THE BLACKSTAFF'S WARLOCK CODEX



JEREMY FORBING

HEATH HARRIS

SCOTT BEAN

The Blackstaff's Warlock Codex

By Jeremy Forbing, Heath Harris, & Scott Bean

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Chapter 1: Class Variants & Subclasses

> "The forthcoming tome *The Blackstaff's Archetypes of Magic* will include new approaches to magic available to adventurers of all vocations. However, some of his most extensive notes were on the arcane spellcasters known as warlocks, and so those are being included here, in their own separate, shorter volume."
>
> —Vajra Safahr,
> 7th Blackstaff of Waterdeep

The subclasses included here are designed to make use of spells and ideas from *The Blackstaff's Book of 1000 Spells*. When the text references a spell, if it is from the *Player's Handbook* it is not marked, but other spells are notated with asterisks as follows:

*=This is a new spell included in this book's Appendix, either original to this book or reprinted from the *The Blackstaff's Book of 1000 Spells*.

**=A spell from *Xanathar's Guide to Everything.*

***=A spell from *Sword Coast Adventurer's Guide.*



The Warlock

Woven over the world most mortals see is another, hidden world: a web of interwoven secrets to which the warlock is privy. Many of these hidden truths consist of knowledge mortal minds were not meant to know. Keeping track of these unearthly revelations is no easy task. A spellcaster who develops a reputation as a tome-toting scholar, captivated by ominous lore, is nearly as likely to be a warlock as a wizard.

Despite this, many a wizard will look down on a warlock, believing they have taken a shortcut to power. It is true that a warlock uses a pact to draw magic from realms beyond, in a process very different from the academic study and practice wizards depend on. Yet mastering it still requires study and concentration. Growing in the use of pact magic may depend on communion with primeval beings, transcribing unknown languages glimpsed only in dreams, treating with devilish or fey visitors in the darkest hours, or long nights spent studying the sky while mouthing the secret names of planets and constellations.

Some believe a warlock must share the alignment or goals of its patron, or even worship it. Such superstition mistakes what is, in general, a one-time transaction for the devoted lifetime service of a paladin or cleric. Yet considerable effort is required to negotiate the complexities of a magical pact in the first place, and few do so without specific goals or ambitions of their own.

It is true that this connection to extraplanar energies consumes some warlocks, making the kinds of spellcasters who use magic to tyrannize the weak without remorse. Yet those warlocks who employ clever diplomacy with the dominating personalities that hold their pacts and master the great power at their disposal have the potential to change both their own worlds and the ones beyond.

Rules Reminder: Spell Save DCs

If a class or subclass feature allows you to cast a spell and its spell save DC isn't specified, the DC = 8 + your spellcasting ability modifier (which might be 0) + your proficiency bonus.

Rule Reminder: Cantrips Are Spells

Cantrips are 0-level spells, which don't use spell slots. When a feature applies to spells, that feature applies to cantrips, unless the feature specifies that the spells must be of 1st level or higher or must expend a spell slot.

Warlock Variant Features

The following variant features can be added to those granted by the warlock class. Most don't require any other changes, but some replace an existing feature, as noted at the end of the feature description. A variant feature that does not specify replacement of another feature or certain level is provided at 1st level.

Adaptive Spells

When you finish a long rest, you can choose one spell you learned from the Spellcasting feature of this class and replace it with another spell from this class's spell list. The new spell must be of the same level as the spell you replace.

Eerie Presence

When you make a Charisma (Intimidation) check, you roll a d4 and add the result as a bonus. When you make a Charisma (Persuasion) check, you roll a d4 and subtract the result as a penalty.

Warlock Knight

You were raised to join an eldritch ruling class, such as the noble lines of Eberron's Venemous Demesne, the Crimson Knights, or the Warlock Knights of Vaasa in Faerun. Since your education focused on leadership and military training, you gain proficiency in two of the following skills of your choice: Arcana, Athletics, History, Intimidation, Insight, Persuasion, or Survival.

(This variant feature replaces the normal skill proficiencies a warlock gains at 1st level.)

Eldritch Tactician

Starting at 4th level, whenever you gain a level in your warlock class, you can choose one of the invocations you know and replace it with one maneuver of your choice from among those available to the Battle Master archetype of the fighter class. If a maneuver requires your target to make a saving throw to resist the maneuver's effects, the saving throw DC equals your warlock spellcasting DC. The first time you gain a maneuver with this feature, you also gain one superiority die, which is a d8 (this die is added to any superiority dice you have from another source). This die is used to fuel your maneuvers. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest.

New Warlock Pact Boon Options:

These are alternatives to the Pacts of the Blade, Chain, or Tome. When you gain the Pact Boon feature at 3rd level, add the following new options to your choices for that feature.

Pact of the Eye

When you choose this pact, one of your eyes is replaced with a false magical eye provided by your pact patron. If you are already missing one or more eyes, this mystical eye can appear where that eye should be. The eye grants you certain persuasive and perceptive powers.

Except during turns when you cast a spell, this eye appears identical to how your normal eye should look, unless you choose to reveal it. The eye manifests its true from when you cast a spell, but returns to normal at the end of the turn. You

can also reveal the eye purposefully during your turn. When you do, it remains revealed for one minute. During that minute, you have advantage on Charisma (Intimidation) checks but disadvantage on Charisma (Persuasion) checks.

Additionally, when you use one of your warlock spell slots to cast a divination or enchantment spell of 1st or 2nd level (even if you use a higher-level slot to cast it), you can immediately regain that spell slot as if it had never been used. Once you regain a spell slot in this way, you cannot do so again until you complete a short or long rest. If some effect causes you to lose your eye, you can perform a 1-hour ceremony to replace it. The ceremony can be performed during a short or long rest, and it destroys the previous eye.

Some warlocks who make this pact replace both eyes instead of one. Others are cursed to have their new eye or eyes visible at all times. The effects of these variations are essentially cosmetic, with neither granting any additional abilities or changing an eye's function.

Forms of the Pact of the Eye

When the false eye gained from the Pact of the Eye is revealed, it is clearly not the eye of any normal mortal creature. Its appearance depends on your pact patron.

The Archfey, the Monarch of Beasts, or the Wyrd Coven. The eye appears jewel-like and colorful, resembling a real eye covered in a glossy varnish. It looks very much like the magic item called a *hag eye*, as created by a coven of hags.

The Architect of Order, the Celestial, the Foretold, or the Undying. Golden or silver in color, this eye has no iris, but is instead marked by a simple black shape symbolizing the patron (an hourglass, a hand, a skull, etc.).

The Benighted City, the Dark, the Great Old One, or the Hexblade. A void of solid black, occasionally glinting with violet starlight, that distorts the reflections of those who stare into it.

The Drowned One. A bulging, unblinking, watery batrachian eye. When examined closely, it reflects the image of a seacoast, even when there is none around.

The Fiend. A demonic eye, slitted like that of a reptile, limned in red or green flame.

Pact of the Gloom

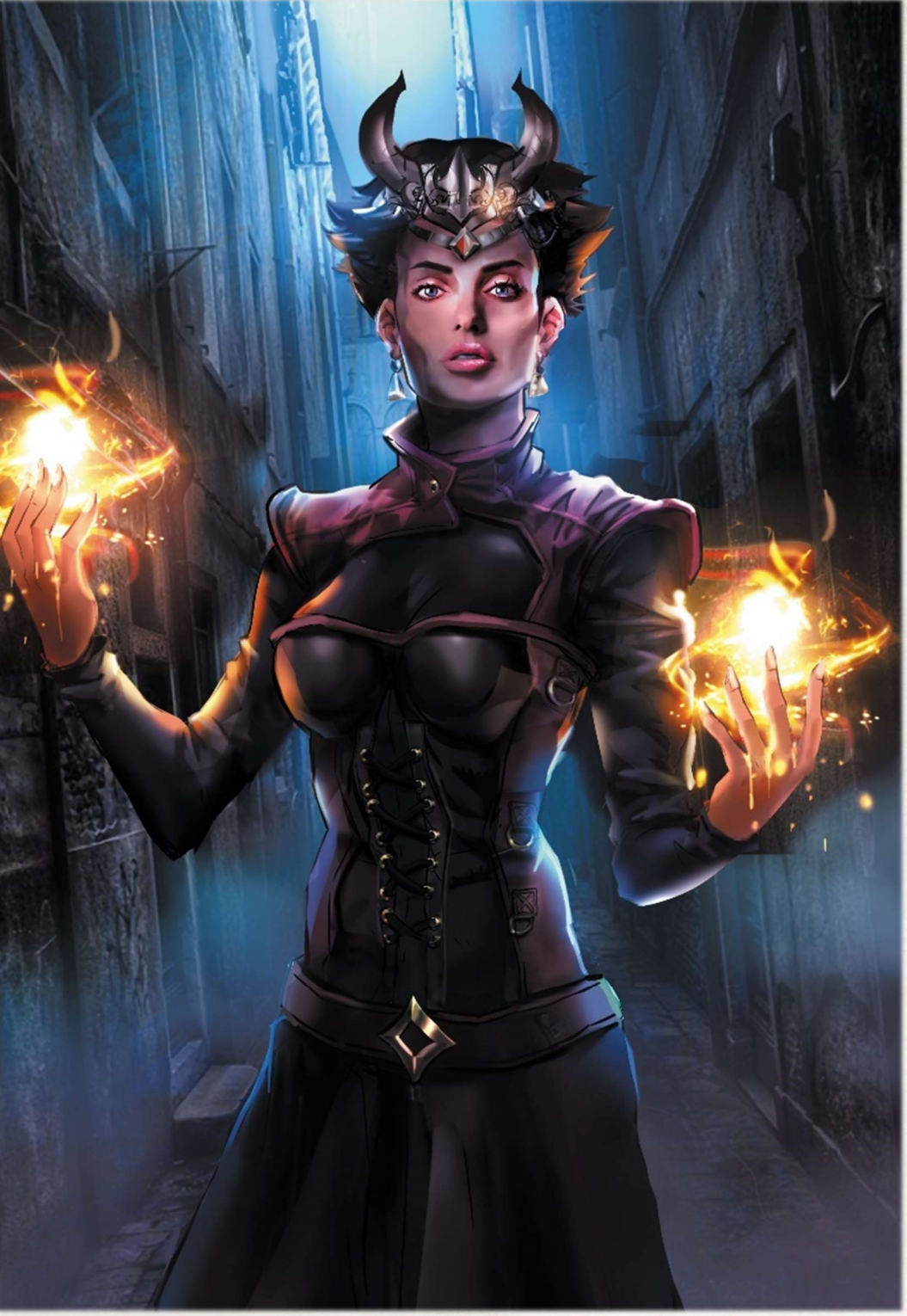
You can call upon the magical substance of shadow and weave it into a cloak that helps you hide from enemies. When you are in dim light or darkness, you can use your bonus action to create a gloom cloak, a magical mantle of shadow that appears on your person. When you create this garment, you can choose its style and appearance, which can be any sort of cloak, cape, long coat, or jacket, but always inky black in color. Your gloom cloak disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, dismiss the cloak, or die.

While you wear your gloom cloak, when you roll a Dexterity (Stealth) check, you can substitute your Charisma modifier for your Dexterity modifier. In addition, whenever you use your reaction to cast a spell or cantrip, you can take the Disengage or Hide action as part of the same reaction.

You can transform one magical cloak into your gloom cloak by performing a special ritual while you wear that cloak. You perform the ritual over the course of 1 hour, which can be done during a short rest. You can then dismiss the cloak, shunting it into an extradimensional space, and it appears whenever you create your gloom cloak thereafter. You can't affect an artifact in this way. The magic item ceases being your gloom cloak if you die, if you perform the 1-hour ritual on a different item or if you use a 1-hour ritual to break your bond to it. The magical cloak appears at your feet if it is in the extradimensional space when the bond breaks.

Pact of Iron

You can create an eldritch bond with a suit of light or medium armor by performing a special ritual with it over the course of 1 hour, which can be done during a short rest. You can then dismiss the armor, shunting it into an extradimensional space from which it will appear again whenever



you use your action to summon it. When you summon your pact armor, you can also don it instantly as part of the same action. While you are wearing it, your pact armor weighs nothing, you are proficient with it, and it never imposes disadvantage on your Dexterity (Stealth) checks. Your pact armor appears to be made out of whatever material you choose, from mundane black iron to fantastical configurations of smoke and glass.

You can make magical armor into your pact armor, as long as it is not an artifact or a sentient item. Magical armor retains its properties while it is your pact armor.

The armor ceases being your pact armor if you die, if you perform the 1-hour ritual on different armor, or if you use a 1-hour ritual to break your bond to it. The armor appears at your feet if it is in the extradimensional space when the bond breaks.

DMs Guild Community Content

The Pact of Iron, along with some related eldritch invocations, originally appeared in Robert Donoghue's *The Grey Tyrant: A Warlock Pact by 5by3 Games*. The present authors wish to note that *The Grey Tyrant,* written by one of the original co-creators of the FATE RPG, is one of DMs Guild's great overlooked gems. It is a truly bold and unique piece of game design, and portions of it have been gratefully converted for use here.

Pact of the Ring

You bear a nigh-indestructible ring. If the ring is lost or somehow destroyed, you can perform a 1-hour ceremony to create a replacement. While you bear this ring, once during each of your turns when you hit with an attack roll for a melee weapon or a cantrip, you can inflict extra radiant damage equal to your Charisma bonus on one target you hit with that attack. If the damage for the attack already includes your Charisma bonus (such as if you hit with *eldritch blast* and have the Agonizing Blast eldritch invocation), you cannot inflict this extra damage. An attack which includes this extra damage blazes with a violet, starlight glare.

Lore: The Warlock Knights of Vaasa

In the Forgotten Realms, the chief practitioners of the Pact of the Ring are the Warlock Knights of Vaasa, spellcasting noble elites of that country's brutal, slave-based feudal system. As part of their pact, each wears a simple loop of dark, crystalline iron as a symbol of their station and power, made from a sinister substance called ironfell.

This warped knightly order is based on an otherworldly being, a sleeping(?) colossus known as Telos that fell onto Vaasa during the Spellplague, who serves as the patron of their pacts. Little is known of Telos's nature, though recent rumors state this being once had a hateful rivalry with a now-dead god known as Seriach, the Hell-Hound Whisperer (and some say a vestige of Seriach seduces renegade Warlock Knights to make new pacts, with the Whisperer as their patron).

The Vaasan lords harvest a substance called ironfell from Telos's body. It is hard as steel when worked, though more crystalline in structure and duller in luster. From ironfell, the Warlock Knights forge their pact rings.

Warlock Knights are chosen from among the most ruthless and capable in Vaasa. A few titles have passed hereditarily, but only to heirs who have demonstrated their worthiness.

Their hierarchy is loosely based on common feudal traditions. Knights without land are known as executors, and these petty nobles serve as emissaries, spies, soldiers, and assassins for greater Warlock Knights. Landed knights, also known as fellthanes, have absolute power over their holdings and maintain private armies. They are vassals to more powerful figures known as vindicators. The greatest vindicators make up the Ironfell Council, which revolves around the Voice of Telos.

Pact of the Vestige Relic

You can perform a 1-hour ritual on a spellcasting focus you are holding that is a rod, staff, or wand, transforming it into a pact relic tied to the power of *vestiges*—the remnants of powerful forces and entities that once wielded great authority or awful capabilities. While you have this pact relic, the magic you gain from your patron is enhanced by these arcane influences, mislaid spheres of power, and forgotten allegiances, enhancing some of your eldritch invocations.

A magical rod, staff, or wand that becomes your pact relic retains all of its previous magical properties. If your pact relic is lost or destroyed, you can perform the 1-hour ritual to enchant a new rod, staff, or wand, causing the old one to stop being your pact relic. This ritual can be performed during a short or long rest.

The augmentations this pact grants to certain eldritch invocations are noted below (or, for the new invocations included in this book, as listed in each one's description). You must have the invocation named to gain the benefit described.

***Agonizing Blast, Eldritch Spear, Grasp of Hadar, Lance of Lethargy,* or *Repelling Blast*.** When you miss with one or more attack rolls for *eldritch blast*, at the end of the turn you can call upon Hadar, the Ebon Hunger. Choose one creature within 15 feet of you which you did not deal damage to during that turn. The creature takes necrotic damage equal to your proficiency bonus if you have your pact relic in hand.

Armor of Shadows. When a creature has disadvantage on an attack roll against you but still hits, you can call upon Caiphon the Dream Whisperer to help you move out of harm's way. If you have your pact relic in hand, you can use your reaction to roll 1d4. Add your proficiency bonus to the result. Any nonmagical bludgeoning, piercing, or slashing damage you take from that attack is reduced by the total.

Beguiling Influence. During your turn, when you succeed on a Charisma (Deception or Persuasion) check contested by another creature's ability check, you can call uon the protection of King Elidyr, last lord of a lost empire. At the end of that turn, you gain temporary hit points equal your proficiency bonus if you have your pact relic in hand.

***Bewitching Whispers, Chains of Carceri, Dreadful Word, Mire the Mind, Sculptor of Flesh, Sign of Ill Omen* or *Thief of Five Fates*.** Whenever a creature that is already the target of an active concentration spell you cast fails a saving throw, you can call upon the inexhaustible lifeforce of towering Zutwa. If you have your pact relic in hand, you can use your reaction to regain hit points equal to half your proficiency bonus.

Does My Pact Make Me Evil?

Most D&D campaigns are set in worlds of heroic fantasy, making it important to consider whether certain roles in the game require the character to adopt a particular ethical viewpoint (or lack thereof). For example, in some prior editions of D&D, paladins had to be of lawful good alignment. In the 5th edition, however, a paladin's player can choose between many different philosophies and moral codes.

The current iteration of the game may include narrative choices, backgrounds, or other parts of character creation that give a character some kind of relationship with evil forces, but that character can still be aligned with neutrality or even good. Certain subclasses allow a character to capitalize on others' fear and terror or imply service to a creature or faction with immoral aims, but your character may have very different reasons for pursuing such a path.

This goes for warlocks as well. While a warlock might make a deal with an amoral queen of the Feywild, an Archduke of Hell, a Great Old One of the Far Realm, or a malevolent living weapon of the Shadowfell, that doesn't mean they are both on the same side. In fact, in most cases, the pact that obtains such magical power is a one-time agreement. The warlock gains access to arcane spellcasting without the training of a wizard or the inborn talent of sorcerer, in perpetuity, in exchange for some immediate act of service, a single future favor, or a promise to be honored after the character's death (such as the selling of that character's soul).

In most cases, an otherworldly patron does not provide the magical power directly. Rather, the negotiated contract grants the warlock access to energies of the *plane* to which that patron is connected. This explains why even certain less powerful entities (such as lower-ranking devils) can act as patrons to warlocks who later rise to a level of arcane power far greater than their own.

While some warlocks do come to serve their patron, most users of pact magic do not enter into such an arrangement. Rather, they remain free to pursue their own goals and make their own choices, having either fulfilled the terms of the pact already or arranged for the price to be paid at some later time.

Some would argue that entering into such an arrangement with an evil being in the first place is an indicator of moral flexibility, if not outright wickedness, but this is not always the case. In fact, some warlocks have pacts with celestial beings or with the more noble and benevolent of the archfey. Even those treating with enemies of the mortal world don't have to agree with their pact-holder's goals, beliefs, or actions.

A neutral character may simply be using pact magic to advance a goal they see as neither good nor evil. Good characters bartering with evil may do so to serve a greater purpose they believe will help more living creatures in the long run. Or perhaps such characters seek to fight fire with fire, believing the powers of evil can be used cleverly to defeat evil.

In fact, not all warlocks even enter into their pacts willingly. Some inherit a covenant negotiated by a parent or a more distant ancestor. Others are tricked, or compelled to act out of desperation to save a loved one. Maybe a warlock is merely inheriting a pact made by a parent or more distant ancestor. Such arrangements do not indicate agreement with goals, beliefs, or actions.

What it does mean—and this should be both role-played by the player and emphasized by the DM—is that sooner or later, evil will want something in return, something that may test of whether the character can retain their moral code. Before, after, and during such a time, alignment is determined not by a character's associations, but by their actions.



New Eldritch Invocations

At 2nd level, a warlock gains the Eldritch Invocations feature. Here are new options for that feature, in addition to those in the *Player's Handbook.* If an eldritch invocation has a prerequisite, you must meet it to learn the invocation. You can learn the invocation at the same time that you meet its prerequisite. Any listed level prerequisite refers to your level in your warlock class.

Agonizing Secret

Prerequisite: 5th level

When you cast a cantrip that deals damage to one or more creatures, you add your Charisma modifier to the damage dealt to each creature. If the cantrip's damage already includes your Charisma bonus (such as if you hit with *eldritch blast* and have the Agonizing Blast eldritch invocation), you cannot inflict this extra damage.

Bonded Ally

You borrow magic from an ancient eladrin enclave to share in an ally's triumphs and pain. As an action, you touch one willing creature and establish a bond with it. Once before the next time you finish a short or long rest, when you regain hit points, the bonded ally can use its reaction to regain an amount of hit points equal to half the amount you regain. Also, once before the next time you finish a short or long rest, when your bonded ally regains hit points, you can use your reaction to regain an amount of hit points equal to half the amount your bonded ally regains.

This bond remains in place until you use an action to end it, your bonded ally uses an action to end it, or you use this feature to bond with a different creature.

Brutal Caster

When you score a critical hit with a spell attack roll for a spell that deals damage, you can roll one of the spell's damage dice one additional time and add it to the extra damage of the critical hit.

Clarion Call

You can use a warlock spell slot to cast either *thunderwave* or *warning shout**. Once you use this invocation to cast one of these spells, you can't do so again until you finish a long rest.

If you have the Pact of the Vestige Relic feature and you are holding your pact relic, when you cast either *thunderwave* or *warning shout**, you can invoke the vestige known as Yuri the Hunter, and the sound of his bellowing horn, causing one creature of your choice within 30 feet of you to take thunder damage equal to your Charisma modifier.

Crushing Hex

Prerequisite: 5th level, hex *spell or a warlock feature that curses*

Each time you cast the *hex* spell or use a warlock feature that curses, the initial target you choose to curse when you first cast the spell or use the feature takes 1d6 magical bludgeoning damage.

Crimson Knight Initiation

Prerequisite: 5th level

Fighting for a lost empire that struck a bargain with Asmodeus, the Crimson Knights were crusading warlocks willing to sacrifice their own life force for victory—and you have learned their ways. You learn the *gift to Avernus** cantrip if you don't already know it, and it doesn't count against the number of cantrips you know. Also, once per turn, when you miss with an attack roll, you can choose to reroll the attack by taking damage. You must use the second roll. When you reroll an attack with this invocation, you take

necrotic damage equal to your Charisma modifier + half your warlock level. This damage cannot be reduced or prevented by any means. Once you reroll an attack with this invocation, you cannot do so again until you finish a short or long rest.

