touch
Components: V, S, M (a drop of quicksilver and a shard of metal)
Duration: 10 minutes

The recipient is guarded against magic missiles and lightning. Magic missiles and spell attacks that deal lightning damage that target the recipient directly are reflected at the original caster. The reflected spells use the original caster's attack bonus and saving throw DC.

Lingering Flames

6th-level evocation
[Complete Mage] [Sor Wiz]
Casting Time: 1 action
Range: 100 feet
Components: V, S, M (A pinch of sulfur and a length of copper wire)
Duration: Concentration, up to 1 minute

This spell functions like *fireball*, except that the area remains filled with fire for the spell's entire duration. When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Dexterity saving throw, with all the consequences of the *fireball* spell.



Fireball is such a useful spell. From blowing up goblins to blowing up Spelljamming vessels, it is often just the thing to send your enemies to their doom. How often has an archmage wanted the effect to remain? Countless times across the multiverse. Here is one method of accomplishing that, created by a particularly talented evoker.

Living Link

1st-level divination
[Wizard's Spell Compendium Vol. 2 (2e)] [Sor War Wiz]
Casting Time: 1 action
Range: 300 feet
Components: V, S
Duration: Concentration, up to 1 minute

You establish a link to one sense of a living creature you can see within range. You can choose either sight, hearing, or smell. You can perceive what the target experiences through the chosen sense, gaining any special senses the creature possesses. However, your own sense of that type doesn't function while you are linked to the creature.

At higher levels: When you cast this spell using a spell slot of 3rd level or higher, you can choose one additional sense and the range increases by 100 feet for every two slot levels above 1st.

Luminous Swarm

2nd-level evocation
[Complete Mage] [Brd War Wiz]
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: 5 turns

I found this spell to be most useful as a means of occupying the attention of a creature which wished to do me harm so I could concentrate on escape or disintegrating his or her allies. Divide, distract, and conquer is a sure way to avoid capture.

You create a swarm of tiny, faintly luminous motes of pure force, which stream from your hand to surround a target you can see within range. The target makes all checks which rely on sight with disadvantage. In addition, the target takes 1d6 force damage at the start of each of its turns. At the end of each of its turns, it can make a Dexterity saving throw to end the effect.

If a subject under the effects of *luminous swarm* is targeted by *fever dream*, the spells interact to create a cumulative effect. See the *fever dream* spell for details.

Magic Fist

1st-level conjuration
[Wizard's Spell Compendium Vol. 2 (2e)] [Sor Wiz]
Casting Time: 1 bonus action
Range: 60 feet
Components: V, S
Duration: 1 minute

You conjure a spectral fist that appears in an unoccupied space you can see within range. As part of the action used to cast the spell, you can make a melee spell attack with the fist against a creature or object within 5 feet of it. On a hit, the target takes 1d6 + your spellcasting ability modifier bludgeoning damage. On each of your turns for the duration, you can use a bonus action to move the fist up to 20 feet to an unoccupied space within range and repeat the attack against a creature or object within 5 feet of it.

At higher levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for every two slot levels above 1st.

Mask of the Ideal

2nd-level illusion
[Complete Mage] [Brd Wiz]
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 hour

Sometimes one finds oneself on the receiving end of very subtle magic. Such was the case when I found myself under the influence of a charming young lady. Luckily I discovered her magical ruse before she made off with my entire suite of belongings. As it was, she divested me of my ready cash.

Mask of the ideal makes your voice and features become more refined and pleasing. For the duration, you gain proficiency with the disguise kit, if you're not already proficient with it. If you're proficient with it, you gain advantage on checks to successfully disguise yourself. In addition, for the duration you gain advantage on Charisma-based skill checks you make after using a disguise kit in this way.

Melf's Slumber Arrow

4th-level enchantment
[Complete Mage] [Rgr Wiz]
Casting Time: 1 action
Range: Touch
Components: V, S, M (a few poppy seeds)
Duration: Instantaneous

As part of casting this spell, make a ranged weapon attack. On a hit, the target falls unconscious until 1 hour passes, the sleeper takes damage, or another creature uses an action to shake or slap the sleeper awake.

Ah, yes, this little ditty from my old friend and ally in the Citadel of Eight. He is very proud of this spell, almost as proud as the acid one which bears his name. He developed it while visiting Faerûn a while back, working with the archmages of Myth Drannor before its fall. I grieved when that great city fell to ruin, but not as much as Melf.

Undead and creatures immune to being charmed aren't affected by this spell.

What spellbook belonging to Mordenkainen would be complete without an assortment of the legendary archmage's own creations?

Mordenkainen's Dimension Jump

5th-level transmutation
[Complete Mage] [Brd Sor War Wiz]
Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

One of my favorites, dimension jump has saved my skin on more than a few occasions. With it, you whisk yourself from place to place with a word.

For the duration, as a bonus action, you can teleport yourself and everything you hold and carry up to your movement. You can't transport other creatures except for a familiar.

You must be able to see your destination; if you attempt to *dimension jump* into a solid object, the action is wasted but the spell remains in effect. If you don't end your jump on a solid surface, you immediately fall.

Mordenkainen's Electric Arc

4th-level evocation
[Wizard's Spell Compendium Vol. 3 (2e)] [Sor Wiz]
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a bit of fur and a glass rod)
Duration: Instantaneous

You point your finger at a creature you can see within range and an electric arc jumps out toward it. The creature must make a Dexterity saving throw. The target takes 6d10 lightning damage on a failed save or half as much on a success. The creature has disadvantage on the saving throw if it is wearing metal armor.

At higher levels: When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d10 for every slot level above 4th.

Mordenkainen's Force Missile

4th-level evocation

[Wizard's Spell Compendium Vol. 3 (2e)] [Sor Wiz]

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You create a globe of force that streaks unerringly toward a target you can see within range. The target takes 2d6 force damage, and the globe explodes in a concussive blast. The target and each creature within 5 feet of it must make a Dexterity saving throw. On a failed save, a creature takes 4d6 force damage, or half as much on a successful save. Objects within range automatically miss the saving throw.

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

Mordenkainen's Trusted Bloodhound

6th-level transmutation

[Complete Mage] [Brd War Wiz]

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a tiny silver whistle, a piece of bone, and a thread)
Duration: 8 hours

This spell functions like the *Mordenkainen's faithful hound* spell, except that the phantom hound can also track a creature you designate using the Survival skill. Its Survival bonus for this task is equal to your spellcasting ability modifier + your proficiency bonus. A trusted bloodhound has a movement speed equal to yours and can move at full speed without taking a penalty on Survival checks to track.

While tracking, a trusted bloodhound can't attack or have any other effect on combat. However, as an action, you can instruct a trusted bloodhound to function identically to *Mordenkainen's faithful hound*. As an action, you can command a trusted bloodhound to resume tracking.

Multi-Lock

6th-level transmutation

[Wizard's Spell Compendium Vol. 3 (2e)] [Sor Wiz]

Casting Time: 1 action
Range: 90 feet
Components: V, S
Duration: Instantaneous

All windows, doors, or other forms of egress in a 40-foot cube instantly slam shut and are secured with an *arcane lock*. Each opening is secured with its own *arcane lock*, which must be dispelled separately.

At higher levels: When you cast this spell using a spell slot of 7th level or higher, the size of the cube increases by 10 feet for each slot level above 6th.

Mysterious Redirection

8th-level abjuration

[Complete Mage] [Wiz]

Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

While spending some time on a beach in far-flung Kozakura, I learned this spell from a wizened wu jen, a master of both magic and martial arts. By means of his magic, he could redirect physical attacks so as to suffer no harm himself and at the same time harm his foes. For that reason, I often keep this spell on standby.

You create a magical field around you that causes your foe's attacks to miss you and mysteriously veer toward other targets. Any creature which targets you with a melee or ranged attack must make a Wisdom saving throw. On a failure, every attack that creature makes against you has disadvantage. On a miss, the attack is redirected to another target you choose.

If a melee attack is deflected, the new target must be a creature both adjacent to you and within the attack's reach. If a ranged attack is deflected, the new target must be both adjacent to you and within the attack's range. If no eligible target exists, the attack misses.

For the duration, you can use your reaction to redirect a deflected attack back at the attacker. Using this ability ends the spell's duration.

Near Horizon

2nd-level divination

[Complete Mage] [Pal Rgr Wiz]

Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

The lengths to which archers go to increase their mastery of bow and arrow are often astounding. Just as elegant is the simple natural magic which Rangers develop to increase their chances of perforating their foes. This simple spell I collected from a wilderness wanderer in Faerûn.

As you complete the spell, the horizon seems to lurch nearer to you and you gain a mystical insight into targets most people can barely see. For the duration, you do not incur disadvantage when using a ranged weapon with which you're proficient at long range. The weapon is still limited to its listed maximum range.

Necrotic Curse

7th-level necromancy (ritual)
[Complete Mage] [Clr War Wiz]
Casting Time: 1 full turn
Range: 60 feet
Components: V, S, M (a pinch of grave dust)
Duration: 8 hours

The Red Wizards of Thay have long been a thorn in the side of the good peoples of Faerûn. Their despotic ruler, the archlich Szass Tam, is the prince of necromancy across many planes. I once saw an apprentice of his use this spell to nearly annihilate a peaceful tribe of centaurs. Enraged, I slew that apprentice and seized her spellbooks, from which I copied this spell before destroying them.

Choose a point within range. At the start of your next turn, you imbue a 20-foot-radius sphere with necrotic energy. Any creature in the area which casts a healing spell must succeed on an Intelligence (Arcana or Religion) check against your spell save DC. If the check fails, the healing spell deals necrotic damage to each of its targets instead of its normal effect.

Living creatures that rest in this area do not regain hit points or spent hit dice. Undead which enter the area immediately regain 1d8 hit points.

The spell can be ended by casting *remove curse* or *greater restoration* within its area specifically for that purpose.

Nystul's Flash

1st-level evocation
[Wizard's Spell Compendium Vol. 3 (2e)] [Sor Wiz]
Casting Time: 1 action
Range: 90 feet
Components: V, S
Duration: Instantaneous

You cause a sudden burst of bright light to fill a 10-foot radius sphere within range. Each creature within the area that uses eyes for sight must make a Constitution saving throw or be blinded until the end of their next turn.

At higher levels: When you cast this spell using a spell slot of 2nd level or higher, the radius of the sphere increases by 5 feet for each slot level above 1st.



Otiluke's Suppressing Field

4th-level abjuration (ritual)
[Complete Mage] [Wiz]
Casting Time: 1 action
Range: Self
Components: V, S
Duration: 1 hour

Ah, Otiluke. A man with whom I spent many hours in close consultation. Not a terribly wise man – he was famously short on common sense, and was also, well, short – his intellect and magical abilities were beyond reproach.

As you cast this spell, your skin tingles as you radiate a field of powerful magic. The field extends from you in a 20-foot-radius sphere. Choose a school of magic (such as conjuration or evocation). Spells of that type are suppressed within the area of your spell. Any creature attempting to cast a spell of that school in or into the area must succeed on a saving throw using it spellcasting ability, with a DC equal to your spell save DC. On a failed save, the spell fails.

Otto's Imperative Ambulation

3rd-level enchantment
[Complete Mage] [Brd Wiz]
Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Concentration, up to 1 minute

The ability to make your foes move involuntarily is not only a good way to allow your allies to strike at them, it is also often hilarious. Such was the situation in which I first encountered this spell. A hobgoblin chieftain stutter-marching around a battlefield, snarling when struck by adventuring warriors, is a sight to behold, I promise you.

Choose a target within range which can see and hear you. That target must succeed on a Wisdom saving throw or with seemingly no regard for its safety begin moving around the battlefield.

For the duration, the target must begin each of its turns by moving at least 10 feet. This movement provokes attacks of opportunity. The target has full control over where it moves, as long as it ends up at least 10 feet from where it started. If it is incapable of moving at least 10 feet, due to terrain or other obstacles, it remains in place but is incapacitated until the end of its next turn.

Painful Echoes

2nd-level evocation
[Complete Mage] [Brd Sor Wiz]
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

As I may have mentioned elsewhere in these notes, I like bards. Unlike necromancers, bards are social creatures and eminently congenial company. Like necromancers, they can also be quite vindictive, especially against hecklers. I find their approaches to dealing with hecklers immensely amusing.

Choose a creature which can see and hear you within range. You set up painful vibrations within that creature. Starting this round, and at the beginning of each of the creature's turns, the creature takes 1d4 points of thunder damage and is poisoned. The creature can use its action to make a Constitution saving throw; on a success, the damage and poisoned effect are negated for that turn, but the subject must continue to make saving throws on each of its turns for the duration.

If a subject under the effect of *painful echoes* is affected by *deafening blast* or *resonating agony* (q.v.), the spells interact to create a cumulative effect. See the *deafening blast* and *resonating agony* spells for details.

Phantasmal Strangler

3rd-level illusion
[Complete Mage] [Sor War Wiz]
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 minute

As I may have mentioned elsewhere in these notes, I like bards. Unlike necromancers, bards are social creatures and eminently congenial company. Like necromancers, they can also be quite vindictive, especially against hecklers. I find their approaches to dealing with hecklers immensely amusing.

Choose a target within range who can see and hear you. That target must make a Wisdom saving throw. On a success, the spell fails. On a failure, you delve into your target's deepest fears and create a clinging, choking horror which exists only in the target's mind and drapes itself over the target like a garrote. The target is grappled by an unseen assailant.

For the duration, at the start of each of your turns, a *phantasmal strangler* deals 2d6 psychic damage to the target. If the target is reduced to 0 hit points or knocked unconscious the spell ends.

A creature grappled by a *phantasmal strangler* can use its action to escape. To do so, it must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check against your spell save DC. If the target escapes from the *phantasmal strangler's* grasp, the spell ends.

Prismatic Aura

6th-level abjuration
[Complete Mage] [Wiz]
Casting Time: 1 action
Range: Self
Components: V, S, M (a quartz prism)
Duration: 1 minute

The various prismatic spells have interested me since I was a mere apprentice. I have seen sprays, walls, and spheres. On a trip to a world saturated with mighty magic, I found this new-to-me member of the family and rushed to record it.

You surround yourself with a flashing aura of multiple colors which obscures your image. You are lightly obscured. In addition, any creature that hits you with a melee attack must succeed on a Constitution saving throw or be subject to a random prismatic effect as though affected by a *prismatic spray* spell; reroll any result of 8, since a *prismatic aura* can't generate two effects at once. Each time an effect is expended, that color disappears from the aura (reroll if it comes up again on the table). A *prismatic aura* can thus affect a maximum of seven attackers before the spell ends.

Prismatic Bow

8th-level evocation
[Complete Mage] [Wiz]
Casting Time: 1 action
Range: Self
Components: V, S, M (a quartz flake and a tiny bow)
Duration: 1 minute

Yet another addition to the prismatic family, this one was developed by a friend who also happened to be a keen hobbyist archer. Why he thought he needed to add the powers of prismatic spray to his target arrows is beyond me; the gods know he went through many bales of straw – and on one occasion, the wall of his house – when he was testing this spell.

You cause a glittering longbow, containing every hue of the rainbow, to appear in your hands. You are proficient with this magic weapon, which functions as a *+1 longbow*.

In addition, once per round, you can use an action to imbue an arrow with one of the seven colors of the bow, chosen from the list of colors created by the *prismatic spray* spell, and fire it at a target within range. In addition to its normal damage, on a hit, the target must make a Constitution saving throw or suffer the same effect as the prismatic color of the imbued arrow.

Once you fire an imbued arrow, that color disappears from the bow, and you can't select that color again. When the duration ends, when you have used the effects of all seven colors, or if you drop it, the bow vanishes.

Prismatic Deluge

9th-level evocation
[Complete Mage] [Wiz]
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a quartz crystal carved into the shape of a sun)
Duration: Instantaneous

The final addition to the prismatic family in this book, I have the honor of developing prismatic deluge myself. I sometimes find it needful to inflict prismatic effects more widely than the cone of a spray, and it did not require much effort to re-work the Weave to direct the magic to take a different shape.

You call an enormous, blinding shower of rainbow light from the heavens, causing a column of colors resembling the end of a rainbow to appear in a 40-foot radius, 80-foot high cylinder centered on a point within range. Each creature in the area is affected as though by a *prismatic spray* spell. Roll 1d8 on the *prismatic spray* table to see what color affects which target.

Prickling Torment

3rd-level necromancy
[Complete Mage] [Brd Drd War Wiz]
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: 5 turns

This is one of the most annoying spells I have ever seen. Prickling torment causes angry red boils to spread across the skin of one's enemy. While in itself not often deadly, it is so distracting that it is impossible for the victim to function normally, making it easier for one's associates to make the kill.

Choose a target you can see within range. That creature must succeed on a Constitution saving throw or suffer a blistering rash accompanied by a maddening itch. The creature is poisoned for the duration. In addition, if the creature uses its movement or takes any action other than a bonus action, it takes 1d8 psychic damage. In addition, the target makes Strength and Dexterity checks and saving throws with disadvantage.

If a subject under the effects of *prickling torment* is targeted by *fever dream*, the spells interact to create a cumulative effect. See the *fever dream* spell for details.

Protection From Cantrips

2nd-level abjuration
[Wizard's Spell Compendium Vol. 3 (2e)] [Brd Clr Sor Wiz]
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 1 hour

The protected creature has resistance to damage caused by cantrips and advantage on saving throws against any effects caused by cantrips.

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

Protection From Normal Weapons

3rd-level abjuration
[Wizard's Spell Compendium Vol. 3 (2e)] [Brd Clr Sor Wiz]
Casting Time: 1 action
Range: Touch
Components: V, S, M (a broken piece of a weapon)
Duration: Concentration, up to 10 minutes

The protected creature has resistance to damage caused by nonmagical weapons.

Pyrotechnics

2nd-level transmutation
[Wizard's Spell Compendium Vol. 3 (2e)] [Brd Sor Wiz]
Casting Time: 1 action
Range: 300 feet
Components: V, S, M (a source of fire)
Duration: Instantaneous, and 1 minute.

You cause one of two effects originating from a source of a fire within range. You can cause the fire to erupt in a bright display of fireworks that causes all creatures within 60 feet of the fire that rely on vision and have a direct line of sight to it to make a Constitution saving throw or be blinded until the end of their next turn.

Alternatively, you can cause the fire to be extinguished and give off a billowing cloud of smoke that fills surrounding spaces within 5 feet of it and then continues to move outward from the fire source. The cloud fills all spaces within 5 feet of it on the first turn, and then moves outward from the previous adjacent spaces another 5 feet at the beginning of each of your turns for the duration (1 minute). The cloud is toxic and heavily obscured. Any creature that starts its turn within the cloud or enters its area for the first time on a turn has disadvantage on all d20 rolls that turn.

Rain of Spines

4th-level conjuration
[Complete Mage] [Rgr War Wiz]
Casting Time: 1 bonus action
Range: 120 feet
Components: V, S
Duration: Instantaneous

The wisest thing I have learned in my long life and many travels is 'Never let your enemies get too close.' The next wisest thing I have learned is 'Never fight yourself when you can get a big, strong warrior to fight for you.' This spell fulfills both admonitions nicely, for it keeps foes far away and pins them down, so the more-muscled can deal with them at leisure.

With a shout, you cause a veritable storm of small, piercing projectiles to rain upon your foes, piercing their flesh and pinning them to the floor.

Each creature in a 40-foot-radius, 20-foot-high cylinder centered on the point must make a Dexterity saving throw. On a failed save, a creature takes 6d6 piercing damage, is knocked prone, and is restrained by projectiles pinning it to the floor. On a successful save, a creature takes half damage and is neither restrained nor knocked prone.

A creature restrained by projectiles can use its action to make on a Strength (Athletics) or Dexterity (Acrobatics) check contested by your spell save DC. On a success, it is no longer restrained.

Rary's Arcane Conversion

6th-level transmutation (ritual)
[Complete Mage] [Wiz]
Casting Time: 1 action
Range: Self
Components: V, S, M (a bookworm)
Duration: Instantaneous

Good old Rary. He was not much to start with, but he became very powerful indeed and designed many unique spells which are in many ways functionally equivalent to metamagics. Here is one which is often overlooked, and which has saved my skin on several occasions. If only one might avoid eating the bookworm as part of casting it; bookworms are not at all to my taste.

Rary's arcane conversion rewrites the knowledge within your mind. As part of casting the spell, exchange a prepared wizard spell for another spell of equal or lower level. For example, if you wish you had prepared the *fly* spell, you could as part of casting *Rary's arcane conversion* prepare *fireball* in its place. The replacement spell must be in your spellbook.

Reaving Aura

1st-level necromancy
[Complete Mage] [Sor War Wiz]
Casting Time: 1 bonus action
Range: Self (15-foot radius)
Components: V
Duration: Instantaneous

This spell is particularly nasty. As near as I can tell, it came from beyond the bounds of time and space, brought into the Material Plane from the Far Realm by a thoroughly mad or thoughtless warlock. It is not particularly powerful in itself, except that it links the ebbing life energy of an unconscious, dying creature with the frigid blackness of the Far Realm.

The air around you turns black as it briefly floods with negative energy. Each creature in the spell's area that has 0 hit points takes 1 necrotic damage. This spell has no effect on creatures that have 1 or more hit points.

Refuge

7th-level conjuration
[Wizard's Spell Compendium Vol. 3 (2e)] [Clr Sor Wiz]
Casting Time: 1 action
Range: Touch
Components: V, S, M (a specially prepared breakable object worth at least 1,500 gp)
Duration: Instantaneous

You imbue a specially crafted object with powerful magic. A creature can speak the command word while breaking the object and be instantly teleported to a location you designated when the spell was cast. The destination must be on the same plane of existence as the object when broken, or the spell fails.



Repelling Shield

3rd-level abjuration
[Complete Mage] [Brd Sor War Wiz]
Casting Time: 1 reaction
Range: Self
Components: V, S
Duration: 1 round

Here is another interesting variation on an existing spell which much improves the original. Admittedly it requires a greater mastery of the Weave than the spell on which it was based, but such is the nature of magic. It is a spell I nearly always have prepared to accommodate for exigencies when I am traveling in unsafe areas.

An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from *magic missiles*. In addition, a creature which makes a melee attack against you must succeed on a Strength saving throw or be pushed up to 10 feet away from you in a direction you choose and knocked prone.

Resinous Tar

1st-level conjuration
[Complete Mage] [Brd Sor War Wiz]
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a drop of honey, molasses, or pine resin).
Duration: Concentration, up to 1 minute

"Variety is the spice of life." I heard that somewhere, on some world; exactly which world I cannot recall. At any rate, it is, like most aphorisms, true. Sometimes, for example, one wishes everyone in a particular place to fall down. At other times, one wishes everyone in a particular place to stay in that place. Thus do I present this variation on the very common, very useful grease spell.

A sticky layer of black liquid coats the ground in a 10-foot square centered on a point within range and turns it into difficult terrain for the duration. A creature in the area when you cast the spell must succeed on a Strength saving throw or be restrained by the tar until the spell ends. A creature restrained by the tar can use its action to make a Strength check against your spell save DC. On a success, it frees itself.

Resinous tar counters and dispels *grease* (and vice versa).

Resonating Agony

6th-level evocation
[Complete Mage] [Brd Sor Wiz]
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

One of the most interesting aspects of the bardic spells I have uncovered in my travels is how they can interact with each other to form new, interesting, and painful effects. A bard of my acquaintance who lived in Neverwinter unwittingly demonstrated resonating agony – and its power to interact with other, similar spells – to me one evening by using the spell on a heckler. At her touch, a dull rumble coursed through the body of her victim, shaking apart his mind and body from within.

Make a melee spell attack to set up agonizing vibrations within the body of your target. If you hit, the target is paralyzed for the duration of the spell. At the end of each of its turns, the target can attempt a Constitution saving throw to lessen this effect to poisoned for that round. A target under the effect of *painful echoes* (q.v.) takes 1d6 psychic damage each time it fails the saving throw against *resonating agony*.

Resounding Thunder

4th-level evocation
[Complete Mage] [Brd Sor War Wiz]
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 minute

There was a halfling bard named Milo who often struggled to be heard, especially in a crowd. He somehow acquired a very special magical lute – at least it looked like a lute – which permitted him to cast this spell. I managed to study the magic for a few weeks, until I could develop this spell.