Dark Maelstrom's Reach

Prerequisite: 7th level

When a hostile creature within 60 feet of you succeeds on a saving throw, you can use your reaction to place an invisible maelstrom of dark misfortune on that creature, dealing necrotic damage to it equal to half your warlock level + your Charisma modifier (minimum 1).

If you have the Pact of the Vestige Relic feature and you are holding your pact relic, you can call on the vestige Xevut, He Who Hungers, to use the dark maelstrom to transfer the avoided affliction to another foe nearby. As part of the same reaction you used to deal the damage for this invocation, choose one other creature within 15 feet of the creature that succeeded on the saving throw. That creature must make the same saving throw if it has not already done so this turn. On a failure, it suffers the same effect the other creature would have suffered if it had failed.

Darkspiral Aura

Prerequisite: Pact of the Gloom feature

When you reduce a hostile creature to 0 hit points, you can use your reaction to enshroud yourself in swirling shadows that give you advantage on Dexterity (Stealth) checks. Your darkspiral aura ends when you take a short or long rest, or when you choose to expend it.

When a hostile creature that you can see within 60 feet targets you with an attack roll, you can expend your darkspiral aura as a reaction to



deal necrotic damage to it equal to half your warlock level + your Charisma modifier.

Defensive Bond

Prerequisite: Pact of the Eye feature, Bonded Ally eldritch invocation

When you use your Bonded Ally eldritch invocation, until the bond ends, when your bonded ally is hit by an attacker you can see within 30 feet of you, you can use your reaction to deal psychic damage to the attacker equal to your Charisma modifier (minimum of 1) and push it up to 10 feet away from your bonded ally.

Destructive Messenger

Prerequisite: 5th level, Pact of the Chain feature

You can use a 10-minute ritual to turn your familiar into a nondescript commoner of a humanoid race appropriate for the nearby area, dressed in the manner of a local peasant or vagabond. Your familiar loses all of its own statistics and uses those of a commoner only, but it can speak and has all the normal abilities of a commoner of that race. You can use your telepathic bond with your familiar to speak through it while it is in this commoner form, as to perceive through its senses as per the *find familiar* spell. You can use a bonus action to return it to its normal form as your familiar at any time.

If your familiar is reduced to 0 hit points while in its commoner form, it immediately explodes in a shadowy conflagration, forcing every creature within 20 feet of it to make a Dexterity saving throw against your warlock spell DC. A creature takes 4d8 necrotic damage on a failure, or half as much on a success.

Draining Hex

Prerequisite: 9th level, hex *spell or a warlock feature that curses*

Once per turn, when you inflict necrotic damage on a target that is cursed by your *hex* spell or by a warlock feature of yours, you add your Charisma modifier to the necrotic damage inflicted. If the damage is inflicted as part of an attack already includes your Charisma bonus (such as if you hit with *eldritch blast* and have the Agonizing Blast eldritch invocation), you cannot inflict this extra damage from this eldritch invocation.

Eldritch Bond

Prerequisite: 12th level, Bonded Ally eldritch invocation

When you use your Bonded Ally eldritch invocation, until the bond ends, you can use your action to teleport to the unoccupied space closest to your bonded ally, provided the two of you are on the same plane of existence. Your bonded ally can do the same thing, using its action to teleport to the unoccupied space closest to you.

Ender of All

Prerequisite: 11th level

You can cast *disintegrate* once without expending a spell slot. You must finish a long rest before you can do so again.

Falsify Perceptions

Prerequisite: 9th level

You can use a warlock spell slot to cast either *modify memory* or *mislead.* Once you use this invocation to cast one of these spells, you can't do so again until you finish a long rest.

If you have the Pact of the Vestige Relic feature and you are holding your pact relic, when you cast either *modify memory* or *mislead,* you can call on the vestige Xandor the Mad to add a bonus equal to your Constitution, Intelligence, or Wisdom modifier (your choice, minimum 1) to all your Charisma (Deception) and Dexterity (Sleight of Hand) checks for 10 minutes.



Fiendish Talent

Whether you sold your soul or won a midnight competion at a crossroads, somehow your perfoming skills compel supernatural support. You gain proficiency in the Performance skill if you don't already have it, and with one musical instrument of your choice. Also, choose one musical instrument you are proficient with. You gain expertise with that musical instrument, which means your proficiency bonus is doubled for any ability check you make with it.

Finally, you learn one bard cantrip of your choice. This is a warlock cantrip for you, but it doesn't count against the number of cantrips you know.

Fierce Familiar

Prerequisite: 9th level, Pact of the Chain feature

As a bonus action, you can command your familiar to take the Attack action.

Gloom Walk

Prerequisite: 7th level, Pact of the Gloom feature

When you are in dim light or darkness, as a bonus action you can teleport up to 60 feet to an unoccupied space you can see that is also in dim light or darkness. You can then take the Hide action as part of the same bonus action.

Glorious Bond

Prerequisite: Pact of the Eye feature, Bonded Ally eldritch invocation

When you use your Bonded Ally eldritch invocation, until the bond ends, when your bonded ally reduces a hostile creature that is within 5 feet of you to 0 hit points, your bonded ally gains temporary hit points equal to your Charisma modifier + your warlock level (minimum of 1).

Ironfell Blade

Prerequisite: 5th level, Pact of Iron feature or Pact of the Ring feature

You can transform a one-handed melee weapon that inflicts slashing or piecing damage, changing it into the mysterious metal-like substance called ironfell. To do so, you must touch the weapon and perform a 1-minute ritual. When you take the attack action on your turn and attack with a weapon you have transformed in this way, you can attack with that weapon twice, instead of once. If you perform the ritual again on a different weapon, any weapons you have previously transformed in this way return to normal.

In addition, you fulfill all prerequisites for other eldritch invocations as if you had the Pact of the Blade feature, treating your ironfell blade weapon as your pact weapon for the purposes of those invocations.

Iron Sky Starfall

Prerequisite: 9th level, eldritch blast *cantrip, Pact of the Ring feature*

When you hit a creature with your *eldritch blast*, you can cast *hold person* as a bonus action using a warlock spell slot, changing the casting time to 1 bonus action for that casting. The *hold person* spell must target the creature you hit with *eldritch blast*.

Life Bind

Prerequisite: 5th level

You can use a warlock spell slot to cast either *animate dead* or *life transference***. Once you use this invocation to cast one of these spells, you can't do so again until you finish a long rest.

If you have the Pact of the Vestige Relic feature and you are holding your pact relic, you can invoke the remnant of the dead god Amaan to gain resistance to poison and necrotic damage for 1 hour after you cast *animate dead* or *life transference***.

Mandrake Effigy

Prerequisite: 11th level

You can cast *create homunculus*** once without expending a spell slot. You must finish a long rest before you can do so again.

If you have the Pact of the Vestige Relic feature and you are holding your pact relic, any homunculus you create with the *create homunculus*** spell is infused with the vitality of Zutwa, gaining resistance to acid and necrotic damage.

Otherworldly Alliances

Prerequisite: 9th level

You can use a warlock spell slot to cast either *planar binding* or *teleport circle.* Once you use this invocation to cast one of these spells, you can't do so again until you finish a long rest.

If you have the Pact of the Vestige Relic feature and you are holding your pact relic, once you finish casting either *planar binding* or *teleport circle,* you can call upon the secrets of Seriach the Hell-Hound Whisperer to add a bonus equal to your Charisma modifier to all your Intelligence (Arcana or Religion) checks for 1 hour.

Improved Pact Armor

Prerequisite: Pact of Iron feature

You can use your pact armor as a spellcasting focus for your warlock spells. Also, your pact armor grants you a +1 bonus to AC, in addition to the armor's normal bonus to AC, unless it is magic armor that already grants an additional AC bonus.

Pact Shield

Prerequsite: 7th level, Pact of the Blade or pact of Iron feature

When you summon your pact armor or pact weapon, you can also create a magical shield made of eldritch energy. Whenever you dismiss your pact armor or pact weapon, you can dismiss this shield as well. Otherwise it works like a normal shield.

While you are holding your pact shield, when a creature you can see hits a target that is within 5 feet of you with an attack, you can use your reaction to roll a d8. Add your Charisma modifier to the number rolled, and reduce the attack's damage by that total (to a minimum of 0 damage).

Potent Hex

Prerequisite: Hex *spell*

Whenever you cast the *hex* spell, when you choose which of the target's ability scores suffers disadvantage on ability checks, you can choose two ability scores instead of just one.

Power in Endings

Prerequisite: 7th level, Pact of Iron feature

When you make a death saving throw, you choose to roll with advantage or disadvantage. Whenever you fail a death save, you immediately recover one of your expended warlock spell slots. Once you have recovered a spell slot in this way, you cannot do so again until you finish a short or long rest.

Preternatural Performance

Prerequisite: 11th level, Pact of the Tome feature, proficiency in the Performance skill

Your patron grants you rare supernatural skill in performing. You gain expertise with your Performance skill, which means your proficiency bonus is doubled for any ability check you make with it. Also, whenever you gain a warlock level, you can choose one spell you learned from the Spellcasting feature of your warlock class and replace it with a spell from the bard spell list. The new spell must be of the same level as the spell you replace.

Probing Shadows

Prerequisite: Pact of the Gloom feature

The darkness whispers to you, guiding your senses to notice looming threats. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells, and advantage on Wisdom (Perception) checks made to avoid being surprised. To gain these benefits, you can't be blinded, deafened, or incapacitated.

Relentless Pursuit

Prerequisite: 12th level, Pact of the Gloom feature

As an action, you can choose one creature you've dealt necrotic damage to since the start of your previous turn. You teleport up to 60 feet to the unoccupied space closest to that target.

If you have the Pact of the Vestige Relic feature and you are holding your pact relic, you have advantage on your next attack roll against the target before the end of your next turn, thanks to the swiftness of Ulban, who flashes across the nighty sky in a fiery streak of blue flame.

Retributive Bond

Prerequisite: Pact of the Eye feature, Bonded Ally eldritch invocation

When you use your Bonded Ally eldritch invocation, until the bond ends, when a creature makes an attack roll against you while it is within your bonded ally's reach, it provokes an attack of opportunity from your bonded ally. In addition, when your bonded ally hits a creature that is within 5 feet of you with an opportunity attack, the attack deals an extra 1d6 psychic damage.

Shadow's Eclipse

You've learned the secret names of certain constellations, and glimpsed alien comets too far away for most eyes to discern unaided. Drawing on elder beings that most believe to be stars or planets, you learn your choice of one of the following cantrips: *astral seal*, blazing starfall*, dire radiance*, hand of radiance*,* or *word of radiance**.* This is a warlock cantrip for you, but it doesn't count against the number of cantrips you know. Also, whenever you are in dim light or darkness, you have resistance to radiant damage.



Smoking Bolts

Prerequisite: Pact of the Blade feature

You can create a hand crossbow using your Pact of the Blade feature. When you load it, instead of using normal ammunition, you can draw a wisp of black smoke out of the air that magically transforms into a black crossbow bolt, which vanishes after 1 minute. When you fire it at a creature you've made a successful Wisdom (Insight) check against within the past 24 hours, you have advantage on the attack roll. When you hit a creature with it, you can expend a warlock spell slot to deal an additional 1d8 necrotic damage to the target per spell level.

Shard Star Warrior

Prerequisite: 15th level

When you make an attack roll for a melee weapon or a cantrip, you score a critical hit on a roll of 19 or 20 if you have not already inflicted a critical hit that turn.

Spectral Amunition

Each time you make a ranged attack that uses a piece of ammunition, this effect magically replaces it temporarily with a similar piece of nonmagical ammunition. Any piece of ammunition created by this Eldritch Invocation appears in the container from which you drew the ammunition before you used it, then dissipates 1 minute after it is created.

Starfire Womb

Prerequisite: 7th level

When you fail a saving throw, if you have dealt psychic or radiant damage to a creature since the start of your last turn, you can reroll that saving throw. You must use the second roll.

Starlight Hex

Prerequisite: 5th level, hex *spell*

When you cast the *hex* spell using a warlock spell slot, the initial target you choose as its first subject immediately takes 1d8 magical radiant

damage and must succeed on a Constitution saving throw. On a failure, it is blinded until the end of its next turn Also, whenever you inflict necrotic damage with your *hex* spell, you may choose for it to be radiant damage instead.

Threshold Breaker

Prerequisite: 5th level

You can use a warlock spell slot to cast either *knock* or *warp stone*.* Once you use this invocation to cast one of these spells, you can't do so again until you finish a long rest.

If you have the Pact of the Vestige Relic feature and you are holding your pact relic, when you cast either *knock* or *warp stone*,* you can call upon the dormant wisdom of Gibbeth the Endless to add a bonus equal to your Charisma modifier to all your Intelligence (Investigation) and Wisdom (Perception) checks for 10 minutes.

Twofold Pact

Prerequisite: 11th level

When you gain this eldritch invocation, you can choose a second option for your Pact Boon feature. You gain all the benefits of this second pact, including fulfilling prerequisites for other eldritch invocations that require it.

Unleash Disease

Prerequisite: 12th level

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

Unyielding Armor of the Void

Prerequisite: 9th Level, Pact of Iron feature

You can make a suit of heavy armor into your pact armor.

Vanishing Hex

Prerequisite: 5th level, hex *spell or a warlock feature that curses*

When a creature that is cursed by your *hex* spell or by a warlock feature of yours misses you with an attack roll, you can immediately use your reaction to teleport up to 15 feet. When you do so, you become invisible to the creature that missed you with the triggering attack until the end of your next turn. Once you use this eldritch invocation, you can't do so again until you finish a long rest.

Warlock Patrons in Your Campaign

Most of the new Otherworldly Patrons here describe several possible options for the identity of such a patron, just as those in the *Player's Handbook* do. However, whenever possible, it can improve your experience if you make sure to customize the patron to your campaign, rather than just choosing from those descriptions. The DM has a more global sense of the campaign than any player, and is the best resource for determining who or what holds a pact with a particular warlock character.

Examples for this approach are described below for the Architect of Order, the patron introduced on the next page. While this patron's descrption names several entities who fit its profile, there are also more specific options that tie-in more directly to certain campaign settings.

In a Forgotten Realms campaign, patrons known as Architects of Order could be the reatest among the tasked genies of Zakhara, the Lesser Immortals of the Celestial Bureaucracy that governs the deities of Kara-Tur, or Telos, the fallen metal colossus that became patron to the Warlock Knights of Vaasa.

In Eberron, some warlocks claim to have made a pact with the divine spark manifesting within the Becoming God, a massive scavenged sculpture being built by warforged pilgrims in the Mournland, or with certain eldritch devices like the Cannith creation forge, which they claim are so powerful they have gained sentience. There are even rumors of a trio of warlocks who draw their magic from an emergent mind within Khorvaire's lightning rail network.

In the extraplanar city of Sigil, some members of the faction known as the Believers claim to have pacts with the spirit of the Great Foundry, where members of the group work to make metal goods for the city and forge themselves into divine ascendants.

New Otherworldly Patrons:

The Architect of Order

The consciousness that holds your pact is an entity (or group of entities) devoted to perfect absolutes of order, logic, or law that no being of flesh could ever attain. Such beings often manifest as masters of clockwork hierarchies, creators of wondrous devices, or even as transcendent machines themselves. Your pact grants innate understanding of the machinery that drives the multiverse, and intertwines your destiny with an otherworldly plane of law, such as Daanvi the Perfect Order or the Clockwork Nirvana of Mechanus.

Your patron pursues its aims according to rigid and unyielding principles, but its agenda is often indecipherable. You may not share your patron's goals or even its alignment, but it grants you power because it believes you will serve a larger purpose. Beings of this sort include Primus, lord and creator of the modrons on the lawful plane of Mechanus; Zaerith Menyar Ag-Gith, the immortal, self-proclaimed god-king of the githzerai; celestials more devoted to order than moral good, such as the Arcadian Avengers; the most powerful of the extraplanar magical constructs known as the inevitables; and the legendary Wind Dukes of Aaqa, who created the famed Rod of Seven Parts.



Expanded Spell List

The Architect of Order allows you to choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

The Architect of Order Expanded Spells

Level	Spells
1st	*command, detect thoughts*
2nd	*align weapon*, calm emotions*
3rd	*magnetism*, tiny servant***
4th	*compulsion, fabricate*
5th	*animate objects, modify memory*

Defensive Telepathy

At 1st level, your patron grants you insight into others' thoughts you can use to predict their actions. While you're not in combat or concentrating on a spell, you can communicate telepathically with any creature within 30 feet of you, provided that creature shares a language with you. You can speak telepathically in this way to one creature at a time.

In addition, if an attack hits you while you are concentrating on a spell, as a reaction you can force the attacker to reroll the attack, using the lower of the two rolls. Until the end of your next turn, all attack rolls that creature makes against you have disadvantage. Once you force the reroll of an attack roll with this feature, you cannot do so again until you finish a short or long rest.

Axiomatic Hierarchy

At 1st level, you gain insight into creatures of the planes, especially those tied to the nature of your patron. You learn the Modron language. Also, whenever the target of a concentration spell you are maintaining (such as the *hex* spell) is an aberration, celestial, construct, elemental, fey, or fiend, you can deal extra damage to that creature once per turn when you hit with an attack roll. The extra damage is psychic damage equal to your proficiency bonus.

Modron Servant

At 6th level, a unique construct is sent by your patron to serve you. You learn the *find familiar* spell as a warlock spell, if you don't already know it, but when you cast it you can choose one of the normal forms for your familiar or summon it as a pentadrone, a five-armed construct that is one of the most advanced forms of modron (as described in the *Monster Manual*). A pentadrone you summon as your familiar in this way has the following modifications:

- ✧ It can magically disguise itself as a Large beast of your choice with a Challenge rating of 2 or lower (such as warhorse), physically rearranging its form to appear to be the new creature, but not gaining any of its traits or abilities.
- ✧ It does not have the truesight sense, or the Multiattack or Paralysis Gas actions, but it has darkvision with a range of 120 feet that is not impeded by magical darkness. When you reach 11th level as a warlock, this becomes truesight with a range of 120 feet.
- ✧ If you are the target of a melee attack and your modron familiar is within 5 feet of the attacker, you can use your reaction to command the servant to respond, using its reaction to make one Arm attack against the attacker.
- ✧ The pentadrone adds a bonus equal to your proficiency bonus to its AC, saving throws, attack rolls, and damage rolls, and its Arm attacks inflict force damage instead of bludgeoning damage.

If you have the Pact of the Chain feature, you gain an additional advantage when you choose to summon a pentadone as your familiar; whenever you cast a spell with a casting time of 1 action during your turn, your modron familiar can use its reaction to make one Arm attack.

Once you reach 11th level as a warlock, when your modron familiar uses its reaction to make an Arm attack, it can make two Arm attacks instead.

Partial Construct

At 10th level, parts of your body have been replaced by eldritch machinery, enabling it to function more efficiently. You no longer need to breathe, eat, or drink, and you gain resistance to poison damage as well as nonmagical bludgeoning, piercing, or slashing damage that is not adamantine.

Mind of Metal and Wheels

Starting at 14th level, you can temporarily allow the influence of your patron to alter your mind and body, giving you the perfect and emotionless logic of a construct and the ability to project this way of being into the minds of those around you. As a bonus action, you can enter this unique mental state, gaining the following traits:

- ✧ You are immune to psychic damage and to the charmed and frightened conditions.
- ✧ You gain a +2 bonus to AC.
- ✧ Once during your turn, if you move at least 20 feet in a straight line towards a target before making an attack roll against it, you gain advantage on that attack roll.
- ✧ While in this state, you can cast the *calm emotions* spell at will, without expending a spell slot or material components. When you cast *calm emotions* in this way, it is not considered a concentration spell for that casting, but the duration is decreased to 1 round, with the spell lasting only until the end of your next turn.
- ✧ You have advantage on all Intelligence checks, but disadvantage on all Wisdom and Charisma checks.

This state lasts for one minute or until you end it with a bonus action. You can use this feature once, regaining all expended uses when you finish a short or long rest.

The Benighted City



In recent years, certain would-be mages dream of walking the precincts of an ancient city, its streets shrouded in darkness—and that those streets whisper secrets. In Eberron, many claim it is Metrol or one of the other lost cities of Cyre, blighted from the world on the Day of Mourning. In Faerûn, most claim it is the City of Shade, also known as Thultanthar, a Netherese flying city that returned from millennia in the Shadowfell before crashing upon Myth Drannor. Others speak of different lost cities, or of Shadowfell settlements such as Gloomwrought, Evernight (the umbral twin of Neverwinter) or Ikemmu, a legendary metropolis said to exist in both the Underdark and the Shadowfell at the same time. Whether it is one of these cities, or if more than one has become such patron, it has a conscious will of its own—and that will wishes to bargain.

This patron's warlocks not only gain insight into darkness, but into the secret life of cities everywhere. They hear the whispers of elemental spirits in chimney-smoke and cobblestones, foresee the ebb and flow of urban commerce like a sailor knows the changing of the tides, and feel the hope and despair of multitudes rise like heat from avenues beneath their feet.

In the Realms, the phenomenon of cities infused with Shadowfell magic making pacts with warlocks has prompted some sages to wonder if other enchanted cities—such as Silverymoon or Evereska, both sites of *mythals,* or even Waterdeep, which sprawls atop the spell-haunted expanse of Undermountain—could also have awakened, and whether they have warlocks of their own active in Faerûn.

Expanded Spell List

The Benighted City allows you to choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

The Benighted City Expanded Spells

Level	Spells
1st	*grease, skulking spy**
2nd	*alter self, shadow sight**
3rd	*conjure barrage, meld into stone*
4th	*locate creature, Mordenkainen's private sanctum*
5th	*creation, mislead*

Cloaked Sniper

Starting at 1st level when you choose this Otherworldly Patron, you can use your Charisma modifier instead of your Dexterity modifier for your attack and damage rolls with ranged weapons. When you are hidden from a creature and miss it with a ranged weapon attack, making the attack doesn't reveal your position.

Shadow Dweller

At 1st level, you can see normally in darkness, both magical and nonmagical, to a distance of 30 feet. If you are within the confines of a settlement

with a population of 100 or more—or within the ruins of a place that once boasted such a population—the distance of this effect is increased to 90 feet, and you can move through the space of any non-hostile creature that is of your size or smaller.

In addition, while you are not in direct sunlight, if you have not taken radiant damage since the end of your last turn, you have advantage on death saving throws.

Umbral Jaunt

At 6th level, you gain the ability to step from one shadow into another. When you are in dim light or darkness, as a bonus action you can teleport up to 30 feet (or 60 feet if you are within a city with a population of 100 more or the ruins of such a city) to an unoccupied space you can see that is also in dim light or darkness.

When you take damage that is not radiant, you can use your reaction to teleport in the same way, but you may only do so once, regaining the ability to do so when you finish a short or long rest.



Spirit of Shadow, Smoke, and Stone

At 10th level, you have become jaded by gazing too long into both the depths of the Shadowfell and the darkness all great cities hide. You gain advantage on saving throws against the frightened and charmed conditions, and resistance to necrotic and psychic damage.

Gloaming City

At 14th level, you can temporarily exile a foe into the dark city that is your patron. Choose a creature within 60 feet. It must make a Charisma saving throw against your warlock spell save DC. On a failure, it takes 3d12 psychic damage and is banished to wander a faraway demiplane, a shadowy, empty cityscape where distant voices beckon and furtive lights flicker in the distance.

The target remains there for 1 minute or until it escapes. At the end of each of its turns, if it has moved at least 15 feet away from the space it was in at the start of the turn, it can use an action to escape by rolling a Wisdom save against your warlock save DC. On a success, the effect ends. On a failure, it takes 3d12 psychic damage. A creature that doesn't bother trying to escape doesn't need to roll the saving throw, but at the end of its turn it instead takes 1d12 psychic damage.

When the effect ends, the target reappears in the same space it left (or the nearest unoccupied space if that space is occupied), unless it chooses not to return. If the target chooses to remain on the streets of the benighted city, the DM decides its fate.

Once you use this feature, you can't use it again until you finish a long rest.

The Dark

You have bound yourself to a being of the endless darkness surrounding the underground cities of the drow and other subterranean races. Your patron gifts you with powers of darkness, betrayal, poison, spite, and malice. Such patrons constantly try to entice you with more power, at the cost of harming your friends.

In a world with an Underdark where societies revolve around dark entities such as Lolth, these patrons might include: Bloqroth the Yochlol, Laveth the Daughter of Lolth, Ragnorra the Mother of Monsters, Rallaster, Scahrossar the Mistress of Exquisite Pain, The Patient One, the vast demonic snake Sertrous, and the mightiest illithid Elder Brains (like Io, the converted Elder Brain that now serves the duergar of Duerradin).

In Eberron, those beings of Khyber most connected to poisonous creatures or to cultures of endless feuding and betrayal are such patrons, including the Overlord Sakinnirot the Scar that Abides, or certain daelkyr such as the Kyrzin the Prince of Slime, the Master of Silence, and Valaara, the Crawling Queen. Other examples of the Dark patrons in Eberron include the entity the Umbragen drow call the Umbra and certain shadowy beings serving the two different aspects of the drow god Vulkoor worshipped by the tribal Hantar'kul and the scorrow, respectively.

Expanded Spell List

The Dark allows you to choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

The Dark Expanded Spells

Level	Spells
1st	*ego lash*, ray of sickness*
2nd	*Elonia's glamour*, protection from poison*
3rd	*bestow curse, stinking cloud*
4th	*Evard's black tentacles, phantasmal killer*
5th	*cloudkill, spidersilk slash*

Gifts of the Endless Night

At 1st level you learn the *spiteful glamour** cantrip and the spell *your glorious sacrifice** as warlock spells, though they do not count against the number of cantrips you know.

At 3rd level, you also gain your choice of one the following eldritch invocations, ignoring all prerequisites: Bonded Ally or Darkspiral Aura. This does not count against the number of eldritch invocations you can have as a warlock.

Trusting Ally

At 1st level, if a creature places its trust in you, your magic grants it special benefits. When you finish a short or long rest, you can choose one willing creature that you can see within 30 feet of you to become your *trusting ally.* While a creature that is your trusting ally can see you, if you are conscious and within 10 feet of that ally, it gains a special benefit: once per turn when that ally makes an ability check or saving throw that does not include its proficiency bonus, it can roll a d4 and add the result to the ability check or saving throw. The trusting ally can wait until after it rolls the d20 before deciding to use this benefit, but must decide before the DM says whether the roll succeeds or fails.

You can have a number of trusting allies equal to your Charisma modifier. Once a creature is your trusting ally, it remains so until you go more than 24 hours without seeing each other or until either one of you uses an action to end this effect.

The die a trusting ally rolls for this feature changes when you reach certain levels in this class. The die becomes a d6 at 5th level, a d8 at 10th level, and a d10 at 15th level.

However, a trusting ally becomes less resilient against your magic. When your trusting ally rolls a saving throw against a spell you cast, that ally has disadvantage on the saving throw.

Insidious Sting

At 6th level, once per turn, when one or more creatures take poison or psychic damage from a spell you cast, you can choose one of the creatures taking that damage. You add your proficiency bonus to the poison or psychic damage dealt to that creature.

Involuntary Sacrifice

At 6th level, when you would inflict your Insidious Sting damage, if at least one creature on the same plane of existence as you is your trusting ally, you can use your reaction to choose one such creature and force it to roll the die from your Trusting Ally feature. The trusting ally takes necrotic damage equal to the result of the roll or your Charisma modifier, whichever is higher.

If you damage your trusting ally with this feature, the extra damage you inflict with your Insidious Sting damage is equal to your proficiency bonus + twice the necrotic damage your ally took from this feature, instead of the normal amount. This increased damage is calculated based on the amount of necrotic damage your ally actually took from this feature, after any immunities, resistances, or other forms of damage reduction.

Darkest Mirror

Starting at 10th level, you can use a bonus action to close lids of the darkest night over your eyes, allowing you to see invisible creatures as well as into the Ethereal Plane. When you do so, you can see into the Ethereal Plane for up to 1 hour, and for the same duration you see all invisible creatures on both your current plane and in the Ethereal Plane. You see the area immediately around you, out to your normal range of vision.

If you have a specialized type of vision (such as darkvision) then it functions as normal. You do not gain any special forms of vision, nor any immunity to attacks that depend on eye sight (such as the gaze of a medusa).

While you are using this feature, you cannot see the plane where you are currently located, nor any creature on that plane (including your allies) unless it is invisible. Unless you use a bonus action to end your use of this feature early, for the duration you can only see invisible creatures and the Ethereal Plane.

You can use this feature twice, regaining all expended uses when you finish a short or long rest. When you reach 14th level in your warlock class, your number of uses for this feature increases from two to three.

Passionate Betrayal

Starting at 14th level, as an action, you can whisper dark promises to a hostile creature of your choice within 60 feet, causing it to confuse friends with enemies and vice-versa. You cast *dominate monster* on the target as a warlock spell without using a spell slot. While charmed by this spell, the target considers any creature hostile to you to be a threat to itself, and any creature friendly to you as a friend, so if the creature completes an order from you and doesn't receive further direction, it continues attacking creatures hostile to you as best it can.

This power carries a price. When you cast *dominate monster* with this feature, you must choose at least one creature on the same plane of existence as you that is your trusting ally, otherwise the spell fails. For the spell's duration, whenever the chosen trusting ally makes an attack roll or forces another creature to make a saving throw, it must roll the die from your Trusting Ally feature and subtract the result from its attack roll or from the DC of the saving throw.

DMs Guild Community Content

The Dark is based on a warlock type from 4th Edition D&D, previously converted for *Mirt's Undermountain Survival Guide* by M.T. Black, James Introcaso, and Greg Marks. Their conversion has been gratefully revised to create the new iteration of this patron included here.

The Drowned One

In ancient times, the undersea progenitors of the half-human hybrids known as the Deep Ones passed both lineage and lore to the mortals with whom they had dealings. They taught of ancient, god-like beings, perhaps their ancestors, who lay dead yet dreaming beneath the sea. Those so chosen, or so cursed, shared in these dreams. Sages today disagree on the nature of these legends: is there only one being called the Drowned One, or two, or many? Does the name refer to a powerful aberration like a kraken or aboleth, a primordial god, or something older, perhaps an alien presence from the Far Realm?

Having either experienced such visions yourself or learned the rites by oral tradition, you are marked by the power of the Drowned One. Whether by accident or as part of a rite, you drowned and nearly died. While unconscious, you made your pact. Since then, you are most comfortable close to the ocean and have an affinity for things in their primal, unrefined forms. Most who make such a pact find that afterwards they prefer iron over steel, foraged food over fine cuisine, and instinctive cunning over civilized ways.

Eschewing the finery some spellcasters enjoy, warlocks of the Drowned One are of a humble appearance, marked by mottled sealskin clothes, wild hair braided with seaweed, and driftwood cudgels. They favor colors of the sea, and are said to be touched by both madness and prophecy.



Expanded Spell List

The Drowned One allows you to choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

The Drowned One Expanded Spells

Level	Spells
1st	*absorb elements, create or destroy water*
2nd	*alter self, augury*
3rd	*revivify, storm shield**
4th	*lesser water to poison**, *watery sphere***
5th	*greater water to poison**, *raise dead*

Gift of the Salty Depths

At 1st level, you gain a swim speed equal to your walking speed, and you treat your Constitution score as if it were 5 higher to determinine how long you can hold your breath or survive without breathing. Also, you add your proficiency bonus to death saving throws. If applying this bonus to a death saving throw increases the total to 20 or higher, you gain the benefits of rolling a 20.

Driftwood Cudgel

Starting at 1st level, while you have a wooden staff or club in hand that has been immersed in saltwater, you gain the following benefits:

- ✧ You can cast the *shillelagh* cantrip as a warlock spell without using components. When you cast it in this way, the duration of your *shillelagh* spell is increased to 1 hour.
- ✧ You can spend 1 Hit Die as a bonus action to cast the *hex* spell as a 1st-level spell without using a spell slot. You do not regain any hit points from spending a Hit Die in this way.
- ✧ When you hit with a weapon attack roll using a wooden staff or club against a target that is cursed by either your *hex* spell or a warlock feature of yours that curses (such as the warlock invocation Sign of Ill Omen), the target cannot regain hit points or take reactions until the end of its next turn.

What is Dead May Rise

Starting at 6th level, when you are reduced to 0 hit points, you can use your reaction to instead be reduced to 1 hit point. When you use your reaction on this feature, each hostile creature within 10 feet of you takes psychic damage equal to half your warlock level + your Charisma modifier. If a creature that takes this damage is cursed by either your *hex* spell or a warlock feature of yours that curses, it takes an additional 1d10 psychic damage.

Once you use this feature, you can't use it again until you finish a long rest.

By Seawater Reborn

Starting at 10th level, when you finish a long rest, you can perform a 1-minute ritual, anointing yourself with seawater. When you do so, you choose one of the following damage types: acid, cold, necrotic, poison, or psychic. You gain resistance to that damage type until the next time you finish a long rest.

Once per turn, when you deal damage of the type you chose during the ritual, you can select one target of that damage. That target takes an amount of extra damage of the chosen type equal to half your warlock level.

Foreseen Vengeance

Starting at 14th level, prophetic dreams allow you to prepare eldritch reciprocity for enemies who would harm you. When you take damage from a creature that is within 5 feet of you, you can use your reaction to cast a spell at the creature. The spell must have a casting time of 1 action and must target only that creature. The casting time changes to 1 reaction for this casting. If a spell you cast in this way requires a ranged attack roll, being within 5 feet of a hostile creature doesn't impose disadvantage on the attack.

The Foretold

Your patron is a being of astonishing power… who does not yet exist. Somehow, its power reaches backwards in time, and it communicates with you from the future.

Little is known of those patrons who negotiate their pacts from later eras. Rumors speak of a great war near the end of time itself, with many sides vying for control of the outcome. These beings hold secrets about the destinies of individuals, called "the Fated Ones," who play important roles in shaping future events. For many Foretold patrons, it seems their strategy is to help guide the destinies of the Fated Ones by bestowing them with knowledge, visions, and magic to aid them in achieving important milestones that profoundly influence the future.

As a Fated One, you have abstract visions that help guide you toward your destiny. Though you haven't seen or heard directly from your patron, you know there is incredible power behind the source of your visions—they help to establish a conduit providing you with insights and magical powers. You must fulfill your destiny by interpreting your visions and using your granted powers to the best of your abilities.

Expanded Spell List

The Foretold allows you to choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

The Foretold Expanded Spells

Level	Spells
1st	*guiding bolt, prophesied strike**
2nd	*alter time*, augury*
3rd	*choose future*, moment reading**
4th	*divination, prescient sense**
5th	*contact other plane, legend lore*

Bonus Cantrips

At 1st level, you learn the *guidance* and *true strike* cantrips. These cantrips are warlock spells for you, but don't count against the number of warlock cantrips you know.

Foretold Inspiration

At 1st level, you gain the ability to tap into the conduit of power provided by your visions to help shape your destiny. When you finish a long rest, you gain a number of d6s equal to your Charisma modifier—these are your Foretold Inspiration dice. You can roll one of the d6s and add the result to one attack roll, saving throw, or ability check you make. You can wait until after you roll a d20, but before the DM tells you whether the roll succeeds or fails, before deciding to use one of your Foretold Inspiration dice.

Once a Foretold Inspiration die is rolled, it is lost. The dice change from d6s to d8s at 5th level, becoming d10s at 10th level, and d12s at 15th level.

Retaliatory Strike

At 6th level, you gain an edge against those who seek to hinder your destiny by causing you harm. Whenever a creature within 5 feet of you deals damage to you, you can use your reaction to make a melee weapon attack against that creature. On a hit, you deal normal damage for the attack, and the creature has disadvantage on its saving throws against your spells and warlock features until the end of your next turn.

You can use this feature a number of times equal to your Charisma modifier, regaining all expended uses when you finish a short or long rest.

Fated Repercussions

Beginning at 10th level, creatures seeking to interfere with your destiny must face the consequences. When a creature you can see within 60 feet of you hits you with an attack that deals damage, you can use your reaction to force it to make Wisdom saving throw against your warlock save DC. On a failed save, the creature takes psychic damage equal to your Charisma modifier + your warlock level, or half as much on a successful one.

You can use this feature a number of times equal to your Charisma modifier, regaining all uses at the end of a short or long rest.

Behold Destiny

By 14th level, your power to fulfill destiny through your connection to the Foretold is strong. When you hit a creature with an attack roll, you can use this feature to force the target to experience unsettling visions of its past, present, and future. In addition to the attack's normal damage, the creature takes 5d10 psychic damage, and it is paralyzed until the end of your next turn as it is totally captivated by its visions.

Once you use this feature, you can't use it again until you finish a long rest.



The Monarch of Beasts

You have made a pact with legendary demigod-like being that rules over a certain type or group of animals. Such entities hold their own realms or territories on the wild and beautiful Outer Plane known as the Beastlands. Most are known as Animal Lords, and they are indifferent to nearly everything, except those creatures and events which affect the beasts they consider their subjects.

Your patron is bestial and instinctive, yet more intelligent than all but the most brilliant mortals. As cunning as fiends and as unpredictable as the Archfey, it takes on both humanoid and beast forms at will. Such beings are not ignorant of civilization, though they take little interest unless their subjects often dwell in civilized lands.

The most famous of the Animal Lords is the Cat Lord, worshipped by the tabaxi, who rules over cats of all species and sizes, from housecats to sabretooth tigers to tressym. A related but lesser being, the King of Cats, seems to have dominion over only domesticated breeds, and is a housecat elevated to that position upon the previous king's death. Legends of an imprisoned Tiger King are yet to be confirmed.

More obscure tales of the Beastlands name other semi-mythical Animal Lords such as the Sage of Bears, the Lady of Foxes, the Lord of the Apes, the Rat King, the sorcerous Raven King (whose relationship to the Raven Queen is not precisely understood), the Horse Princes, the Baroness of Sharks, Ghondaur the Wolf-King, the Great Ram Brothers, and the elusive Mulwë, Prince of Hares. However, it is likely many more of these beings exist, with each holding dominion over a different part of the animal kingdom.

Expanded Spell List

The Animal Lord lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

The Monarch of Beasts Expanded Spells

Level	Spells
1st	*sleep tearing claws**
2nd	*animal messenger, command minor beast**
3rd	*conjure animals, catnap***
4th	*dominate beast, guardian of nature***
5th	*awaken, steel wind strike***

Beastlands Lore

When you choose this Otherworldly Patron at 1st level, the wisdom and power that the Monarch of Beasts shares with you grants you several benefits:

- ✧ You learn to speak, read, and write Sylvan
- ✧ You gain proficiency in your choice of one of the following skills: Animal Handling, Athletics, Insight, Nature, Perception, or Survival.
- ✧ You can substitute your Charisma modifier for your Wisdom modifier when making Wisdom (Animal Handling, Perception, or Survival) checks.
- ✧ Beasts understand your speech as if they spoke your language, and you gain the ability to decipher their noises and motions. Most beasts only have the intelligence to communicate the kinds of information described under the *speak with animals* spell. This does not necessarily earn you the friendship of beasts, but you can interact with them the way you would any non-player character, and when you meet new beasts of the type represented by your patron, their initial attitude towards you is always friendly.

Omen of Tooth and Claw

Starting at 1st level, when you use the magic granted by your patron, you can also call upon your patron to display its power. When you use a warlock spell slot to cast a spell, you can magically channel energies of the Beastlands, placing your choice of either a Beastlands Boon

or a Beastlands Curse on a creature of your choice within 30 feet of you that is not behind total cover.

If you choose a Beastlands Boon, the chosen target gains temporary hit points equal to your proficiency bonus + your warlock level, and it has advantage on Wisdom checks and Wisdom saving throws while it still retains temporary hit points gained from this feature.

If you choose a Beastlands Curse, you gain advantage on opposed ability checks against the chosen target, and the first time you inflict damage on the cursed target during each of your turns, you can either deal additional damage to it equal to your proficiency bonus or reduce its speed by 10 feet.

All effects of this feature (including any temporary hit points gained) end after 1 minute. They end early if you are incapacitated or if you use this feature again.

Bestial Fury

At 6th level, your patron allows you or your familiar to lash out with spectral claws, fangs, horns, spikes, or other natural weapons possessed by beasts of your patron's type. As a bonus action, you can target a creature within 5 feet of you (or within 5 feet of your familiar, if you have one) that you have hit with an attack roll since the end of your previous turn. That creature must make a Dexterity saving throw against your warlock spell save DC. On a failure, the target takes psychic damage equal to 1d6 + your Charisma bonus. If it fails by 5 or more, it falls prone in addition to taking the damage. If this damage reduces a creature to 0 hit points, you gain temporary hit points equal to your Charisma bonus + half your warlock level.

Instinctive Curse

Starting at 10th level, when a creature is the target of your *hex* spell or a warlock feature you have that curses (such as the Sign of Ill Omen eldritch evocation or the Beastlands Curse use of your Omen of Tooth and Claw feature), you gain certain benefits against that creature:

- When damage dealt by that that creature forces you to make a Constitution saving throw to maintain concentration on a spell, you automatically succeed on that saving throw.
- When that creature makes a melee attack against you, you can use your reaction to cast a cantrip targeting only yourself or targeting only that creature. The cantrip must have a casting time of 1 action, which is changed to 1 reaction for this casting. If the cantrip requires a ranged attack, being within 5 feet of a hostile creature doesn't impose disadvantage on your attack roll.

You also gain these benefits against any creature that has taken psychic damage from your Bestial Fury feature since the start of your last turn

Transforming Reciprocity

Starting at 14th level, you can use your reaction to cast the *polymorph* spell without using a spell slot or any components whenever a creature you can see does any of the following things:

- It moves to a space within 5 feet of you
- It enters your reach
- It reduces a beast you can see within 60 feet of you to 0 hit points.

You can only target yourself or the creature that triggered this reaction with this *polymorph* spell, and it is cast as if using a 7th-level spell slot. The casting time is changed to 1 reaction for this casting. Otherwise, the spell works normally.

If you have the Pact of the Chain option for your Pact Boon feature, you can also use this reaction when a creature attacks your familiar.

Once you use this feature, you cannot do so again until you finish a long rest.

The Realmbound Tyrant

The immortal entity you made your pact with does not watch you from some distant realm, but physically dwells with and rules over the people of your homeland. If you hail from the Domains of Dread, your patron is likely a darklord; it could be an undead ruler like Strahd von Zarovich of Barovia or Lord Soth of Sithicus, or an undying sorcerer-king draining arcane energies from the dwindling life of the city-state around him, like Kalid-ma of Kalidnay. In Eberron, your patron could be one of the Inspired governors who rule the provinces of Riedra and channel greater power might from the Plane of Dreams. In a Forgotten Realms campaign, you might draw arcane might from a pact with Gilgeam the God-King of Unther, or the all-powerful lich Szass Tam, ruler of Thay.

No rebellion against your patron has ever succeeded, for its worldly power is matched by supernatural might. You know your patron has even greater ambitions—perhaps seeking to ascend to deity or some greater state of arcane power, or to escape a curse binding them to the land—and one way or another, your pact furthers those ambitions. You may willingly act as your pact-holder's agent or templar, helping keep the peace among their subjects and enforce laws, or you might have fled your homeland for a freer life elsewhere. Perhaps you are even secretly connected to a clandestine resistance.

Expanded Spell List

The Realmbound Tyrant allows you to choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

The Realmbound Tyrant Expanded Spells

Level	Spells
1st	*command, ego lash**
2nd	*calm emotions, detect thoughts*
3rd	*clairvoyance, marshal's pursuit**
4th	*fumbling curse*, locate creature*
5th	*modify memory, telekinesis*



Expansive Mind

Starting at 1st level, the power you draw from your pact extends your mental faculties outside of your own body, allowing you to protect your own thoughts and probe other minds like your own. You are immune to being charmed, and while a humanoid you share a language with is within 60 feet of you, you can communicate with it telepathically. The creature can respond telepathically as well, until you are out or range or you use this feature to communicate with a different creature. In your patron's worldly realm, your telepathy's range increases to 300 feet.

Vigilance of Fear

At 1st level, since you live in constant fear of both your patron and your patron's enemies, you are always wary of sudden attack. You can substitute your Charisma modifier for your Dexterity modifier when rolling initiative. Also, when you are surprised, you can still take a single action during your first turn of the combat, but it must be one of the following actions: Dash, Disengage, Dodge, Hide, or Use an Object.