Waves of sound crash continuously upon the ears of those in the area of a 20-foot radius, 40-foot high cylinder centered on a point you can see within range. When a creature enters the spell's area for the first time on a turn or starts its turn there, it is engulfed in a punishingly-loud cacophony that causes searing pain, and it must make a Constitution saving throw. On a failed save, a creature takes 4d6 thunder damage and is deafened. On a successful save, a creature takes half damage and is not deafened.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 for each slot level above 4th.

Retributive Enervation

7th-level necromancy
[Complete Mage] [War Wiz]
Casting Time: 1 action
Range: Self
Components: V, S
Duration: 1 minute

Another from the notes of Szass Tam. To this day, I have no idea how I escaped that lich's clutches. Thay is a beastly place which I have no intention of visiting ever again.

A creature which makes a melee attack against you must make a Constitution saving throw or take 3d8 necrotic damage. In addition, their hit point total is reduced by the amount of necrotic damage they take from *retributive enervation*. Hit points lost in this way cannot be regained by any means short of a *wish* spell until that creature finishes a long rest.

Rip

5th-level transmutation
[Wizard's Spell Compendium Vol. 3 (2e)] [Sor War Wiz]
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (two black gloves worth at least 20 gp)
Duration: Concentration, up to 1 minute

You point at one creature of Large size or smaller that you can see within range. The creature must make a Constitution saving throw or take 2d10 slashing damage, as it begins to rip apart. On a successful save, the target takes half the damage, suffering from only minor tears. On each of your turns for the duration, you can use a bonus action to force the creature to make another saving throw and suffer the damage again.

If a creature is reduced to 0 hit points by this spell, it dies as it is ripped in half.

At higher levels: When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d10 for every two slot levels above 5th.

Rusted Blade

4th-level transmutation
[Complete Mage] [Drd Sor War Wiz]
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 1 day

Everyone is familiar with spells which cause weapons to do extra damage. These are most useful when cast on the weapons of one's bodyguards. In the right circumstances, immediate sickness is as effective as fire or lightning. The trick is knowing the right circumstances.

Your touch corrupts a weapon. Where once it gleamed, it now grows dull and pitted with a rust-like patina which temporarily covers it. For the duration, when a living creature is struck by the corrupted weapon, it is afflicted with filth fever. A raging fever sweeps through the creature's body. The creature has disadvantage on Strength checks, Strength saving throws, and attack rolls that use Strength.

At the end of each of the target's turns, it must make a Constitution saving throw. After failing three of these saving throws, the disease's effects last for the duration, and the creature stops making these saves. After succeeding on three of these saving throws, the creature recovers from the disease, and the spell ends.

Since this spell induces a natural disease in its target, any effect that removes a disease or otherwise ameliorates a disease's effects apply to it.

Sanguine Interrogation

2nd-level divination
[Brd Clr Pal Wiz]
Casting Time: 1 minute (ritual)
Range: Touch
Components: V, S, M (a piece of parchment, a vial of blood or a bloodstain)
Duration: Instantaneous

You learn specific information by magically retrieving the answers from a living or dead creature's blood. You can cast the spell on dried or fresh blood. You must touch the vial of blood or bloodstain while casting this spell. If the blood is from a living or undead creature, they must make a Wisdom save. On a failed save, or if the target is dead, the answers to the following questions appear on the piece of parchment:

- The target's most commonly used name, if any.
- The target's gender, race or creature type, and profession or role.
- A brief account of how the blood was shed, to the best of the target's knowledge.
- How long ago the blood was shed.

The answers always appear in a language you know, even if you do not share a language with the target.

Scintillating Sphere

3rd-level evocation
[Wizard's Spell Compendium Vol. 3 (2e)] [Sor Wiz]
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a small glass sphere and a pinch of iron oxide)
Duration: Instantaneous

A small electrically charged sphere appears in the air in front of you and then streaks out to a location you can see within range. When the sphere reaches the location, it bursts with electricity in a 20-foot radius. Each creature within the area must make a Dexterity saving throw or take 5d10 lightning damage, or half as much on a successful save. Creatures wearing metal armor have disadvantage on the save.

At higher levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for every slot level above 3rd.

Searing Light

3rd-level evocation
[Clr]
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You focus the power of the sun itself, casting a radiant blast from your pointed finger. Make a ranged spell attack against the target. On a hit, the target takes 6d8 radiant damage. If the target is undead, they take 7d8 radiant damage. If the target is undead and has the sunlight sensitivity or hypersensitivity traits, such as a wight or vampire, they take 8d8 damage.

At higher levels: The damage increases by 1d8 for each slot level above 3rd.

Seed of Undeath

4th-level necromancy
[Complete Mage] [Clr War Wiz]
Casting Time: 1 action
Range: Touch
Components: V, S, M (A black onyx gem worth 250gp)
Duration: 10 days

Necromancy is not normally a school of magic for which I have much patience. If I wish to harm someone, I find more-direct means of doing so much more satisfying. However, it must be said that sometimes one wishes to inflict the greatest possible amount of suffering on someone who richly deserves it. Here is one way to do that.

The target's face briefly takes on a gaunt, pale look and a death's-head rictus as you plant a kernel of negative energy in it. *Seed of undeath* itself does no harm. However, should the subject die before the spell expires, it rises 1 round later as a zombie under the same conditions as though you produced it with an *animate dead* spell.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you affect two additional creatures for each slot level above 4th.

Shadow Monsters

4th-level conjuration
[Wizard's Spell Compendium Vol. 3 (2e)] [Sor War Wiz]
Casting Time: 1 action
Range: 90 feet
Components: V, S
Duration: Concentration, up to 1 minute

You select a shadowy area the size of a 40-foot cube within range. You cause four shadows (MM, p269) to manifest in unoccupied spaces within the area. On each of your turns for the duration, you can use a bonus action to command the shadows to move up to their full speed and attack creatures of your choice within their reach.

At higher levels: When you cast this spell with a 6th level spell slot, you summon 8 shadows. When you cast this spell with an 8th level spell slot, you summon 12 shadows.

Shadow Walk

7th-level abjuration
[Wizard's Spell Compendium Vol. 3 (2e)] [Sor War Wiz]
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 4 hours

You and a creature you touch are transported to the border of the Demiplane of Shadow, where you can travel at a rate of 7 miles per hour and re-enter the Material Plane at a location you know. Alternatively, you can choose to enter the Demiplane of Shadow and then travel to where it borders another plane of existence, and then exit at that location.

Instead of transporting a willing creature, you can make a melee spell attack as part of the same action used to cast this spell to touch an unwilling creature within your reach. On a hit, the creature must make a Wisdom saving throw or it is transported to the Demiplane of Shadow while you are transported to a space within 5 feet of it or to the border of the Material Plane (your choice). If the creature doesn't find an exit to another plane before the spell ends, it is transported to a random plane that borders the Demiplane of Shadow.

Shape of the Hellspawned Stalker

4th-level transmutation
[Complete Mage] [Drd War Wiz]
Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

Red fur sprouts from your skin, and your spine twists. You hunch over until you stand on four clawed feet. A great heat fires your belly, and tendrils of black smoke curl from your fanged mouth, as you take the form of a **hell hound** (MM, p182).

The transformation lasts for the duration, or until you drop to 0 hit points, fall unconscious, or die. You assume the hit points of your new form. When you revert to your normal form, you return to the number of hit points you had before you transformed. If you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious. You are limited in the actions you can perform by the nature of your new form, and you can't speak, cast spells, or take any other action that requires hands or speech. Your gear melds into the new form. You can't activate, use, wield, or otherwise benefit from any of your equipment.

Spellcaster's Bane

3rd-level divination
[Complete Mage] [Wiz]
Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

There are many ways wizards have concocted to protect themselves. Developing magical defenses against mundane attacks is quite simple, almost pedestrian. Developing magic-based defenses against other magic is infinitely more difficult. Developing those defenses on the fly is an almost insurmountable problem. Using magic to help you magic a magical defense against magic is, while a convoluted sentence, a quite elegant approach to solving the problem.

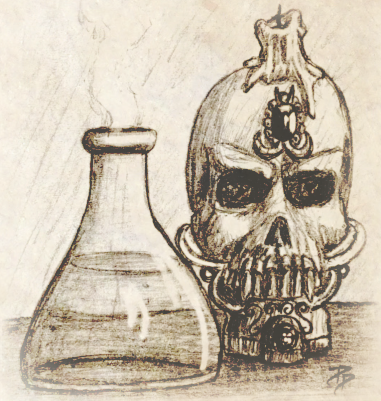
As you cast this spell, the air around you begins to glow as the threads of the Weave become perfectly visible to you. For the duration, you gain advantage to checks you make as part of casting *counterspell*.

Storm of Fire and Ice

6th-level evocation
[Complete Mage] [Drd Sor Wiz]
Casting Time: 1 action
Range: 180 feet
Components: V, S
Duration: Instantaneous

Some spells are the result of making a mistake. This one is the fault of one of my apprentices committing a grave error while trying to learn meteor swarm. She lived, but the rose bushes in the garden which felt the brunt of her misdirected magic did not. Fascinated, I immediately noted what she had done wrong and codified a new spell.

You cause a shower of lava globs and hailstones to rain down in a 20-foot radius, 40-foot high cylinder centered on a point within range. Each creature in the cylinder must make a Dexterity saving throw. A creature takes 6d6 fire damage and 6d6 cold damage on a failed save, or half as much damage on a successful one.



Storm of Needles

3rd-level conjuration
[Complete Mage] [Sor Wiz]
Casting Time: 1 action
Range: Self (30-foot cone)
Components: V, S, M (a 1-inch-long metal needle)
Duration: Instantaneous

Another mistake from my errant apprentice. Apparently, she had a bit of a lisp which was not particularly audible but which very much interfered with the proper vocalization of verbal spell components. This time it was cone of cold. Luckily I was able to get out of the way in time, for while I was prepared with immunity to cold I was not immune to shrapnel. When we deconstructed what had happened, she remembered there was a needle in the cuff of her robe, left there from another project. This needle was transformed in the casting. Magic is...odd.

You instantly fill the area with a burst of thousands of tiny needles. Each creature in a 30-foot cone must make a Dexterity saving throw. A creature takes 8d6 piercing damage on a failed save, or half as much damage on a successful one.

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

Tentacles

6th-level transmutation
[Wizard's Spell Compendium Vol. 4 (2e)] [Sor War Wiz]
Casting Time: 1 action
Range: Self
Components: V, M (a dried tentacle from an octopus)
Duration: Concentration, up to 10 minutes

I once encountered a cult of fiend-worshipers deep in a forest. The cultists had much traffic with denizens of the Lower Planes, from whom they learned many interesting spells, not least of which was the ability to transform themselves into forms more pleasing to their devilish masters. In this way was the Blood War taken to the Material Plane, even if it was obscured.

Two 10-foot long green tentacles sprout from the right and left sides of your body. For the duration, you can use the tentacles to grab and manipulate objects and aid in your attempts to climb. You have advantage on your Strength checks to climb any surface for the duration.

I'm no stranger to tentacles – um, wait, that didn't come out right. Let's try again: the first time tentacles came out of my body, I was pleasantly surprised! Er, never mind. What I mean is that tentacles may look slimy and terrifying, but they're often attached to the most intelligent and powerful beings in the multiverse: octopi, krakens, the Great Old One. Why not leverage them for yourself? A warning: the texture takes some getting used to, though.

Additionally, you can attack with the tentacles. If you take the Attack action on your turn, you can make a melee attack with one of the tentacles, and then use a bonus action to make an additional melee attack with the other tentacle against a target within 10 feet of you. Both attacks use your spellcasting ability modifier instead of Strength. On a hit, a tentacle deals bludgeoning damage equal to 1d4 + your spellcasting ability modifier and the creature is grappled. A grappled creature can attempt to break free by using its action to make a Strength saving throw. On your turn, you can use a bonus action to constrict grappled creatures, automatically dealing the bludgeoning damage again.

At higher levels: When you cast this spell using a spell slot of 8th level, the bludgeoning damage increases to 2d4 + your spellcasting ability modifier.

Torrent of Tears

2nd-level enchantment
[Complete Mage] [Brd Wiz]
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a single tear)
Duration: Concentration, up to 1 minute

In compiling these notes, I realize I spend an inordinate amount of time with bards. Call it a character flaw. Call it an unhealthy fascination with how they manipulate magic. I care not. I care only that they can effortlessly achieve with song magical effects which exactly or practically duplicate the tireless research and development efforts of archmages. It is often unnerving.

Choose one creature within range that can see and hear you to make a Constitution saving throw. If it fails, tears pour from its eyes, and its body is wracked with sobs. The target is blinded for the duration. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Touch of the Graveborn

8th-level necromancy
[Complete Mage] [Sor War Wiz]
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

I acquired this spell from a wizard who claimed he got it from the vaults of Orcus himself. Clearly he was utterly mad; however, this magic is as near as I can ascertain unique. Its efficacy is without question.

Your hand grows numb and emanates the chill of the grave. Make a melee spell attack. On hit, you channel negative energy that disrupts the life force of living creatures, dealing 10d6 necrotic damage. In addition, an undead creature you touch takes no damage, but it must make a successful Wisdom saving throw or be controlled by you (as if you had created it by casting *create undead*) for the duration. You can't control more than one undead creature in this fashion.

Touch of Vecna

5th-level necromancy
[Complete Mage] [War Wiz]
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

Many readers will have heard of the arch-lich for whom this spell is named, a name whispered in fear by sages and wizards across the multiverse. There is some evidence he developed this spell himself before embracing undeath. The truth of that I cannot say. I can attest that this spell is certainly potent.

Your hand grows cold and darkens with necrotic energy. Make a melee spell attack against a living target. On hit, you bestow negative energy in your target, dealing 5d8 + 10 necrotic damage and causing it to become frightened of you for the duration. In addition, the target must succeed on a Constitution saving throw or be permanently paralyzed. Creatures paralyzed in this fashion appear dead, though a successful DC 15 Wisdom (Perception) or Intelligence (Medicine) check reveals that they remain alive. *Dispel magic* doesn't help a creature paralyzed by this spell, though any spell or effect that can remove a curse frees the victim.

Toxic Tongue

3rd-level conjuration
[Complete Mage] [Drd War Wiz]
Casting Time: 1 action
Range: Self
Components: V, S
Duration: 1 hour

There once was a famous wizard of great renown who abandoned the art of magic and retreated to a hermitage deep in an ancient forest. She enjoyed roaming what became known as her woods in various animal shapes. Legend says she created this spell to enhance her ability to defend her grove. I acquired it from the grandson of one of her druid apprentices.

A black fluid dribbles from the corner of your mouth as your saliva becomes a virulent poison. For the duration, you can use your action to either spit the poison at a foe or apply it to a weapon.

To spit the poison at a foe, choose a target you can see within 30 feet of you. Make a ranged spell attack. On a hit, the target takes 4d6 poison damage and is poisoned. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the effect ends. As a bonus action, you can apply the poison to a weapon you wield. The next creature you hit with the weapon takes 4d6 poison damage and is poisoned. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the effect ends. You can apply the poison either to a manufactured or natural weapon, including your own bite attack if you have one. The poison remains on your weapon until you make a successful attack or until the spell's duration ends, whichever comes first.

Transcend Mortality

9th-level transmutation
[Complete Mage] [War Wiz]
Casting Time: 1 bonus action or reaction
Range: Self
Components: V, S
Duration: 1 minute

Your body surges with a mystic power that rivals that of the gods themselves. For the duration of the spell, you are all but indestructible. You gain the following benefits:

- Spells of 3rd level and below have no effect on you.
- You are resistant to all damage types.
- You are immune to curses, disease, energy drain, paralyzation, poison, and death effects.
- You have advantage on all saving throws.
- You do not need to eat, drink, or breathe.
- You gain 100 temporary hit points.

Although this spell makes you effectively unkillable for the duration, such power comes at a horrific price: the magic uses up all your remaining life force. When the spell ends, you die instantly. In addition, you and everything you wear and carry, except magic items, are reduced to a pile of fine gray dust. You can be restored to life only by means of a *true resurrection* or a *wish* spell. This effect can't be prevented by any means.

Let the inclusion of this spell be a valuable lesson in how mighty magics can be harnessed by archwizards to protect themselves. I acquired it from a plane-traveling mage before he disappeared in Baator. I have never required it, though I did share it with the other Eight. The spell is a last-ditch effort, a spell to use when all other options have failed.

Unicorn Blood

5th-level transmutation
[Complete Mage] [Drd Wiz]
Casting Time: 1 action
Range: Self
Components: V, S
Duration: 1 hour

The druid I mentioned in a previous note, the archmage who eschewed her arcane magic for those of her forest, had a fascination with unicorns, such that she crafted several unique spells which imbue the recipient with powers and abilities which magically resemble the unicorn's innate gifts.

The power and purity of the unicorn magically surges through your veins. You gain immunity to poison and charm spells or effects. In addition, once while the spell lasts, you can use a bonus action to bestow 10 temporary hit points on another willing creature you touch. The temporary hit points last for the duration or until expended, and you can't use this ability on yourself. If you are simultaneously under the effects of this spell and the *unicorn horn* spell, you instead bestow 20 temporary hit points.

Unicorn Heart

7th-level transmutation
[Complete Mage] [Drd Wiz]
Casting Time: 1 action
Range: Self
Components: V, S
Duration: 1 hour

Your heart sings with the power of the unicorn. For the duration, your speed increases to 60 feet, and you gain advantage on Strength, Dexterity, and Constitution ability checks, skill checks, and saving throws.

Once during the duration, as a bonus action you can instantly teleport yourself, everything you wear and carry, and one other creature you touch up to 300 feet. A familiar, special mount, or animal companion does

not count as the single creature you can transport. Transporting in this fashion ends the spell's duration.

If you are simultaneously under the effect of this spell and the unicorn blood spell, this spell also creates an effect equal to the magic circle spell. This effect is centered on you.

If you are simultaneously under the effect of this spell and the *unicorn horn* spell, as part of attacking with the horn, you can cast *searing smite* without expending a spell slot. You can use this ability once during the duration of either spell.

If you are simultaneously under the effect of this spell, *unicorn blood*, and *unicorn horn*, you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Unicorn Horn

3rd-level transmutation

[Complete Mage] [Drd Wiz]

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 1 hour

When you complete this spell, a unicorn's horn sprouts from your forehead. As an action, you can use the horn to make a melee spell attack. On a hit, the horn deals 1d8 piercing damage plus your spellcasting ability score bonus. The horn is a magic weapon. In addition, you gain the unicorns Charge attack.

As a bonus action, you can invoke the power of good to allow the horn to deal an extra 3d6 radiant damage against any evil-aligned creature. You must have a good alignment to use this power. This effect lasts for 1 round, after which the spell's duration ends.

If you are simultaneously under the effect of this spell, *unicorn blood*, and *unicorn heart*, the combined magic has an enhanced effect. See those spells for details.

Unyielding Form of Inevitable Death

8th-level transmutation

[Complete Mage] [Wiz]

Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

Not even I have the nerve to cast this spell. I have the greatest respect for the denizens of the outer planes, and I note in my Tome of Foes. I would never presume to take the form of one of their enforcers and use that form against my opponents.

You reel as your flesh hardens into solid onyx, and rejoice as your fists crackle with the power of thunder and lightning. You take the form of a **marut (MToF).** You gain 50 temporary hit points, which disappear at the end of the spell's duration. You can use the marut's *plane shift* ability once, but you don't gain access to the marut's legendary resistance or magic resistance.

Valiancy

5th-level transmutation

[Wizard's Spell Compendium Vol. 4 (2e)] [Clr Pal Rgr Sor Wiz]

Casting Time: 1 bonus action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

You imbue one creature that you can see within range with martial prowess. For the duration, when the affected creature takes the Attack action to make a weapon attack, it can make one additional weapon attack as part of the same action.

Vecna's Malevolent Whisper

4th-level enchantment

[Complete Mage] [Brd Sor War Wiz]

Casting Time: 1 action
Range: 30 feet
Components: V
Duration: Instantaneous

Sages say this spell was created by the Whispered One himself, long before his ascension to godhood. From what I have discovered, this horrible malediction is clearly an older and weaker variant of the power word kill spell. It is nevertheless powerful, capable of swiftly slaying living creatures.

Choose a living creature you can see within range and which has less than half its hit points remaining. That creature is immediately reduced to 0 hit points.



Vigilant Slumber

1st-level divination (ritual)

[Complete Mage] [Brd Clr Drd Pal Rgr Sor War Wiz]

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 12 hours

This spell can, under certain circumstances, be much more useful than the alarm spell, though they are quite similar. Let those who set great store by my memory be gainsaid, for I cannot for the life of me remember where I found this spell. It has been many years since I added it to my collection, and I present it here as an example of wise magic practically applied.

As you prepare for sleep you feel that part of your mind remains awake and alert while you rest, for in casting *vigilant slumber* you set a specific condition under which you automatically wake up.

This condition can be any single effect, such as "If any Tiny or larger creature comes within 10 feet of me" or "When the moon is at its zenith". The condition must be something that you would normally be able to observe if you were awake. Thus, you can't set the spell to wake you when something happens elsewhere, or when an invisible foe sneaks into your campsite. When you wake, the spell ends.

Vocalize

2nd-level transmutation

[Wizard's Spell Compendium Vol. 4 (2e)] [Brd Sor Wiz]

Casting Time: 1 action
Range: Touch
Components: S, M (a bell without a clapper)
Duration: Concentration, up to 1 minute

You touch a spellcasting creature. For the duration, the creature can cast spells that require a verbal component without having to speak.

At higher levels: When you cast this spell using a spell slot of 4th level or higher, you can touch and affect one additional creature for every two slot levels above 2nd.

Wraithform

3rd-level transmutation

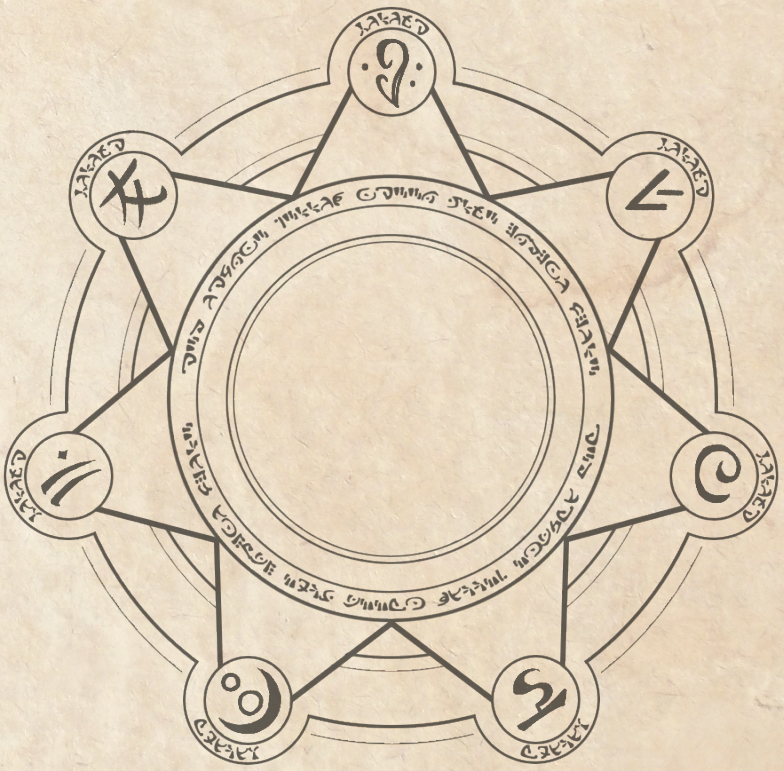
[Wizard's Spell Compendium 2e] [Sor War Wiz]

Casting Time: 1 action
Range: Self
Components: S, M (a bit of gauze and a wisp of smoke)
Duration: Concentration, up to 1 minute

You gain the Incorporeal Movement trait (see Wraith, MM, p302). You can move through creatures or objects as if they were difficult terrain. If you end your turn inside a creature or object, you take 1d10 force damage. You also have immunity to necrotic and poison damage and resistance to acid, cold, fire, lightning, and thunder damage, and to bludgeoning, piercing, and slashing damage from weapons that aren't silvered.

In addition, you can't hold or use weapons or benefit from armor and shields for the duration. Your AC equals 10 + your Dexterity bonus. On each of your turns, you can use your Action to make a melee spell attack against a creature within reach. On a hit, the creature takes necrotic damage equal to 2d8 + your spellcasting ability modifier.