Implacable Pursuer

At 6th level, you are highly adept at apprehending those who defy your authority. When you hit a creature with an attack roll, until the end of your next turn, the target's speed is reduced by 10 feet and your opportunity attacks against it are made at advantage. Also, whenever your attack reduces a creature to 0 hit points, you can choose to knock it unconscious instead of killing it, even the attack was a spell attack or ranged attack.

Intimidating Presence

Beginning at 10th level, you can use your action to frighten someone with your menacing presence. When you do so, choose one creature that you can see within 30 feet of you. If the creature can see or hear you, it must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier) or be frightened of you until the end of your next turn. On subsequent turns, you can use your action to extend the duration of this effect on the frightened creature until the end of your next turn. This effect ends if the creature ends its turn out of line of sight or more than 60 feet away from you.

If the creature succeeds on its saving throw, you can't use this feature on that creature again for 24 hours.

Defiling Drain

Starting at 14th level, when you cast a spell of 1st-level or higher, you can empower it by draining life energy from a nearby creature. When you gain this feature, choose two of the Metamagic options from a sorcerer's Metamagic feature. Whenever you gain a warlock level, you can select one of these Metamagic options and replace it with a new one of your choice. You can use these Metamagic options, but you do not fuel them with sorcery points.

Instead, whenever you use your action to cast a spell, you can use a bonus action to attempt to apply one of your two chosen Metamagic features to that by forcing a creature you can see within 30 feet to make a Constitution saving throw. Constructs and undead automatically succeed, and plants and water elementals make this saving throw with disadvantage. On a success, nothing happens. On a failure, the target takes 6d8 necrotic damage, you apply the chosen Metamagic option to the spell as if you spent any required sorcery points, and all nonmagical plants that are within 30 feet of both you and the target that are not creatures, such as trees and shrubs, wither and die instantly.

Once you use this feature, you can't use it again until you finish a short or long rest.

The Wyrd Coven

Hags come in many varieties. Most are fey or fiends, but some covens transcend the normal types, unifying to become otherworldly powers unto themselves. Often connected to goddesses of dark sorcery, these covens exist outside of time itself, appearing when they wish to interfere in mortal events with threats and prophecies.

No one seeks a pact with these all-seeing hags—their dealings occur only in times and places of their own choosing, at moments in time when great destinies intertwine or unravel. Just as covens combine fey and fiendish entities into one circle of horror, the Pact of the Wyrd Coven combines abilities from the Pacts of the Archfey and the Fiend with the near-omniscient prescience of these greater hags.

Most of Eberron's Wyrd Coven warlocks make their pacts with Droaam's Daughters of Sora Kell.

Expanded Spell List

The hags of the Wyrd Coven allow you to choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

The Wyrd Coven Expanded Spells

Level	Spells
1st	*fog cloud, prophesied strike**
2nd	*augury, bestow curse*
3rd	*clairvoyance, protection from energy*
4th	*divination, swordshun**
5th	*legend lore, mislead*

Eldritch Malediction

At 1st level, greater forces hasten the doom of those you curse. When you inflict damage with an attack against one or more creatures who are currently the target of a concentration spell you cast, you can inflict additional psychic damage equal to your proficiency bonus against one of the damaged creatures.

Wyrd Concoction

Starting at 1st level, you gain the ability to boil eldritch ingredients in a special cauldron-like vessel provided by your patron, creating a *wyrd concoction*. You also gain proficiency with alchemists' supplies, and if you have them on your person you can use them to create this wyrd concoction in your vessel. If you do not have your vessel, you can conjure a new one with a 10-minute ritual. Creating the concoction takes one hour, which can be part of a short or long rest. It remains sealed in your vessel until you expend it or finish a short or long rest, in which case it vaporizes at once. It has the following uses:

- ✧ When you use a warlock spell slot to cast a divination or enchantment spell of 5th-level or lower, you can immediately expend your wyrd concoction as a reaction to regain that spell slot.
- ✧ When the current target of a concentration spell you cast is reduced to 0 hit points, you can expend your wyrd concoction to regain hit points equal to your warlock level + your Charisma modifier.
- ✧ When an attack against the current target of a concentration spell you cast scores a critical hit, you can expend your wyrd concoction as a reaction to force creatures within 5 feet of the slain creature to roll a Wisdom saving throw against your warlock spellcasting DC or become frightened of you until the end of your next turn.

Mists of Time

At 6th level, you can avoid harm by hiding yourself within a veil of otherworldly mist. As a reaction when you would take bludgeoning, piercing, or slashing damage, you can reduce that damage by an amount equal to your warlock level plus your Charisma score, and then cause a 10-foot cube centered on you to fill with mist, becoming heavily obscured. The mist lasts until the beginning of your next turn, during which time you do not provoke opportunity attacks from the creature that dealt the triggering

damage (if any). You can see through this mist as if it weren't there.

Once you use this feature, you cannot do so again until you finish a short or long rest.

Deathless

Beginning at 10th level, visions of your patron coven appear to you each night, warning you of deadly harm you may face in the coming day. Whenever you finish a long rest, you gain the benefits of a *death ward* spell. The duration of this version of the spell is extended to 24 hours.

Cauldron of Fate

Starting at 14th level, your wyrd concoction grows more powerful, and breathing its fumes grants you visions of future threats. Whenever you create your wyrd concoction, you gain advantage on death saving throws, immunity to the frightened condition, and resistance to necrotic damage until the next time you finish a short or long rest.

In addition, when your wyrd concoction would normally be expended, you can instead use it again once more. After the second use, it's expended normally.



Chapter 2: Magic Items

These magic items supplement those presented in Chapter 7 of the *Dungeon Master's Guide*.

Some items note that they require attunement by an arcane spellcaster, which means they can only be attuned by a spellcasting creature that learns its spells from the artificer, bard, sorcerer, warlock, or wizard spell lists (this includes not only members of those classes, but certain subclasses that draw their spells from one of those lists, such as arcane tricksters, eldritch knights, and blood hunters of the Order of the Profane Soul).

Armor

Armor of Dark Majesty +2 or +3

Armor (any light or medium), rare (+2) or very rare (+3), (requires attunement by a warlock)

While wearing this black armor, studded with gleaming, brass studs that flicker with hellish energies when you cast a spell, you always know the *hex* spell as a warlock spell, and you have a bonus to AC determined by the armor's rarity. This bonus is in addition to the armor's normal bonus to AC. You add the same bonus to all Charisma (Deception or Intimidate) checks you make while wearing the armor, and to all saving throws that a creature forces you to make while it is the current target of your *hex* spell.

Pouncing Armor +1, +2, or +3

Armor (leather, studded leather, or hide), uncommon (+1), rare (+2) or very rare (+3)

When you wear this armor, bound with the spirit of a predatory beast, you have a bonus to AC determined by the armor's rarity. This bonus is in addition to the armor's normal bonus to AC. Whenever you jump while wearing this armor, you do so as if you had a running start, and your jumping distance is doubled.

While wearing this armor, if you move at least 15 feet in a straight line toward a Large or smaller target right before making a melee weapon attack against it, you knock the target prone on a hit. Once this property of the armor is used to knock a target prone, it can't be used to do so again until the next dawn.

Shield of the Silver Flame

Armor (shield), very rare (+2) (requires attunement by a spellcaster)

While holding this silver-plated shield, you have a bonus to AC determined by the shield's rarity. This bonus is in addition to the shield's normal bonus to AC.

Also, when you inflict bludgeoning, fire, or radiant damage on a creature during your turn, you can use a bonus action to make a melee attack with the shield. For this attack, the shield is considered to be a melee weapon with which you are proficient, with a damage die of d4, and the attack deals magical bludgeoning damage. If the shield attack hits, the target creature has disadvantage on the next Wisdom or Charisma saving throw it makes before the end of your next turn.

Potions

Elixir of Accuracy

Potion, uncommon

When you drink this potion, once during the next hour, when you make an attack roll and dislike the result, you can reroll that attack with advantage. You choose to do so after the roll is made but before the DM declares whether it hit or missed. This sour, azure liquid gives you a feeling of alertness and energy.

Gravespawn Potion

Potion, uncommon (or rare, or very rare)

You gain temporary hit points when you drink this potion. The number of temporary hit points depends on the potion's rarity, as shown in the Gravespawn Potions table. While you still have these temporary hit points, you also have resistance to poison and necrotic damage and advanatage on saving throws against disease. The gravespawn potion is purple and thick with a putrescent smell, while the deathspawn potion is thin, odorless, and colorless, and the cryptspawn potion is halfway between the two.

Gravespawn Potions

Potion Name	Rarity	Temporary Hit Points
Gravespawn potion	Uncommon	2d4 + 10
Cryptspawn potion	Rare	4d4 + 15
Deathspawn potion	Very rare	6d4 + 20

Hadar's Abominable Elixir

Potion, very rare

When you drink this elixir, your arms turn into long, slimy tentacles. Your unarmed strikes gain a reach of 10 feet and inflict 2d8 acid damage in place of your normal damage. Until this effect ends, you cannot hold anything in your hands, and you cannot cast spells with somatic components. The effect lasts for 1 hour. When it is due to expire, roll a d20. On a 1, the effect becomes permanent.

Lifeshield Potion

Potion, rare

When you drink this lemony potion, you become the subject of a *death ward* spell, but the spell's duration is reduced to 1 hour. Until the spell ends, you gain an additional benefit: any necrotic damage you take is reduced by 5.

Potion of Spirit

Potion, rare

When you drink this lavender-scented potion, you gain advantage on death saving throws for 1 hour.

Rings

Fashion Ring

Ring, uncommon

While wearing this ring, you can use an action to say its command word. In a flash of light, your clothing appears to be the height of fashion. You appear to be incredibly wealthy or a low-ranking member of local aristocracy. This gives you advantage on Charisma (Persuasion) and Charisma (Intimidate) checks with humanoid creatures.

Ring of Sustenance

Ring, rare (requires attunement)

While wearing this ring, you do not need to eat or drink, and if you spend 30 minutes doing nothing more strenuous than eating, drinking, reading, and tending to wounds, you gain all the benefits of finishing a short rest.

In addition, you can spend one or more Hit Dice as a bonus action, as if you had just completed a short rest. Once you use this property of the ring, you cannot do so agin until the next dawn.

Wandslinger's Ring

Ring, rare (requires attunement)

While you are attuned to this ring, the first time each turn that you hit with a ranged spell attack that inflicts damage, you can deal an extra 2d4 force damage to one target you hit. You must be using a wand as your spellcasting focus to inflict this extra damage.

Rods

Hexer's Rod +1, +2, or +3

Rod, rare (+1), very rare (+2), or legendary (+3) (requires attunement by a warlock that knows the hex *spell or has a warlock feature that curses)*

While holding this rod, you always know the *hex* spell as a warlock spell, and you gain a bonus to spell attack rolls determined by the rod's rarity.

This rod has 2 charges. When you cast the *hex* spell using a warlock spell slot while holding this rod, you can expend 1 charge to immediately regain that spell slot, as if it had never been spent.

In addition, if you are holding this rod when you finish a long rest, you can choose one option for your Eldritch Invocations feature that you don't already know but for which you meet all the prerequisites (if any). Until the next time you finish a long rest, you know that Eldritch Invocation in addition to any others provided by your warlock class. The Eldritch Invocation you choose in this way must require the *hex* spell or a warlock feature that curses as a prerequisite.

The rod regains all expended charges daily at dawn.

Quickcurse Rod +2

Rod, very rare (requires attunement by a warlock)

While holding this rod, you always know the *hex* spell as a warlock spell, and you gain a +2 bonus to spell attack rolls.

This rod has 2 charges. While you hold this rod, you can expend 1 charge to cast the *hex* spell without using a spell slot. When you use your action to cast a spell that requires you to make a spell attack, if the spell attack hits a creature, you can instantly expend 2 charges to cast the *hex* spell without using a bonus action or a spell slot.

The rod regains all expended charges daily at dawn.

Rod of Deadly Casting +1, +2, or +3

Rod, rare (+1), very rare (+2), or legendary (+3) (requires attunement by an arcane spellcaster)

While holding this rod you gain a bonus to spell attack rolls and to the saving throw DCs of your spells. The bonus is determined by the rod's rarity.

In addition, when you score a critical hit with a spell attack for a spell that deals damage, you can roll 1d6 add it to the extra damage of the critical hit, and after rolling all the damage, you can choose to reroll one or two of the critical hit's damage dice. You must use the second roll.

Rod of Flaying

Rod, rare (+1), very rare (+2), or legendary (+3) (requires attunement by an arcane spellcaster)



While holding this rod you gain a bonus to spell attack rolls and to the saving throw DCs of your spells. The bonus is determined by the rod's rarity.

When you deal necrotic damage to a creature, you can force the target to make a Constitution saving throw against your own spell save DC. On a failure, the target takes 2d8 necrotic damage and is stunned for 1 minute. If the target is stunned, at the start of each of its turns it repeats the Constitution saving throw, taking another 2d8 necrotic damage on a failure or ending this effect on a success.

This rod has 2 charges. While you hold this rod, you can expend 1 charge to cast the *hex* spell without

using a spell slot. When you use your action to cast a spell that requires you to make a spell attack, if the spell attack hits a creature, you can instantly expend 2 charges to cast the *hex* spell without using a bonus action or a spell slot.

The rod regains all expended charges daily at dawn.

Swordmage's Rod

Rod, rare (requires attunement by a spellcaster)

While holding this rod in either of its two forms, you gain a +1 bonus to spell attack rolls and to the saving throw DCs of your spells.

This rod has 7 charges. As a bonus action, you can expend 1 charge to transform the rod into a *longsword +1*. It changes back immediately if you let go of the sword, if you are incapacitated, or if you revert the sword into a rod as a bonus action.

While the rod is in its sword form, you can cast any of the following cantrips at will: *booming blade***, caustic blade*, challenger's mark*, fell strike*, Feywild guardian*, frostwind blade*, greenflame blade***, lightning lure***,* or *sword burst****.

While holding the rod in either of its two forms, you can use your reaction (as per the casting time description of each spell) to expend 1 charge and cast one of the following spells, using your own spell save DC and spellcasting ability modifier: *aegis of assault*, aegis of ensnarement**, or *aegis of shielding**.

The rod regains all expended charges daily at dawn.

Staffs

Blasting Staff

Staff, rare (requires attunement by a spellcaster)

The staff has 10 charges. While holding it you can use an action to expend 1 or more of its charges to create a fiery blast. Make a ranged spell attack against a target you can see within 30 feet. If you hit, you inflict 2d6 fire damage for every charge you expended. You can also expend charges to modify the blast, choosing one of the following options:

- ✧ Instead of a ranged spell attack the fiery blast is a 10-foot cone. Creatures within the cone must make a Dexterity saving throw against your spell save DC, taking full damage on a failed save or half as much damage on a successful one. *(2 charges)*
- ✧ Instead of a ranged spell attack, choose a point you can see within 50 feet. Every creature within 10 feet of that point must make a Dexterity saving throw against your spell save DC, taking full damage on a failed save or half as much damage on a successful one. *(2 charges)*
- ✧ You change the damage type from fire to cold, electricity, acid, or poison. *(1 charge)*

The staff regains 1d6+4 charges every day at dawn. If you expend the last charge roll a d 20. On a 1, the rod crumbles into a pile of ash and is destroyed.

Staff of Conjuration

Staff, rare (requires attunement by a spellcaster)

The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *grease* (1 charge), *Melf's acid arrow* (2 charges), or *web* (2 charges).

You can use 5charges to grow a pair of black tentacles from your shoulders. As an action, you can use the tentacles to make a melee spell attack against any creature within 10 feet. On a hit, you deal magical bludgeoning damage equal to 1d8 plus your spellcasting ability modifier, plus an additional 1d8 acid damage. These tentacles last for 1 minute before they fade away.

The staff regains 1d6+4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff disintegrates into a fine powder and is destroyed.

Wands

Bonewand

Wand, rare (requires attunement)

This wand carved of humanoid bone has 7 charges. While holding it, you can use an action during your turn to speak its command word and expend 1 or more charges.

If you expend 1 charge, you create a 20-foot cone of razor sharp bone shards. Creatures caught in the cone must make Dexterity saving throw (DC 18), taking 4d6 piercing damage on a failed save, or half as much on a successful one. Creatures that failed the save take 2d6 piercing damage at the start of your next turn as the bone shards splinter into their victim's skin.



You can also expend 1 or more charges to target an animated humanoid skeleton within 30 feet and force it to make a Constitution saving throw (DC 18). The skeleton takes 1d10 force damage for every charge you expend on failed save, or half as much damage on a successful one. If the skeleton is reduced to 0 hit points, it explodes. Any creature within 10 feet of an exploding skeleton must make a Dexterity saving throw (DC 18), taking 4d8 piercing damage on a failed save, or half as much on a successful one.

The wand regains 1d6+1 charges at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ash and is destroyed.

Wand of Aiming

Wand, very rare (requires attunement by a spellcaster)

While holding this thin, tapering wand wrought from heart of pine, you gain a +1 bonus to ranged spell attack rolls, and your ranged spell attacks score a critical hit on a roll of 19 or 20. The wand has 6 charges. When you hit with a spell attack, you can expend 1 of the wand's charges as a bonus action to force one of the targets you hit to make a saving throw (DC equals your spellcasting DC) against one of the following effects of your choice:

- ✧ The target must succeed on a Strength saving throw or drop one item of your choice that it is holding.
- ✧ The target must succeed on an Intelligence saving throw or it can't take reactions until after the end of your next turn.
- ✧ The target must succeed on a Charisma saving throw, or it has disadvantage on Wisdom and Charisma checks for 1 minute.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Wand of Salt

Wand, rare (requires attunement)

This wand has 7 charges. While holding it, you can use an action to speak its command word and expend 1 charge. When you do so, you choose a 50-foot square of land within 100 feet. Any natural plants in that area die. Any magical plants or plant creature in that area must make a Constitution saving throw (DC 15), taking 4d8 necrotic damage on a failed save, or half as much on a successful one.

When you expend a charge, instead of choosing an area, you can instead target one non-plant creature within 100 feet, commanding the wand to drain and dessicate it. That creature must make a Dexterity saving throw (DC 15). On

a failure, it takes 2d8 necrotic damage and is blinded until the end of its next turn. On a success, the creature takes half as much damage and is not blinded.

The wand regains 1d6+1 charges at dawn. If you expend the wand's last charge roll a d20. On a 1, the wand crumbles into salt and is destroyed.

Wand of Teeth

Wand, rare (requires attunement)

This wand has 7 charges. While holding it you can use an action to speak its command word and expend 1 charge. When you do so, the wand fires a "tooth" of puremagical force at a target of your choice within 100 feet of you. You make a ranged spell attack against the target, using your choice of Dexterity, Intelligence, Wisdom, or Charisma as your spellcasting ability and including your proficiency bonus.

Armored targets are easier to strike with this attack. If the target is wearing armor or wielding a shield, roll a d4, and reduce the target's Armor Class against this attack by the result. If the target is both wearing armor and wielding a shield, you roll a d8 instead of a d4. If the target is wearing medium armor, you increase the penalty by 2; if it is wearing heavy armor, you instead increase the penalty by 5.

On a hit, the target takes force damage equal to 2d8 + your spellcasting ability modifier for the attack. In addition, if a target takes 5 or more damage from this attack, one shield it is using or suit of armor it is wearing (your choice) takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.

The wand regains 1d6+1 charges at dawn. If you expend the wand's last charge roll a d20. On a 1, the wands crumbles into a pile of human teeth and is destroyed.

Weapons

Acidic Weapon

Weapon (any), very rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this weapon. You can use a bonus action to speak this magic weapon's command word, coating the part that would strike an enemy to become covered in corrosive oil. While the weapon has this acidic coating, it deals an extra 1d6 acid damage to any target it hits, and it emits a sharp, overpowering smell, giving everyone within 15 feet of the weapon disadvantage on Wisdom (Perception) checks related to scent. The acid lasts until you use a bonus action to speak the command word again or until you drop or stow the weapon, at which point the acid vanishes, along with the smell.

The Foxblade

Weapon (shortsword), uncommon

This shortsword appears rusted at first glance, but that is due to the unique crimson-orange color of the metal. Combined with this color, a triangular white mother-of-pearl inlay near the hilt causes the blade to resemble the coloring of a fox's tail. The crossguard is made of the same unique crimson metal, set with round yellow and black stones made to resemble vulpine eyes. This description matches that of a magical weapon lost during the destruction of the town of Ylraphon when it was destroyed by the Rage of Dragons in the 14th century. Said to have been crafted by forest gnomes, it was known as the Foxblade.

This weapon grants you a +1 bonus to attack and damage rolls made with it, and while you are in any forest, you gain advantage on all Wisdom (Perception) checks you make while hidden.

The Greater Foxblade

Weapon (longsword), very rare

A rare version of the foxblade exists, in the form a

longsword with a more powerful enchantment. This weapon grants all the same benefits as the lesser *foxblade,* but also grows in power with its wielder. The bonus you gain to attack and damage rolls you make with this weapon is equal to half your proficiency bonus. While you carry the greater foxblade, you add this same magical bonus to all your Dexterity checks.

Mage's Weapon, +1, +2, or +3

Weapon (any one-handed melee weapon), rare (+1), very rare (+2), or legendary (+3) (requires attunement by a spellcaster proficient with the weapon)

You can use this weapon as a spellcasting focus for your spells, and you add a bonus determined by this magical weapon's rarity to attack and damage rolls you make with it. You add the same bonus to your spell attack rolls and to the saving throw DCs of your spells.

In addition, while you wield this weapon, you know two maneuvers from among those available to the Battle Master archetype in the fighter class. You choose these manuevers when you attune to the weapon. If a maneuver you use requires your target to make a saving throw to resist the maneuver's effects, the saving throw DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice). If you wish, you can instead choose for the DC to be your spell save DC (including the bonus gained from this item).

To fuel these maneuvers, the weapon provides one superiority die, which is a d6 (this die is added to any superiority dice you have from another source, no matter when you gain them). A superiority die is expended when you use it. As long as you have the weapon on your person, you regain your expended superiority dice when you finish a short or long rest. If you wish, you can regain an expended superiority die by expending a spell slot while wielding this weapon.

Spellsoul Blade, +1, +2, or +3

Weapon (any sword), rare (+1), very rare (+2), or legendary (+3) (requires attunement by a spellcaster proficient with the weapon)

You can use this weapon as a spellcasting focus for your spells, and you add a bonus determined by this magical weapon's rarity to attack and damage rolls you make with it. You add the same bonus to your spell attack rolls and to the saving throw DCs of your spells.

In addition, whenever you finish a short rest while attuned to this weapon, choose one of the following damage types: acid, cold, fire, lightning, necrotic, or radiant. Until the next time you finish a short or long rest, the weapon inflicts damage of the chosen type instead of its normal damage, and you gain resistance to damage of the chosen type. This effect ends early if you die.

Finally, you can dismiss the weapon, shunting it into an extradimensional space, and it appears whenever you use a bonus action to summon it again thereafter. The weapon appears at your feet if it is in the extradimensional space when you die or if you stop being attuned it.



Spiderkissed Weapon, +1, +2, or +3

Weapon (any one-handed melee weapon), uncommon (+1), rare (+2), or very rare (+3) (requires attunement)

This drow-wrought magic weapon is enchanted to poison foes. You add a bonus determined by this magical weapon's rarity to attack and damage rolls you make with it. Whenever you hit with a melee attack using this weapon, you can choose to inflict poison damage instead of the weapon's normal damage. On a critical hit, this weapon inflicts an additional 1d4 necrotic damage.

In addition, when you deal poison damage with this weapon, you can force the target to roll a Constitution saving throw (DC equals 14 + this weapon's magical bonus to attack and damage rolls). A creature in sunlight has advantage on this saving throw. On a failed save, for 1 minute the target is poisoned and its speed is reduced by half. The target can repeat the saving throw at the end of each of its turns, ending the effects on a success. Once you force a creature to make this saving throw, you can't do so again until you finish a long rest.



Wondrous Items

Abyssal Adornment

Wondrous item, rare (requires attunement)

This heavy chain, made of charred and twisted black metal, broods with barely bridled hate. It grants a +1 bonus to all saving throws made by any creature wearing it as a necklace.

When you would take acid, cold, fire, lightning, or thunder damage, you can use your reaction to gain resistance to the triggering damage and to all damage of the same type until the end of your next turn. Once you use your reaction to activate this property, you cannot do so again until the next dawn.

Amulet of the Demodragon

Wondrous Item, very rare (requires attunement)

This amulet is adorned with the sculpted heads of five dragons, each a different chromatic breed. If you cast a spell that inflicts fire damage during your turn, or if you have seen a creature within 120 feet of you take fire damage inflicted by a dragon since the end of your last turn, you can use a bonus action during your turn to activate this amulet. The amulet immediately copies the spell, attack, or other effect which inflicted that fire damage. This copied effect has the same attack modifier or saving throw DC as the original effect being copied, as well as the same range or area of effect, and affects only the same targets as the original. However, any fire damage dealt by the original effect is converted to cold damage when the amulet duplicates, and any damage that was not fire damage is not duplicated at all.

Once the amulet is used, you cannot use it again until after the next dawn.

The Demodragon

"The origins of this amulet are shrouded in mystery, but sages have speculated about the origins of the creature that gives the item its title. They believe the Demodragon was created by the half-fiend Venger, a sometime ally of Tiamat. Venger used a drop of ichorous blood from Demogorgon itself to create a monstrously destructive mockery of dragonkind.

"This creature, called the Demodragon, was a hooved and tentacled two-headed draconic horror that even its creator could not control.

"The amulet bearing the Demodragon's name draws upon the astonishing power of this blasphemous creature, and dragons that see a humanoid employ the amulet react with hateful outrage. Evil or rash dragons are likely to become violent if the user does not quickly provide a good explanation."

—From the journals of the wizard Ringlerun

Flensing Gloves

Wondrous Item, rare (requires attunement)

These gloves appear to be made of soft, black leather. Once you put them on and attune to them your hands become covered in inky blackness and your fingers end in razor sharp claws that seem to stretch of their own accord. While you are wearing both of these gloves, you can make a special unarmed strike. This unarmed strike deals an additional 1d6 magical slashing damage on top of any other damage inflicted, and such an attack has a reach of 10 feet.

A creature hit twice or more in the same turn by attacks with the same set of flensing gloves takes an additional 1d12 slashing damage from the second attack, as your claws slice off a devastatingly large chunk of its flesh.

While you are wearing one or both of these gloves, and for 1 minute after you remove them, you cannot hold anything in your hands.

Garter of the Silver Tongue

Wondrous item, rare (requires attunement)

While you wear this garter, you are preternaturally glib and well-spoken, speaking with precise diction while choosing the most effective words to influence others. Whenever you roll a Charisma check that involves speaking, you can roll 1d4 and add the number rolled to your check result.

In addition, whenever you cast a spell with verbal components, you can choose one of the following benefits and apply it to that casting of the spell:

- ✧ If the spell requires concentration, whenever you make a Constitution save to maintain your concentration on it, you can roll 1d4 and add the number rolled to your saving throw.
- ✧ If the spell forces one or more creatures to make a saving throw, you can roll 1d4 and add the number rolled to the DC for one target's save.
- ✧ If the spell inflicts damage on one or more creatures, you can choose one target and inflict 1d4 extra thunder damage on it.

Garters

Traditionally, garters are bands of fabric or leather worn to hold up stockings, a use which fluctuates between being more common among men or women depending on changes in fashion. Yet they are also frequently given as tokens of love, to be worn on the upper arm. A popular cycle of legends tells of knights who ride into combat with a garter tied around one of their biceps receiving divine favor, provided the garter was given to them freely—otherwise, they meet with ill fortune.

Mouse Cart

Wondrous item, common

A mouse cart resembles a miniature wooden cart with two wooden wheels and a tiny leather harness. When you secure a normal mouse or othe Tiny beast that has four legs in the harness, the cart expands to the size of a normal cart (roughly 5 square feet). The Tiny beast retains its normal size, but it increases its Strength to 16 and its Constitution to 12, allowing it to pull the cart plus its cargo. The beast's speed also increases to 60 feet.

As long as the mouse or other beast remains in the harness, it understands your words and obeys all your verbal commands, as if it were under the

effects of a *dominate monster* spell.

Orb of Crystalline Terror +1, +2, or +3

Wondrous item, rare (+1), very rare (+2), or legendary (+3) (requires attunement by an arcane spellcaster)

This rough-edged sphere of green crystal saps courage and willpower from creatures who gaze upon it. If you're a spellcaster, you can use this orb as a spellcasting focus. When you do, it grants a bonus to your spell attack rolls and the saving throw DCs of your spells. The bonus is determined by the orb's rarity.

In addition, the orb has 3 charges. You can spend 1 charge to cast the spell *cause fear* or 2 charges to cast the spell *fear*, using your spell save DC and spellcasting ability modifier for either spell.

Also, when a creature would make a saving throw against a spell you cast, you can expend 3 charges. When you do so, you roll 1d6, adding the numer rolled to the DC of the saving throw.

This orb regains 3 charges each day at dawn.

Orb of Holiness

Wondrous item, very rare (requires attunement by a spellcaster of a certain alignment (see below))

While holding one of these rare crystalline spheres—usually found at the heart of a temple, shrine, sacred grove, or other special location dedicated to a particular faith—you can use this orb as a spellcasting focus. While holding this orb, you gain a +2 bonus to spell attack rolls and to the saving throw DCs of your spells.

An *orb of holiness* sheds bright light in a 15-foot radius and dim light for an additional 15 feet. If there is an aberration, celestial, fiend, or undead within 30 feet of the orb, the orb's light instantly dims, and it only sheds dim light for 15 feet until it is no longer so close to such a creature.

Each orb has 12 charges, and regains 1d8 + 4 expended charges daily at dawn. While holding one, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability modifier: *cure wounds* (1 charge per spell level, up to 4th), *purify food and drink* (1 charge), *sleep* (1 charge), *calm emotions* (2 charges), *or regenerate* (7 charges).

An orb of holiness has an alignment, and is always neutral good, neutral evil, or neutral. The DM can choose one of these alignment based on the faith to which the orb is consecrated, or a d20. On a roll of 1-6, the orb is neutral evil, on a roll of 7-14 the orb is neutal good, on a roll of 15-20 the orb is neutral.

When an orb is touched by a creature of an alignment to which the orb is opposed (any evil for a neutral good orb, good for a neutral evil orb, and any good or evil for a neutral orb), that creature must roll a DC 17 Intelligence saving throw. On a failure, it takes 4d6 psychic damage and is affected as if it had failed its save against a *feeblemind* spell. On a success, it takes 2d6 psychic damage and is stunned until the end of its next turn. Any undead creature that takes this damage also takes extra radiant damage equal to the psyhic damage. Only a spellcaster that can touch the orb without having to make this saving throw can attune to it.

Storm's Garter

Wondrous item, uncommon (requires attunement)

This simple band of black silk is sewn to three long, flat tie cords, and it changes size to fit the upper arm, upper thigh, or neck of the creature wearing it. While wearing a *Storm's garter*, you gain darkvision out to 60 feet (or increase the range of your darkvision by 60 feet if you already have it), and you increase your Dexterity score by 1 (to a maximum of 20). If you fall more than 10 feet while you wear a *Storm's garter,* the item immediately casts *feather fall* on you without any action or reaction on your part.

A *Storm's garter* has three charges. You can expend 1 charge as an action to cast one of the

following spells: *jump, silence,* or *spider climb.* The garter regains 3 expended charges each day at dawn.

These items originate from the Forgotten Realms, where they are always originally made for Harpers, of any gender, but often come into the hands of other folk of Faerûn after being taken from slain or injured Harpers.

Sentient Items

The Ravenblade

Weapon (longword), legendary (requires attunement by a warlock of non-chaotic alignment)

Though this longsword appears to be carved from a single large shard of black glass, from its rounded pommel to the tip of its razor-sharp blade, it is as hard as adamantine. On further examination, the glass is actually transparent, like a window, and through it you can see the stormy expanse of a dark and alien night sky. You gain a +2 bonus to attack and damage rolls made with this magical weapon, and you can use it as a spellcasting focus. It also grants its wielder a +2 bonus to spell attack rolls.

Sentience. The *Ravenblade* is a sentient lawful neutral weapon with an Intelligence of 18, a Wisdom of 20, and a Charisma of 17. It has hearing and truesight out to a range of 60 feet, but almost never communicates with its wielder about things it perceives.

The weapon can read and understand (and write) Common, Abyssal, Celestial, Draconic, Deep Speech, Elven, Infernal, Primordial, Qualith, Sylvan, and Undercommon, but it never speaks any language but Elvish, and communicates telepathically only with wielders that are also fluent in Elvish.

Writing. While the blade does not seem overly eager to help those attuned to it, it does offer a unique benefit: if the wielder wants a letter written, it can leave an appropriate amount of unmarked paper (no ink required) within 5 feet of the Ravenblade. On request, the weapon will magically inscribe the appropriate words on the blank pages. Exactly 8 hours later after the request is made, the blank paper instantly becomes filled with the desired writing. It all appears in a very distinct and practical calligraphic script. The *Ravenblade* can only write in languages it knows.

Occasionally, the *Ravenblade* will want a favour of its own. It will ask its wielder for some paper, and then compose a letter of its own, which it will then need handed off to a courier or delivered to its proper recipient. The blade's personal letters always appear written in a coded script of sigils indecipherable to all but the intended recipient.



Personality. The *Ravenblade* has little interest in its mortal wielders; they are only means to an end. The Ravenblade uses its wielder as a mystical channel for communication, on behalf of its mysterious mistress. Somehow, being attuned by a warlock allows it to magically contact that warlock's otherworldly patron. Once in contact it negotiates complicated agreements on its mistress's behalf with the patron, usually related to inane details of extraplanar politics.

Despite its indifference, it wants worthy wielders, and quickly determines whether or not a warlock attuned to it is useful. It likes ambition, attention to detail, precision, skill, and self-control in its wielders, and hopes to grow such warlocks into truly valuable assets.

If the Ravenblade finds its wielder's behaviour reckless, lazy, careless, or sloppy, or if a request related to its letters (either for paper or for delivery) is not honored, a conflict between the *Ravenblade* and its wielder occurs at the next sunset. While it is displeased with its wielder, it will neither write requested letters nor allow the wielder to expend its charges to cast spells.

Spellcasting. The *Ravenblade* has 6 charges. While holding it, you can expend 1 or more of its charges to cast one of the following spells from it, just as if it you were casting one of your warlock spells but without using a spell slot: *blade of black wind** (3 charges), *blade of dark whispers** (2 charges), *blade of flickering shadows** (4 charges), *blade of nightmares** (1 charge), *hex* (1 charge), *modify memory* (5 charges) or *steel wind strike*** (5 charges). Spells cast in this way require the normal casting time and components. The blade regains all expended charges each day at sunset.

Thorn

Weapon (shortsword), rare (requires attunement by a creature of non-chaotic alignment)

When found, this shining shortsword is brightly polished and bears a keen edge, as if it had been maintained by a very fastidious owner until very recently. A large green feather hangs from a silver cord tied around the pommel, alongside a tiny crystalline magnifying glass. You gain a +2 bonus to attack and damage rolls made with this magical weapon.

Sentience. *Thorn* is a sentient lawful good weapon with an Intelligence of 14, a Wisdom of 15, and a Charisma of 12. It has hearing and darkvision out to a range of 120 feet.

The weapon can speak, read, and understand Common and Halfling, and can communicate with its wielder telepathically.

Perceptive. When you hold the shortsword, you hear a telepathic voice whispering about various clues and signs it notices, granting you advantage on Wisdom (Perception) checks.

Personality. *Thorn* is a detail-oriented stickler for rules, laws, etiquette, safety, proper behaviour, and finding clues to wrongdoing. It insists that its wielder must behave correctly according to the prevailing social standards of the local culture. *Thorn*'s ideal scenario is being wielded to bring lawbreakers to justice, and it constantly points out "evidence" that it believes could help catch criminals.

If *Thorn*'s wielder indulges in egregious rulebreaking or breaches of etiquette, it gives the wielder 24 hours to redress the situation appropriately. If the wielder fails to do so, a conflict between *Thorn* and its wielder occurs at the next sunrise. While it is displeased with its wielder, it insists on loudly apologizing for the wielder's behaviour, especially in moments of misbehaviour, imposing disadvantage on Dexterity (Stealth or Sleight of Hand) checks and Charisma (Deception) checks.

Nettle? Rumors state that *Thorn* was created alongside another sentient weapon, a magical *hand crossbow* +2 called Nettle. This crossbow is as greedy, impetuous, and obnoxious as Thorn is careful, lawful, and polite. The two argue like siblings, but also work well together in stressful situations. If you attune to both, you gain a +2 bonus to your Armor Class while both are on your person.

Artifacts

The Memory Mirror

Wondrous item, artifact (requires attunement)

Once the indulgence of the dreaded death knight Lord Soth, this 6-foot-long by 3-foot-wide mirror was shattered into twelve fragments. The bulk of the mirror's power lies in a single central piece held by a mysterious paladin who wanders the domain of Sithicus, a hero known as the Blessed Knight who is attuned to this *key memory mirror shard* when he is first encountered. However, the other shards have powers of their own, each serving to empower the key shard and help unlock its greater abilities.

Each *memory mirror shard* reflects images of a character's past innocence when gazed into for more than a few seconds. The *key memory mirror shard* held by the Blessed Knight reflects not only the past, but shows each person who looks into it an image of the most idealized version of themselves that they could be in the present. This *key memory mirror shard* glows with soft white radiance when within 100 feet of another piece, and Mirror Shards held touching it bond with it seamlessly.

Random Properties. Each of the memory mirror shards has 1 random minor beneficial property.

The *key memory mirror shard* held by the Blessed Knight has the following random properties:

- 1 minor beneficial property
- 1 major beneficial property

When fully assembled, the complete *memory mirror* has the following random properties:

- 12 minor beneficial properties
- 2 major beneficial properties

Properties of each Memory Mirror Shard. If you attune to one of the twelve *memory mirror shard*s that is in your possession, you gain the following benefits:



- You have advantage on all Wisdom saving throws against being charmed or frightened, or against having your emotions or moods affected by magic (including the Guilt of Sithicus effect described in this section).
- Whether you are attuned or not, when you finish a long rest while carrying this item, you are unaffected by any Flaws you may have dealing with guilt or regret until the next time you finish a long rest.
- Each *memory mirror shard* melds seamlessly to the *key memory mirror shard* if held against it, regardless of whether anyone is attuned to either item. Attunement to the *memory mirror shard* ends when it melds with the *key memory mirror shard*.

Properties of the Key Memory Mirror Shard (currently held by the Blessed Knight). The

Blessed Knight is attuned to the *key memory mirror shard*. If you become attuned to it instead, you gain the same benefits from it that he does:

- You have advantage on all Wisdom saving throws against being charmed or frightened, or against having your emotions or moods affected by magic.
- You are immune to the Guilt of Sithicus effect and the *guilt lash* spell (both described in this section).
- You gain an additional Ideal: "I strive to be the best possible version of myself."
- When you finish a long rest, any Flaws you may have dealing with guilt or regret are permanently removed. (If this means you have no Flaws, consult with your DM about adding a new Flaw.)
- Anyone looking into the *key memory mirror shard*, whether it is attuned or not, gains immunity to the Guilt of Sithicus effect described in this section and to any other guilt-based magical effects (such as the *guilt lash* spell, also described in this section) for a number of weeks equal to 1 plus the number of *memory mirror shard*s to which the *key memory mirror shard* is melded.
- Each *memory mirror shard* melds seamlessly to the *key memory mirror shard* if held against it, regardless of whether anyone is attuned to either item. Any attunement to that *memory mirror shard* ends when it is melded, but you remain attuned to the *key memory mirror shard* no manner how many other shards to which it bonds.
- Whether it is attuned or not, the *key memory mirror shard* glows with white light when within 100 feet of another Mirror Shard.
- If the *key memory mirror shard* is melded to all of the eleven other *mirror shards*, it transforms into the complete *memory mirror*, as if it had never been broken. If you are attuned to the *key memory mirror shard* when this happens, you are automatically attuned to the complete *memory mirror* it becomes.

Properties of the complete* memory mirror *when fully assembled. If you are attuned to the completed *memory mirror*, your alignment changes to lawful good, and you gain the following benefits:

- You are immune to the charmed and frightened conditions.
- You have advantage on all saving throws against having your emotions or moods affected by magic.
- You are immune to the Guilt of Sithicus effect and the *guilt lash* spell (both described in this section).
- You gain an additional Ideal: "I strive to be the best possible version of myself, and I am succeeding."
- When you finish a long rest, any Flaws you may have dealing with guilt or regret are permanently removed. (If this means you have no Flaws, consult with your DM about adding a new Flaw.)
- A creature looking into the *memory mirror*, whether it is attuned or not, gains permanent immunity to the Guilt of Sithicus effect described in this section. It is also gains immunity to any other guilt-based magical effects (such as the *guilt lash* spell, also described in this section) until the next time it leaves Sithicus.
- When a darklord looks into the *memory mirror* while a creature is attuned to it, that darklord sees their own true nature reflected back at them. As a result, for 1 hour, that darklord is both frightened of the *memory mirror* and poisoned, and cannot regain hit points or change form (via effects such as *polymorph* spells, the *shapechange* spell, or any other effect that transforms the darklord into something else). This effect ignores immunities. If the darklord of Sithicus is

reduced to 0 hit points while under this effect, this destroys that darklord permanently.

- ✧ If a darklord under the effect of the attuned *memory mirror* is destroyed, you can immediately end your attunement to this artifact, causing it to cast the *gate* spell. The *gate* remains open for 1 minute. It leads to a relatively peaceful area in any one of the Domains of Dread you choose (or, if the DM chooses to permit it, this *gate* may instead allow you to travel out of Ravenloft entirely, and into an alternate plane of your choice).

The Guilt of Sithicus

The Memory Mirror and the Nedragaard Chalice are both tied to Sithicus, a Domain of Dread that borders Barovia. Any sentient being who passes through the borders of Sithicus and enters this dismal realm is afflicted by its atmosphere of crippling guilt. An intelligent creature entering Sithicus gains the following Flaw while within in the bounds of that Domain of Dread: "I am haunted by the guilt of my worst misdeeds, which I can never forget."

In addition, a character that finishes a long rest in Sithicus must make a DC 15 Charisma saving throw. On a failure, the character is afflicted with overwhelming guilt. This effect reduces walking speed by 5 feet and imposes disadvantage on Wisdom and Charisma checks due to feelings of apathy and unworthiness. Every time a character finishes a long rest in Sithicus, this saving throw is repeated, with failure imposing the guilt effect, and success providing respite from it.

Spells below 6th level seem useless to permanently end this effect (though *calm emotions* can suppress it for a brief duration). However, the locals whisper rumors of a shattered relic tied to the vanished darklord, the pieces of which can lessen the guilt's effects.

The Nedragaard Chalice

Wondrous item, artifact (requires attunement)

This exquisite cup is made of an unknown gold-like metal and is cold to the touch. It originated in the domain of Sithicus, a neighbor of Barovia. The chalice seems to bear a powerful curse connected to Lord Soth, the death knight who once ruled Sithicus from the cold halls of Nedragaard Keep—and who rumors say may yet rule it still, from some hidden place within the domain.

The Black Blood. Each morning at dawn, black blood appears in the bottom of the chalice. If you dare drink from the chalice, it infuses you and your worn equipment with an eerie power, at the cost of some of your own life force. When you drink from the chalice you immediately lose 2 Hit Dice. If you do not have two Hit Dice, you suffer 2d4 necrotic damage if you have only 1 Hit Die to lose, or 4d4 necrotic damage if you have none. However, drinking the black blood also grants you the following benefits until the next time you finish a long rest:

- ✧ The suit of armor you are wearing when you drink (if any) grants you a magical +2 bonus to Armor Class, unless it already provides a magical AC bonus
- ✧ You can speak and read Abyssal
- ✧ When you hit a creature that has fewer than half its hit points remaining with an attack roll, it takes an extra 1d8 necrotic damage from that attack, and you gain temporary hit points equal to the necrotic damage inflicted

Keening Dreams. The hours that should be most restful for you instead bring visions of a chorus of banshees, singing of the sins of the death knight Lord Soth—and occasionally weaving in references to your own sins as well. While horrific, these visions also grant unearthly insights, and whenever you finish a long rest while attuned to the chalice, you gain the following benefits until the next time you finish a long rest:

- ✧ You have advantage on all Intelligence (Arcana, History, and Religion) checks
- ✧ Undead cannot benefit from advantage when making attack rolls against you
- ✧ Whenever you make a Wisdom saving throw, you can roll 1d4 and add the result to your roll.

Necromantic Gifts. The chalice has 8 charges.

While holding it, you can use an action and expend 1 or more charges to cast one of the following spells (save DC 20) from it: *animate dead* (2 charges), *armor of Agathys* (1 charge), *blade of flickering shadows** (2 charges), *chains of Levistus* (1 charge), *fear* (2 charges), or *finger of death* (5 charges). The chalice regains 1d4 + 4 expended charges daily at dawn. Each time you cast a spell from the chalice, your features take on an unnatural, deathly pallor and your eyes smolder with a dim inner fire, giving you disadvantage on Charisma (Deception or Persuasion) checks for 1 hour.