At higher levels: When you cast this spell using a spell slot of 5th level or higher, the necrotic damage increases by 1d8 for every two slot levels above 3rd.



Chapter Two: Eldritch Invocations

If an eldritch invocation has Prerequisites, you must meet them to learn it. You can learn the invocation at the same time that you meet its Prerequisites. A level prerequisite refers to your level in the Warlock class.

All-Seeing Eyes

You can cast *comprehend languages* on yourself at will, without spending a spell slot or material components. *All-Seeing Eyes* works for written words only. Additionally, you gain advantage on Perception and Investigation checks involving sight.

Binding Blast

Prerequisite: 7th level; *eldritch blast* cantrip

A creature struck by your *binding blast* must succeed on a Wisdom saving throw or be stunned until the end of its next turn.

Baneful Blast

Prerequisite: 3rd level; *eldritch blast* cantrip

Your *eldritch blast* transforms into a baneful blast which deals an extra 2d6 force damage against creatures of a specific type. When you first gain this invocation, select a creature type from the categories offered for a ranger's favored enemy, including a subtype, if necessary. You can't alter this choice, though you can take this invocation more than once, choosing a new creature type each time.

Caustic Mire

Prerequisite: 7th level

You can cast *caustic mire* (see Spells section) without spending a spell slot or material components.

Crawling Eye

Prerequisite: 3rd level

You pull out one of your eyes, which sprouts spidery legs. You can see through the eye no matter where it goes, provided you're both on the same plane of existence.

As a bonus action, you can direct it to move up to 20 feet. As an action, you can direct your crawling eye to climb back into your eye socket provided it's within range.

As long as the eye is detached, your hit point total is reduced by 2. The eye is a Tiny creature with AC 20 and 2 hit points. Its statistics and skills are equal to yours.

You can't cast invocations or spells through the eye, except that spells or invocations that affect your sense of sight - such as *all-seeing eyes* or *detect magic* - function normally.

If your *crawling eye* is destroyed, you are stunned for 1d4 hours. (If you normally have only one eye, you are blinded as well as stunned.) At the end of this period, your eye has grown back, you regain the 2 hit points you lost, and you are no longer stunned. Only one of your eyes can be used for *crawling eye* at a time.

Disembodied Hand

Prerequisite: 5th level

One of your hands lops itself off at the wrist and begins floating in midair. You can use the hand as if it were still attached, from manipulating items, making attacks, casting spells, even to deliver a melee spell attack with a spell or invocation that you cast before it detaches. However, if you use the hand in this way, you expend the same action that would have been required; for example, making an attack uses your action, moving the hand uses your movement, and so on.

On your turn, you can cause the hand to fly up to 30 feet. You can also use your action to direct a disembodied hand to reattach to your stump, provided it's within range.

As long as the hand is detached, your hit point total is reduced by 5. The hand is a Tiny creature with AC 20 and 5 hit points. Its statistics and skills are equal to yours.

If your *disembodied hand* is destroyed, you are incapacitated for 1d4 hours is it regrows. At the end of this period, your hand has grown back, you regain the 5 lost hit points, and you are no longer incapacitated. Only one of your hands can be used for *disembodied hand* at a time.

Hellspawn

Prerequisite: 6th level

You polymorph yourself into a **hell hound** (MM, p182) for a number of rounds equal to ½ your warlock level, without spending a spell slot or material components.

If you are reduced to 0 or fewer hit points while in hell hound form, you can't use this invocation again for 1 hour.

Hindering Blast

Prerequisite: 4th level; *eldritch blast* cantrip

A creature struck by your *hindering blast* must succeed on a Wisdom saving throw or be restrained until the end of its next turn.

Mask of Flesh

Prerequisite: 3rd level

Make a melee spell attack against a living creature of your size category. On a hit, your appearance changes to match that creature's, as though you cast the *disguise self* spell. The effect lasts for 1 hour or until you dismiss the invocation.

Nightmares Made Real

Prerequisite: 5th level

You create a horrific dreamscape as you cloak your surroundings with illusory figures, making the terrain for a 40-foot sphere centered on you look, sound, and smell like something out of a nightmare. Vegetation which writhes toward victims, disembodied limbs which yet

move, corpses which walk, and smoking pits cover every surface. Foul-smelling miasmic vapors fill the air.

The nightmare is mostly illusory, but the obstacles are partially real. When a creature enters the spell's area for the first time on a turn or starts its turn there, it must make a Wisdom saving throw. On a success, it discerns the illusion. Creatures that fail their saves are restrained.

Otherworldly Whispers

Your patron whispers in your ears, revealing the secrets of infinity. Until you finish your next long rest, you gain advantage on Arcana, Religion, and History checks.

Serpent's Tongue

You transform your tongue into that of a serpent. You gain advantage on Perception checks involving smell or taste. In addition, you gain advantage saving throws against poison. This invocation lasts until you finish your next long rest.

Slumber of Ages

Prerequisite: 15th level

You can cast *endless slumber* (see Spells section) without spending a spell slot or material components.

Soulreaver's Aura

Prerequisite: 3rd level

You can cast *reaving aura* (see Spells section) without spending a spell slot or material components. In addition, when any creature within 10 feet of you dies, you gain 10 temporary hit points.

Swimming the Styx

Prerequisite: Fiend Patron

Your patron permits you to channel the infamous river, and your body transforms. Your hands and feet become slightly webbed, granting you a swim speed equal to your movement rate. In addition, you gain the ability to breathe water as well as air. This invocation lasts until you finish your next long rest.

Witchwood Step

Prerequisite: 3rd level

Aided by your patron, your footsteps become sure. Your movement is unaffected by difficult terrain and you are immune to such effects as an *entangle* spell. In addition, you can even walk on water, as though under the effect of a *water walk* spell. This invocation lasts until you finish your next long rest.



Chapter Three: Magic Items

Alchemist's Arrow

Weapon (arrow), uncommon

These arrows look mundane but that the tips are blunted into teardrop shapes and are filled with tiny holes. Each arrow can only be treated (using a bonus action) in holy water, acid, or oil.

- If a creature is a fiend or undead and is struck by an arrow treated in holy water, that creature takes 2d6 radiant damage.
- If a creature is struck by an arrow treated in acid, that creature takes 2d6 acid damage.
- If a creature is struck by an arrow treated in oil, that creature takes 2d6 fire damage.

Each arrow can only be treated once, it retains its original treatment until used. Once fired, the arrow is destroyed.

Construction: 500gp.

These arrows must be commissioned especially (cost 5gp) for the project as they have little other purpose. Up to eight arrows can be made at once. Each morning for one week, *magic weapon* must be cast on the arrow(s); at dawn on the eighth day, they are ready to be treated. Once treated with holy water, the fletching turns white; acid turns the feathers brown and oil turns them red.

Amira's Black Goose

Wondrous item, rare (requires attunement)

There are rumors that the warlock Amira may not have been the first to build these helpful companions but none doubt that she has perfected them. This three-foot-tall black, clockwork, goose, weighs about 20 pounds. It is sedentary during the day, but at dusk, it whirs to life and begins its patrol. To attune the item, the goose must face a structure for at least one hour. The goose will not venture more than 40 feet from the structure it is attuned to. It has Truesight to 120 feet and a passive Perception of 25. It takes no action but to emit a shrill scream audible up to 100 feet away if it perceives a threat within 120 feet of the structure. One point of damage destroys the goose. It repairs itself at dawn, then emits three soft chirps and goes dormant until dusk.

Construction: 5000gp.

Most of the time and effort spent to craft these marvelous creations is spent engineering and assembling the inner workings. Once the automaton is complete *alarm* and *mending* must be cast on it as a one-hour ritual. This must be done each night for 14 days. At dawn on the 15th day, it emits three soft chirps and is ready to be attuned.

Do you even understand the delicate balance of the Planes? The edge our world teeters on? Do you, Amira? Everything could shift irrevocably out of alignment and you are working on some tinker's chicken?

It's a goose, not a chicken.

Amira's Huggable Bear

Wondrous item, uncommon

This item belonged — belongs — to someone very special to me. I keep it as a promise. You may think it's foolish for a grown woman to carry such an item, but it's what keeps me sane, keeps me focused on my goal. I would not be the first warlock to go mad in pursuit of something greater than myself. Sometimes we need all the help we can get.

This small, plush teddy bear is not something most people would expect to find in a treasure pile but only a fool would overlook it. The bear is made of sheepskin, sporting an onyx nose and eyes. It is stuffed with wool and lavender making for a pleasant sleeping companion. If held during a long rest the user gains the benefit of a guidance spell. The bear cannot be used until the user completes a long rest.

Construction: 500gp, 3 Onyx gems.

Any creature that knows the cantrip guidance can create this item. Nobles often commission the creation of these bears for children plagued by nightmares; as it provides a full night of restful sleep as a welcome side effect. The seams of the bear must be sewn with an iron needle. Each night after dark, guidance must be cast on the item. This must be done for 30 days. On the dawn of the 30th day, the item is fully functional.

Amira's Soothing Ointment

Potion, uncommon

I keep many vials in my satchel that people often assume are poison. (People frequently assume the worst of me.) In truth, much of what I carry is for my own use. I was born into a noble family, after all, and nobles in Damara take pride in their health and appearance. They'll do anything to preserve their youth and beauty. This particular ointment I received from an alchemist friend from home, and it's a rather remarkable recipe.

This philter is bright orange and oily. This potion can be applied as an oil or drunk as a potion.

- If imbibed it cures one ailment that has caused a statistic decrease and restores the creature to its maximum hit points.

- If applied as an oil it ends the petrified condition and restores the creature to its maximum hit points if it is alive. If the creature has been dead less than one minute; that creature is restored to one hit point.

The oil has no effect on a creature dead longer than one minute.

Construction: 500gp, gem worth at least 100gp, a bell.

This potion is brewed over the course of an hour-long ritual. A blessing in the form of *greater restoration* is offered and then *revivify* is cast as a chant accompanied by a bell. The final invocation is made and the potion is complete. The bright lubricious liquid is decanted into crystal vials.

Amira's Vest

Wondrous item, rare (requires attunement)

In the years before I began exploring the multiverse, I served as a soothsayer-for-hire, discerning the future for wealthy nobles. In this role, I wore many beautiful garments gifted to me. But few had qualities such as this.

I understand the nature of scorpions. We keep the rest of the world at a distance, striking at those who invade our space. We keep our venom at the ready. We form exoskeletons to hide inside. To me, the scorpion is a reminder that the most effective armor is crafted from the substance of who we are.

This vest is lined with thin wood slats and secured leather straps. It has a lace edging and various arcane symbols pressed into the fabric. On the back is an embossed scorpion motif. The vest has one pocket on the left just above the hip. The pocket is just big enough to fit a potion inside and is lined with a fleshy bladder. A potion poured into the pocket takes effect when the user speaks the command word. Only potions can be poured in the vest pocket; if any other liquid is poured into the pocket, it ceases to function for 24 hours. The potion must be used within 24 hours or it is lost forever, however, another potion can safely be added at that time. Only one potion can be poured into the pocket at a time (consult the variant "Mixed Potions", DMG, p140).

Construction: 5000gp, the venom sac, and stinger of a giant scorpion.

First, the garment is made. Then *Leomund's secret chest* is cast on the venom sac once daily for 13 days. On the night of the 14th day, a one-hour ritual of the *fabricate* spell is cast on the sac and stinger while they are sewn together. The sac and stinger are then sewn into the lining of the garment. The arcane symbols are pressed into the garment with heated silver as is the scorpion motif. When the arcane symbols are finished, the item is ready to use.

Amulet of the Beast

Wondrous item, uncommon

This small amulet is cast in sterling silver and always attached to a silver chain. A bust of an incensed wolf is etched on to the medallion. While wearing this amulet, it suppresses the effects of Lycanthropy (MM, p207). Once a creature dons this item, they immediately revert to their true form if they are a shapechanger. They cannot willingly or unwilling change form, use a beast shape ability or be affected by an effect that would change their size while the amulet is worn.

Construction: 500gp, silver chain, and medallion.

A few priests of nature gods and almost all druids can make this item. The creator must know the spell *moonbeam* and cast it as a ritual on the medallion twice per day for 20 days; once at dawn and once at dusk. On the final day of creation, the spell must be cast on the medallion at moon rise of a full moon. A few poorly made specimens have been known to cause headaches.

Amulet of Hunting

Wondrous item, uncommon

This amulet can be carved from rare hardwood, ivory, or crafted from precious metals. The amulet is usually in the form of a disc with a loophole to be worn around the neck on a cord. The disc is usually engraved with a stag or similar beast.

An attuned wearer has advantage on Dexterity (Stealth) and Wisdom (Survival) checks whilst tracking.

Amulet of Life Protection

Wondrous item, uncommon (requires attunement)

Many of the faithful claim their congregation were the first to discover these amulets. It is probable, however, that the Positive Energy infused within the quartz is naturally occurring on many worlds. By simply wearing the stone for a period of time, a soul could become attuned to it, anchoring it to the world even after death. The *amulet of life protection* is likely to predate many of the churches that claim its lineage.

By utilizing a suffusion of Negative Energy, these amulets can be turned to dubious purposes, extending a necromancer's control of undeath.

This amulet pulses with an inner protective warmth. If you die while wearing this amulet and it is left on your body, the time in which you can be resurrected is doubled. Additionally, you cannot be raised as an undead creature. If you are resurrected while wearing the amulet, it turns to ash and is destroyed. Placing the amulet on an already dead body has no effect.

Amulet of Magic Resistance

Wondrous item, very rare (requires attunement)

This platinum amulet is usually adorned with gems and imbued with magic through a ritual with many spellcasters contributing to empower the item.

An attuned creature carrying or wearing the amulet gains advantage on saving throws against spells and other magical effects.

Armor of Blending

Armor (light, medium, or heavy) very rare

This seemingly normal but well-crafted suit of armor is imbued with illusion magic. It has 3 charges, which can be used by speaking a command word. If you spend one charge when the word is spoken while wearing the armor, it appears as a normal set of traveler's clothes for 1 hour, making only the sounds of such during that time, and canceling the armor's disadvantage on Dexterity (Stealth) checks (if any). However, the armor does not hold up to physical inspection—if touched it will feel as hard as the disguised armor.

If two charges are spent while the command word is spoken, the simulated clothing will match the colors of your surroundings and muffle the sounds the armor makes for 1 hour, granting you advantage on your Dexterity (Stealth) checks while in the same terrain. If your surroundings change, you no longer receive this benefit. For example, if you move from the forest into the plains or a cave, the advantage to your checks no longer applies.

If all 3 charges are spent when speaking the command word, the armor dynamically blends with your surroundings for 1 hour, granting you advantage on your Dexterity (Stealth) checks for the duration. It also masks the sounds it makes and your scent during that time.

The armor regains all its spent charges each day at dawn.

Arrow of Faerie Fire

Weapon (arrow), uncommon

This arrow would look like a very finely crafted mundane arrow but for the beautiful, opalescent fletching. These arrows come in three colors; blue, green, or violet as determined by the color of the fletching. Any creature or object struck by one of these arrows is outlined in blue, green, or violet light as if they were the target of the spell faerie fire. This effect lasts for 1d3 rounds. The magic of the arrow is spent when the arrow is used.

Construction: 500gp.

These arrows are finely crafted, iron-tipped and fletched with peacock feathers. The crafter making the arrow determines the color; up to eight arrows can be made at once. The arrows must have *faerie fire* cast on them at dawn and at dusk for 3 days and be left in a faerie circle for 5 days before they are ready for use.

Backpack of Concealment

Wondrous item, uncommon

Backpacks of concealment were created by a talented extraplanar smuggling ring based out of Sigil. They are believed to have stolen powerful artifacts from the Archdukes of the Nine Hells, Demon Lords, and titans using these simple, yet profoundly useful, packs.

Heward claims to have been working on such an artifice before it was stolen from him. The story is dubious at best.

This simple leather pack is covered with pockets. The backpack can conceal any one item from physical search. Anyone other than the owner cannot find the item. If the backpack is destroyed, the item appears in the backpack's remains.

Barbed Devil Armor

Armor (medium armor, hide) uncommon

This hide armor is made from the skin of a barbed devil. The leather is thick and tough. It is covered with hooks, barbs, and spikes. This armor is non-magical but due to its nature and despite its harsh appearance, its materials are highly sought. At the start of the wearer's turn, this armor deals 1d10 piercing damage to every creature grappled by the wearer or grappling the wearer.

Construction: 500pg, a Barbed Devil hide.

The armor itself is actually easy to make. Anyone with Leatherworker's Tools is able to craft this item but finding a craftsperson to do it is another story. The material is challenging to work with. Each day the hide deals 1d4 piercing damage to the person attempting to craft the armor. Making this armor takes 20 days. Gnomish leathersmiths are known to be the most skilled at working with barbed devil hide.



Beacon of Daylight

Wondrous item, uncommon

These potent, consumable holy symbols are highly sought after in Barovia. Usually, they're crafted in the likeness of a deity of light or sun and are made of silver or gold. Each has a small gem with at least 50gp. When held with conviction and the command word is spoken, it casts daylight centered on the space the user occupies. All creatures in the spell's area of effect with darkvision must succeed on a DC 15 Wisdom saving throw or be blinded for 1d4 rounds. Additionally, this effect also acts like the Turn Undead feature of the Cleric's Channel Divinity ability (DC 15). The spell lasts for one hour and then the light fades as the holy symbol and gem turn to ash and sublimate.

Construction: 500gp, a holy symbol, a gem worth at least 50gp.

To make a beacon of daylight one must affix the gem to the holy symbol. The most common way is to have a jeweler place it a socket or bezel setting. Then each day at noon, or when the sun is at its apex, *daylight* must be cast on the item. This must be done for 7 days before the item is complete.

Bigby's Touch

Wondrous item, rare (requires attunement)

A favorite item of many, these leather gloves magically extend the users reach. The items can be ornate or nondescript. There are endless variations of style among these treasures but they all have the same function. Once attuned the wearer treats every melee weapon they use as if it has the Reach property.

Construction: 5000gp.

Any pair of gloves can be used. *Polymorph* must be cast on the item once per day for 10 days. Then *greater restoration* must be cast on the item once per day for 3 days as a ritual. The item is then ready for immediate use.

Blade of Banishing

Weapon (bladed), legendary (requires attunement)

These +2 magical bladed weapons appear normal but are imbued with powerful abjuration magic. When an attuned wielder scores a critical hit with the weapon, the target creature must make a Charisma saving throw (DC 17) or suffer the effects of the *banishment* spell with no need for concentration by the wielder.

Blessed Aspergillum

Weapon (flail) very rare (requires attunement)

An aspergillum is a metal ball with tiny holes in it that is attached to a rod or chain. It is used in sacred rites to burn incense and sprinkle holy water. This one has been weaponized; the chain is attached to a heavy wooden handle so it can be swung like a flail. The item must be filled with holy water in order to function, otherwise, it is treated as a normal flail. You can use a bonus action to pour one flask of holy water into the censer; doing so replenishes five charges. The aspergillum has a maximum of five charges. When a creature is struck by the blessed aspergillum, if that creature is a fiend or undead, you may expend one charge to deal an additional 2d6 radiant damage to that creature. As bonus action, you may expend one charge to consecrate one five-foot space within 5 feet of you. Any creature that is a fiend or undead that enters the affected space or ends its turn there takes 1d6 radiant damage. This effect ends after a creature takes damage from this effect or after 1d4 rounds, whichever is sooner. If any liquid other than holy water is poured in the aspergillum, it ceases to function for 24 hours.

Construction: 50,000gp, an opal worth 1000gp.

The censer is made of silver and the chain electrum. It is attached to a thick, knotty piece of ash. First the censer must be consecrated by Cleric of at least 10th level. A *hallow* ritual taking a few days of prayer and fasting is needed. Then a *bless* ritual must be cast on it each morning at dawn for 10 days. The last day of the blessing ritual, the aspergillum is left in a bath of holy water and the dust of a pulverized opal is added. The *bless* spell is then cast one more time. The item must be left in the bath until the holy water evaporates. When the bath is dry, the high priest opens the censer and pours a flask of holy water in the censer. The item is now ready for use and has five charges. This item is normally found with no charges remaining.

Blowturning Shield

Armor (shield), rare (requires attunement)

This shield can be made of metal or wood. Most are covered with dents, scratches, and other defects. This item is not often traded by the owner; it is usually found next to the bones of the last user. When a critical hit is rolled against you, you may choose to treat it as a normal hit. This item functions once per day and regains this ability each day a dawn.

Construction: 5000gp, 500gp worth of adamantine dust.

The shield must have *sanctuary* cast on it once per day for 1 week. On the following week, *shield* must be cast on it. The adamantine dust must be mixed with oil and rubbed into the surface of the shield during a two-hour long ritual casting of *death ward*. The item is ready to use at dawn of the next day. Each time the item functions, it becomes marred by the blow it deflected.

Blurstrike Weapon

Weapon (any melee), rare (requires attunement)

A *blurstrike weapon* is closely attuned to the Ethereal Plane and, with a command word, can phase between the Border Ethereal and the wielder's current plane of existence. These weapons see extensive use by assassins; the enchantment is often applied to small, light weapons such as daggers and shortswords, but can be placed on any melee weapon.

These weapons are the result of an interesting application of the blur spell. My research tells me the first of these weapons was the consequence of a Wild Magic upheaval from an uncontrolled sorcerer. These barbaric spellcasters often cause wanton destruction in their wake, but perhaps some good can come from the chaos.

This weapon is transparent, almost as if it were crafted from glass. As part of an attack made with this weapon, you can speak the command word to cause the weapon and your arm to become blurred and transparent. You gain advantage on the attack due to this effect. Once used, this effect cannot be used again until you finish a short or long rest.

Bokor's Blade

Weapon (Dagger), rare (requires attunement)

This sinister-looking iron dagger is covered with strange magical symbols, and the hilt is made of human bone. Its unique property is that is can cause great harm without even touching an enemy. Once per turn as an attack action, you may cut or stab yourself and select a creature they can see. That creature must succeed on a DC 15 Charisma saving throw or take 1d6 necrotic damage. If the targeted creature succeeds on the Charisma save, you take 1d4 piercing damage. This item may be used up to six times a day in this manner. At dawn each day it regains all expended uses.

Construction: 5000gp.

The blade must be taken from the forge and have *hex* cast on it twice per day for one week. The following week *bestow curse* must be cast on it once each night at midnight. The item is ready to use at midnight on the night of the last casting. It gains 6 uses at dawn.

Bonekeeper's Robe

Wondrous item, very rare (requires attunement)

This macabre looking red robe with black suede lining has many tiny bones sewn into it. Many of these gruesome trinkets are sewn into odd, unsettling geometric patterns. Inside the robe, sorted in neat, parallel rows are sets of human, horse, and minotaur teeth. Most non-evil magic users would not attune to this item once they realize what it does. To use this item, as an action you can pluck a tooth from the lining of the robe and cast it on the ground.

Select one of the following effects:

- Conjure 1d3 Minotaur Skeletons (MM, p273) under the user's control. They last for 1d6 rounds or until destroyed, whichever is sooner.
- Conjure 1d4 Warhorse Skeletons (MM, p273) under the user's control. They last for1d6 rounds or until destroyed, whichever is sooner.
- Conjure 1d6 Skeletons (MM, p272) under the user's control. They last for1d6 rounds or until destroyed, whichever is sooner.

This item can be used up to twice per day but does not regain uses at dawn. Instead, it only functions 20 times before the bones sewn into the garment turn to dust and fall away, rendering the robe nonmagical.

Construction: 50,000gp, the skeletons of three humans, three warhorses, and three minotaurs.

Once the garment is completed, the bones of the skeletons must be broken up and sewn into the fabric during a black ritual and the channeling of negative energy. *Animate dead* must be cast on the item once a day for 20 days. The item is ready for use with twenty charges.

Boots of Balance

Wondrous item, very rare (requires attunement)

I'm quite fond of a good pair of boots. Not only do they infuse any outfit with a bit of style, but they can subtly infuse you with a boost to your abilities. The best armor, in my opinion, is that which masks your true skill. Let your enemies underestimate you at their peril.

These soft leather boots are made from the hide of a great cat. They increase an attuned wearer's nimbleness and make no sound when moving across any surface. The boots grant the wearer advantage on Dexterity (Acrobatics) checks, Dexterity (Stealth) checks that rely on moving silently, and Dexterity saving throws.