Power Over Undead. Undead creatures stand in fear and awe of the bearer of the chalice. While holding the chalice, you can target one undead creature you can see within 30 feet. The target must make a Wisdom saving throw against a DC equal to 8 + your proficiency bonus + your Charisma modifier. On a failed save, the target must obey your commands for the next 24 hours, as if affected by a *dominate monster* spell. An undead whose challenge rating is equal to or greater your level is immune to this effect.

Destroying the Nedragaard Chalice. In order to be rid of this artifiact, you must assemble another: the *memory mirror* that once stood in Nedragaard Keep. When Nedragaard was destroyed, the mirror was shattered into twelve shards, which are hidden in various locations across Sithicus. Rumors say a knight errant seeks the shards, believing the assembled mirror can destroy the darklord who rules the domain. The chalice itself has no reflection in the mirror or its shards.

Once the *memory mirror* is reassembled, it must be returned to the ruins of Nedragaard. This is no easy feat. The ruins of Nedragaard



Keep now jut from the earth like blackened teeth, atop a black spire that stands in the center of the Great Chasm, a massive canyon that nearly splits the domain in two. Gaping in the heart of Sithicus like an open, festering wound, the chasm runs for dozens of miles north to south, and is up to five miles wide in places.

Sections are said to be bottomless, although few explorers have been foolish enough to test those claims. Fearsome creatures lurk within the Great Chasm, creeping forth when the sun sets. The elves of Sithicus say a larger shadowy presence seethes in this chasm, and they avoid it at all costs. Ravens wheel forlornly about the towering shards of the keep, and some elves swear they have glimpsed mournful shades drifting around the ruins at night. The stone bridge that once spanned the rift is gone, so reaching the ruins is all but impossible.

If somehow the *memory mirror* is made whole again and returned to the still intact chamber within the ruins where the death knight used to gaze into it for hours, a character attuned to the chalice can raise it there in a toast to their own reflection. When the character's reflected self in the mirror lifts an empty hand (since the chalice itself is never reflected in the *memory mirror*), they can reach into the mirror as if it had no substance, handing the chalice to their reflection. Once this is done, the chalice is effectively destroyed, existing only as an empty illusion in the mirror.

The Staff of the Lower Planes

Weapon (quarterstaff), artifact (requires attunement by an evil creature)

This unassuming staff appears to be a piece of twisted driftwood. Interesting to look at, but not sturdy enough to serve as a spell focus or to be used in crafting. Thousands of unsuspecting people have used the staff as a walking stick without realizing they were carrying one of the most powerful weapons in the multiverse. The staff is sentient, and seems to only end up in the hands of wielders it chooses.

Once a creature attunes to the *Staff*, some of its true nature shows. The ends of the staff emit a sickly, yellow smoke that causes nonmagical plants within 10 feet that are not creatures to wither away and die. Leering demonic faces appear in the wood, seemingly pleading for release before something drags them back into the *Staff*.

Random Properties. The *Staff of the Lower Planes* has the following random properties:

- ✧ 2 minor beneficial properties
- ✧ 1 major beneficial property
- ✧ 2 minor detrimental properties
- ✧ 1 major detrimental property

Sentient. The *Staff* can communicate with its wielder. It has an Intelligence of 20, a Wisdom of 18, and a Charisma of 24.

Magic Spells. The *Staff of the Lower Planes* has 5 charges. While holding it, you can expend 1 charge to cast one of the following spells:

- *Mass suggestion* (as a 6th level spell)
- *Contagion*
- *Hold person* (as a 6th level spell)
- *Eyebite*

Hidden Master. A creature attuned to the *Staff of the Lower Planes* gains all the benefits of a *nondetection* spell while the *Staff* is on its person. Casting *identify* or *detect magic* on the *Staff* only reveals information the staff chooses to reveal.

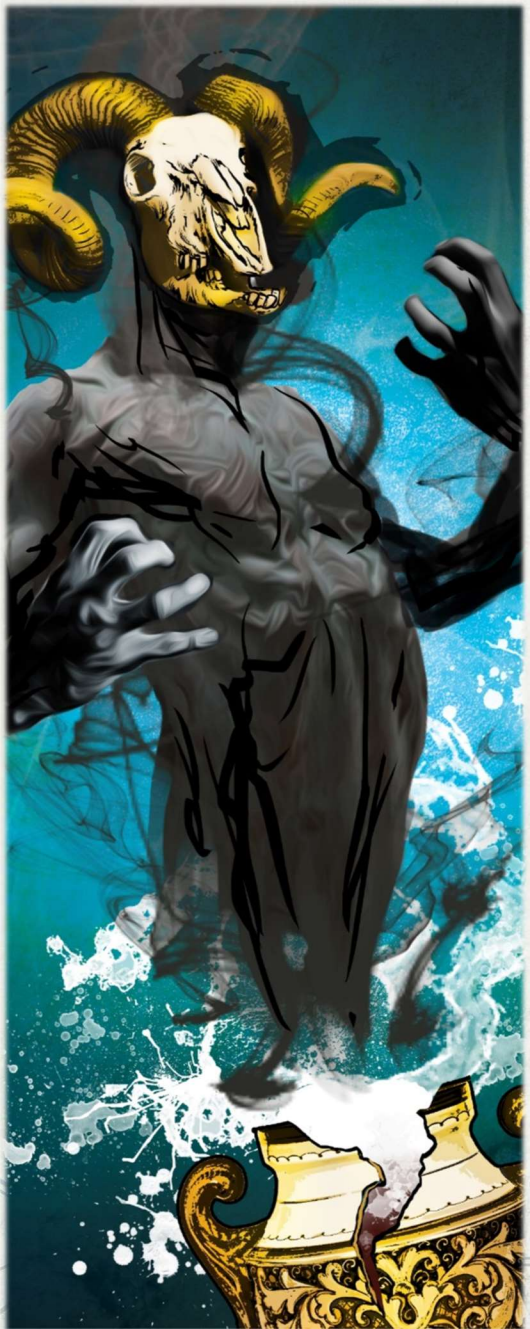
Demotion. Any fiend struck by the staff must make a Constitution saving throw (DC 15). On a failure, the fiend's body is wracked with horrible pain. It is incapacitated until the start of its next turn. At the start of that turn, the fiend must make a second Constitution saving throw (DC 15). On a failure, the fiend's former body dissolves into a puddle of sticky goo as it is transformed into a larva (a lowly form of fiend described in the *Monster Manual*). Most intelligent fiends will have a plan to quickly (within a few years or a

decade) reclaim their former power and glory, but they will be enraged at having been reduced to a larva, viewing it as the ultimate insult.

The Staff of Ruin

Staff, artifact (requires attunement by a spellcaster of 5th-level or higher)

Seeing the *Staff of Ruin* for the first time is unforgettable. The staff is six feet tall and made of a strange black metal that seems to drink in the light. At the top of the *Staff* sits a demonic skull with massive ram's horns. When an arcane caster channels energy into the *Staff*, the eyes glow red and the skull laughs, sings, or screams gibberish.



The first recorded use of the staff was during the endless battles of the Blood War. Accounts vary as to who was actually wielding the staff, but most agree the first wielder was betrayed in the middle of the battle by their own minions. The staff next appeared in the possession of the Blood Dawn Coven, a trio of night hags known to raise armies of the dead to use as expendable troops in the Blood War. The hags' lieutenant, the lich Keloton, used their own undead against them and stole the *Staff*. Keloton carried the *Staff* for years in his quest for godhood before he mysteriously vanished. The Blood Dawn Coven survived Keloton's betrayal, and they seek revenge as well as the return of the staff. Any sighting of it is sure to gain their attention and the ire of their horde of demons.

Random Properties. The *Staff of Ruin* has the following random properties:

- 2 minor beneficial properties
- 1 major beneficial property
- 2 minor detrimental properties
- 1 major detrimental property

Arcane Focus. You can use the *Staff of Ruin* as a spellcasting focus, and spells cast through it do not require any material component that is worth 50 gp or less. The *Staff of Ruin* is not consumed by the spell, even if the spell normally destroys the material component.

Eldritch Barrage. As an action, you can cast *eldritch blast* with the staff, using your choice of Intelligence or Charisma as your spellcasting ability. If you cast *eldritch blast* and target the same creature with more than one beam, once you hit the target with a ranged spell attack for one beam, any attack rolls for subsequent beams from the same casting against that target automatically hit. Any creature hit with more than one beam takes the normal damage for those beams, and also takes an extra 2d10 force damage.

Crystal Ball. The crystal ball embedded in the demon's skull allows you to cast the *scrying* spell once, regaining the ability to do so each day at midinight. Whenever you cast the scrying spell while using the staff as a spellcasting focus, it makes your *scrying* spell more effective. Any Wisdom saving throw made against a *scrying* spell you cast through the staff is made with disadvantage. Furthermore, as long as you are gazing into the crystal ball, *nondetection* does not block your *scrying* spells.

Appendix: Spells

The spells in this Appendix supplement those in the *Player's Handbook* and *D&D Basic Rules*. Most were previously published in *The Blackstaff's Book of 1000 Spells*, and are included here for the convenience of players using subclasses that reference these spells. Per the spell lists below, the spells described in these pages can be cast by many classes. After each spell, its school of magic is listed in parentheses, as is whether it can be cast as a ritual.

Not all of the spells here are on the warlock spell list. Some become available to warlocks based on their choice of Otherworldly Patron or eldritch invocations, while others are presented based on their relevance to the themes of the warlock class.

Artificer Spells

Cantrips (0 Level)*

glimmering blade (conjuration)*
jinx shot (enchantment)*
spiteful glamour (enchantment)*
voice of battle (enchantment)*

1st Level

blade of nightmares (necromancy)*
tearing claws (conjuration)*
warning shout (transmutation)*

2nd Level

align weapon (transmutation)*
blade of dark whispers (necromancy)*
warp stone (transmutation)*

3rd Level

aegis of shielding (abjuration)*
blade of black wind (necromancy)*
glamour blade (illusion)*
magnetism (transmutation)*

4th Level

blade of flickering shadows (necromancy)*
lesser water to poison (transmutation)*
swordshun (necromancy)*

5th Level

caging glaive (conjuration)*
greater water to poison (transmutation)*
spidersilk slash (enchantment)*

Bard Spells

Cantrips (0 Level)*

jinx shot (enchantment)*
spiteful glamour (enchantment)*
staggering note (evocation)*
voice of battle (enchantment)*

1st Level

prophesied strike (enchantment)*
misdirected mark (illusion)*

2nd Level

alter time (transmutation)*
blade of dark whispers (necromancy)*
command minor beast (enchantment)*
Elonia's glamour (illusion)*
shadow sight (divination)*

3rd Level

glamour blade (illusion)*

4th Level

decelerating slash (transmutation)*
fumbling curse (enchantment)*
lesser water to poison (transmutation)*
prescient sense (divination)*

5th Level

greater water to poison (transmutation)*

Cleric Spells

Cantrips (0 Level)*

astral seal (evocation)*
blazing starfall (conjuration)*
blood curse (necromancy)*
challenger's mark (enchantment)*
fell strike (necromancy)*
hand of radiance (conjuration)*
voice of battle (enchantment)*

1st Level

prophesied strike (enchantment)*
warning shout (transmutation)*

2nd Level

align weapon (transmutation)*
command minor beast (enchantment)*
warp stone (transmutation)*

3rd Level

moment reading (divination)*
storm shield (abjuration)*

4th Level

fumbling curse (enchantment)*
swordshun (necromancy)*

5th Level

caging glaive (conjuration)*



Druid Spells

Cantrips (0 Level)*

fell strike (necromancy)*
Feywild guardian (conjuration)*
frostwind blade (evocation)*
glimmering blade (conjuration)*

1st Level

tearing claws (conjuration)*
warning shout (transmutation)*

2nd Level

clutch of the mire (transmutation)*
command minor beast (enchantment)*
warp stone (transmutation)*

3rd Level

storm shield (abjuration)*

4th Level

lesser water to poison (transmutation)*
prescient sense (divination)*

5th Level

greater water to poison (transmutation)*

Paladin Spells

1st Level

blade of nightmares (necromancy)*
warning shout (transmutation)*

2nd Level

align weapon (transmutation)*
blade of dark whispers (necromancy)*

3rd Level

aegis of assault (abjuration)*
aegis of ensnarement (abjuration)*
aegis of shielding (abjuration)*
blade of black wind (necromancy)*
marshal's pursuit (transmutation)*

4th Level

blade of flickering shadows (necromancy)*
swordshun (necromancy)*

5th Level

caging glaive (conjuration)*



Ranger Spells

1st Level

prime shot (divination)*
skulking spy (illusion)*
warning shout (transmutation)*

2nd Level

clutch of the mire (transmutation)*
*command minor beast (enchantment)**
warning shot *(enchantment)**
warp stone (transmutation)*

3rd Level

aegis of ensnarement (abjuration)*
blade of black wind (necromancy)*
marshal's pursuit (transmutation)*

4th Level

lesser water to poison (transmutation)*
prescient sense (divination)*

5th Level

greater water to poison (transmutation)*
spidersilk slash (enchantment)*

Sorcerer Spells

Cantrips (0 Level)*

blazing starfall (conjuration)*
challenger's mark (enchantment)*
fell strike (necromancy)*
Feywild guardian (conjuration)*
frostwind blade (evocation)*
glimmering blade (conjuration)*
winged horde (illusion)*

1st Level

ego lash (enchantment)*

2nd Level

alter time (transmutation)*
Elonia's glamour (illusion)*
tearing claws (conjuration)*

3rd Level

aegis of ensnarement (abjuration)*
decelerating slash (transmutation)*
glamour blade (illusion)*

4th Level

fumbling curse (enchantment)*
hellfire harrowing (evocation)*
lesser water to poison (transmutation)*
prescient sense (divination)*

5th Level

fire and brimstone (conjuration)*
greater water to poison (transmutation)*

7th Level

hellfire burst (evocation)*

Warlock Spells

Cantrips (0 Level)*

blazing starfall (conjuration)*
blood curse (necromancy)*
challenger's mark (enchantment)*
dire radiance (evocation)*
eyes of the vestige (necromancy)*
fell strike (necromancy)*
Feywild guardian (conjuration)*
frostwind blade (evocation)*
gift to Avernus (necromancy)*
glimmering blade (conjuration)*
jinx shot (enchantment)*
spiteful glamour (enchantment)*

1st Level

blade of nightmares (necromancy)*
chains of Levistus (evocation)
prime shot (divination)*
warning shot (enchantment)*
wrath of the Iron City (evocation)*
your glorious sacrifice (necromancy)*

2nd Level

blade of dark whispers (necromancy)*
clutch of the mire (transmutation)*
your delicious weakness (necromancy)*

3rd Level

aegis of assault (abjuration)*
blade of black wind (necromancy)*
clutch of Orcus (necromancy)*
glamour blade (illusion)*
summons of Khirad (conjuration)*

4th Level

blade of flickering shadows (necromancy)*
decelerating slash (transmutation)*
hellfire harrowing (evocation)*
lesser water to poison (transmutation)*

5th Level

caging glaive (conjuration)*
fire and brimstone (conjuration)*
greater water to poison (transmutation)*
spidersilk slash (enchantment)*
tendrils of Thuban (conjuration)*

6th Level

Hell's own blade (evocation)*

7th Level

Glasya's stride (transmutation)*
hellfire burst (evocation)*

8th Level

hellfire fury (evocation)*

Wizard Spells

Cantrips (0 Level)*

blazing starfall (conjuration)*
blood curse (necromancy)*
challenger's mark (enchantment)*
create item (conjuration)*
dire radiance (evocation)*
fell strike (necromancy)*
Feywild guardian (conjuration)*
frostwind blade (evocation)*
glimmering blade (conjuration)*
winged horde (illusion)*

1st Level

blade of nightmares (necromancy)*
skulking spy (illusion)*
tearing claws (conjuration)*

2nd Level

alter time (transmutation)*
blade of dark whispers (necromancy)*
Elonia's glamour (illusion)*
shadow sight (divination)*

3rd Level

aegis of assault (abjuration)*
aegis of ensnarement (abjuration)*
aegis of shielding (abjuration)*
blade of black wind (necromancy)*
glamour blade (illusion)*
magnetism (transmutation)*
marshal's pursuit (transmutation)*

4th Level

blade of flickering shadows (necromancy)*
decelerating slash (transmutation)*
fumbling curse (enchantment)*
hellfire harrowing (evocation)*
lesser water to poison (transmutation)*
prescient sense (divination)*

5th Level

caging glaive (conjuration)*
fire and brimstone (conjuration)*
greater water to poison (transmutation)*

6th Level

Hell's own blade (evocation)*

7th Level

hellfire burst (evocation)*



Spell Descriptions

All new spells are listed here in alphabetical order.

Aegis of Assault

3rd-level conjuration

Casting Time: 1 reaction, which you take when a creature within range succeeds on a melee attack roll that would hit one of your allies
Range: 30 feet
Components: V, M (a weapon)
Duration: 1 round

With a flash of light, you bring instant vengeance to the attacking enemy. As part of the reaction used to cast this spell, you choose to do either one or both of the following:

- ✧ Teleport to an unoccupied space, as long as that space is not farther away than you are now from the creature that made the triggering attack.
- ✧ Make one melee weapon attack against the attacker if it is within reach. You can use your spellcasting ability instead of Strength for the attack and damage rolls of this attack if you choose. If that attack hits, it deals an extra 1d4 radiant damage.

If you are unable to do either one, the spell ends. Otherwise, after the triggering attack is resolved, you mark the creature who made that attack until the end of your next turn. While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you. This spell ends early if you are incapacitated or you die, or if someone else marks the creature.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the range increases to 60 feet, and the extra radiant damage inflicted with the melee weapon attack increases by 1d4 for each slot level above 3rd.

Aegis of Ensnarement

3rd-level enchantment

Casting Time: 1 reaction, which you take when a creature within range succeeds on a melee attack roll that would hit one of your allies
Range: 30 feet
Components: V, M (a weapon)
Duration: 1 round

Your magic ensnares an attacking enemy, moving it so its attack targets you instead of your ally. The creature that made the triggering attack roll must roll a Charisma saving throw, which happens before the attack's damage is resolved. On a failed save, you teleport it to an unoccupied space within 5 feet of you. It then makes the triggering attack against you instead, comparing the same attack roll to your Armor Class to determine whether it hits or misses you.

Whether the saving throw succeeds or fails, after the triggering attack is resolved, the attacking creature takes 1d4 psychic damage and you mark it until the end of your next turn. While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you. This spell ends early if you are incapacitated or you die, or if someone else marks the creature.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the range increases to 60 feet, and the psychic damage increases by 1d4 for each slot level above 3rd.

Aegis of Shielding

3rd-level abjuration

Casting Time: 1 reaction, which you take when a creature within range succeeds on a melee attack roll that would hit one of your allies
Range: 30 feet
Components: V, M (a weapon)

Duration: Instantaneous

You protect your ally with a barrier of invisible force. Until the end of the turn, the target of the triggering attack gains resistance to bludgeoning, piercing, and slashing damage and a +5 bonus to AC, including against the triggering attack.

After the triggering attack is resolved (whether it hits or misses), the creature that made the attack takes 1d4 force damage and and you mark it until the end of your next turn. While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you. This spell ends early if you are incapacitated or you die, or if someone else marks the creature.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the range increases to 60 feet, and the force damage increases by 1d4 for each slot level above 3rd.

Align Weapon

2nd-level transmutation (ritual)

Casting Time: 1 action
Range: Touch
Components: V, S, M (one weapon or fifty projectiles)
Duration: Concentration, up to 1 minute

You infuse a weapon you touch with the energies of one of the Outer Planes, energies which correspond strongly to certain ethical or moral alignments and inflict extra damage against certain types of creatures. When you cast this spell, choose one of these four planes:

- **Elysium (Good):** Aberrations, chromatic dragons, elementals, fiends, or undead.
- **Hades (Evil):** Beasts, celestials, metallic dragons, humanoids, or plants.
- **Limbo (Chaos):** Constructs, angels, dragons, devils, or giants.
- **Mechanus (Law):** Aberrations, demons, fey, monstrosities, oozes, or undead.

Until the spell ends, the weapon inflicts an additional 2d6 force damage against the types of creatures listed for the chosen plane.

Your alignment may limit your choice of planar energies when you cast this spell. If you are evil-aligned, you cannot choose Elysium; if you are good-aligned, you cannot choose Hades, if you are lawful in alignment, you cannot choose Limbo; if your alignment is chaotic, you cannot choose Mechanus.

Alter Time

2nd-level transmutation

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Instantaneous
You alter the flow of time around you, granting yourself and your allies a crucial moment to reposition yourselves. As part of the bonus action used to cast this spell, you can immediately take the Dash action. If you move at least 10 feet, any ally within 5 feet of you when you end your movement can immediately use its reaction to move up to its speed. Movement granted by this spell does not provoke opportunity attacks.

Astral Seal

Evocation cantrip

Casting Time: 1 action
Range: 10 feet
Components: V, S, M (a silver mirror)
Duration: Instantaneous

A flash of silver light streaks toward a creature of your choice you can see within range. Make a ranged spell attack against the target. On a hit, the target suffers 1d6 radiant damage, and you outline your enemy with the silver glow of the Astral Plane, exuding an energizing light that may aid an ally. The next time an ally hits the target with an attack roll before the end of your next turn, that ally gains temporary hit points equal to half the radiant damage this spell



inflicted. Creatures with 0 hit points and inanimate objects do not grant temporary hit points from this spell when they are struck.

At Higher Levels. This spell's radiant damage increases when you reach higher levels, becoming 2d6 at 5th level, 3d6 at 11th level, and 4d6 at 17th level.

Blade of Black Wind

3rd-level necromancy

Casting Time: 1 bonus action
Range: Self
Components: V, M (a melee weapon worth at least 1 sp)
Duration: Concentration, up to 1 minute

You assume a supernatural combat stance that channels terror through your weapon in the form of a howling wind. Until the spell ends, whenever you hit a creature with a melee weapon attack, it takes an additional 3d4 psychic damage and must make a Wisdom saving throw. On a failure, the next attack roll made against this target before the end of your next turn has advantage, and you can push the target up to 5 feet away from you.

Blade of Dark Whispers

2nd-level necromancy

Casting Time: 1 action
Range: 5 feet
Components: S, M (a melee weapon worth at least 1 sp)
Duration: Instantaneous

As you wield your weapon in a sweeping strike, it whispers menacingly, filling your foes' minds with despair. Choose any number of creatures you can see within range. Make a melee spell attack against each target. On hit, a target takes psychic damage equal to 2d6 + your spellcasting ability modifier and suffers disadvantage on the next saving throw it makes before the end of your next turn.

Blade of Flickering Shadows

4th-level necromancy

Casting Time: 1 bonus action
Range: Self
Components: V, M (a melee weapon worth at least 1 sp)
Duration: Concentration, up to 1 minute

You temporarily become a creature of shadow, flickering in and out of a demiplane on the

borders of the Shadowfell as your weapon ripples with dark magic. Until the spell ends, you have resistance to necrotic damage, you inflict 3d4 additional necrotic damage whenever you hit a creature with a melee weapon attack.

For the duration, you roll a d20 at the end of each of your turns. On a roll of 11 or higher, you vanish from your current plane of existence and appear in a shadowy reflection of it, which lies somewhere on the planar boundary between your current location and the Shadowfell. (If you are already in the Shadowfell when you cast this spell, the spell fails and the casting is wasted.) At the start of you next turn, and when the spell ends if you are in the shadowy reflection, you return to an unoccupied space of your choice that you can see within 10 feet of the space you vanished from. If no unoccupied space is available within that range, you appear in the nearest unoccupied space (chosen at random if more than one space is equally near). You can dismiss this spell as an action.

While in the shadowy reflection, you can see and hear the plane you originated from, but everything is lightly obscured, and you can't see anything more than 30 feet away. You are not truly in the Shadowfell nor in your previous location during that time, but somewhere in between the planes. Whenever you are in the shadowy reflection, only other creatures with resistance or immunity to necrotic damage can see you or affect you, or be affected by you.

Blade of Nightmares

1st-level necromancy

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

The next time you hit a creature with a weapon attack before this spell ends, your weapon is weathed in dark energy that freezes your foe in terror. The attack deals an extra 1d6 psychic damage, and if the target is not immune to the frightened condition, its speed is reduced to 0 until the end of its next turn. If the attack was an opportunity attack, the target is also frightened until the end of its next turn.

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

Blazing Starfall

Conjuration cantrip

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: 1 round

A shower of radiance falls upon your enemies and then bursts out, creating a cage of burning embers that are painful to pass through. Choose a 10-foot cube within range. Each creature in the cube must make a Dexterity saving throw, taking 1d4 radiant damage if it fails. Until the start of your next turn, the area of the cube is lightly obscured, and the next time a creature leaves the area, it takes 1d4 fire damage and the spell ends. When you reach 5th level, the radiant damage and fire damage both increase to 2d4. Both damage rolls increase to 3d4 at 11th level, and 4d4 at 17th level.

Blood Curse

Necromancy cantrip

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: 1 round

You gamble some of your own life force on a curse that bedevils your enemy but may empower you. You can not cast this spell if you currently have less than 5 hit points. Choose a conscious living creature within range that can see or hear you. The target makes a Wisdom saving throw. If

it fails, the target takes 1d4 psychic damage. You also take the same amount of psychic damage, which cannot be reduced or redirected in any way.

Before the beginning of your next turn, if the target is hit with an attack, it takes an additional 1d4 necrotic damage, and the spell ends. When this happens, you also gain temporary hit points equal to your spellcasting ability modifier plus the amount of necrotic damage the creature took.

The necrotic damage increases by an extra 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Caging Glaive

5th-level conjuration

Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute
Both your hands must be empty when you cast this spell, which causes an otherworldly polearm made of smoldering green iron to appear in your two free hands. This magic polearm lasts until the spell ends. It counts as a martial melee weapon with which you are proficient, and you can use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using that weapon. It deals 4d10 necrotic damage on hit and has the heavy, reach, and two-handed properties.

In addition, when you hit a creature with the polearm, the target's speed is reduced by half, you pull it 5 feet closer to you, and all melee attacks against the target are made with advantage until it starts its turn further than 5 feet away from you.

If you drop the weapon, it dissipates at the end of the turn. Thereafter, while the spell persists, you can use a bonus action to cause the polearm to reappear in your hand.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases to 5d10.

Caustic Blade

Evocation cantrip

Casting Time: 1 action
Range: 5 feet
Components: V, M (a weapon)
Duration: 1 round

As part of the action used to cast this spell, you must make a melee weapon attack against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and magically conjured acid traces the path your weapon cut through the air.

If the target ends its next turn within 5 feet of one or more other creatures you can see, you can inflict acid damage equal to your spellcasting ability modifier on your choice of one of those creatures. Whether or not this happens, at the end of the target's next turn, the spell ends.

This spell's damage increases when you reach higher levels. This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d10 acid damage to the target, and the acid damage to the second creature increases to 1d10 + your spellcasting ability modifier. Both damage rolls increase by 1d10 at 11th level and 17th level.

Chains of Levistus

1st-level evocation

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

Make a ranged spell attack against a target within range. On a hit, the target takes 3d6 cold damage, and spectral chains of ice leap from your hands and lash around it, pulsing with cold whenever it moves. If the target willingly moves before the start of your next turn, it immediately takes an additional 2d6 cold damage, and the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial cold damage and the additional cold damage the target takes for moving both increase by 1d6 for each slot level above 1st.

Challenger's Mark

Enchantment cantrip

Casting Time: 1 action
Range: 5 feet
Components: V, M (a weapon)
Duration: 1 round

As part of the action used to cast this spell, you must make a melee weapon attack against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and you mark the creature until the end of your next turn, bellowing a magical challenge it cannot ignore. This spell ends early if you are incapacitated or you die, or if someone else marks the creature.

The next time a creature marked by you with this spell makes an attack roll that doesn't target you while it is within 5 feet of you, it has disadvantage on the attack.

If a creature marked by you with this spell willingly moves more than 30 feet away from you, or if makes an attack that suffers disadvantage from this spell, it immediately takes 1d8 psychic damage, and the spell ends.

At Higher Levels. At 5th level, the melee attack deals an extra 1d8 psychic damage to the target, and you add an additional 1d8 to the damage a creature you marked with this spell suffers for moving more than 30 feet away from you or attacking you with the disadvantage imposed by this spell. Both damage rolls increase by 1d8 at 11th level and 17th level.

Choose Future

3rd-level divination

Casting Time: 1 action
Range: Touch
Components: V, S, M (two grains of sand and a rose petal)
Duration: 1 minute

You alter the luck of a creature you touch. The creature gains three d20 luck dice to use before the duration expires. The creature can roll a luck die after rolling a d20 for an attack roll, ability check, or saving throw, but before the Dungeon Master says whether the result was successful or not; the creature can choose which result to use. Only one luck die can be used per attack roll, ability check, or saving throw.

Clutch of the Mire

2nd-level transmutation

Casting Time: 1 action
Range: 5 feet
Components: V, M (a weapon)
Duration: 1 round

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and its speed is reduced by half until the end of your next turn. Whether or not the attack hits, your weapon strikes the ground, opening up a shallow bog which hinders movement. A 15-foot cube that includes the space occupied by the target of your attack becomes difficult terrain until the end of your next turn.

Whenever a creature ends its turn within difficult terrain created by this spell, it must make a Strength saving throw. Creatures wearing medium or heavy armor have disadvantage on this save. On a failure, until the end of the creature's next turn its speed is reduced by 10 feet and it cannot take reactions or bonus actions. On a success, the creature's speed is reduced by 10 feet until the end of its next turn, but it suffers no other effects.

Clutch of Orcus

3rd-level necromancy

Casting Time: 1 action
Components: V, S, M (a heart that has been set on fire)
Range: 60 feet
Duration: Concentration, up to 1 minute

Spectral hands grab the heart of one humanoid you can see within range, and start to squeeze. The target must make a Constitution saving throw. On a successful save, the target takes 1d12 necrotic damage and the spell ends.

On a failed save, the target is paralyzed for the duration and takes 1d12 necrotic damage at the start of each of its turns. At the end of each of its turns, the target can make another Constitution saving throw. If it succeeds on the saving throw, the spell ends.

If the target dies during this spell, its smoking heart appears in your hand.

Command Minor Beast

2nd-level enchantment

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

You target a Medium or smaller beast within range and force it to make a Wisdom saving throw. The creature you target must have a Challenge rating of 3 or less. On a failure, the creature is charmed by you for the duration.

So long as the beast is charmed, you have a telepathic link with it and can issue it simple commands. If the beast receives no commands from you, it waits and defends itself if attacked.

Any time the beast takes damage, it is allowed a new Wisdom saving throw. If the save is successful, the spell ends. A Medim or smaller creature that is another creature's familiar and has a Challenge rating of 3 or less is always a valid target for this spell, even if it is not a beast.



Decelerating Slash

4th-level transmutation

Casting Time: 1 action
Range: 5 feet
Components: V, M (a weapon)
Duration: 1 minute

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, its speed is reduced by 5 feet for the duration, and it cannot take reactions until the start of its next turn. On a miss, the target takes psychic damage equal to your spellcasting ability modifier, and the spell ends. This spell also ends early if you are incapacitated or you die.

For the duration, the target you hit with the

melee weapon attack for this spell must make an Intelligence saving throw at the start of each of its turns, ending the spell on a success. If it fails the save, until the spell ends, the creature cannot take reactions, bonus actions, or the Dash action.

In addition, each time a creature fails its saving throw against this spell, its speed is reduced by an additional 5 feet (which is cumulative with previous reductions to its speed from this spell), and one ally of your choice that you can see within 10 feet of you or the target can move up to 5 feet without provoking opportunity attacks.

Dire Radiance

Evocation cantrip

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: 1 round

Make a spell attack against a creature within range. On a hit, the target takes 1d8 radiant damage, and shaft of brilliant, cold starlight lances down from above, bathing your foe in excruciating light that grows brighter and deadlier if it approaches you. Until the start of your next turn, if the target willingly moves closer to you, it immediately takes an additional 1d8 radiant damage, and the spell ends.

This spell's damage increases when you reach higher levels. At 5th level, both radiant damage rolls increase to 2d8. Both damage rolls increase by 1d8 at 11th level and 17th level.

Ego Lash

1st-level enchantment

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

You lash out with mental energy against a creature within range. Make a melee spell attack against the target. If the attack hits, the creature takes 3d8 psychic damage, and it must make an Intelligence saving throw. If it fails, it cannot take reactions until the end of your next turn.

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.

Elonia's Glamour

2nd-level illusion

Casting Time: 1 action
Range: Touch
Components: V, S, M (a pinch of ruby dust)
Duration: Concentration, up to 1 hour

The target of this spell becomes very physically beautiful, with a subtle glow surrounding it in shadows, and tiny motes of light clinging to it in sunlight. The target gains advantage on all Charisma checks until the spelle ends.

Fell Strike

Necromancy cantrip

Casting Time: 1 action
Range: 5 feet
Components: V, M (a weapon)
Duration: Instantaneous

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise, the spell fails. On a hit, the target suffers the attack's normal effects, and the towering fury you display commands your foe to kneel. You can use your bonus action this turn to force the target you hit to roll a Wisdom saving throw. On a failure, the target takes 1d6 psychic damage, and if it is Large or smaller, it falls prone. At 5th level, the melee attack deals an extra 1d6 force damage to the target, and the psychic damage the target takes on a failed save increases to 2d6. Both damage rolls increase by 1d6 at 11th level and 17th level.

Feywild Guardian

Conjuration cantrip

Casting Time: 1 reaction, which you take when a hostile creature you can see within 10 feet of you takes the Disengage action or makes an attack that does not target you
Range: 10 feet
Components: V, M (a melee weapon)
Duration: Instantaneous

You draw on magic of the Feywild to quickly teleport in order to punish an enemy who ignores you. When you use your reaction to cast this spell, you can teleport up to 10 feet to any unoccupied space where the triggering creature would be within the reach of your melee weapon. As part of the same reaction, you can immediately make one melee weapon attack against the triggering creature. The amount of damage inflicted by this attack cannot be higher than your spellcasting ability modifier.

The damage of attacks you make with this spell increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d4 radiant damage to the target. This extra radiant damage increases to 2d4 at 11th level and 3d4 at 17th level. Whenever you add this radiant damage to the damage of your weapon attack, the maximum amount of damage the attack can inflict is equal to the amount of radiant damage + your spellcasting ability modifier.

Fire and Brimstone

5th-level conjuration

Casting Time: 1 action
Range: 50 feet
Components: V, S, M (a piece of sulphur)
Duration: Instantaneous

Your opponent bursts into sickening yellow flame, unleashing an unbearable stench. The target must make a Constitution saving throw. On a failure, it takes 8d10 fire damage and is poisoned for 1 minute. On a success, it takes half as much damage and is not poisoned. A poisoned target can repeat the Constitution saving throw at the end of each their turns, ending the effect on a success.

Frostwind Blade

Evocation cantrip

Casting Time: 1 action
Range: 5 feet
Components: V, M (a weapon)
Duration: 1 round

As part of the action used to cast this spell, you must make a melee weapon attack against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and your weapon's blow inflicts winter's wrath, leaving a frosty trail as it cuts through the air. The next time the target you hit makes an attack before the end of your next turn, it must choose either to make the attack with disadvantage or to take 1d6 cold damage and make the attack roll normally. A creature within 5 feet of you that takes cold damage from this spell reduces its speed by half until the end of your next turn.

This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d6 cold damage to the target, and the damage the target suffers for not taking disadvantage on its next attack increases to 2d6. Both damage rolls increase by 1d6 at 11th level and 17th level.

Fumbling Curse

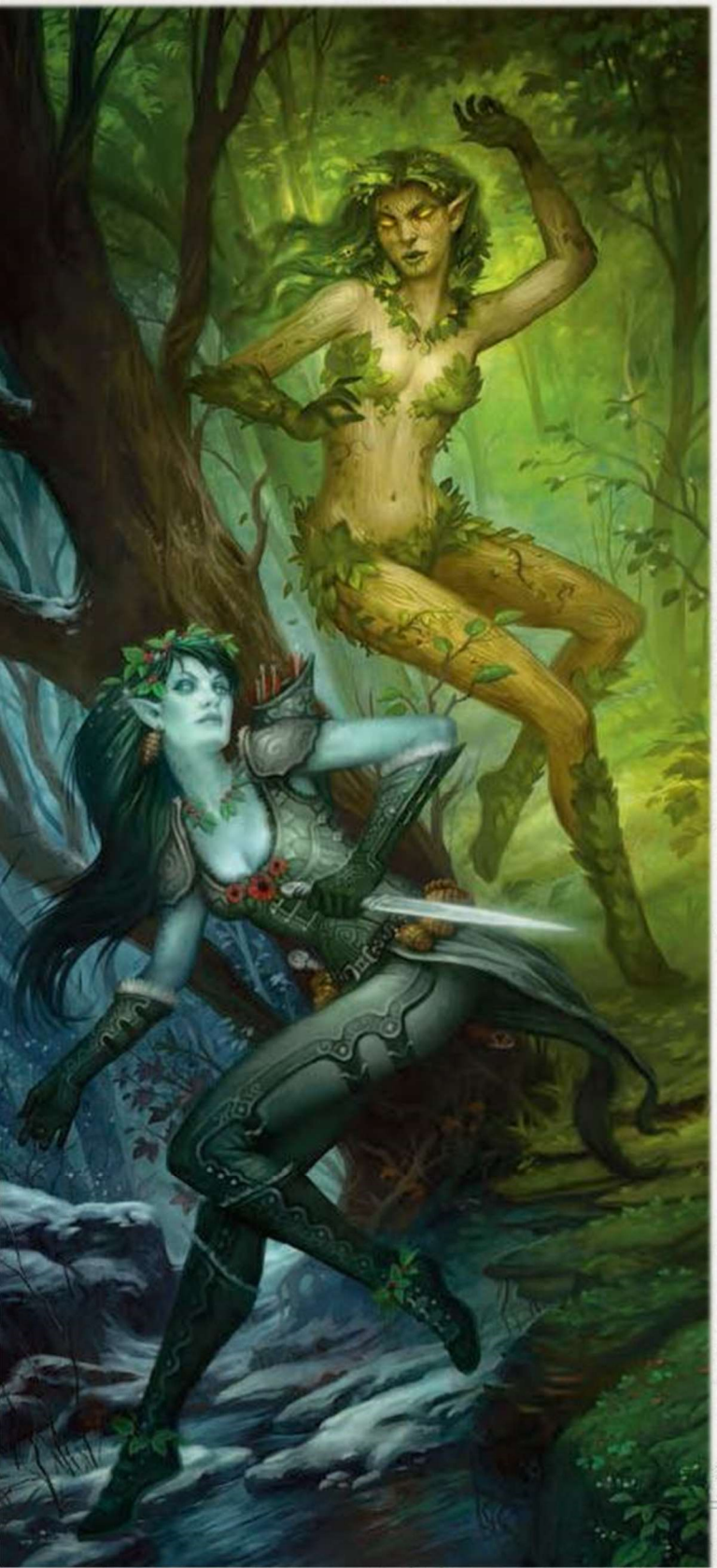
4th-level enchantment

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 suffer 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 a space of its choice other than its own within 5 feet of it.

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.



Gift to Avernus

Necromancy cantrip

Casting Time: 1 reaction, which you take when you miss with a spell attack
Range: Self
Components: V
Duration: Instantaneous

You release part of your own vitality into the Nine Hells to ensure that your magic sends a portion of your foe's life force with it. You take necrotic damage equal to your level, which cannot be reduced or prevented by any means, and then you reroll the triggering attack. You must use the second roll.

Glamour Blade

3rd-level illusion

Casting Time: 1 action
Range: 5 feet
Components: V, M (a weapon)
Duration: Concentration, up to 1 minute

As part of the action used to cast this spell, you must make a melee attack with a weapon against a creature within range, otherwise the spell fails. On a miss, the spell ends. On a hit, the target suffers the attack's normal effects, and the air shimmers around you as an illusory duplicate of you appears in an unoccupied space of your choice within 5 feet of the target. If no such space exists, the spell fails.

Until the spell ends, the duplicate persists, appearing to be a living, breathing, active version of you. If the target ends its turn more than 60 feet away from the duplicate, or if you end your turn more than 60 feet away from the duplicate, the spell ends. The duplicate mimics your actions

to a degree, but no matter where you are, it seeks to remain close to the target.

If the target ends its turn more than 5 feet away from the duplicate, the duplicate moves up to 60 feet to an unoccupied space within 5 feet of the target. If no such space exists, the duplicate moves to the unoccupied space closest to the target.

While the duplicate is within 5 feet of the target, you can make melee attacks against the target as if it were within 5 feet of you, just as if you were attacking from the space the duplicate is occupying. If you hit the target with a melee attack roll while it is within 5 feet of the duplicate, the attack inflicts additional psychic damage equal to 1d6 + your spellcasting ability modifier.

While you are within 5 feet of your duplicate, whenever an attack roll is made against you, you can use your reaction to roll a d20. If you roll an 11 or higher on the die, the attack targets the duplicate instead of you.

The duplicate's AC equals your spellcasting DC. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. If the duplicate is destroyed, the spell ends.

Glasya's Stride

7th-level transmutation

Casting Time: 1 action
Range: 5 feet
Components: V, S
Duration: Instantaneous

You summon the strength and horrific majesty of a terrifying princess of the Nine Hells to wreak havoc upon your enemies. As part of the action used to cast this spell, you can move up to 30 feet. For each 5 feet you move, you can choose one creature within 5 feet that you haven't attacked as a part of this spell, and make a melee spell attack against that creature. On a hit, the target takes 8d6 necrotic damage, and you push it 5 feet away from you.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the number of feet you move as part of this spell is increased by 10 feet for each slot level above 7th.

Glimmering Blade

Conjuration cantrip

Casting Time: 1 action
Range: 10 feet
Components: V, M (a weapon)
Duration: 1 round

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and you can teleport to an unoccupied space of your choice within 10 feet of you. If you teleport to a space within 5 feet of the target, the target cannot take reactions until the end of your next turn.

The damage of attacks you make with this spell increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d6 radiant damage to the target. This extra radiant damage increases to 2d6 at 11th level and 3d6 at 17th level.

Greater Water to Poison

5th-level transmutation

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a serpent's tooth)
Duration: Concentration, up to 1 minute

You transform any large quantity of water within a 10-foot cube centered on a point you choose into a deadly poison. This spell only affects bodies of water of at least 10 gallons or more within the affected area, not separate smaller quantities of water. It can also be liquid that is mostly water (such as blood, sewage, or wine), but a living creature's vital fluids cannot be

affected. Any creature with its head or one of its breathing passages (such as a humanoid's nose or mouth) currently submerged into water you have transformed with this spell must make a make a Constitution saving throw at the beginning of any turn in which they are so submerged.

On a failure, the creature is poisoned for the duration, and they take 4d8 poison damage. If the creature fails the saving throw by 5 or more, its Constitution score is reduced by 1d4. On a success, the creature can choose to spit the water out and take no damage, or continue to swallow it and take half damage. If the creature failed its save, at the start of each of the creature's turns before the spell ends, it must succeed on a Constitution saving throw or take 3d10 poison damage. On a successful save, the spell ends.

Creatures who do not need to save against the spell but who are within 5 feet of the transformed water can use an action to apply poison to one weapon, piece of ammunition, or portion of food or drink. Once applied, the poison retains potency for the duration of the spell or until someone must save against it. If a creature is struck with the poisoned weapon or ammunition, or if it ingests the poisoned food or drink, it must make a Constitution save or be poisoned for the duration and take 1d8 poison damage, or 2d8 if the poison is ingested. If the creature fails the saving throw by 5 or more, its Constitution score is reduced by 1d4. Creatures that succeed on their save take half damage, but suffer no other effects.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can affect one additional creature who is drinking at the same time, and the damage increases by 1d8 for each slot level above 5th.

Guilt Lash

5th-level enchantment

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

You coalesce your own feelings of guilt into a strand of psychic power that lashes out and forces a nearby creature to relive the moments of its life it feels guiltiest about. You choose one humanoid creature within range and force it to make a Charisma saving throw. On a failure, until the spell ends, the target's speed is reduced by 10 feet, and it has disadvantage on all attack rolls, Wisdom and Charisma saving throws, and Wisdom and Charisma ability checks.

At the end of each of the target's turns, it must make another Charisma saving throw. After it fails three of these saving throws, these guilt effects last for the duration, and the creature stops making these saves. After the target succeeds on three of these saving throws, it snaps out of its guilt-driven flashbacks, and the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the duration increases to 10 minutes.