Bracers of Infinite Blades

Wondrous item, uncommon (nonmagical), rare (+1), or very rare (+2) (requires attunement)

Some artificers refer to these armbands as *Bhaal's gift* as they are often used by assassins and shadowy sellswords. Not only do these bracers conceal powerful weapons but they leave behind no trace of a murder weapon.

With a flick of your wrist, these simple leather bracers reveal a deadly secret. As a bonus action, you can draw a hidden dagger from these bracers. The dagger is undetectable until it is drawn in this way. The weapon lasts until the end of your turn.

Bracers of Repulsion

Wondrous item, uncommon (requires attunement)

The first *bracers of repulsion*, like many magic items, were the result of a failed experiment. A gnome wizard sought to harness the magnetic powers of the Plane of Earth to create an item that drew metallic objects to her. One small mistake and these bracers entered the world.

Magnetic polarities are not a universal constant. I advise all aspiring artificers to understand not only their world but the whole of the multiverse.

These magic steel bracers push against one another like magnets. Each is set with a hazy white opal. The bracers have 3 charges. As a bonus action, you can expend one charge to create a shockwave around yourself. Each creature within 5 feet of you must make a Constitution saving throw (DC 13) or be pushed 10 feet away from you. The bracers regain 1d2 + 1 expended charges daily at dawn.

Bracers of Stone

Wondrous item, rare (requires attunement)

These heavy bracers are carved from stone and lashed together with leather straps and iron buckles. The two halves fit seamlessly when put on and buckled. At first glance, a foolish appraiser may mistake these treasures for a primitive incarnation of leather or metal bracers. These bracers, when worn, grant the wearer advantage on saving throws to avoid petrification.

Construction: 5000gp, 500gp worth of diamond dust, the blood of a cockatrice**.**

A suitable pair of greaves are carved from any stone of the maker's choice. The bracers must be submerged in water in a brass bowl. *Greater restoration* must be cast on the bracers each day for 7 days; then each night for 4 nights *dispel magic* must be cast. This cycle is repeated once more. On the last night of construction, the diamond dust is mixed with the cockatrice blood and rubbed into the surface of the bracers. When the bracers dry, the straps and buckles are attached and they are ready to use

Captain's Weapon

Weapon (melee), rare (requires attunement)

Sages believe these weapons originated with Oversword Farleth Dunsmere, a renowned member of Cormyr's Purple Dragon Knights. Bards sing tales of Farleth's company fighting with unmatched vigor and ferocity, felling untold enemies on the field. When the Oversword died in defense of his realm, his masterful ability to lead manifested in the first *captain's weapon*.

Enchantment is a versatile art. Not only can it forcefully bend knees but embolden those already loyal to your cause.

This weapon is adorned with medals and signs of military office. While holding it, you feel regal and unfaltering. When you make a successful attack with this magic weapon, you may use a bonus action to command your allies to attack your foe. Any creature of your choice within 5 feet of the target may use their reaction to make a melee weapon attack against the same target. Once used, this effect can't be used again until the next dawn.

Castanets of Time Dilation

Wondrous item, rare (requires attunement)

Castanets are small percussion instruments. They are played with the finger and thumbs by clicking them together, usually during a dance. This item requires proficiency in the Performance skill to use. These little gems are no ordinary castanets. When used in combat, you must succeed a DC13 Charisma (Performance) check. If you fail the check, the item does not function. If you succeed, you may move an additional 10 feet. This item can only be used on your turn and the effect ends at the end of your turn. This item functions only twice per day and regains one use each day at dawn.

Construction: 5000gp.

This item is made by casting *haste* on the item twice a day for 5 days. The item is placed in an extra-dimensional place for 3 days and then removed and *haste* is cast on it once a day for 5 more days. *Time stop* is cast on the item as a ritual following the last casting of *haste*. The item is ready for use at dawn of the next day.

Charm of the Rabbit

Wondrous item, rare (requires attunement)

This necklace made with a gold chain and a rabbit's foot is often mistaken for a good luck charm. It is actually much more valuable. While you wear it, your movement is unaffected by difficult terrain, and spells or other magical effects cannot reduce your speed. In addition, you may spend 5 feet of movement to automatically escape from non-magical restraints. Finally, you may spend 15 feet of movement to end the paralyzed or restrained conditions.

Why a rabbit's foot?

Because a rabbit can squeeze into anywhere.

Construction: 5000gp, Gold necklace, rabbit's foot.

Once the rabbit's foot is secured to the necklace, twice per day for a week it must be placed on a tree stump and an hour-long ritual performed. At the conclusion of this ritual, *freedom of movement* must be cast. The necklace functions immediately after the last ritual is complete.

Clapernap's Cape

Wondrous item, very rare (requires attunement)

Clapernap was a gnomish illusionist and entertainer. He also dabbled in item creation. He was known to make these fine capes for his most promising protégés. They are usually black but versions in brown, grey, red, and blue are known to exist. Regardless of color, all the capes have the same function. While you wear the cape, your spell save DC for illusion spells of 5th level and lower increases by 2.

Construction: 50,000gp, 1000Gp worth of diamond dust.

The making is this cape is not as specific as other items. Twice per day for 14 days, any illusion spell of 3rd level or higher is cast into the cape. On the dawn of the 15th day, the diamond dust is sprinkled on the cape and it's ready to use.

Cloak of the Rogue

Wondrous item, legendary (requires attunement by a rogue)

This finely crafted black cloak grants the following benefits to a rogue attuned to it:

- It conforms to fit its wearer from Small to Large in size
- It grants a +2 bonus to AC and saving throws
- The wearer gains advantage on Dexterity (Stealth) checks to hide

In addition, the interior of the cloak has four pockets that each act as a *bag of holding*.

Cloaked Weapon

Weapon (any), uncommon

While not as devastating or intimidating as many magic weapons, a *cloaked weapon* provides the discerning warrior with many options. A combination of abjuration, conjuration, and illusion magic turn these otherwise unremarkable weapons into a smuggler's dream. A weapon enchanted in such a way is undetectable by sight, sound, touch, and many magical sensors until the wielder speaks the command word, instantly bringing the weapon to their hand.

I first saw such an implement when traveling through the Feywild. The quicklings use a command word that translates to "Got ya!" The fey folk never cease to entertain.

When stowed on your body, this magic weapon cannot be detected or taken from you. While stowing the weapon on your person, you may speak a word to hide the weapon. This word becomes the weapon's command word. You may use a bonus action to speak the command word while reaching for the area the weapon was last stowed. The weapon magically appears in your hand. You can choose a new command word each time you stow the weapon.

Crossbow Bolt of Stunning

Weapon (bolt), rare

These expertly crafted crossbow bolts are made to incapacitate foes. A creature that takes damage from one of these bolts must succeed on a DC 17 Constitution saving throw or be stunned until the end of its next turn.

Crossbow of Distance

Weapon (hand, light, or heavy crossbow), rare

The normal and maximum ranges of these finely crafted crossbows are doubled. Attackers have normal chances to hit up to the weapon's normal maximum range, and then disadvantage up to the weapon's new maximum range.

These weapons are usually expertly crafted crossbows; however, other weapons that use ammunition have been known to be imbued with the same type of magic.

Crossbow of Marksmanship

Weapon (hand, light, or heavy crossbow), rare

These seemingly normal crossbows grant attackers advantage on their attack rolls up to the weapon's normal range, and then normal chances to hit up to the weapon's maximum range.

Crown of Leadership

Wondrous item, very rare (requires attunement)

What's that old adage... "The one who wears the crown must bear its weight"? Leadership is a burden worth bearing. Some see charisma as a frivolous quality — but I can tell you firsthand that the power sourced from charisma should not be understated.

This sturdy but elegant silver crown is embedded with ten 100gp gems. An attuned wearer gains a +2 bonus to Charisma up to a maximum score of 20. If any of the gems are removed, the crown loses its magic.

Cryptspawn Potion

Potion, very rare

The ancient lich Larloch is thought to have brewed the first *cryptspawn potion* from a drop of his own preserved blood and spider venom fermented for one-hundred and one year. Today, less powerful concoctions are created from more common materials: a zombie's finger bone and black adder venom or a wight's flesh and ettercap poison.

If you are able to stomach such a foul elixir, a battle against even the most potent undead becomes manageable.

This viscous green-black liquid smells of decay. Bone fragments hang suspended in the potion. When you drink this potion, you gain resistance to necrotic and poison damage for 1 hour. Additionally, you have advantage on saving throws against disease, poison, and necrotic damage.

Daylight Pellets

Wondrous item, uncommon

A simple creation, *daylight pellets* have saved many adventurers when battling the forces of darkness. They have also given false credit to charlatans across the multiverse, who claim to have arcane or divine might.

Inside a heavy leather pouch, you see a handful of tiny ceramic pellets. Bright, warm light shines from small fractures in each sphere. These small ceramic pellets measure 3/4 of an inch in diameter and weigh an ounce. Typically, 1d4 + 4 pellets are found together.

While these creations do not harness the power of the true sun, the Order of the Setting Sun has seen success in scaring off crazed vampire spawn with a handful of pellets.

You can use an action to throw a pellet up to 60 feet. The pellet shatters on impact and is destroyed, illuminating the area as per a *daylight* spell with a duration of 10 minutes.

Sometimes at night, when we hid in the shadows of the forest away from Strahd's omniscient stare, we'd see lights in the distance. We feared they were will-o'-wisps — or even worse, that we were descending into collective madness, seeing things that weren't there, seeing the things we wanted to see. But perhaps these morsels of daylight are what we saw. I've learned that light is often a lure – but sometimes, it's a signal of hope.

Divine Wrath Weapon

Weapon (any), very rare (requires attunement by a cleric or paladin of non-evil alignment)

The history of *divine wrath* weapons reaches back to when intelligent life began worshiping deities. These weapons are often the mark of high priests and legendary crusaders, wielded by only the most devout and feared by anything opposing their cause. A *divine wrath* weapon is often as prized as the bones of saints or other relics.

Faithful scholars claim each of these weapons are given directly by the gods and cannot be produced by mortal hands. I doubt this is true. A skilled artificer could, with the proper focus, harness the energies of the Outer Planes in such a way.

This weapon is plated in gold and impeccably clean. When attuned, the holy symbol of your god is clearly emblazoned on the weapon. You gain a +2 bonus to attack and damage rolls made with this magic weapon. Additionally, when you hit a creature with an attack using this weapon, you can expend one use of Channel Divinity to deal an additional 2d6 radiant damage.

Ebon Armor

Armor (heavy), very rare (requires attunement)

This armor is infused with magic siphoned from the Shadowfell. Often worn by death knights, wights, and vampire lords, *ebon armor* is the mark of an undead commander. A skilled artificer can preserve the magic within the armor even after its wearer has been defeated, but the unholy formula to create *ebon armor* is known only to undead.

A vampire in service to the Count wore such armor. It did nothing to shield the beast from my mastery of the arcane.

This black armor is decorated with fanged skulls and protruding bones. The cold steel drinks the heat from your body. You have resistance to necrotic damage while attuned to this armor. Additionally, whenever a creature dies within 5 feet of you, you can use your reaction to gain 5 temporary hit points.

Ectoplasmic Feedback Armor

Armor (light, medium, or heavy), rare

This armor is created using the physical residue a ghost creates after haunting an area for years. The ectoplasmic substance is able to reach through the Ethereal Plane to cause a painful reaction in a ghostly attacker.

A boorish solution.

This armor is covered in a thick, translucent substance and decorated with the symbols of Kelemvor. Whenever a creature with the incorporeal movement trait hits you with a melee attack, they take 1d6 force damage.

Elixir of Luck

Potion, rare

Elixirs of luck are banned in many cities throughout the multiverse. Their use can turn the tide in games of chance, recreational combat, and sporting events, much to the dismay of bookmakers.

Luck is a false construct of the untrained mind. It is an excuse to ideally observe the world, instead of seizing it and making it your own.

This golden potion shines with a dim light. When you drink it, you feel like nothing can stop you. When you

I don't exactly... mesh well with paladins. They assume my relationship with the Great Old One is malevolent and domineering; holy warriors don't understand that — unlike their gods — the Old One rewards my desires and grants me power without asking questions. Still, goodness is hard to come by in Barovia, so take all the help you can get. Few things vanquish Barovia's monsters as swiftly as divine power.

drink this potion, you can reroll a failed ability check, attack, or saving throw within the next 10 minutes. You must use the new result.

Everbright Weapon

Weapon (any), rare (requires attunement)

These weapons are notoriously difficult to create, leading to many failed attempts across the multiverse. After forging the weapon, the artificer must bathe the item in natural sunlight for 24 hours. One must not only understand the intricacies of artificing to create an *everbright weapon*, but also the delicate balance of astral movements.

A wise artificer merely finds a world permanently alight in the blazing sun on which to create such a weapon.

This pearlescent weapon is decorated with bursting suns and shimmers even in the faintest light. You gain a +1 to attack and damage rolls made with this magic weapon. This weapon has 3 charges. As an action, you can expend 1 charge to cause the weapon to flash a brilliant, white light. Every creature within 20 feet of you must make a Dexterity saving throw (DC 15) or be blinded for 1 minute. The weapon regains 1d2 + 1 expended charges daily at dawn.

Fearsome Armor

Armor (light, medium, or heavy), rare (requires attunement)

The first suit of *fearsome armor* was created spontaneously when a lost planar traveler died to a pack of Sorrowsworn within the Shadowfell. The warrior's fear manifested and imbued itself in the deceased's breastplate. Talented but cruel artificers are able to invoke similar terror in unsuspecting subjects, distilling it to create this armor.

Emotions are a powerful and dangerous thing. It is best to rid oneself of them or risk their wrath.

This suit of armor appears unadorned, but anyone observing it closely sees horrific fleeting images across its surface. This magical armor has 3 charges. As a bonus action, you can expend a charge to cause every creature within 10 feet to make a Wisdom saving throw (DC 15). Failure results in the target being frightened of you until the end of their next turn. The armor regains 1d2 + 1 expended charges daily at sunset.

Firefly Lamp

Wondrous item, common

The peasants and nomads of Barovia have learned long ago to make do. This lamp is a testament to the common resourcefulness that life in Barovia breeds. The lamp is fashioned from a clear glass bottle. Inside are dozens of fireflies that have been caught and imprisoned. When a goblet of wine is poured into the bottle, the lamp activates, providing bright light in a 10 foot radius and dim light for an additional 10 feet. This effect ends at the end of your next long rest.

Construction: 100gp.

Construction of this item is not strenuous magically but can prove to be frustrating. The "fireflies" in the bottle are actually a special kind of faerie with bio-luminescent skin. When they become intoxicated, they lose the ability to control the pigments in their skin and begin to glow as part of a mating display. As the effect of the alcohol wears off, their skin fades to its normal shade. Each night after dark, the creator must succeed on a DC 15 Dexterity check to capture a faerie. If the check fails, no progress is made on the lamp that night. They may attempt another check the next night until they have captured 25 faeries. This can, however, be very dangerous work in Barovia.

Firesight Ammunition

Ammunition (any), uncommon

Even a weak foe turned invisible becomes a deadly fight. A High Artificer of Gond, the Wondermaker, is said to have developed the alchemical substance used to create *firesight ammunition*. Upon impacting a solid surface, the substance ignites and explodes in an illuminated adhesive powder, clinging to whatever it struck. These simple creations have turned the tide of many battles.

A charlatan's trick. If one dedicates oneself to the study of the Art, sight beyond worlds is yours to hold.

When this piece of magical ammunition strikes a target, it explodes in a brilliant burst of white light that clings to the target. When you hit a target with an attack using this magic ammunition, it cannot gain the benefits of cover or invisibility for 1 minute. Additionally, creatures have +10 to Wisdom (Perception) checks made to notice the target.

Ghost Net

Weapon (net), very rare

The *ghost net* is believed to have originated on the Shadowfell, where, at times, particularly powerful souls can break free and wander the plane, instead of setting off to their final resting place. Servants of the Raven Queen created the first of these nets on the Ethereal Plane before using them to capture errant spirits.

One would be remiss not to note that these nets are particularly suited to fighting the undead. Much to my dismay, it had little effect against a rival arcanist blinking between planes.

This iridescent net casts an otherworldly light across whatever it entangles. Speaking the command word causes this net to glow a dull white light. For the next minute, if you hit a Large or smaller creature with the incorporeal movement trait using this magic weapon, they are restrained, ignoring any condition immunities.

Barovia is filled with ghosts. Even those who escape its skeletal clutches leave parts of themselves behind, forever drifting throughout the Barovian forests and mountains. This weapon wields that spectral power, woven with threads from the Astral Plane, so you can wield it against those who seek to pull you into the depths of purgatory.

A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Additionally, while restrained by the net, a creature with the incorporeal movement trait loses any resistances or immunities to bludgeoning, piercing, and slashing damage from nonmagical weapons. Once used, this effect cannot be used again until the next dawn. Dealing 10 slashing damage to the net (AC 12) also frees the creature without harming it, ending the effect and destroying the net. The net magically mends itself in 1 hour.

Goblin Shield

Armor (shield) uncommon (requires attunement)

This small wooden shield is little more than a buckler sized for a human. It is rough-hewn black wood and bound with poorly smelted, lumpy iron bands. It is lashed with goblin skin and slightly sticky to the touch. It also has a musk that is hard to completely diffuse. While you wield this shield you can use a bonus action to take the Disengage action.

Construction: 500gp, a goblin skin, a goblin shield.

The vile components and ghoulish method make this item something most craftspeople are not likely to want to make. First one must acquire a goblin-made shield and a goblin hide. The hide is boiled and cut into strips then woven and banded across the shield. *Enhance ability* and *freedom of movement* must be cast on the finished product once a day for 14 days. The item is then ready for use.

Gown of Ravenkind

Wondrous item, very rare (requires attunement)

This long black gown has feathers woven into the fabric. The sleeves go only to the shoulder, and the neckline rests nicely on the clavicle. This item is a favorite of performers and spies. When you put it on, you notice an unexpected freedom of movement, and you can wear no armor. While wearing this dress you may reroll a failed Acrobatics, Athletics, or Sleight of Hand check. You must accept the result of the second roll. This can be done up to 3 times per day. Each day at dawn, the gown regains 1d3 charges.

Construction: 50,000gp, 14 Raven feathers.

This dress is named after the craftiest of all birds. Ravens are sleek, spry, and wily. Each day for 14 days *jump* and *freedom of movement* must be cast on a single feather. That feather must then be woven into the fabric of the dress. On the 15th day, the dress is ready for use.

My familiar, Chernok, is an imp. He was a gift to me from the Great Old One to ease my ever-present loneliness. Chernok can take many forms, but he and I both like it best when he takes the form of a raven. I admire the sleekness and beauty of a raven; they appear in the sky like jagged voids in movement, cutting through the gray.

In Barovia, ravens are symbols of goodness, harbingers of aid. Chernok and I are often misjudged for our alliance to the unknown, but we have made the raven our symbol. As such, a gown like this is hard-won. The feathers from a raven must be found or given freely, not stolen. This is what allows the gown to maintain its ravenlike qualities.

Gravestone Pendant

Wondrous item, very rare (requires attunement)

This item appears as a stone pendant and some finger bones on a leather cord. These items are nearly never found due to the effect of attuning to such an item and the sheer malice that goes into making such a vile, loathsome thing. Non-evil creatures will be very much averse to wearing or even holding this item. Only evil creatures can endure the horrific ordeal of attuning to this item.

While you attune to the pendant, the finger bones close around your neck and suffocate you as they bury themselves into your flesh, which signifies the item's acceptance of the pact. The rest of the necklace turns to dust and is gone forever. You take 2d8 Necrotic

damage. The attunement is now complete and the necklace takes effect immediately. You become immune to poison and necrotic damage but gain vulnerability to radiant damage. While you live, only a *wish* can end this attunement. If you are killed the attunement ends, but you can only be restored to life by a *wish* or *true resurrection*.

Construction: 50,000gp, a piece of a murder's gravestone, severed fingers of a murdered humanoid.

First, the piece of gravestone is carved into the likeness of a horned skull set against a pair of wings. Then it and the severed fingers are attached to the leather cord. The item is placed on an evil altar and an evil deity is contacted to bestow their awful influence on the item. This ceremony takes 4 hours and the evil deity appears in 1d6 days. If sufficient tribute is paid, the item is cursed and the deity leaves. Once the fingers rot to bones the item is ready for attunement.

Heartening Shield

Armor (shield), rare (requires attunement)

The church of Ilmater claims to have created the first *heartening shield* for the knightly Order of the Noble Heart. These shields provided The Crying God's warriors with the means to endure even the cruelest suffering at the hands of Loviatar's servants.

The Order of the Setting Sun, while devoted to The Morning Lord, exhibits many qualities prized by Ilmater. There is, indeed, much suffering in this world.

This sturdy oak shield is reinforced with steel bands and rivets but feels light on your arm. This magical shield has 3 charges. As a bonus action, you can expend a charge to gain 5 temporary hit points. The shield regains 1d2 + 1 expended charges daily at dawn.

Helm of Seven Deaths

Wondrous item, legendary (requires attunement by a character of non-good alignment)

There is no doubt the *helm of seven deaths* originates from the Shadowfell. The predominant legend is that the Raven Queen herself, during her ascension to power, was challenged by seven shadar-kai seeking to overthrow her. The Queen trapped each of their souls in a brilliant emerald amulet, which were later used to create this helm. It is said to have been a gift to her champion but has since been lost from the Shadowfell.

An arcanist can enchant a gem's facets to not only capture light but much more fundamental energies.

This black plate helm is fashioned to resemble a grinning humanoid skull. Six emeralds encircle a seventh large emerald on the helm's brow. Each of the seven emeralds can trap the soul of a fallen opponent. Once per turn when you kill a creature while attuned to the helm, you can use a bonus action to capture the soul in one of the seven gems. A dead creature cannot be returned to life while its soul is captured in the gem. Captured souls can be safely released by the wearer or through a *wish* spell. Constructs and undead are immune to this effect. The souls are used to fuel the helm's powers.

Lifesense. As a bonus action, you consume one captured soul. For the next minute, you know the hit point total of any living creature within 60 feet of you.

Consume Essence. As a bonus action, you consume the lifeforce of one or more captured souls. For each soul you consume in this way, you regain 1d8 hit points.

Reaper's Call. As a bonus action, you consume seven captured souls. Your next attack that hits within one minute is a critical hit.

Hexen's Atheme

Weapon (dagger), rare (requires attunement)

This curved, ritual dagger is often used to deliver sacrifices. Cultists and fanatics use them to great effect as once they are used to draw blood, the blade's devastating power is revealed. When a creature is struck and takes damage from this item, you may use a bonus action to place a curse on that creature. The cursed creature has disadvantage on one saving throw of your choice and takes an additional 1d6 necrotic damage the next time they are struck with the *hexen's atheme*. This effect lasts until you target another creature with this effect or for 1d4 rounds, whichever is sooner.

Construction: 5000gp, one ornate dagger.

The spell *hex* or *bestow curse* must be cast on this item for 20 nights. On the 20th night, the creator must use it to cut themselves and offer a blood sacrifice. When the wound heals into a scar, the dagger is ready for use.

Hunter's Flint

Wondrous item, uncommon

These simple creations are more prized than magical swords and rings by wise hunters and explorers. When venturing atop harsh mountains or deep within the Underdark, one should know the environment itself is often deadlier than any beast or monstrosity.

This flint contains a spark from the Plane of Fire. Perhaps this could be turned into something grand.

A warm, magical fire catches from a single spark of this flint shard. The flint is large enough to light 1d6 + 1 fires before being consumed. If you light a campfire using this piece of flint, the fire does not create smoke or sound. The bright light from this magical fire cannot be seen from outside its 10-foot radius sphere, though creatures inside of the area can be seen normally by darkvision or other light sources. The fire lasts for 8 hours or until it is extinguished normally.

Kyton Armor

Armor (chain shirt or chain mail), very rare (requires attunement)

Despite its name, *kyton armor* is not crafted from hellish chains. The otherwise mundane chains are transmuted to have a semblance of life, controlled by the attuned wearer. A minor divination enchantment is used to grant understanding of Infernal, furthering the ruse that the wearer has defeated a powerful devil.

There is a long history of deception in the artificer's trade. The so-called kyton armor is among the best examples.

This suit of dark chain armor has large sections of chain tipped with cruel barbs and hooks dangling from it. While wearing this armor, you can speak Infernal. Additionally, as a bonus action, you can command one of the chains to attack a target within 10 feet of you. The chains use your Strength modifier to attack and damage and deal 1d6 slashing damage. The chains count as magical weapons.

Lead Cap

Wondrous item, uncommon

This heavy skull cap is made of a soft, dull metal. It has a leather strap. While you wear the helmet, you are immune to the charmed condition.

Construction: 500gp, one 8-inch lead bowl.

A leather strap is riveted to the bowl in such a manner that it can be worn as a helmet. *Dispel magic* must be cast on the bowl 15 times before it is ready for use.

Lemminkainen's Ghostlight Mantle

Wondrous item, very rare (requires attunement)

This skull-shaped, carbon steel helmet has a large amethyst in the forehead and the visor descends in the shape of a distended maxillary bone. While you wear the helm you have a +1 magical bonus to AC. In addition, as an action you can expend a charge to cause a crackling bolt of black lightning to erupt from the amethyst and target a creature within 60 feet that you can see. Make a ranged spell attack against that creature. On a hit, the target takes 3d12 lightning damage. On each of your turns for the duration, you can use your action to automatically deal 1d12 lightning damage to the target. The effect ends if you use your action to do anything else. The effect also ends if the target is ever outside the effect's range or if it has total cover from you. For each turn you maintain the effect, one charge is expended. The item has 5 charges and it regains 1d4+1 charges each day at dawn.

Construction: 50,000gp, an amethyst worth at least 1000gp.

Lemminkainen created the first of these potent helmets to aid in the Troll Wars of Waterdeep. They now are being recovered all over the multiverse. A steel helmet must be crafted and the amethyst inserted into a socket in the forehead. Each day at dawn for 30 days, *witch bolt* must be cast into the gem using a spell slot of 4th level or higher.

Lockpicking Ring

Ring, uncommon (requires attunement)

Lockpicking rings are prized by thieves throughout the multiverse for their simple, concealable design. The ring relies on multiple small pocket dimensions used to conceal animated tools attuned to the wearer.

Heward claims to have created the first of these larcenous implements, but the fool professes too much.

This ring is made up of tiny prongs, hooks, and other delicate tools that spring to life on command. While wearing the ring, you have advantage on Dexterity checks made to open locks. The ring also acts as a set of thieves' tools. In addition, the ring allows you to cast *knock* on an object you are touching. Once used, this effect cannot be used again until you finish a long rest.

Manawoldi's Sacred Blade

Weapon (dagger), rare (requires attunement)

These daggers are finely crafted, ivory handled, leaf-blade daggers. Each comes with a black leather sheath and gold hilt. It is usually given as a gift, though sometimes it is found among treasure piles or on dead adventurers. When you would drop to 0 hit points as a result of taking damage, you can use your reaction to expend a charge and instead drop to 1 hit point. If you take damage sufficient to kill you instantly, or you are subjected to an effect that would kill you instantly without doing damage, a charge is automatically expended and you instead drop to 1 hit point. This item has a maximum of one charge, and it is usually found with one charge. It regains one charge when the creature attuned to it succeeds on at least one death saving throw.

Construction: 5000gp.

Once the blade is forged and the dagger made, a medicine man takes it and for 16 days he must cast *dispel magic* and *death ward* on it. On the final day, it is used to sacrifice a goat, pig or sheep and it gains its first charge. It is ready for use.

Manawoldi's Voodoo Doll

Wondrous item, very rare (requires attunement, warlock only)

This unsettling doll is made of cloth, straw, and human hair. Only those trained in specific magics can harness this item's power. Once a warlock of 5th level or higher attunes to this item, they gain the Eldritch Incantation *Sign of Ill Omen*. They lose the power granted by this item if they no longer possess it or the item is destroyed.

Construction: 50,000gp, a black sapphire worth at least 5,000gp.

This item must be made using human hair, stuffed in the doll and sewn into the scalp. One of the creator's teeth is also placed inside the doll before it is sewn up.

A special one-hour ritual involving one casting of *bestow curse* must be done each day for 25 days. Then a black sapphire worth at least 5,000gp must be crushed and sprinkled on the doll during a one-hour ritual. The item is ready for use thereafter.

Mongulu's Tungi

Weapon (hand ax), rare (requires attunement)

This triangular-headed, iron axe has a thick, hardwood handle wrapped in leather. It is light enough to be thrown and does piercing damage instead of slashing damage. If you throw the axe and score a critical hit, the axe returns to you hand at the end of your turn. That is not the axe's true power. The shaman of Chief Mongulu's tribe made these axes cleave into the very essence of the enemies they hit. The axes deal necrotic damage to creatures with resistance to piercing, slashing or bludgeoning damage. Creatures with immunity to any of these damage types take no damage from these weapons.

Construction: 5000gp.

Once a day, at dawn, for 6 days *magic weapon* must be cast on the axe and once a day at dusk for 6 days *bless* must be cast on the axe. At midnight on the last night of creation, a 3-hour ritual casting of *mage hand* must be performed. The axe is ready to use at dawn the next day.

Mordenkainen's Magic Library

Wondrous item, very rare (requires attunement)

This item looks like a bedroll and indeed it is made from one. As an action you can unroll it and speak the command word. A small portal the shape and size of a single shelf of up to six books appears. You can take, exchange, and replace books for up to one minute before the portal closes. These books must be books you have stored on a designated shelf beforehand. This item functions but once every 24 hours and regains this ability each dawn.

Construction: 50,000gp, a bookshelf, and a bedroll.

When this item is created, two nails must be removed from the bookshelf and two patches of fabric taken from the bedroll. These items are placed in a brass bowl and *dimension door* is cast on them once a day for 30 days, on the last day of casting *dimension door*, *simulacrum* must be cast on it as well. Each of the two nails must be wrapped in the pieces of fabric and be driven into a shelf of the bookcase. Up to six books can be affected by placing them between these two nails.

Mordenkainen's Marvelous Razor

Wondrous item, rare

Mordenkainen himself enchanted this elegant ivory handled shaving razor. It never needs to be sharpened and cannot cut flesh. Characters using this item find it leaves a smooth, close shave. If you use this razor as part of a daily hygiene routine, you may roll 1d4 and add the result to any one Charisma Saving throw. This effect can only be used once per day and is regained at dawn after you use the razor to shave.

Amira, have you seen my razor?

Nope

Construction: 5000gp, a shaving razor worth no less than 30gp, holy water.

There are many of these razors scattered throughout the various planes. Mordenkainen has frequently lost or misplaced them. He creates new ones and tinkers with the recipe. To create one of the razors, one needs to cast *cure wounds* and *guidance* on the item twice a day for 10 days. The spells are made permanent by passing the blade over incense and dowsing it with holy water.

Mordenkainen's Mystic Monocle

Wondrous item, rare (requires attunement)

Among the archmage's many treasures is a magical eyepiece that allows the user to decipher even the most complex arcane language. This item is the glorious prize of any magic user lucky enough to find it, as it allows the user to identify scrolls at a glance. Though the monocle can only identify scrolls in this manner, its more treasured power is that it allows you to more precisely target your spell attacks. If a creature is forced to make a saving throw to avoid a spell or effect you cast, that saving throw is made with disadvantage. If you must make an attack roll as part of a spell you cast, that attack roll is made with advantage.

Any luck finding that razor?

No.

Some magic monocle...

Construction: 5000gp, one piece of clear crystal worth at least 1000gp.

The crystal must be cut, tumbled, and polished. Twice daily, the item must be placed in a silver bowl. During this time *identify* and *true strike* must be cast on the crystal. This ritual takes one hour and must be done for 14 days. Newer incarnations of this item have straps that secure the lens to one's head; an improvement, Mordenkainen feels, over the pocket chain of his earlier design.

Mordenkainen's Secret Pocket

Wondrous item, rare

This item appears to be little more than a small patch of cloth. When sewn on to a garment as one would sew on a pocket, it becomes a nearly undetectable secret pocket. The pocket stores all items placed inside it on the Ethereal Plane and it can hold 1/5 cubic foot or 6 pounds of nonliving matter (see "pouch" in the Player's Handbook under Equipment). It is also nearly undetectable, requiring a successful DC20 Wisdom (Perception) check to find. It is automatically found with *detect magic*, *true sight*, or similar effects. You are always able to find the pocket. This item functions for 60 days before it falls off the garment. Each item stored in the pocket when it falls off has a 5% chance of being lost on the Ethereal Plane. Items not lost on the Ethereal Plane

spill harmlessly into the space you occupy. The pocket must be re-sewn to function again.

Are you sure you haven't seen my razor?

Have you checked all your pockets?

Never mind.

Construction: 5000gp, a piece of fine fabric.

Mordenkainen's secret pockets are made by casting *Leomund's secret chest* on the fabric once a day for 2 weeks. On the final day, the fabric is ready for use.

Mordenkainen's Staff

Wondrous item, artifact (requires attunement)

Every wizard needs his prop. It is always wise to beware a seemingly old man leaning on a bit of wood. Great power always lurks therein. I have seen many wizard's sticks in my time. Know that a wizard's staff is no trifling thing. They contain a raw might seldom found in other enchanted items, even those useful to mages. Their power can turn blows, slow time, change fate, and preserve the wielder's life in dangerous exigencies. Great and terrible things can be accomplished by a mage with a staff.

True knowledge of the origins of Mordenkainen's Staff has been lost. Some sages, including Qort, believe the great mage's Staff is an ancient copy of the first greater staff of power, a staff of pure magic wielded by Mystra herself – or by another god or goddess, the face of which Mystra showed to another world. Mordenkainen's Staff is an ash pole covered by thousands of runes which glow with an eerie blue light, and which writhe and rearrange themselves as they are observed. This hints at the massive power of the magic harnessed within.

Mordenkainen's Staff has traveled many worlds, across many planes of existence. For any other than the great wizard, attempting to attune to it and harness its power is perilous, for it is more intelligent – and more pompous – than most who would grasp it.

Mordeknkainen's Staff can be wielded as a magic quarterstaff that grants a +3 bonus to attack and damage rolls made with it. While you hold it, you gain a +3 bonus to spell attack rolls and you have a +3 bonus to your AC.

The Staff has 50 charges for the following properties. It regains 4d6 + 2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 20, the Staff regains 1d12 + 1 charges.

Spell Absorption. While holding the Staff, you can use your reaction when another creature casts a spell that targets you. If you do, the Staff absorbs the magic of the spell, canceling its effect and gaining a number of charges equal to the absorbed spell's level. However, doing so can never bring the Staff's total number of charges above 50.

Force Lash. While holding the Staff, when a creature within 100 feet of you hits you with an attack, you can use your reaction to expend some of its charges in an arcane surge targeting that creature, which takes 2d6 force damage for every charge you expend in this way.

Arcane Luck. While holding the Staff, as a bonus action you can expend a charge to grant yourself advantage on all saving throws until the beginning of your next turn.

Spells. While holding the Staff, you can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability:

Conjure elemental (7 charges), *counterspell* (2 charges, plus 1 charge for every spell slot of 4th level or higher you wish to counter), *dispel magic* (3 charges), *fireball* (7th-level version, 7 charges), *fly* (2 charges), *knock* (2 charges), *lightning bolt* (7th-level version, 7 charges), *plane shift* (7 charges), *teleport* (10 charges), *wall of fire* (4 charges), or *web* (2 charges).

You can also use an action to cast one of the following spells from the Staff without using any charges:

Alarm, detect magic, light, mage hand, or *protection from evil and good.*

Final Strike. You can use an action to break the Staff over your knee or against a solid surface, performing a strike similar to the retributive strike of a staff of the magi. The Staff releases its remaining magic in an explosion that expands to fill a 30-foot-radius sphere centered on it.

You and the Staff instantly travel to a random plane of existence, avoiding the explosion. Every other creature in the area must make a DC 17 Dexterity saving throw. On a failed save, a creature takes an amount of damage based on how far away it is from the point of origin, as shown in the following table. On a successful save, a creature takes half as much damage.

Distance from Origin	Damage
10 ft. away or closer	8 × the number of charges in the Staff
11 to 20 ft. away	6 × the number of charges in the Staff
21 to 30 ft. away	4 × the number of charges in the Staff

Random Properties. The Staff has the following random properties:

- 2 minor beneficial properties
- 1 minor detrimental property
- 1 major detrimental property

Sentience. Mordenkainen's Staff is a sentient magic item, with 18 Intelligence, 12 Wisdom, and 18 Charisma, and is of Neutral alignment. It can speak, read, and understand Common, Elvish, Celestial, Infernal, and Abyssal, and communicates telepathically with any character that carries or wields it. It has hearing and darkvision to 60 feet. It is arrogant, considering itself of greater magical power than anyone other than Mordenkainen, and takes every opportunity to assert its will on anyone other than Mordenkainen who attunes to it. In addition, it uses whatever means necessary – including sacrificing its new "owner" – to get back to Mordenkainen as swiftly as possible.

Lore Seeker. The Staff's special purpose is to learn magical secrets.

Mordenkainen's Wondrous Stuff

Potion, uncommon

This item looks like a milky, grey potion but once identified, you find it has more in common with a magical oil. When applied to any item or surface, the *stuff* begins to make repairs as though a *mending* spell was cast on the item. Each vial contains enough oil for 6 uses. Repairs can take a few seconds up to a few hours depending on the size of the object being repaired. Large items may require more uses and obviously take longer. As a guideline, one use can repair up to 50 pounds of one material in one hour.

Construction: 500gp.

First bone glue is rendered. Then the slurry must have *mending* and *fabricate* cast on it once per day for 4 days while it cooks down. Once the brew becomes opaque and grey, it is ladled into vials. Up to 8 vials can be made at once, and each vial holds 6 doses.

Oil of Lasting Flame

Potion, common

This alchemical creation is often used by the affluent to heat their estates overnight. A wise explorer will carry a pint of *oil of lasting flame* should they run low on torches.

The Art should not be used to make us lazy and complacent. There is little wonder why the practice of wizardry has degraded to its current state when creations such as this prevail.

The clear oil in this vial is warm to the touch. When you light a fire using this oil, the fire burns for 8 hours regardless of the available fuel sources. Both normal and magical means of extinguishing the flame work normally.

Periapt of Recovery

Wondrous item, rare (requires attunement)

This item appears as a necklace with a small, empty vial attached to a cord or small chain. As part of attuning to this item, you must prick yourself and fill the vial with your own blood, taking 1hp piercing or slashing damage. This item only functions when you are forced to make a death saving throw. You may choose to use this item to automatically succeed on your next death saving throw. You must choose to do this before the roll is made. Once the item is used, it must be attuned again for it to function.

Construction: 5000gp.

The necklace can be made of any material, but the vial must be transparent. Once a day for 10 days, *spare the dying* must be cast on the item. Then for 3 more days, once a day, *cure wounds* must be cast on it. Following the last casting of *cure wounds*, a Life doman Cleric of 2nd level or higher must consecrate the item by using her Channel Divinity: Preserve Life focused on the periapt.

Potion Of Thaumaturgy

Potion, uncommon

This potion is thick and rich. Once you quaff this potion, you can cast any spell you have prepared of 3rd level or lower without expending a spell slot. You must have an unused spell slot of the appropriate level and have the components (if any) for the spell. While casting the spell, the components are consumed as usual. The potion's power lasts 1 hour or until used, whichever comes first.

Construction: 500gp gem worth at least 100gp.

There are many recipes for this brew; many metaphysicists have proposed which formula is the best but most novice potion makers are happy with whatever works. Three ingredients that every successful potion of thaumaturgy has are as follows: Sesame oil, silver dust, and one crushed gem. The potion must brew for one hour during a ritual of meditation.

Pouches of Shared Acquisition

Wondrous item, uncommon

A pair of gnome twins, Phineas and Lineas, commissioned the first *pouches of shared acquisition*. Their less-than-scrupulous nighttime activities brought ruin to many a Waterdavian noble house.

Thieves provide the most interesting solution to common problems. Perhaps there is something to be learned from their flexible treatment of universal law.

This pair of unadorned leather pouches shares the same extradimensional interior. These magical pouches always come in matched pairs and share the same interior space. Whatever is placed in one pouch (to a maximum of 3 pounds) is accessible from the other pouch as long as both pouches are on the same plane of existence. Only one pouch can be accessed at a time.

If a pouch is overloaded, pierced, or torn, it ruptures and is destroyed, and the shared contents are scattered in the Astral Plane. If the bag is turned inside out, the shared contents spill forth, unharmed, but the bag must be put right before it can be used again. Breathing creatures inside the bag can survive up to a number of minutes equal to 10 divided by the number of creatures (minimum 1 minute), after which time they begin to suffocate.

Pugilist's Belt

Wondrous item, rare (requires attunement)

The appearance of this belt varies. Most often it is a plain looking, brown leather belt with a metal buckle, covered with arcane symbols stamped into the leather. It is highly sought after by monks, though any class can use it. While wearing this belt, your unarmed strikes deal 1d4 force damage. If you have the Ki-Empowered Strike class feature, the belt adds 1d6 points additional force damage. In addition, all your unarmed strikes are considered magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage.

Construction: 5000gp.

The belt is crafted and then *magic weapon* must be cast on the item once a day for 5 days. *Spiritual weapon* is cast on the belt once a day for 5 days. At dawn of the next day, the item is complete.

Reaving Ammunition

Ammunition (arrow or bolt), rare

These cruel barbs are said to be gifts from Yeenoghu, the Demon Lord of Savagery to prized gnoll hordes. A single wound from a piece of *reaving ammunition* can cause even a stout warrior to die a slow, agonizing death.

These ebony arrows are fletched using blackbird feathers and have wicked, serrated fangs along the shaft. When you hit a creature with an attack using this magic ammunition, they must make a DC 12 Constitution saving throw or become wounded, taking 1d4 piercing damage at the start of each of its turns. A target can be affected by multiple pieces of *reaving ammunition*. The wounded target can spend an action to remove up to three pieces of *reaving ammunition* from its body, ending the effect for each.

Resplendent Bracers

Wondrous item, rare (requires attunement)

These very attractive arm guards are made of black-dyed leather and embossed with silver and gold inlays. They are closed with leather straps and buckles. These bracers give you insights and confidence that make you a more effective ally in combat. You can expend a charge to take the Help or Use Item action as a bonus action. The bracers have 3 charges, and regain 1 charge each dawn.

Construction: 5000gp.

Haste must be scribed into the leather of these greaves in a painstaking 24-hour ritual. Then the magical script is covered with black leather dye. Over the next 12 days, gold and silver inlays are added to the bracers and the straps. During this time, *true strike* and *guidance* are cast on the item once per day. They are wrapped in silk and placed in an iron-banded oak chest for one whole night. The following dawn, the item has is ready for use.

Ring of Binding, Lesser

Ring, rare (requires attunement)

This iron ring is actually a small length of chain bound in a circle. You may find this item to be uncomfortable at first but its power outweighs its lack of practicality as jewelry. As an action you can expend a charge and select a humanoid you can see. That creature must make a DC 15 Wisdom saving throw or be paralyzed. At the end of each of its turns, the target may make another Wisdom saving throw. On a success, the effect ends. This effect also ends if you target another creature with this effect or after 1 minute. This item has no effect on undead. The ring has 3 charges and it regains 1d3 charges at dawn.

Construction: 5000gp, a short length of small, iron chain.

The chain must be fashioned into a closed loop of appropriate size for a ring. Twice daily for 20 days *hold person* must be cast into the loop. The ring is then ready for use.

Ring of Binding, Greater

Ring, very rare (requires attunement)

This ring looks similar to a *lesser ring of binding* save that it is a double-linked length of fine chain twisted in a loop around a thin gold ring. As an action you can expend a charge and select a creature you can see. That creature must make a DC 15 Wisdom saving throw or be paralyzed. At the end of each of its turns, the target may make another Wisdom saving throw. On a success, the effect on the target ends. This effect also ends if you target another creature with this effect or after 1 minute. This item has no effect on undead. The ring has 3 charges and it regains 1d3 charges at dawn.

Construction: 50,000gp, a short length of small, double linked iron chain.

The chain must be fashioned into a closed loop of appropriate size for a ring. Twice daily *hold monster* must be cast into the loop for 20 days. The ring is then ready for use.

Ring of Communication

Ring, rare (requires attunement)

Rings of communication have proven invaluable to spies throughout history. They have been particularly useful to the Order of the Setting Sun in their covert fight against Strahd. The rings create a network of shared auditory sensors usable by any ring in the group. A large network of these rings can prove deadly for an unknowing tyrant.

It is true that information is the deadliest weapon of war. These rings allow for the unhindered dissemination of knowledge across a wide band. A remarkable creation.

Each of these simple copper bands are inscribed with the Elvish word for friendship. These magic rings have 4 charges. As a bonus action, you can expend one charge to speak the command word and activate the ring. For the next minute, you can clearly hear the words spoken by anyone within 1 mile who is also wearing a linked *ring of communication*. Background noise or other distractions do not prevent the words from being heard. Even whispers can be heard over the sounds of pitched battle. The ring regains 1d3 + 1 expended charges daily at dawn.

To link two or more rings together, the wearers need only to spend an action to touch the rings together and speak the common word in unison. Any number of rings can be linked together and remain linked until destroyed or they join another set of *rings of communication*.

Ring of Icy Betrayal

Ring, rare (requires attunement)

This ring is made of a very distinct blue steel and has a small, blue tourmaline in a bezel setting. It is cold to the touch. Thieves and assassins seek these rings, though any creature with Sneak Attack can benefit from this item. As part dealing sneak attack damage, you can choose to change the sneak attack's damage type to cold damage. You can change up to 3d6 damage in this manner, and you must decide to do so before you roll damage. This item can be used up to twice per day. It regains 1 use each day at dawn.

Construction: 5000gp, a blue tourmaline worth at least 100gp.

Each day at dawn for 14 days *ray of frost* must be cast on the item. The ring must be placed inside a *chromatic orb* (cold), cast at 3rd level or higher, once a day for 7 days.

Rod of Death

Rod, very rare (requires attunement by a spellcaster)

These simple wooden rods are constructed from a gallows used to hang a spellcaster. Once carved with necromantic symbols and doused in the Lake of Lost Souls on the Shadowfell, a *rod of death* gains tremendous power but takes an equally heavy toll in order to preserve the Balance.

These will be the death of many a fool apprentice.

While holding this simple wooden rod, you feel your connection to the Weave strengthen as a cold chill creeps up your spine. If you cast a spell that deals damage while using the rod as a material component, you can choose to reroll the spell's damage. You must use the new result. If you choose to reroll, you are considered to have failed a death saving throw. You can obtain up to three failed death saving throws due to this effect. These death saving throw failures reset when you die or finish a long rest. You cannot use this property again until you have fewer than three failures. If you fail your third death saving throw due to this effect, the failure doesn't cause you to die immediately. The next time you are reduced to 0 hit points, you die.

Rod of Teeming Growth

Rod, very rare (requires attunement)

Druids and rangers use these scepters but they are popular with all types of naturalists. This rod is always made of yew.

As an action, you can expend charges to use the rod in one of two ways:

- A long, thorny vine bursts from the rod. Make a ranged spell attack against a creature you can see within 30 feet of you. On a hit that creature takes 1d6 piercing damage and must succeed on a DC 15 Strength saving throw or be restrained until the end of your next turn. At the beginning of its turn, the creature may attempt the saving throw again. On a success, it is no longer restrained. To use this effect, you expend 1 charge.
- Designate a 20-foot-square within 60 feet. For the next minute, that area becomes an overgrown thicket of brambles and vines, making it difficult terrain. Any creature that begins its turn in the affected area must make a DC 15 Strength saving throw or be restrained. To use this effect, you expend 2 charges.

This item has a maximum of 4 charges and it regains 1d3 charges each day at dawn.

Construction: 50,000gp, a yew rod, rosewater.

This rod is only made by druids. The druid must have an established circle and a hickory stump altar on which to work. The rod is placed on the hickory stump for 7 days and blessings are invoked each dawn. During this time, *entangle* and *thorn whip* must be cast upon the item. The item must then be bathed with rosewater. The item must be wrapped in ivy and placed in a stone box. It must not be opened until the dawn of the 12th day. Only then is it fully charged and ready for use.

Searing Shield

Armor (shield), rare (requires attunement)

At first glance, this shield appears to be ornamental with little defensive value. However, the keen eyes of the arcanist will discern that the shield is imbued with a fraction of the sun's light. There is little doubt a *searing shield* can prove crucial in the battle against undeath.