Learning Guilt Lash

The *guilt lash* spell does not appear on any class's spell list. The only known way to learn it (besides finding it in a spellbook somewhere) is by visiting the Domain of Dread known as Sithicus, a neighbor of Barovia. Since a cataclysmic event there known as the Hours of Screaming Shadows, the deathknight Lord Soth who once ruled that domain has not been seen, and a miasma of overpowering guilt lingers over the land (as described in Chapter 2). One side-effect of this guilt is that any spellcasting creature that finishes a long rest in Sithicus will, from that point, treat the *guilt lash* spell as if it were on all of the spell lists from which it can learn spells. They can learn the spell whenever they would normally be able to learn a 5th-level spell, even after they leave that domain. Wizards of 9th level or higher who have finished a long rest in Sithicus can scribe *guilt lash* in their spellbooks at any time after that, for the usual cost in gold and time.

Hand of Radiance

Conjuration cantrip

Casting Time: 1 action
Range: 60 feet

Components: V, S, M (a holy symbol)
Duration: Instantaneous

Sparks of holy light streak from your fingertips to strike your enemies. Choose up to three creatures within range, none of whom can be more than 10 feet apart. Each target must succeed on a Dexterity saving throw or take 1d4 radiant damage.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Hellfire Harrowing

4th-level evocation

Casting Time: 1 action
Range: 50 feet
Components: V, S, M (ashes from a burned bone)
Duration: Instantaneous

You summon the very fires of Nine Hells to scourge your enemy, burning the soul as well as the flesh. Choose one target within range. That target must make a Dexterity saving throw. It takes 10d6 fire damage on failed save, and half as much on a success. This damage treats immunity to fire damage as resistance and ignores resistance.

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

Hellfire Burst

7th-level evocation

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (the ashes of a burned human)
Duration: Instantaneous

Choose a point within range. Every creature within 20 feet of that point is engulfed in flames from Hell itself and must make a Dexterity saving throw. They take 12d6 fire damage on a failed save and half as much on a successful saving throw. This fire damage treats immunity as resistance and ignores resistance.

At Higher Levels. You can cast this spell using a 8th level or higher spell slot, and it inflicts plus 1d6 damage for every spell slot above 7th.

Hellfire Fury

8th-level evocation

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

For a split-second, the hellmouth opens, unleashing a gout of hellfire that will not be sated until it has seared its victim-- whether that is your enemy, your ally, or even you. Make a ranged spell attack against one creature of your choice within range that is not a fiend. On a hit, the target takes 10d10 + 40 fire damage.

On a miss, and again every subsequent time you miss, you must immediately reroll the ranged spell attack against a new non-fiend target of your choice within range. Each time, you add a bonus to your attack roll equal to twice the



number of times you have previously missed with the attack roll for this casting of the spell. The spell does not end until you hit.

If you either run out of targets that are not fiends or simply wish to stop rolling, you can also end this spell by inflicting the fire damage on yourself. This fire damage equals 10 + your proficiency bonus + your spellcasting ability modifier, and it cannot be reduced or prevented by any means.

Hell's Own Blade

6th-level evocation

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a bladed weapon)
Duration: Instantaneous

You hurl the weapon in your hand, which is then animated to bury itself in the flesh of a distant foe before exploding in flame. Make a melee spell attack against a target you can see within range. On a hit, the target takes 8d6 magical damage of the same type that the weapon would inflict, and the weapon erupts, forcing the target and every creature within 10 feet of it to make a Dexterity saving throw. A creature takes 6d8 fire damage if it fails the saving throw, or half as much on a success.

The weapon appears to be destroyed in the explosion, but whether you hit or miss, it immediately reappears your hand.

Jinx Shot

Enchantment cantrip

Casting Time: 1 action
Range: 30 feet
Components: V, M (a ranged weapon)
Duration: Instantaneous

As part of the action used to cast this spell, you must make a ranged weapon attack against a creature within range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and your enchanted shot renders your foe unaccountably clumsy. It has disadvantage on the next attack roll it makes before the start of your next turn. If that attack misses, it falls prone and the spell ends.

This spell's damage increases when you reach higher levels. At 5th level, the attack deals an extra 1d4 psychic damage to the target. This extra damage increases to 2d4 at 11th level and 3d4 at 17th level.

Lesser Water to Poison

4th-level transmutation

Casting Time: 1 reaction, which you take when a creature within 30 feet drinks
Range: 30 feet
Components: S, M (a vessel of water or a beverage which is partially water, with which you make a toasting gesture to the target as you both drink)
Duration: Concentration, up to 1 minute

Waiting for just the right moment, you transform the water someone is drinking into deadly poison. The quantity of water does not matter, just that the target drinks more than a sip. It can also be a beverage that is partially water (such as wine, beer, or juice).

The creature who drinks makes a Constitution saving throw. On a failure, the creature is poisoned for the duration, and they take 4d8 poison damage. If the creature fails the saving throw by 5 or more, its Constitution score is reduced by 1d4. On a success, the creature can choose to spit the water out and take no damage, or continue to swallow it and take half damage. If the creature failed its save, at the start of each of the creature's turns before the spell ends, it must succeed on a Constitution saving throw or take 4d8 poison damage. On a successful save, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can affect one additional creature who is drinking at

the same time, and the damage increases by 1d8 for each slot level above 4th.

Magnetism

3rd-level transmutation

Casting Time: 1 action
Range: 60 feet
Components: S, M (a lodestone)
Duration: Concentration, up to 1 minute

This spell allows you to draw iron or steel objects to yourself by projecting a magnetic ray. Choose one object within range that is nonmagical and made of ferrous metal. This object must weigh less than 40 lbs. If the object isn't being worn or carried, it immediately flies into your space, where you can either catch it with your hand (requiring no action) or let it fall at your feet.

Using an action each round, you can target one object you can see within range of the spell with this effect.

If an object you target with this spell is being held or carried by a creature, that creature must roll a Strength saving throw. On a failure, the creature drops the object, and it flies to your space, where you either catch it with your hand or let it fall at your feet. If the object is being worn by a creature (like a helm or a chain shirt), the creature makes the same Strength saving throw but has advantage on the roll. On a failure, the creature is pulled up to 60 feet towards you if it is Medium-size or smaller.

If the item is secured in some way (such as being chained to a wall or tied down with a rope), but not being held or worn, you make an ability check to break the restraint, as if you were making a Strength check to break or burst whatever is securing it with your own hands. Instead of making a Strength check, you make a check with your spellcasting ability score (adding your proficiency bonus). If the check succeeds, you free the item and it flies to your space as described above.

You can also attempt to move a metal creature that weighs less than your limit for this spell (such as a Tiny construct). The creature makes a Strength saving throw with advantage against this effect. If the save fails, you can move the creature toward you just as you would any other metal object.

Until this spell ends, your ability to carry, lift, push, or drag any objects you have moved to your space with this spell is calculated as if you had a Strength score of 20 (giving you a carrying capacity of 300 pounds and allowing you to push, lift, or drag up to 600 pounds, if you are Small or Medium sized), unless your Strength if higher.

If you move during the spell's duration, you can choose any object that you moved to your space with this spell which you are not carrying, lifting, pushing, dragging, or wearing to either move with you as you go (levitating just above the level of your feet) or remain in the square you moved it to.

Once you move an object to your space with this spell, you have advantage on saving throws and opposed rolls against dropping it, and creatures seeking to move the item from your space have disadvantage on rolls to do so. When the spell ends, if you are holding, wearing, or carrying an object that is too heavy for you, it falls softly to the ground, landing harmlessly at your feet.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the weight limit of objects you can move with this spell increases by 10 pounds for each slot level above 3rd. When you cast this spell using a spell slot of 5th or 6th level, you can choose up to two objects within range each time you use your action for this spell, instead of just one. If the spell slot is 7th level or higher, you can choose up to three objects instead.

Marshal's Pursuit

3rd-level transmutation

Casting Time: 1 bonus action

Range: 60 feet
Components: V
Duration: Concentration, up to 1 hour

You focus you mind and body on the relentless pursuit of your foe. Choose a creature you can see within range. Until this spell ends, you gain the following benefits whenever you can see the target:

- ✧ Your speed increases by 15 feet.
- ✧ Your movement does not provoke opportunity attacks.
- ✧ When you hit a creature with an attack roll, you deal an extra 1d6 psychic damage. This damage is increased to 1d12 if the creature is the target of this spell.
- ✧ When you hit the target of this spell with a weapon attack, you can mark that creature until the end of your next turn. While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you.

At Higher Levels. When you cast this spell using a spell slot of 5th or 6th level, you can concentrate on the spell for up to 8 hours. With a slot that's 7th level or higher, you can concentrate for up to 24 hours.

Misdirected Mark

1st-level illusion

Casting Time: 1 action
Range: 30 feet
Components: S
Duration: 1 round

You conceal your arcane attack, mentally influencing your foe into both believing the attack came from one of your allies and focusing on that ally obsessively. Make a ranged spell attack against a target within range. On a hit, the target takes 4d6 psychic damage, and you choose one creature friendly to you who is within 30 feet of both you and the target. That friendly creature marks the target until the end of your next turn.

While a creature marked with this spell is within 5 feet of you of the friendly creature that marked it, it has disadvantage on any attack roll that doesn't target that friendly creature. This spell ends early if the friendly creature dies or is incapacitated, or if the target marked with this spell is marked by a creature besides the friendly creature.

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

Moment Reading

3rd-level divination

Casting Time: 1 action
Range: Self
Components: V, S, M (a set of bone dice marked with runes)
Duration: Instantaneous

You roll a set of bone dice marked with runes, allowing you to interpret the random roll to read the circumstances of the moment. The Dungeon Master will tell you in no more than two words the situation's current conditions. Some examples of replies could be "pit trap," "impending danger," or "double cross."

Prescient Sense

4th-level divination

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

You extend your senses to perceive the near future. For the duration of the spell, you gain the following benefits:

- ✧ You have advantage on all Wisdom checks and Dexterity checks for initiative.

- ✧ Once per round, when you hit a creature that has not yet acted in this combat with an attack roll, that attack deals an extra 1d8 damage.
- ✧ If you are surprised, you can end this spell immediately to no longer be surprised.
- ✧ If you are attacked, you can use your reaction to end this spell immediately and give yourself a +5 to AC, including against the triggering attack, until the start of your next turn.
- ✧ If you roll a Dexterity save, you can use your reaction to end this spell immediately and give yourself advantage on that Dexterity save and all other Dexterity saves until the beginning of your next turn.

Prime Shot

1st-level divination

Casting Time: 1 reaction, which you take when you make an attack roll against a creature and none of your allies are closer to that creature than you are
Range: 120 feet
Components: S
Duration: 1 minute

When you cast this spell, you curse the target of the triggering attack roll for the duration. Until the spell ends, whenever you make an attack roll against that creature (including the triggering attack) while none of your allies are closer to that creature than you are, you can roll a d4 and add the result to your attack roll.

If you use a spell slot to cast this spell and deal damage to the target, as part of the magic of this spell, you immediately regain the spell slot you used to cast it.



Prophesied Strike

1st-level divination

Casting Time: 1 action
Range: 5 feet
Components: V, S, M (a melee weapon)
Duration: Instantaneous

You cast your mind's eye forward a split second, predicting the best moment for a telling blow. As part of the action used to cast this spell, you must make a melee weapon attack against a creature within range, otherwise the spell fails. You can use your spellcasting ability instead of Strength for the attack and damage bonus for this attack. If the attack hits, it inflicts an additional 2d6 damage of the weapon's type, and the next attack roll made against the target before the end of your next turn is made with advantage.

Shadow Sight

2nd-level divination

Casting Time: 1 bonus action
Range: Self
Components: V, S, M (a lens of black glass)
Duration: 1 round

An inner light flares in your eyes, allowing you to briefly see hidden things and gaze into even the deepest darkness. Until the end of your next turn, you can see normally in darkness, both magical and non-magical, to a distance of 60 feet. For the same duration, you see invisible creatures and objects as if they were visible, and you can see into the Ethereal Plane. Ethereal creatures and objects appear ghostly and translucent.

Skulking Spy

1st-level illusion

Casting Time: 1 reaction, which you take when you would make a Dexterity check for initiative
Range: Self
Components: S
Duration: Instantaneous

At the moment hostilities begin, you can immediately seek to evade your foes' notice. As part of the reaction used to cast this spell, you can move up to your speed without provoking opportunity attacks, before initiative is resolved. If you have any cover or concealment at the end of this movement, you can take the Hide action as part of the same reaction, and you can even attempt to hide from creatures who saw you move.

Spidersilk Slash

5th-level enchantment

Casting Time: 1 action
Range: 30 feet
Components: S, M (a melee weapon worth at least 1 sp)
Duration: Instantaneous

You spin your blade impossibly fast, creating silvery strands of silk that bind nearby enemies. Choose up to five creatures you can see within range. Make a melee spell attack against every creature within 5 feet of you. On a hit, a target takes 5d8 force damage and until the start of your next turn, its speed is reduced to zero and it cannot benefit from any bonus to its speed.

Spiteful Glamour

Enchantment cantrip

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

For a moment, you cause the mere sight of you to be painful to an enemy. Choose one creature you can see within range that can also see you. The target must succeed on a Charisma saving throw or take 1d8 psychic damage. If the target is not missing any of its hit points, it instead takes 1d12 psychic damage.

The spell's damage increases by one die when you reach 5th level (2d8 or 2d12), 11th level (3d8 or 3d12), and 17th level (4d8 or 4d12).

Staggering Note

Evocation cantrip

Casting Time: 1 action
Range: 30 feet
Components: V, M (a musical instrument)
Duration: Instantaneous

As part of the action used to cast this spell, you must make a Charisma (Performance) check, otherwise the spell fails. Choose one target within the spell's range when you make this Charisma check. If the result of your check or exceeds the target's Armor Class, the target takes thunder damage equal to your spellcasting ability modifier and you can push it up to 10 feet away from you. This forced movement does not provoke opportunity attacks unless you choose one creature to receive an intuitive premonition when you cast this spell. If you do so, the forced movement provokes an opportunity attack from that creature only.

This spell's damage increases when you reach higher levels. At 5th level, the thunder damage increases to 1d6 + your spellcasting ability modifier. This damage roll increases by an additional 1d6 at 11th level and again at 17th level.

Storm Shield

3rd-level abjuration

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

You conjure a small area of whirling air that occupies a 5-foot radius sphere centered on a point you choose within range. The swirling air forms a shield that blocks acid, cold, fire, lightning, and thunder damage. The shield attracts all elemental discharges and neutralizes them, granting all creatures within a 30-foot radius from its center immunity to the listed damage types. However, the shield's immunity is limited. If the shield reduces damage a creature would take to 0, the spell ends if it is not the first time that the shield has reduced damage that particular creature would have taken to 0 since this spell was cast.

Summons of Khirad

3rd-level conjuration

Casting Time: 1 action
Range: 70 feet
Components: V, S, M (a fish hook and line)
Duration: Instantaneous

You shoot a bolt of blue flame at your enemy, who shimmers for a second before teleporting to a place of your choosing. Make a ranged spell check. On a hit, you deal 5d6 psychic damage to the target and it must make a Wisdom saving throw. On a failure, you can teleport it to any empty space you can see within 30 feet of it where it would be on solid ground that can support its weight. Once the target is teleported, it immediately provokes opportunity attacks from all creatures within 5 feet of it.

Swordshun

4th-level necromancy

Casting Time: 1 action
Range: Self
Components: V, S, M (a bejeweled short sword worth at least 50gp)
Duration: Until dispelled

As you cast this spell, you plunge the short sword into the side of your own body. You or any other creature within 5 feet of you can end this spell instantly by removing this short sword from your side, which requires only a DC 5 Strength (Atheltics) check. Until the spell ends, you take 1d6 magical piercing that cannot be reduced by any means at the start of each of your turns, and you cannot regain hit points, but you are immune to nonmagical bludgeoning, piercing, and slashing damage.

Tearing Claws

1st-level conjuration

Casting Time: 1 action
Range: Self (15-foot cone)
Components: V
Duration: Instantaneous

Spectral draconic claws strike out from your body, slashing at your foes and shoving them backward. Each creature in a 15-foot cone emanating from you must make a Dexterity saving throw. On a failed save, a creature takes 2d10 magical slashing damage and is pushed 5 feet away from you. On a successful save, the creature takes half damage and isn't pushed.

Creatures that only have hit points equal to half their hit point maximum or fewer have disadvantage on the saving throw, and are pushed back 15 feet on a failed saving throw.

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

Tendrils of Thuban

5th-level conjuration

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a mind flayer's tendril)
Duration: Concentration, up to 1 minute

The ice seems to freeze in your lungs as an emerald green star appears in the sky, and tendrils the same color reach down from inside

that frozen star and lift your opponents into the air, squeezing the life out of them. Choose a number of targets within range that and within 30 feet of each other equal to your spellcasting ability modifier. They take 2d10 cold damage and 2d10 bludgeoning damage and are restrained 10 feet in the air on a failed save. They take half damage and are not restrained on a successful saving throw. Targets restrained by the tendrils take 2d10 cold damage and 2d10 bludgeoning damage at the start of their turns. A restrained target may make a Strength check against your spell save DC to escape the tendrils.

The Elder Evils

"The Revelations of Melech and other ancient texts tell us much of those Great Old Ones from the Far Realm who manifest in our reality as stars—faint and distant Acamar; Hadar, the Dark Hunger, cloaked within the dark nebula of Ihbar; the purple star Caiphon; Gibbeth, so feared and beloved among mages of the Neogi; piercing blue Khirad, Star of Secrets; Zhudun, which shone its baleful light over the Ruined Realm of Cendriane in the Feywild before its fall; and many others.

"Yet little is written of Thuban, sometimes called Thuban of the Emerald Seas. It is patron to more than a few warlocks, yet they reveal precious little about the nature of the being who holds their pacts, nor of the powers it bestows.

"Those are secrets I prefer to know."

—Acererak the Devourer

Voice of Battle

Enchantment cantrip

Casting Time: 1 action
Range: 5 ft.
Components: V
Duration: Instantaneous

You emit a powerful battle cry that hammers your enemy, distracting it from a nearby ally. Choose a creature within range that is adjacent to one of your allies. That target must make a Wisdom saving throw. If the target fails the saving throw, it takes 1d6 thunder damage and you can choose one ally that is within 5 feet of the target. That ally can use its reaction to move



up to 10 feet without provoking an opportunity attack from the target. The sound of the battle cry can be heard up to 100 feet away. This spell's damage increases when you reach higher levels, dealing 2d6 thunder damage at 5th level, 3d6 at 11th level, and 4d6 at 17th level.

Warning Shot

1st-level enchantment

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

With an aggressive strike, you threaten punishment of any creature that dares enter the space you claim as yours. Until this spell ends, whenever you hit one or more creatures with a ranged attack, you can psychically claim an unoccupied space of your choice within 5 feet of one target that attack.

If any creature willing enters the claimed space, you can immediately use your reaction to either make a ranged weapon attack against that creature or to cast a cantrip targeting only that

creature that requires a ranged spell attack. If you cast a cantrip as a reaction with this spell, it must normally have a casting time of 1 action, which you change to 1 reaction for this casting.

If you hit the creature with a ranged weapon attack or cantrip made as a reaction with this spell, it deals an extra 1d8 psychic damage to the creature.

A space you claim with your *warning shot* remains claimed until the spell ends. A space stops being claimed early if it is occupied at the end of any creature's turn or if you use this spell to claim a different space.

At higher levels. If you cast this spell using a spell slot of 3rd level or higher, the psychic damage inflicted by your special reaction from this spell increases by 1d8 for every two levels above 1st.

If you cast this spell using a spell slot of 4th level or higher, you can have up to two spaces claimed at once. When you claim a third space, the space you've had claimed longest stops being claimed.

Warning Shout

1st-level transmutation

Casting Time: 1 action
Range: Self (half a mile)
Components: V
Duration: Instantaneous

You can speak 5 words which are magically amplified so that every creature within a half a mile can hear them. Deaf creatures cannot hear the words. Sleeping creatures are automatically awakened by the words. These words cannot be used to perform an attack based on sound (a banshee's wail, for example). Although the words become incredibly loud, they do not damage nearby creatures.

Warp Stone

2nd-level transmutation

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a chisel)
Duration: Instantaneous

You twist and warp stone. If this spell is cast on a stone door, or a door in a stone frame, the door opens and cannot be closed. If the target is a stone wall, the next attack to that section of the wall will deal double damage. If the target is a stone statue, the statue becomes a leering grotesque.

Winged Horde

Illusion cantrip

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

Swatting at your illusory horde of flesh-devouring sprites or other creatures distracts your enemies from your allies' maneuvers. Choose one creature within range, or choose two creatures within range that are within 5 feet of each other. A target must succeed on a Wisdom saving throw or it takes 1d4 psychic damage and it can't take reactions until the start of its next turn.

The spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Wrath of the Iron City

1st-level evocation

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (an iron effigy of the archdevil Dispater)
Duration: 1 round

A crushing hand of iron appears, barely under your control, and as you attempt to unleash it against your foe and protect yourself, you risk grinding your own flesh. One target of your choice within range must make a Strength saving throw. On a failure, the target takes 2d12 magical

bludgeoning damage and can't willingly move closer to you until the start of your next turn, and you gain resistance to all damage except necrotic and psychic damage until the start of your next turn.

On a success, you take half as much damage as the target would have taken, and you can choose one other creature within range, which must make a Strength saving throw. On a failure, this second creature can't willingly move closer to you until the start of your next turn and it takes the same amount of magical bludgeoning damage you took.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d12 for each slot level above 1st.

Your Delicious Weakness

2nd-level necromancy

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

Your choice of one creature within range must make an Intelligence saving throw. The target takes 4d6 psychic damage, or half as much on a success. If the target is vulnerable to any damage types, it also becomes vulnerable to the psychic damage from this spell.

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

Your Glorious Sacrifice

1st-level necromancy

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

Make a ranged spell attack against a target within range. If the attack hits, the target takes 5d4 necrotic damage and its speed is reduced by half until the end of your next turn.

As part of the same action used to cast this spell, before you make the ranged spell attack, you may choose to inflict necrotic damage equal to 1d4 plus your spellcasting ability modifier on a willing ally within 5 feet of you. This damage cannot be reduced or prevented in any way. If you inflict this damage on an ally, you gain advantage on the ranged spell attack roll against your main target. In addition, if the ranged spell attack hits, your target takes additional poison damage equal to the necrotic damage you dealt to your ally.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the necrotic damage you inflict on your target and your ally both increase by 1d4 for each slot level above 1st.