Another gift from the Order's patron deity - or so they believe.

This copper and gold plated shields shines with a warm inner light. While attuned to this shield, you can use a bonus action to create a 5-foot radius sphere of light centered on yourself for 1 minute. Undead in the area make attacks with disadvantage and take 1d4 radiant damage when they first enter the area or begin their turn in the area. Once used, this effect can't be used again until the next dawn.

Shadowshaft Ammunition

Ammunition (arrow or bolt), rare

These sleek broadhead arrows seem to be made of smoke. It is disputed whether the shadar-kai or drow first created these arrows. It is clear, however, that both races benefit from their use when fighting under the light of the sun.

These arrows prove that darkness can and will exist anywhere. The light must rise in equal force to maintain a careful Balance.

A dark miasma clings to these bolts, drinking the nearby light. When you hit a target with an attack using this magic ammunition, the ammunition bursts into a 10-foot radius sphere of magical darkness. Creatures with darkvision can't see through the darkness and nonmagical light does not illuminate it. The area is considered heavily obscured and remains in the area for 1 minute.

Shallow Grave Armor

Armor (light, medium, or heavy), rare (requires attunement)

Shallow grave armor develops a strong connection to the afterlife during creation. The artificer is required to bury the armor in a fresh grave for a year and a day. Once removed, the armor provides a strong ward against death.

A testament to the power of Balance. In death, there is also eternal life.

This armor is always caked in dirt and grime, no matter how often you clean it. It smells slightly of wet earth and embalming fluid. While attuned to this armor, when you are reduced to 0 hit points but not killed outright, you can spend one Hit Die. Roll the die and add your Constitution modifier. You regain hit points equal to the total. After using this power, you gain resistance to necrotic damage and vulnerability to radiant damage for 1 minute. Once used, this effect can't be used again until the next dawn.

Sheng Long's Staff

Weapon (quarterstaff), very rare (requires attunement)

This 6-foot long staff is made of hardwood which is tapered slightly at both ends. You can choose to deal radiant damage instead of bludgeoning damage when using this staff to attack. Additionally, you can choose to do radiant damage with unarmed strikes while using this weapon. You must declare this action before damage is rolled.

In addition, when you take damage as part of a creature's melee attack, you can use your reaction to use the staff to make a melee attack against that creature. On a hit, the creature takes 2d10 radiant damage. The staff can be used this way up to 3 times per day. You must be able to see the target of this effect and the creature must be within range. This item regains 1 use each day at dawn.

Construction: 50,000gp.

The staff itself is easy to make. Most will select a precious hardwood apt for magical enchantment. The staff is cut to roughly the height of the user and tapered to make it lighter and faster. The item must have *bless* cast on it each day for 7 days. Then for the next 5 days *hellish rebuke* must be cast at dusk. At dawn following the last casting, it is ready for use.

Silkspinner's Shaft

Ammunition (arrow, bolt), uncommon

Drow usually make this type of ammunition, though it is an example of the less sadistic crafts of their labor. The shaft is made of a light wood or whittled bone. The tip is a carving of a spider, with the front two pairs of legs forming the point. Both arrows and crossbow bolts are made with this enchantment.

When fired, the head bursts apart and entangles the creature targeted with the ranged attack. That creature must succeed on a DC 15 Dexterity saving throw. On a failure, the creature takes no damage but is restrained for 1 minute or until it makes a successful Dexterity saving throw. The creature has advantage on these saves if the ranged attack misses. If the attack misses by more than 5, the creature is unaffected. Once fired, the ammunition is destroyed, whether or not its magic functions.

Construction: 500gp.

The shaft and tips are made or must be commissioned (which costs an additional 5gp). Up to eight arrows/bolts can be made at once. They are infused with magic by casting *web* on the shafts once a day for one week. Then *hunter's mark* is cast once on the lot and they are ready for use.

Skeleton Key

Wondrous item, uncommon

This plain looking iron key is highly sought after by thieves and neer-do-wells. As an action you can place a *skeleton key* against any stuck, locked, or otherwise sealed portal and expend a charge. There is a 75% chance that the door will magically open. If a character attempts to use the key when no charges remain, the attempt to open the portal fails automatically and a wraith (MM, p302) appears and attacks the user. The key then becomes a non-magical, ordinary key. The key has 3 charges and at each dawn it regains 1 charge.

Construction: 500gp.

Most good practitioners of magic do not make such keys. They are usually the work of devils or fey. To make a *skeleton key*, one must acquire an iron key. Then rather than imbue the key with magical properties, a wraith is bound to the key, usually against the creature's will. A *geas* spell is used to bind the creature to the key.

Skinwalker's Bane

Weapon (arrow), rare

These magical arrows appear to be somewhat primitive in design as they are made of silverwood and tipped with obsidian. The fletching is made from owlbear feathers. One needs to look closely at the shaft to notice eldritch invocations infused in the lustery sheen of the grey wood. Any shape-shifting creature not in its true form struck by these bitter barbs must succeed on a DC 17 Constitution saving throw or take 6d10 necrotic damage. In addition, the creature is stunned for one round as it reverts to its true form. A successful saving throw halves the damage and the creature avoids being stunned.

Construction: 5000gp, Owlbear feathers.

A majority of the cost in creating these specialized arrows of slaying is in the cost of a shaft of silverwood, an extremely rare and jealously-guarded material. The black, glass-like arrowheads are affixed with thread made from the sinew of a wolf, bear, or similar predator. The fletching must be attached with bone-glue. A gem worth at least 200gp must be crushed up with some belladonna and sprinkled on the arrow while casting *disintegrate*. The incantations embed themselves in the magical wood and the arrow becomes active.

Slippers of the Acrobat

Wondrous item, rare (requires attunement)

These soft soled, slip-on shoes look very similar to what a monk or a priest would wear. Once attuned, you instantly notice how much lighter you feel. If you wear light or no armor and are not encumbered your walking speed becomes 35 unless it is already higher. In addition, if you are not already in it you gain proficiency in Acrobatics. When making a long jump, you add up to 10 feet to your movement (up to 5 feet for a standing long jump). When performing a high jump, you can add 1d4 to the total height of the jump. You have advantage on Acrobatics checks to avoid being knocked prone or moved as a result of being pushed. You also have advantage on Dexterity saving throws.

Construction: 5000gp, fox or cat hair.

These shoes are made of soft leather, suede, or in some cases silk. The soles are made of boiled leather. First, the spell *enhance ability* must be cast on these shoes once a day for a week. Then the spells *guidance* and *jump* must be cast on the slippers one a day for one week. A small tuft of cat or fox hair must be placed in the slippers when they are worn the first time.

Symbol of the Sun

Wondrous item, rare (requires attunement by a cleric or paladin of good alignment)

These powerful implements are sent to Lathander's most faithful clerics. Upon discovering a *symbol of the sun* in Count Strahd's possession, the Order of the Setting Sun believed they had discovered a much more powerful artifact rumored to exist in Barovia. They were incorrect, however. The search for that artifact continues.

It is absurd such a powerful creation is squandered by the faithful. What more righteous cause is there than to uphold the Balance?

This golden amulet is shaped like a lion's face, its mane resembling the blazing sun. Even on the coldest nights, it is warm to the touch. While attuned to this magical holy symbol, whenever you cast a spell that deals fire or radiant damage to undead, you deal an additional 1d6 fire or radiant damage if the holy symbol is used as a material component.

Twilight Shield

Armor (shield), uncommon (requires attunement)

These are the balancing force to *searing shields*. Imbued with the cold darkness of Shar, these shields can provide much-needed cover when advancing on one of the Count's many holdings.

This shield is crafted from black glass lined with silver filigree. While attuned to this shield, you can use a bonus action to create a 5-foot radius sphere of darkness for 1 minute. The area counts as lightly obscured. Ranged attacks made into the area are at disadvantage. Once used, this effect can't be used again until the next sundown.

Vecna's Rebuke

Wondrous item, uncommon

Few who find this item realize its true nature, as it looks like a severed, rotting, humanoid head. The use of this item is a ghoulish act though few can doubt its effectiveness. As an action, you can throw this gruesome novelty up to 20 feet and the skull breaks open on impact. Make a ranged attack against a creature or object. You are proficient in this attack. On a hit, the target takes 1d6 necrotic damage and must make a DC 15 Constitution saving throw or be poisoned for 1 minute. If the attack misses, randomly select a space adjacent to the original target. Any creature(s) in the affected square must make a DC 15 Constitution saving throw or be poisoned for 1 minute. The item is destroyed when used.

Construction: 500gp, severed humanoid head(s).

These items are made exclusively by necromancers and evil priests. First *gentle repose* is cast on the head. Then once a day for one week, *stinking cloud* must be cast on it. The head is then boiled in a noxious brine that softens the skull and utterly putrefies the remaining organic tissue inside the skull. This takes about a day. In a large enough vessel, up to six of these items can be made at once. The item is ready when the flesh is cooked off and a haunting skeletal visage remains.

Weapon of the Deep

Weapon (any slashing except "whip") very rare (requires attunement)

These weapons are finely crafted but for one quirk: the metal of these weapons is matte black when found.

Once attuned, they function as below.

- In bright light, the metal remains black. It is still considered magical for purposes of overcoming resistance or immunity to non-magical attacks and damage.
- In dim light, the metal turns silvery and glows. It provides bright light in a 20-foot radius. Additionally, it deals an extra 1d6 radiant damage to any target it hits.
- In darkness, the metal glows radiantly. It provides bright light in a 40-foot radius and dim light for an additional 40 feet. It deals an additional 2d6 radiant damage to any target it hits.

This item is unaffected by magical darkness.

Construction: 50,000gp, holy water.

While the weapon is being forged, it must be quenched in holy water. Once complete, the item must have *spirit guardians* cast on it twice per day for 10 days. Then *light* must be cast on the item twice per day for 14 days. A 6th level cleric must then dedicate the item by channeling divinity into the item at dawn, after which it is ready for use.

Whip of Webs

Weapon (whip), very rare (requires attunement)

A *whip of webs* is a prized possession for many of Lolth's high priestesses. The drow have created many magic items honoring the Queen of Spiders but these weapons are the most well-known. These whips are used to both punish indignant underlings and bring enemies to heel.

A weapon truly as cruel as the Dark Mother.

Thousands of strands of spider silk have been woven together to create this weapon. The obsidian hilt ends in a stylized spider set with a bright red ruby. You gain a +1 bonus to attack and damage rolls made using this magic weapon. Additionally, when you hit a creature with an attack using this weapon, you can use a bonus action to cause webs to magically entangle the target. The target must make a Dexterity saving throw (DC 15) or be restrained by the webs for 1 minute. A creature restrained by the webs can use its action to make a DC 15 Strength check. If it succeeds, the creature is no longer restrained. Once used, this effect cannot be used again until you finish a short rest.

Wight Armor

Armor (light or hide), very rare (requires attunement)

The Order of the Setting Sun utilizes this armor to great effect. After defeating one of Strahd's risen minions, the righteous rebels are able to twist the necrotic energies in the dying body to create an imperceptible umbral shroud. While living eyes are unaffected, undead are incapable of noticing the wearer.

Necessity often breeds genius and there are few motivators better than risking a torturous end at the hands of Count Strahd. Indeed, this is why the multiverse requires cruelty to flourish.

This crudely stitched armor smells of rot and grave dirt. While wearing this armor, you gain a +1 bonus to AC. Additionally, you can use an action to make yourself imperceptible to undead creatures for 1 hour. Wisdom (Perception) checks made to notice you by undead automatically fail. This effect ends if you make an attack or cast a spell. Once used, this effect cannot be used again until the next sunset.

Yadira bint Azul's Magic Powder

Wondrous item, rare

Yadira was a sheik's daughter who had a profound gift for magic. She crafted a special, silvery powder that renders invisible things visible for a short time. When you throw the powder in a 5-foot-square to which you are adjacent, any creature in that space that is invisible becomes visible for 1d6 rounds.

Construction: 5000gp, 300gp silver dust, one crushed blue sapphire worth at least 1000gp.

The blue sapphire must be crushed and added to the silver dust during a 2-hour ritual casting of *true sight*. The dust must be placed in a silk bag and left under the moonlight for 6 nights, at dawn on the 7th day it is ready. Enough powder for up to 6 uses can be made at one time.



Zombie Potion
Potion, rare

When you drink this black, foul-smelling potion, you become a Zombie (MM, p316) for 1d3 days. You retain half your maximum hit points and are able to use simple weapons only. You are unable to cast spells but retain enough sentience to remember simple goals. You cannot be healed with magic while under the effect of this potion. If you are reduced to 0 hit points or are destroyed by an effect, you revert to its original form and begin rolling death saving throws as normal.

Why?

I had a bet with Elminster.

Don't look at me like that.

Construction: 5000gp, crushed bloodstone, grave dirt.

It is a mystery how this potion was first made; its applications are quite limited. Rumor has it that Mordenkainen once used one of these potions to sneak past the roving guardians of Acererak's *Tomb of Horrors* to steal a black sapphire. First, one must make a *potion of healing* and place it in a mausoleum for one week. Then for three nights, a *raise dead* ritual must be performed. On the following night, the bloodstone is crushed and mixed with grave dirt. Following a ritual casting of *create undead*, the grave dirt and the crushed bloodstone are added to the potion. The potion is now complete.

Augment Crystals

These simple items were unknown to me before I happened on them on a world far removed from my own. That world was a wondrous place, where magic infused all aspects of daily life. There, artificers imbued simple glass crystals with magic. Many people used the crystals to supplement and reinforce their equipment. They were so eminently useful that adventurers used them in great quantities, especially during their early careers. I note them hereunder, with drawings and several sample formulae for my apprentices to study and replicate.

- Mordenkainen

Augment crystals offer characters a cheap magical method of improving weapons and armor. Unlike permanent magical armor or weapons, augment crystals are only usable once, or have relatively weak effects. Further, the "swappable" nature of *augment crystals* allows a character to be prepared for a greater number of adventuring possibilities. Buying or finding a weapon which deals magical fire damage is not only a significant investment in effort and gold – if one can be found for purchase at all – but is a completely waste of time, effort, and encumbrance when you aren't fighting water elementals or twig blights. On the other hand, a *magma crystal* provides the same effect and can also be swapped for a *frosty crystal* when you need to fight a pack of magma mephits. Even low-level characters can afford a couple of *augment crystals*, and high-level characters can easily afford to keep an assortment in a *bag of holding*, selecting just the right augment for any occasion.

An *augment crystal* is a small crystal that imbues a weapon, shield, or suit of armor with magical effect while the crystal is affixed to it. An item can hold a single augment crystal at any time. As an action, you can attach a crystal to an item or detach one. While a weapon is augmented with a crystal, it becomes a magic weapon. When a crystal is burned out, it flashes into mist and disappears.

Crystal of Adamantine
Wondrous item, common

A small, clear piece of rock crystal has a tiny sphere of iron at its center which strengthens your armor or shield. While the crystal is installed, any critical hit against you becomes a normal hit. Once the crystal has prevented one critical hit, it is burned out.

Crystal of Adaptation
Wondrous item, common

These bright red crystals are faintly warm to the touch, and when installed protect you from suffering levels of exhaustion caused by extremes of temperature.

Crystal of Aquatic Action
Wondrous item, common

This blue-green crystal always feels slightly damp. When installed, you gain a swim speed of 30 feet.

In addition, as an action you can use the crystal's power to cast the *water breathing* spell. Once you use this property, the crystal is burned out.

Crystal of Arcane Steel
Wondrous item, uncommon

Needle-like iron deposits in this quartz crystal imbue arcane energy into a weapon. While the crystal is installed on a melee weapon you wield, you gain +1 on to-hit rolls you make with the weapon. In addition, you gain +1 hit point per damage die you deal with that weapon when you deliver a spell or spell-like effect through making a melee attack with it.

Crystal of Bent Sight
Wondrous item, common

A clear crystal polished to a mirror finish, while it is installed on a suit of armor you're wearing or a shield you wield, you can use your reaction to gain advantage on one saving throw to avoid being petrified, such as by a medusa's Petrifying Gaze attack. Once you use this property, the crystal is burned out.

Crystal of Deflection
Wondrous item, common

This sapphire-colored crystal has a tiny iron arrowhead at its center. While it is installed on a shield or weapon you wield, you can use your reaction to gain +5 to your AC against one non-magical ranged attack. Once you use this power, the crystal is burned out.

Crystal of Energy Assault
Wondrous item, common

While it is installed, a crystal of energy assault adds 1d4 points of energy damage to a weapon's attacks: acid, cold, fire, lightning, or thunder. This damage doesn't stack with energy damage of the same type dealt by the weapon, if any.

Crystal of Energy Protection
Wondrous item, common

While it is installed, a crystal of energy protection grants resistance against a single form of energy damage: acid, cold, fire, lightning, or thunder. When the crystal has prevented 25 points of damage from the energy source, it is burned out.

Crystal of Freedom
Wondrous item, common

Colors dance across the face of this otherwise clear crystal, making you harder to pin down in a fight. While the crystal is installed on a piece of your gear, you can use your reaction to gain advantage on one ability check to avoid being grappled. Once you use this power, the crystal is burned out.

Crystal of Intestinal Fortitude
Wondrous item, common

This dull green crystal must be installed on a suit of armor. While it is installed, it pulses in time with your heartbeat, and you can use your reaction to gain advantage on a single saving throw against poison damage or the poisoned condition. Once you use this power, the crystal is burned out.

Crystal of Life Drinking
Wondrous item, uncommon

A transparent dark-gray crystal with a sickly green glow, this crystal allows you to harvest some of your foe's life force.

Each time you deal damage to a living creature with the weapon to which this crystal is attached, you heal 1 point of damage. When the crystal has healed a total of 10 points of damage, it is burned out.

Crystal of Life Keeping
Wondrous item, uncommon

An opalescent crystal which sparkles in dim or bright light, this crystal protects you from death. As an action, you can use the crystal's power to cast the *death ward* spell on yourself. Once you use this property, the crystal is burned out.

Crystal of Rest
Wondrous item, common

Carved into the shape of a heart, this pink crystal makes your rests more restful. While you wear a suit of armor into which this crystal is installed, you gain +1 hit point to every hit die you spend during a short rest. In addition, when you regain hit dice during a long rest, you gain 1 extra hit die.

Crystal of Returning
Wondrous item, uncommon (requires attunement)

When this sky-blue crystal is installed into a melee weapon, you can use your bonus action to magically call the weapon to your hand, as long as it is within 30 feet of you. In addition, as a bonus action you can cause the weapon to regain the returning property for 1 minute, where immediately after you make a ranged attack with it, the weapon flies back to your hand.

Fiendslayer Crystal
Wondrous item, uncommon

Those who battle denizens of the lower planes often install these perfect, clear-crystal spheres onto their weapons. While installed, they emit a faint, pure-white glow.

When you score a hit with it, a weapon with this crystal attached to it deals an extra 1d6 points of radiant damage to fiends.

Iron Ward Diamond
Wondrous item, common

Cut from a small yellow diamond, this crystal must be installed on a suit of armor. While you wear the armor on which the crystal is installed, you gain resistance to bludgeoning, piercing, and slashing attacks from non-magical weapons. Once the crystal has absorbed 25 points of damage, it is burned out.

Ruby of Frenzy

Wondrous item, common

This blood-red crystal must be installed on a suit of armor. While you wear the armor on which the crystal is installed, and while your hit points are less than half your hit point total, you gain a +1 bonus to weapon damage you cause. In addition, you can use your reaction to invoke the crystal's magic to gain advantage on one saving throw against fear. Once you use this property, the crystal is burned out.

Truedeath Crystal

Wondrous item, uncommon

As with fiend-slayers, those who battle the living dead also require aid in sending their enemies to their final final rest. These amethyst-colored crystals, each carved into the shape of a humanoid skull, serve that purpose.

When you score a hit with it, a weapon with this crystal attached to it deals an extra 1d6 points of radiant damage to undead.

Sample Recipes

The making of augment crystals was, on the world on which I found them, widespread among artificers, requiring only the simplest magic. A crystal of energy assault, for example, requires the artificer be able to cast the cantrip acid splash. Others required slightly more sophisticated spells, such as vampiric touch for the crystal of life drinking.

The process of creating them, however, is simple. First a flawless example of the appropriate crystal must be found or crafted. Then let the crystal be cleansed with the smoke from a bundle of green willow. Then let the crystal be placed in the center of a magic circle. After it is so placed, let the candles be lit at the eight points commanded by the archwizard Ezrolith Churn. Then let the artificer stride widdershins around the circle eight times. During each circuit, let the artificer chant the verbal component of the spell to be placed in the crystal eight times. Finally, let the crystal be once again cleansed in water melted no more than eight minutes beforehand from glacial ice.

Thereafter, the crystal is ready to be used. A being need only spend a moment to will it to attach itself to an otherwise non-magical object.

Much of Mordenkainen's information regarding crystals is correct. But there are few things I know better than crystals and gemstones. I myself rely on a large, jagged amethyst to source my arcana — it serves as the conduit between myself and the Great Old One, for the Old One's power is far too potent for me to wield without it. Once you discover the usefulness of an augmented crystal, you may be tempted to experiment with the other crystals found throughout the multiverse. I have a few tips and tricks I have logged in my opuscule over the years. Here are a few additional considerations for your crystal crafting.

***Note:** When experimenting with crystals, it is important to yield to their natures. They can be cleansed, yes, but only to a point. They are more powerful when you keep their innate properties intact.*

Quality of Crystal

Clear

A crystal with perfect clarity is easily imbued with new arcana. For beginners, these are the best to use, as they are the most predictable. You can measure the clarity by holding the gemstone to your eye and peering through it. If you are able to see through to the other side, your view altered by color and texture but not obstructed by it, the crystal is clear. Think of a clear crystal as a "young" crystal. Although the crystal may have been created eons or centuries ago, its clarity is evidence that it has not traveled far and has not been weathered by the world.

Clouded

A clouded crystal — meaning, the crystal is murky and shadowed and difficult to see through — contains history. It is often impossible to know what contributed to its state, but its evolution is evident. There is a complexity to a clouded crystal that many advanced arcanists and artificers admire. A crystal of this sort absorbs the spells assigned to it, altering the magic just slightly, giving the wielder a unique experience custom to them.

A clouded crystal can be cleansed, but this does not remove its physical appearance. There is wisdom in a clouded crystal, and wisdom in those who choose not to challenge this natural state.

Mixed

A crystal with both clear and clouded areas is mercurial, so you should proceed with caution. A crystal like that sacrifices parts of itself to earn a sliver of clarity. That tension between these two halves never ceases. As such, whatever you put into it will be unreliably emitted back to you. Youmay accept that as a warning, or a challenge.

Common crystals and their meanings

Amethyst
This type of gem works best for arcana that deals with altering psyches.

Sapphire
This type of gem works best for arcana that alters or harnesses elements, weather, or the natural world.

Onyx
This type of gem works best for arcana that boosts abilities.

Quartz
Quartz gems of any color are flexible in nature but work best for boosting spells that pertain to the elements, including fire, ice, water, and lightning.

Opal
This type of stone is complex. Its benefit is being able to contain and support all kinds of spells and abilities, but it can be unpredictable in how it absorbs these gifts and releases them back to the wielder.



Chapter Four: The Vistani

The nomad clans (Vistani) who roam Barovia and the surrounding baronies that make up the rest of the Demiplane of Dread are mostly peaceful people who enjoy song, dance, and high spirits. They take many a drink and dress in wild, bright colors compared to most other peoples of Ravenloft. They travel about in brightly colored wagons. Each nuclear family has their own wagon called a "*Vardo*" and the man is the head of the household if in title only. They are skilled artisans; Vistani instruments are highly prized by the few outsiders (called *Giorǵios*) who own one. They make their living mostly by plying a trade and selling wares in an area before moving on. They exchange currency and barter for needed goods. They are skilled in the arcane arts as well and are excellent seers. Many say that the Vistani are the only seers in Ravenloft who see the truth as it really is because they are not corrupted by the Dark Powers' influence.

Each nomadic band is comprised of an extended family with grooms being taken into the female's clan. The males of the society are really more of a figurehead; the elder women are much feared and respected. The Sight is strongest in them and their devastating curses can be bestowed with a sideways glance. Many Vistani weave magic into their song and dance for the entertainment of visitors. Many women in the band may have magical aptitude and the Sight, but only one is selected to lead the tribe. It is usually, but not always, the daughter of the current leader. Once the matriarch feels a suitable replacement is wise enough to lead, she abdicates control of the clan to her successor and takes on a more advisory role.



It is said that Ravenloft was created in the interest of containing entities too powerful to be left unchecked, like a prison for the evilest and dangerous beings in the multiverse. Given this analogy, the Vistani are like the commissary; they are tolerated by these terribly powerful beings here for their undeniable utility. Ravenloft neighbors are not the friendly type; bitter and heated feuds are fostered by the repressive Dark Powers that control this plane. Knowledge can be the deciding edge in many of these conflicts and Vistani have become masterful information brokers. Good favor with the Vistani seers can go along way securing victory in uncertain situations.

The Vistani, despite being jovial and apt, are not inclined to help *ǵiorǵio* unless they pay well. They are tight-knit and favor the clan over anything else. No amount of gold will convince them to put themselves or other Vistani at risk for the sake of outsiders. They do not stay anywhere for too long and will vanish if threatened. News travels quickly among the Vistani tribes, black-balled individuals do not find dealing with another clan any easier after a slight paid to one clan.

Vistani Magic Items And Services

Many moons ago, the matriarch of the tribes of nomads living in Barovia struck a deal with Lord Strahd. His power has since grown, he could easily wipe them out but he maintains this jagged alliance with the nomads in exchange for their services as spies. They report to him the goings on in his barony and he honors the accords made long ago. They travel freely in Barovia, unchecked by Strahd's horrific servants. They are even able to pass through the poisonous mist that surrounds Barovia. According to some accounts, they have discovered magic that allows one to leave the Demiplane of Dread, arcane knowledge that has eluded even Strahd. The Vistani are likely to report any strangers they encounter to Strahd.

The Vistani have many magic items at their disposal but they sell only a few to *ǵiorǵio*. The Vistani are the only people in Barovia able to make these items so characters should expect a 15-20% markup on the normal value of these goods. The formula for their construction is unknown.

Balinokian Healing Potion

Potion, uncommon

This cloudy yellow-orange potion is revered for its potent healing properties. It heals 4d4+4 damage. It is rumored to be made from Balinok lizards and fruit. Only the Vistani know how to make this potion and the secret is jealously guarded.

Scroll Of Return

Scroll, Legendary

This scroll is used to return to the Material Plane. It is written with plain black ink on a papyrus sheet rolled and sealed with a ribbon. When read, the user and up to 8 designated creatures return the material plane at the location and time of their departure to Ravenloft.

Traveler's Potion

Potion, common

This opalescent potion allows the imbiber to travel through the mist of poisonous gas that surrounds Barovia. There are other terrifying kingdoms beyond that of Lord Strahd but many Barovians have never seen them. A potion lasts the duration of a journey through the mist and a new potion must be purchased if a PC wishes to return to Barovia.

Wolf's Paw

Wondrous item, rare

The wolves of Barovia are among Strahd's closest and most savage servants. They do his bidding exclusively; mauling vendors who do not pay taxes or slaughtering fools who venture too near Castle Ravenloft. The Vistani are not subject to the draconic impunity of these vicious enforcers. They do, however, craft charms for wealthy travelers who wish to enjoy the same protected status. A Wolf's Paw is made from the severed paw of a Barovian wolf that has been dried, cured, and stuffed with Wolf's Bane. A wolf of Barovia must make a DC 15 Wisdom saving throw when they enter or begin their turn within a 20-foot radius of a creature with a Wolf's Paw or be frightened. Those that succeed on the saving throw are charmed. A new saving throw can be made after 24 hours.

This is a new item.

Vistani Services

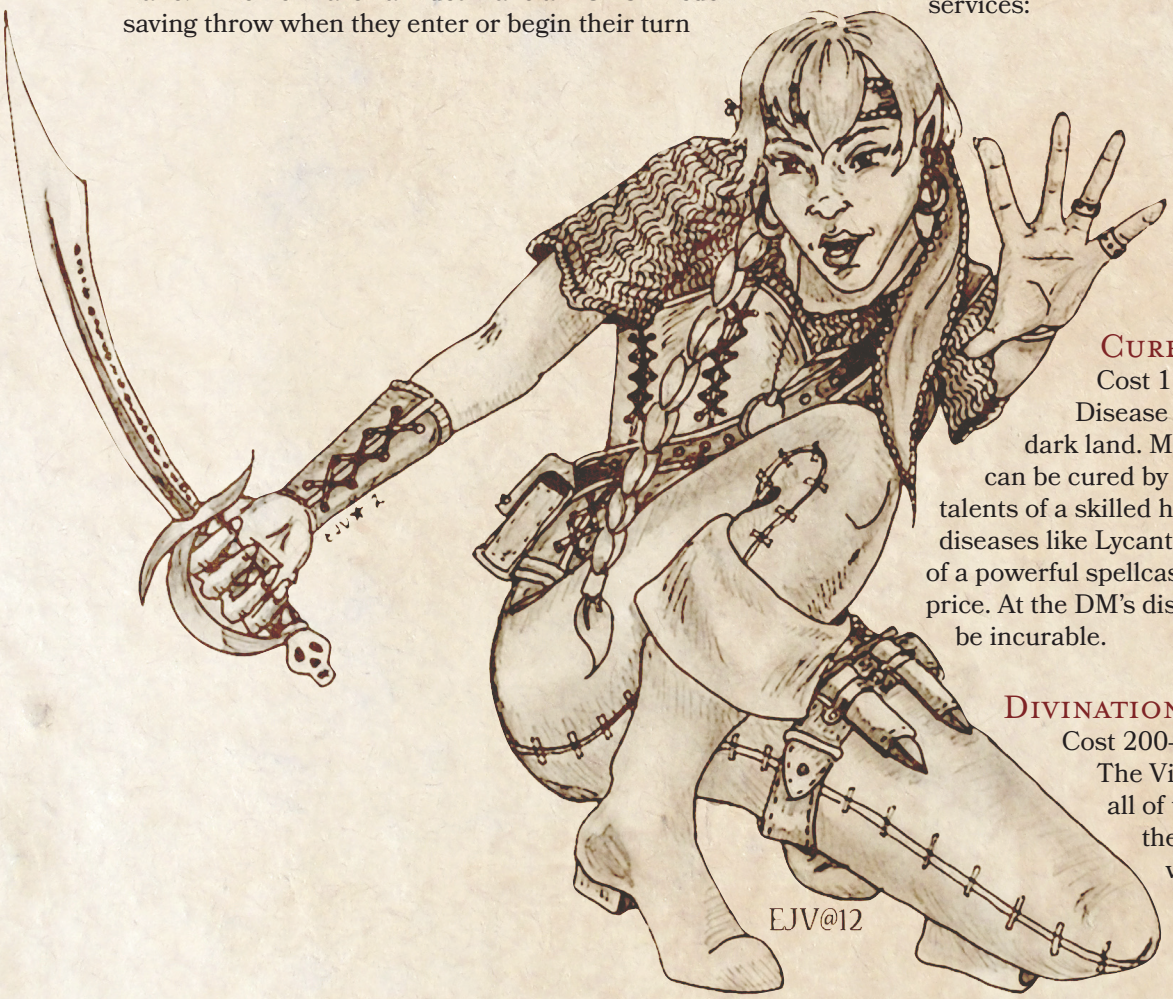
The Vistani are an ancient people skilled in magic. They perform only a few services for outsiders and the cost is at a premium. The Vistani know that help is not easy to find in Barovia, and as such, charge 20% more for their magical services. Any dealings with the Vistani are sure to be reported to Strahd.

Some general guidelines on spell casting services in Barovia are as follows:

- If asked to travel to perform the service the answer is "no", travel is dangerous in Barovia, even for Vistani.
- The client provides any need components for the spell. The Vistani will not perform services that will jeopardize the uneasy alliance with Strahd.
- They will not cast a spell higher than 5th level. They believe this draws undue attention from the sadistic and capricious Dark Powers of Ravenloft; the Vistani will not risk the ire of these penumbral fiends.

See the chart below for basic guidelines on spellcaster services:

Spellcaster Services
Cantrip --- 25gp
1st Level --- 100gp
2nd Level --- 200gp
3rd Level --- 350gp
4th Level --- 500gp
5th Level --- 700gp



Cure Disease

Cost 150-550gp

Disease is a common ailment in this dark land. Many non-magical maladies can be cured by natural means with the talents of a skilled healer. Other more horrific diseases like Lycanthropy require the services of a powerful spellcaster and command a higher price. At the DM's discretion, some diseases may be incurable.

Divination

Cost 200-550gp

The Vistani are the only seers in all of the realms to see things as they are. Though the methods vary, the visions are the most

trusted. Most mentalists own a crystal ball but some use tarot, bone casting, or tea leaves. The cost is based on the level of the spell and the nature of the request, not the method used.

Guide

Cost 50-100gp per day

Travel is dangerous is Barovia; as it is anywhere in Ravenloft. The Vistani are gifted explorers and navigators and will help some *giorgios* they like by allowing them to follow the caravan. Though the Vistani have little to fear from Strahd's servants, their companions may fall under attack. The Vistani will not intervene to protect outsiders, nor will they allow them to stay on past the designated destination.

Heal Wounds

Cost 50-350gp

The Vistani are skilled healers. The cost of the healing services depends on the severity of the wounds and the level of the spell(s) cast. As part of the healing services, they can also remove poison and minor condition ailments treatable with lesser restoration but this extra care costs an additional 150gp.

Remove Curse

Cost 25-500gp

The cost of this service differs based on the severity of the curse. Common curses rarely last more than a few days and amount to little more than just "being a little off." More advanced curses, like those bestowed by items or spell effects, can last longer, be more difficult to lift and be more debilitating.

Restoration

Cost 200-700gp

Many times, a character will suffer a reduction in a statistic, a reduction of maximum hit points, loss of a class feature, or will acquire a detrimental condition. These can sometimes be removed by magic and the cost varies based on the level of the spell required.

Curses

Curses are quite common in the Demiplane of Dread; most are just an arcane hex bestowed by a biting remark. The Dark Powers revel in the suffering and misfortune that inhabitants are willing to inflict on one another. Sometimes an insult or harsh glare will bestow a curse. This occurs because of the ambient hostility and despair that the plane grants arcane measure to base reactions. This is what is referred to as a folk curse; ordinary folks cursing each other, possibly unwittingly. The severity of the effect depends a lot on the emotion of the curse when it is cast. A minor spat is unlikely to last more than a couple days and be so minor as to perhaps go unnoticed. Deep-seated, seething, wrathful disputes may last a week or more and the effects can be devastating.

Folk Curses, Durations, and Costs to Remove

Minor Folk Curse, 1 day, 25gp

- cannot use proficiency bonus for skill checks
- lose or misplace 1D4 gp
- break or lose mundane item worth 10gp or less

Lesser Folk Curse, 1D4 days, 100gp

- cannot use proficiency bonus for saving throws or skill checks
- disadvantage on all skill checks
- lose or misplace 1D20 gp
- break or lose a mundane item worth 50gp

Greater Folk Curse, 1D6 days, 200gp

- disadvantage on all skill checks and saving throws
- lose or misplace 3D20 gp
- break or lose a common or uncommon consumable magic item

Folk curses can easily be removed by the Vistani. Before they remove a folk curse, Vistani will be wanting to ask how one acquired the curse, as usually, it was a Vistani that bestowed it. If they feel the curse is unwarranted they may remove it. Sometimes they will not, claiming they cannot but that it will pass in a few days. If they do decide to remove a curse, it is a simple matter of spending one-half hour concentrating on removing the malicious force attached to the cursed creature.

During this time, the Vistani usually ask the client to perform some mundane or foolish task as part of the payment, explaining that "it will help lift the curse".

See the Folk Curses, Durations, and Costs to Remove table for some examples of basic folk curses:

These are just some examples effects of curses. Typically, less severe curses may only incur one of the items on the sample list while characters under a greater curse may suffer all three. This is entirely the DMs discretion. These are just sample effects. Players and DMs should perhaps brainstorm for some more tailored effects that are better suited for the table's style of play. One of the most enjoyable aspects of using curses is to make the events that caused the character to become cursed memorable. Take, for example, a character that fails a Persuasion check such as while haggling for a better price, they grievously insult the merchant. After the exchange of unpleasantries, the DM notes to the player that every time these individuals meet, the subtle verbal duel continues. Each gets in their jabs, thrust, and riposte; establishing colorful exchanges and character history and depth.

Hauntings

It is not hard to imagine why there are so many restless souls in a place like Ravenloft. Incorporeal undead like wraiths and ghosts often attack people physically, but sometimes older, more malevolent spirits seek to destroy the mind of their victims. They do this by spreading madness, fear, and despair. They capitalize on the reckless and impulsive nature of a panicked creature and dominate the minds of the weak and vulnerable. The

first condition their prey by dismantling the mind, one fragile piece at a time.

There are three types of hauntings wary travelers must be aware of:

- cursed items
- haunted places
- haunted people

Cursed Items

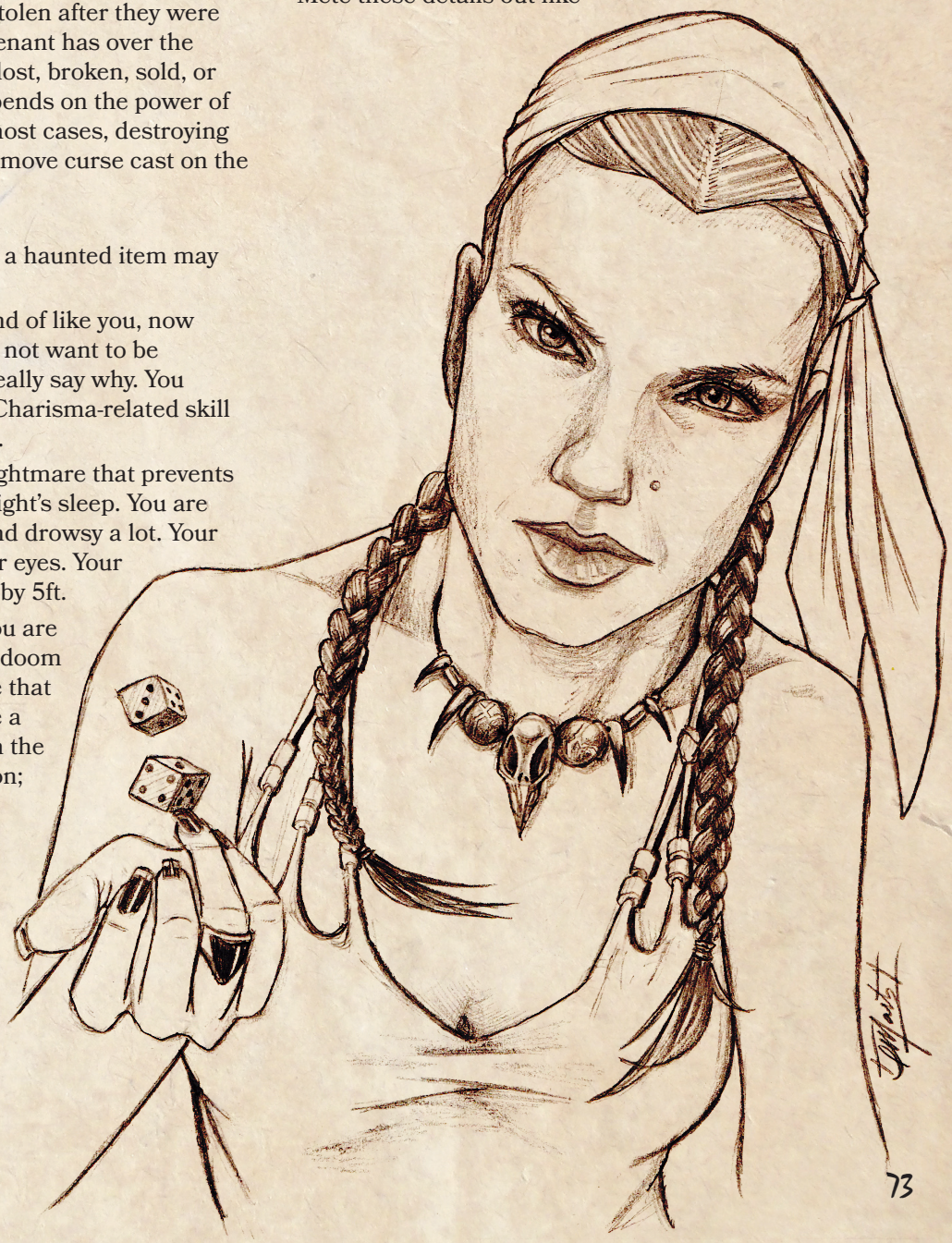
When one thinks of a cursed item, one usually imagines a magic item, something like a Monkey's Paw. The item grants wishes but usually at a terrible cost. This is not always the case. Cursed items can attract a phantom by being involved in a tragedy, like murder. Strong emotions like anger, love, hate, fear, they all leave a film (ectoplasm) on things in the vicinity of a tragic event, like emotional fingerprints. Certain creatures and gifted humanoids can sense these impressions. A murder weapon might have a vengeful spirit attached but so too could the money that was stolen after they were slain. Sometimes the hold the revenant has over the victim is broken when the item is lost, broken, sold, or given away. Other times not, it depends on the power of the being doing the haunting. In most cases, destroying the item or items and/or having remove curse cast on the item works.

Some examples of the effects of a haunted item may include:

- People used to at least kind of like you, now even your friends seem to not want to be around you. No one can really say why. You have disadvantage on all Charisma-related skill checks and saving throws.
- You have a reoccurring nightmare that prevents you from getting a good night's sleep. You are sluggish during the day and drowsy a lot. Your feet seem as heavy as your eyes. Your walking speed is reduced by 5ft.
- You aren't sure why but you are overcome with a sense of doom or ennui. You don't believe that anything you do will make a difference. You go through the motions but lack conviction; some days are better than others. Each day at dawn roll 1d4. Subtract the number you rolled from the result of every saving throw, attack roll and skill check you make.
- You feel like everything you do to is a struggle; like you are underwater and trying to run or swing a weapon. Everything seems distant and lacks immediacy. Voices sound like you are wearing earplugs, colors look faded, pain is mercifully dull. Add ½ your proficiency bonus (rounded down, minimum of 1) to attack rolls.

Haunted Places

What normally comes to mind is an archaic mansion, with an iron gate and turrets, that sits atop of an ominous hill. This example is iconic but worn out. So is the idea of a haunted cemetery, haunted theatre, or a haunted dungeon. One way to spice up this trope of a haunted place is to pick a specific area of the haunted location that is haunted. Perhaps instead of the haunted road archetype, it is the stream that the old road parallels as it winds through the dark, dense wood. Discovering the true source of the haunting can be quite rewarding to players. Perhaps many events in the haunted tavern take place near or involve the fireplace. Mete these details out like



breadcrumbs and intrepid players will start to put the pieces together without much coaxing.

Haunted places are easy for players to deal with; don't go there. In fact, without some compelling reason to, most player's would rightly argue that their characters won't go somewhere they know is dangerous. Metagaming aside, the player has a point. This is where discretion becomes key; don't let on that the area they are in is haunted. Just as they may deduce that it is the stream in the woods that is haunted, not the woods, so to they must discover, *in medias res*, that they are already in harm's way. The PCs must now find a way to survive and exit the oppressive environment. In most cases, leaving the haunted area ends the effects of the haunting.

Some examples of the effects of haunted places could be:

- This place seems to defy logic and navigation. Every part of the area seems like you have been there before; like you are perpetually lost. Any survival checks to discern your location or plot a route of travel are at disadvantage.
- You feel ill and run down as if the life is draining from you. You notice many dead animals and withered plants here. Even the water is brackish. The negative energy here stings like a sunburn. Whenever a creature regains hit points, roll 1d6 and subtract it from the total hit points regained. A creature cannot lose hit points if the result is negative; they always regain at least 1 hit point.
- You hear voices, muffled at first but growing clearer. You feel that while talking or doing something, you are merely a spectator; for brief moments, your thoughts and actions are not your own. You feel like you are being controlled and these feelings are growing more frequent and lingering longer. You suffer disadvantage on Wisdom saving throws.



Haunted People

Sometimes a person has done something so awful, so wicked, that the restless spirits attach themselves to the soul of the very person who wronged them. This happens rarely but the effects of this torment are hard to dispel. Often stories are told of murderers being haunted by their victims even on the way to the gallows. Many attribute this to the overwhelming guilt from the crime, but those with the Sight can see the black veil of ectoplasm around these cursed wretches. Those Dark Powers that tend to this black garden are creative and merciless in their judicial duties. Conflict and emotion run high during the brief moments of a crime of passion and the echoes of the deed can be sinister. Few survive being plagued by wrathful spirits for long and in some cases, the curse runs in the family for generations.

In a few cases, a haunt from an object or place may latch on to a person. This is also rare. It is more likely to happen if the person angers the spirit or lingers too long under the phantom's sway. Many of the ghosts that cause a haunting are very survival oriented as they feel they have much more work left to do. They may lose some of the power they hold when they uproot and attach to a new host but they have eternity to regain such losses.

Some examples of the effects a haunted person might suffer could be:

- It would seem your luck has changed. Your social standing has improved and a great windfall has come your way. You are just getting used to your new lifestyle when it rapidly declines. Loss, sorrow, and death become the norm as the spirit(s) haunting you built you up just to tear it down. You become jaded and bitter; is there a point to even trying anymore? You have disadvantage on all skill checks.
- You soul is constantly gnawed at by vicious ghosts. Your mind grows more unhinged and you feel more comfortable with the growing darkness you find yourself in. You become vulnerable to psychic (or radiant) damage.
- Everyone's face seems familiar. You recognize a baseless, primal fear on the visage of all you meet. They have found you and they know who you are. Your doom comes on swift wings now, why fight it anymore? You must succeed a DC 13 Wisdom saving throw at the beginning of every combat or gain the frightened condition. All hostile creatures are the source of this effect. On a success, nothing happens. You may attempt this save again at the end of each of your turns; a success ends the effect.

Spell List

Bard

Cantrip:
Guided Path (Div)

1st:
Catsfeet (Trans)
Combined Talents (Div)
Death's Call (Necro)
Disarm (Evoc)
Drawmij's Light Step (Trans)
Resinous Tar (Conj)
Vigilant Slumber (Div) (Ritual)

2nd:
Bafflement (Enchant)
Bothersome Babble (Enchant)
Caterwaul (Enchant)
Compose Mind (Abjur)
Dazzle (Evoc)
Doublespeak (Illusion)
Drawmij's Breath of Life (Trans)
Ebony Hand (Necro)
False Lie (Illusion)
Glitterdust (Conj)
Luminous Swarm (Evoc)
Mask of the Ideal (Illusion)
Painful Echoes (Evoc)
Protection from Cantrips (Abjur)
Pyrotechnics (Trans)
Sanguine Interrogation (Div)
Vocalize (Trans)

3rd:
Bewilder (Enchant)
Blacklight (Evoc)
Comfort (Abjur)
Deafening Blast (Evoc)
Deceptive Façade (Illusion)
Distraction (Evoc)
Enduring Scrutiny (Div)
Fool's Speech (Trans)
Ghost Lantern (Evoc)
Iron Mind (Abjur)
Otto's Imperative Ambulation (Enchant)
Prickling Torment (Necro)
Protection from Normal Weapons (Abjur)
Repelling Shield (Abjur)

4th:
Battlecry
Blacksphere (Evoc)
Fumble (Enchant)
Gloom (Trans)
Interminable Echo (Illusion)
Mordenkainen's Force Missle (Evoc)
Resounding Thunder (Evoc)
Vecna's Malevolent Whisper (Enchant)

5th:
Discordiant Malediction (Trans)
Fever Dream (Illusion)
Mordenkainen's Dimension Jump (Trans)

6th:
Resonating Agony (Evoc)

8th:
Deadly Pahoehoe (Evoc)

Cleric

1st:
Drawmij's Light Step (Trans)
Vigilant Slumber (Div) (Ritual)

2nd:
Drawmij's Breath of Life (Trans)
Ebony Hand (Necro)
Fear the Dawn (Trans)
Glitterdust (Conj)
Protection from Cantrips (Abjur)
Sanguine Interrogation (Div)

3rd:
Comfort (Abjur)
Fool's Speech (Trans)
Protection from Normal Weapons (Abjur)
Searing Light (Evoc)

4th:
Fire Aura (Abjur)
Fumble (Enchant)
Gloom (Trans)
Otiluke's Suppressing Field (Abjur) (Ritual)
Seed of Undeath (Necro)

5th:
Grimwald's Greymantle (Necro)
Valiancy (Trans)

6th:
Fellblade (Necro)

7th:
Necrotic Curse (Necro) (Ritual)
Refuge (Conj)

Druid

1st:
Drawmij's Light Step (Trans)
1 Lightning Bug (Evoc)
1 Vigilant Slumber (Div) (Ritual)

2nd:
Blackrot (Necro)
Climbing Tree (Conj) (Ritual)
Drawmij's Breath of Life (Trans)
Ebony Hand (Necro)
Fear the Dawn (Trans)
Heart of Air (Trans)

3rd:
Comfort (Abjur)
Heart of Water (Trans)
Hood of the Cobra (Illusion)
Prickling Torment (Necro)
Toxic Tongue (Conj)
Unicorn Horn (Trans)

4th:
Fire Aura (Abjur)
Heart of Earth (Trans)
Rusted Blade (Trans)
Shape of the Hellspawned Stalker (Trans)

5th:
Heart of Fire (Trans)
Lightning Reflection (Abjur)
Unicorn Blood (Trans)

6th:
Storm of Fire and Ice (Evoc)

7th:
Conjure Maker (Conj)
Unicorn Heart (Trans)

9th:
Arboreal Transformation Trans / Ritual)

Paladin

1st:
Disarm (Evoc)
Vigilant Slumber (Div) (Ritual)

2nd:
Fear the Dawn (Trans)
Near Horizon (Div)
Sanguine Interrogation (Div)

3rd:
Enduring Scrutiny (Div)

Ranger

1st:
Disarm (Evoc)
Drawmij's Light Step (Trans)
Vigilant Slumber (Div) (Ritual)

2nd:
Climbing Tree (Conj) (Ritual)
Drawmij's Breath of Life (Trans)
Ebony Hand (Necro)
Near Horizon (Div)

3rd:
Comfort (Abjur)
Enduring Scrutiny (Div)

4th:
Melf's Slumber Arrow (Enchant)
Rain of Spines (Conj)

5th:
Valiancy (Trans)

Sorcerer

Cantrip:
Disrupt Undead (Evoc)
Guided Path (Div)

1st:
Bloodletting (Necro)
Catsfeet (Trans)
Death's Call (Necro)
Disarm (Evoc)
Drawmij's Light Step (Trans)
Lightning Bug (Evoc)
Living Link (Div)
Magic Fist (Conj)
Nystul's Flash (Evoc)
Reaving Aura (Necro)
Resinous Tar (Conj)
Vigilant Slumber (Div) (Ritual)

2nd:
Bafflement (Enchant)
Charge (Trans)
Compose Mind (Abjur)
Dazzle (Evoc)
Drawmij's Breath of Life (Trans)
Ebony Hand (Necro)
Glitterdust (Conj)
Heart of Air (Trans)
Incendiary Slime (Conj)
Painful Echoes (Evoc)
Protection from Cantrips (Abjur)
Pyrotechnics (Trans)
Torent of Tears (Enchant)
Vocalize (Trans)

3rd:
Animate Weapon (Trans)
Bewilder (Enchant)
Blacklight (Evoc)
Caustic Smoke (Conj)
Comfort (Abjur)
Deafening Blast (Evoc)
Deceptive Façade (Illusion)
Delay Death (Necro)
Distraction (Evoc)
Fool's Speech (Trans)
Ghost Lantern (Evoc)
Heart of Water (Trans)
Iron Mind (Abjur)
Phantasmal Strangler (Illusion)
Protection from Normal Weapons (Abjur)
Repelling Shield (Abjur)
Scintillating Sphere (Evoc)
Storm of Needles (Conj)
Wraithform (Trans)

4th:
Blacksphere (Evoc)
Caustic Mire (Conj)
Daltim's Flaming Fist (Evoc)
Drawmij's Toolbox (Conj)
Finger of Agony (Necro)
Fire Aura (Abjur)
Fumble (Enchant)
Gloom (Trans)
Heart of Earth (Trans)
Mordenkainen's Electric Arc (Evoc)
Mordenkainen's Force Missle (Evoc)
Resounding Thunder (Evoc)
Rusted Blade (Trans)
Shadow Monsters (Conj)
Vecna's Malevolent Whisper (Enchant)

5th:
Arcane Fusion (Trans)
Azure Flame (Evoc)
Fire and Brimstone (Conj)
Grimwald's Greymantle (Necro)
Heart of Fire (Trans)
Illithid's Kiss (Trans)
Life Steal (Necro)
Lightning Leap (Trans)
Lightning Reflection (Abjur)
Mordenkainen's Dimension Jump (Trans)
Rip (Trans)
Valiancy (Trans)

6th:
Bigby's Bedieging Bolt (Evoc)
Blackmantle (Necro)
Choking Cobwebs (Conj)
Familiar Refuge (Conj)
Fellblade (Necro)
Incendiary Surge (Evoc)
Javelin (Evoc)
Lingering Flames (Evoc)
Multi-Lock (Trans)
Resonating Agony (Evoc)
Storm of Fire and Ice (Evoc)
Tentacles (Trans)

7th:
Adamantine Wings (Trans)
Refuge (Conj)
Shadow Walk (Abjur)

8th:
Deadly Pahoehoe (Evoc)
Touch of the Graveborn (Necro)

9th:
Lash of Force (Evoc)

Warlock

Cantrip:
Guided Path (Div)

1st:
Bloodletting (Necro)
Catsfeet (Trans)
Karmic Aura (Abjur)
Living Link (Div)
Reaving Aura (Necro)
Resinous Tar (Conj)
Vigilant Slumber (Div) (Ritual)

2nd:
Boiling Blood (Enchant)
Ebony Hand (Necro)
Luminous Swarm (Evoc)

3rd:
Animate Weapon (Trans)
Caustic Smoke (Conj)
Delay Death (Necro)
Enduring Scrutiny (Div)
Hood of the Cobra (Illusion)
Phantasmal Strangler (Illusion)
Prickling Torment (Necro)
Repelling Shield (Abjur)
Toxic Tongue (Conj)
Wraithform (Trans)

4th:
Aspect of the Icy Hunter (Trans)
Blacksphere (Evoc)
Caustic Mire (Conj)
Finger of Agony (Necro)
Mordenkainen's Force Missle (Evoc)
Otiluke's Suppressing Field (Abjur) (Ritual)
Rain of Spines (Conj)
Resounding Thunder (Evoc)
Rusted Blade (Trans)
Seed of Undeath (Necro)

Shadow Monsters (Conj)
Shape of the Hellspawned Stalker (Trans)
Vecna's Malevolent Whisper (Enchant)

5th:
Channeled Lifetheft (Necro)
Cryptwarden's Grasp (Necro)
Fever Dream (Illusion)
Fire and Brimstone (Conj)
Grimwald's Greymantle (Necro)
Illithid's Kiss (Trans)
Life Steal (Necro)
Lightning Leap (Trans)
Mordenkainen's Dimension Jump (Trans)
Rip (Trans)
Touch of Vecna (Necro)

6th:
Blackmantle (Necro)
Familiar Refuge (Conj)
Fellblade (Necro)
Tentacles (Trans)

7th:
Adamantine Wings (Trans)
Conjure Maker (Conj)
Necrotic Curse (Necro) (Ritual)
Retributive Enervation (Necro)
Shadow Walk (Abjur)

8th:
Touch of the Graveborn (Necro)

9th:
Transcend Mortality (Trans)

Wizard

Cantrip:
Disrupt Undead (Evoc)
Guided Path (Div)

1st:
Bloodletting (Necro)
Catsfeet (Trans)
Death's Call (Necro)
Disarm (Evoc)
Drawmij's Light Step (Trans)
Karmic Aura (Abjur)
Lightning Bug (Evoc)
Living Link (Div)
Magic Fist (Conj)
Nystul's Flash (Evoc)
Reaving Aura (Necro)
Resinous Tar (Conj)
Vigilant Slumber (Div) (Ritual)

2nd:
Arcane Turmoil (Abjur)
Bafflement (Enchant)
Boiling Blood (Enchant)
Bothersome Babble (Enchant)
Caterwaul (Enchant)
Charge (Trans)
Climbing Tree (Conj) (Ritual)
Compose Mind (Abjur)
Dazzle (Evoc)
Doublespeak (Illusion)
Drawmij's Breath of Life (Trans)
Ebony Hand (Necro)
Glitterdust (Conj)
Heart of Air (Trans)
Incendiary Slime (Conj)
Luminous Swarm (Evoc)
Mask of the Ideal (Illusion)
Near Horizon (Div)
Painful Echoes (Evoc)
Protection from Cantrips (Abjur)
Pyrotechnics (Trans)
Sanguine Interrogation (Div)
Torrent of Tears (Enchant)
Vocalize (Trans)

3rd:
Animate Weapon (Trans)
Bewilder (Enchant)
Blacklight (Evoc)
Caustic Smoke (Conj)
Comfort (Abjur)
Deafening Blast (Evoc)
Deceptive Façade (Illusion)
Delay Death (Necro)
Distraction (Evoc)
Enduring Scrutiny (Div)
Fool's Speech (Trans)
Ghost Lantern (Evoc)
Heart of Water (Trans)
Hood of the Cobra (Illusion)
Iron Mind (Abjur)
Otto's Imperative Ambulation (Enchant)
Phantasmal Strangler (Illusion)
Prickling Torment (Necro)
Protection from Normal Weapons (Abjur)
Repelling Shield (Abjur)
Scintillating Sphere (Evoc)
Spellcaster's Bane (Div)
Storm of Needles (Conj)
Toxic Tongue (Conj)
Unicorn Horn (Trans)
Wraithform (Trans)

4th:
Aspect of the Icy Hunter (Trans)
Blacksphere (Evoc)
Caustic Mire (Conj)
Daltim's Flaming Fist (Evoc)
Drawmij's Toolbox (Conj)
Finger of Agony (Necro)
Fire Aura (Abjur)
Fumble (Enchant)
Gloom (Trans)
Heart of Earth (Trans)
Interminable Echo (Illusion)
Melf's Slumber Arrow (Enchant)
Mordenkainen's Electric Arc (Evoc)
Mordenkainen's Force Missle (Evoc)
Otiluke's Suppressing Field (Abjur) (Ritual)
Rain of Spines (Conj)
Resounding Thunder (Evoc)
Rusted Blade (Trans)
Seed of Undeath (Necro)
Shadow Monsters (Conj)
Shape of the Hellspawned Stalker (Trans)
Vecna's Malevolent Whisper (Enchant)

5th:
Azure Flame (Evoc)
Channeled Lifetheft (Necro)
Cryptwarden's Grasp (Necro)
Discordiant Malediction (Trans)
Fever Dream (Illusion)
Fire and Brimstone (Conj)
Form of the Threefold Beast (Trans)
Grimwald's Greymantle (Necro)
Heart of Fire (Trans)
Illithid's Kiss (Trans)
Life Steal (Necro)
Lightning Leap (Trans)
Lightning Reflection (Abjur)
Mordenkainen's Dimension Jump (Trans)
Rip (Trans)
Touch of Vecna (Necro)
Unicorn Blood (Trans)
Valiancy (Trans)

6th:
Bigby's Bedieging Bolt (Evoc)
Blackmantle (Necro)
Choking Cobwebs (Conj)
Familiar Refuge (Conj)
Fellblade (Necro)
Incendiary Surge (Evoc)
Javelin (Evoc)
Lingering Flames (Evoc)
Mordenkainen's Trusted Bloodhound (Trans)
Multi-Lock (Trans)
Prismatic Aura (Abjur)
Rary's Arcane Conversion (Trans) (Ritual)
Resonating Agony (Evoc)
Storm of Fire and Ice (Evoc)
Tentacles (Trans)

7th:
Adamantine Wings (Trans)
Conjure Maker (Conj)
Necrotic Curse (Necro) (Ritual)
Refuge (Conj)
Retributive Enervation (Necro)
Shadow Walk (Abjur)
Unicorn Heart (Trans)

8th:
Deadly Pahoehoe (Evoc)
Dreaded Form of the Eye Tyrant (Trans)
Endless Slumber (Enchant) (Ritual)
Mysterious Redirection (Abjur)
Prismatic Bow (Evoc)
Touch of the Graveborn (Necro)
Unyielding Form of Inevitable Death (Trans)

9th:
Genius Loci (Conj)
Lash of Force (Evoc)
Prismatic Deluge (Evoc)
Transcend Mortality (Trans)

Creator Bios

Ashley Warren

Ashley Warren is a writer and researcher living at the nexus of mountain, forest, and desert in Northern Nevada. She is a Guild Adept and bestselling creator for the Dungeon Masters Guild. Her work is dark, romantic, and atmospheric. Ashley holds a graduate degree in Literacy Studies and conducted research on how RPGs improve literacy and creative problem-solving. She is the creator/organizer of the RPG Writer Workshop which helps new writers develop their first one-shots. When she's not writing, she's delving through databases and libraries uncovering research for authors/creatives around the world. Visit her website at www.ashleywarrenwrites.com or follow her on Twitter @ashleynhwarren or Facebook/Instagram @ AshleyWarrenWrites.

Christopher Walz

Christopher Walz the bestselling creator of *The Midnight Revelry* and *An Ogre and His Cake*, a children's charity project, for the Dungeon Masters Guild. He plundered the halls of education for a graduate degree in Library and Information Sciences and learned how RPGs can be used as a community building device for libraries. When he isn't writing or killing his players, he is desperately trying to turn his son into a future dungeon master and exploring the beauty of Central Kentucky. Follow him on Twitter @ DMChristopherW.

Jeromy Schulz-Arnold

Jeromy Schulz-Arnold has been a writer for a little over ten years. He has been playing tabletop games for over twenty years. Jeromy writes poetry, short stories, and periodicals. He also writes content for Dungeons & Dragons and Call of Cthulhu. In his spare time, he enjoys reading and painting miniatures. He lives near Allentown PA with his wife and two corgis. He has been publishing on the Guild since 2016. Follow him on Twitter: @JeromySchulz and Instagram: @ jeromyschulzarnold

Ken Carcas

An avid role player for 42yrs, Ken started with *D&D Basic* (Blue Book) and *Keep on the Borderlands* back in 1976. It took his best friend 4 weeks to convince me to play this '...awesome game...' that didn't look all that 'awesome' at the time. Once Ken started, he was hooked, and the rest is history.

Although Ken's best setting is, and will always be Dungeons & Dragons, having played every edition since release, Ken also dabbled in games such as Gamma World, Star Trek, Boot Hill, Star Frontiers, RuneQuest, DragonQuest, Shadowrun, most of the White Wolf stuff, and some of the smaller obscure Indie releases.

Ken joined the guild from almost the day it started, believing it to be the best thing for D&D since the 3.5 edition OGL. Downloading little bits and pieces as he saw fit, Ken began to notice the somewhat poor quality in spelling, grammar, and punctuation. Ken started messaging writers with their mistakes, with several telling him 'where to go' in a not so kind way. **Jeff C Stevens** followed closely by, yes, **M.T. Black,** were the first writers to take his comments with any form of respect. This started Ken editing and proofreading on the guild for many of the major contributors you may already know.

You could say Ken was probably the guilds first original editor and proofreader

Ken hopes you enjoy this publication and he looks forward to seeing what the future holds for the greatest roleplaying game ever.

R P Davis

R P Davis is a wordsmith and voice artist living in the highlands of central Pennsylvania, USA. He has been a tabletop gamer the entire time he's been sentient, and a role-playing addict for more than 30 years. In that time he's written countless things, from simple spell effects to D&D campaign worlds to complete role-playing games. He has presented and participated in panels at sci-fi and fantasy conventions alongside such luminaries as Kenneth Hite and George R R Martin. With his wife, he owns and operates Reconstructing History. He's also a musician and composer, having studied music at Mansfield University of PA. He started writing for the Guild in August 2016. Visit his website at www.r-p-davis.com or follow him on Twitter @WP2XX.

Scott Bean

Scott has been playing D&D since 1981 and took up the mantle of DM in 1984. Since then, Scott has explored the fascinating worlds of the game throughout the editions. He finally decided to share his creations with others by publishing custom content for the greatest roleplaying game on the Dungeon Masters Guild in October 2016 and hasn't looked back.

Travis Legge

Travis Legge lives in Rockford, Illinois, which is much like living in Gary, Indiana except without the charm. Travis writes games for Dungeon Masters Guild, Storytellers Vault, Slarecian Vault and DriveThruRPG. When he's not writing games, he's running them on Twitch at twitch.tv/plasticageplays. Follow him on Twitter @TravisLegge or Facebook.com/travislegge

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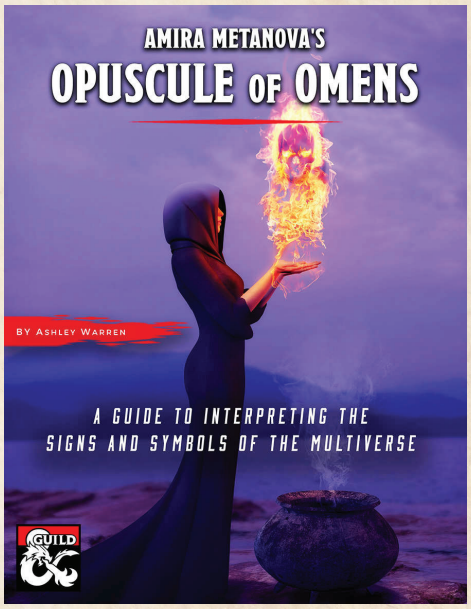
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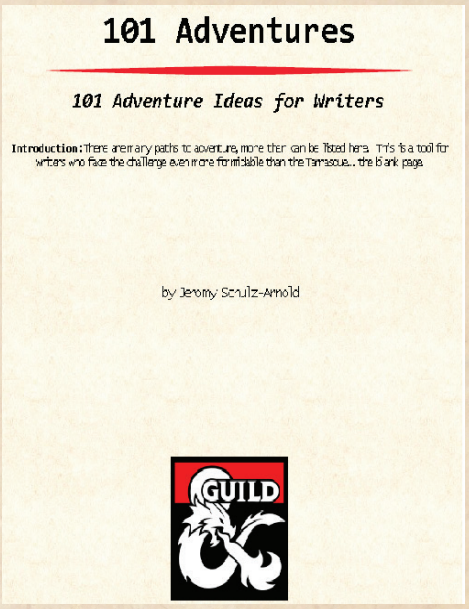
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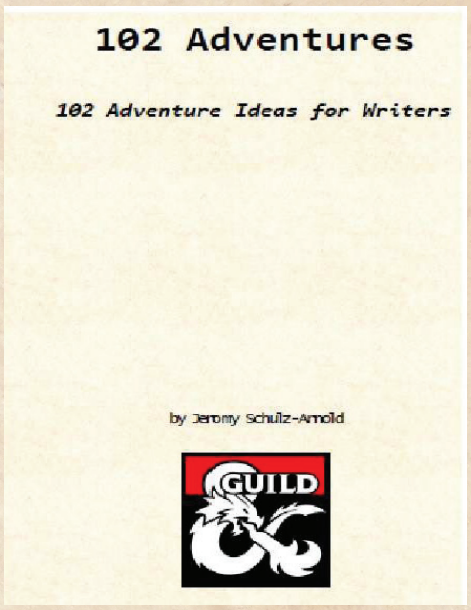










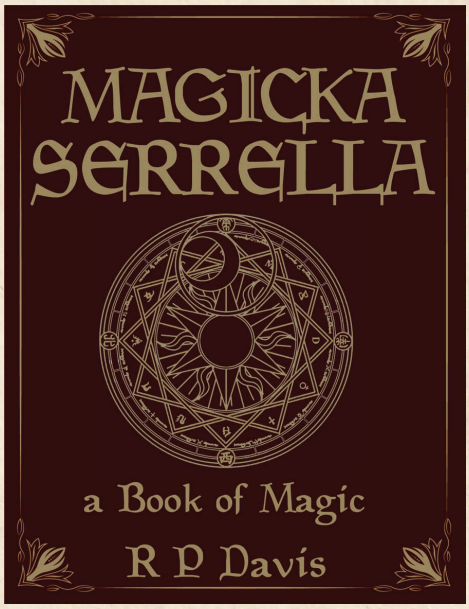


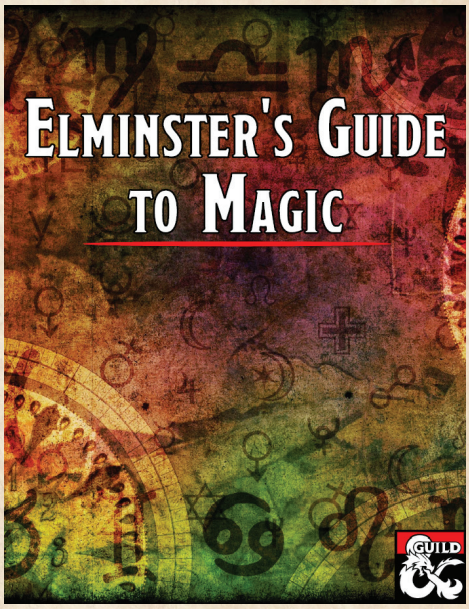
Ashley Warren

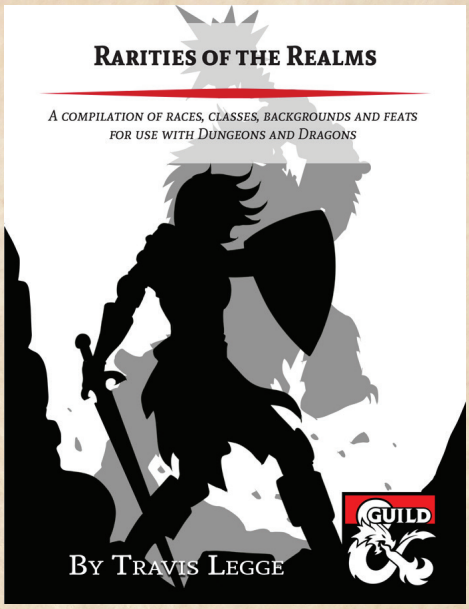
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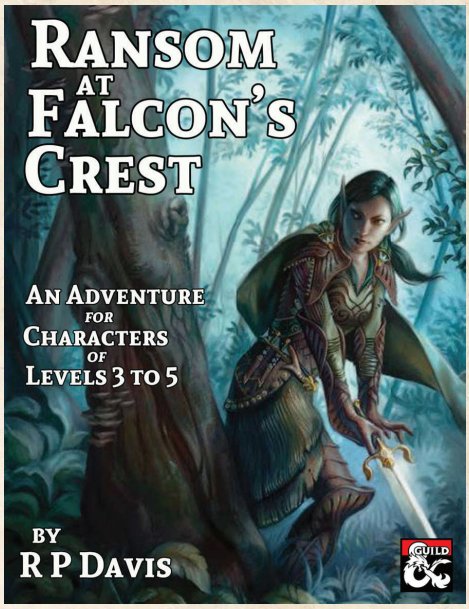
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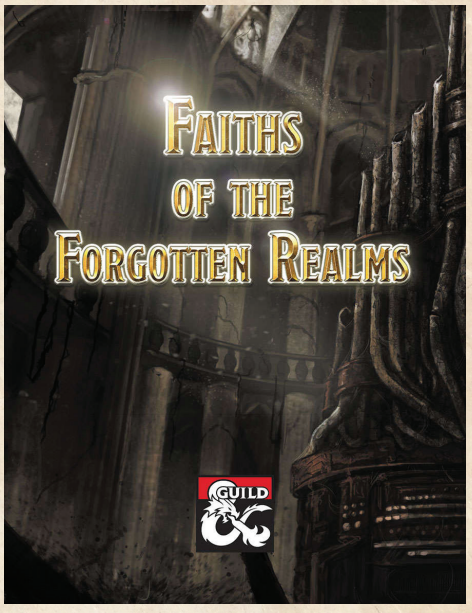
Our













R P Davis

Scott Bean

Travis Legge

Creators

A collection of spells, magic items, and lore for your D&D game.



From the pens of
Ashley Warren, Christopher Walz, Scott Bean, Jeromy Schulz-Arnold,
Travis Legge, & R P Davis