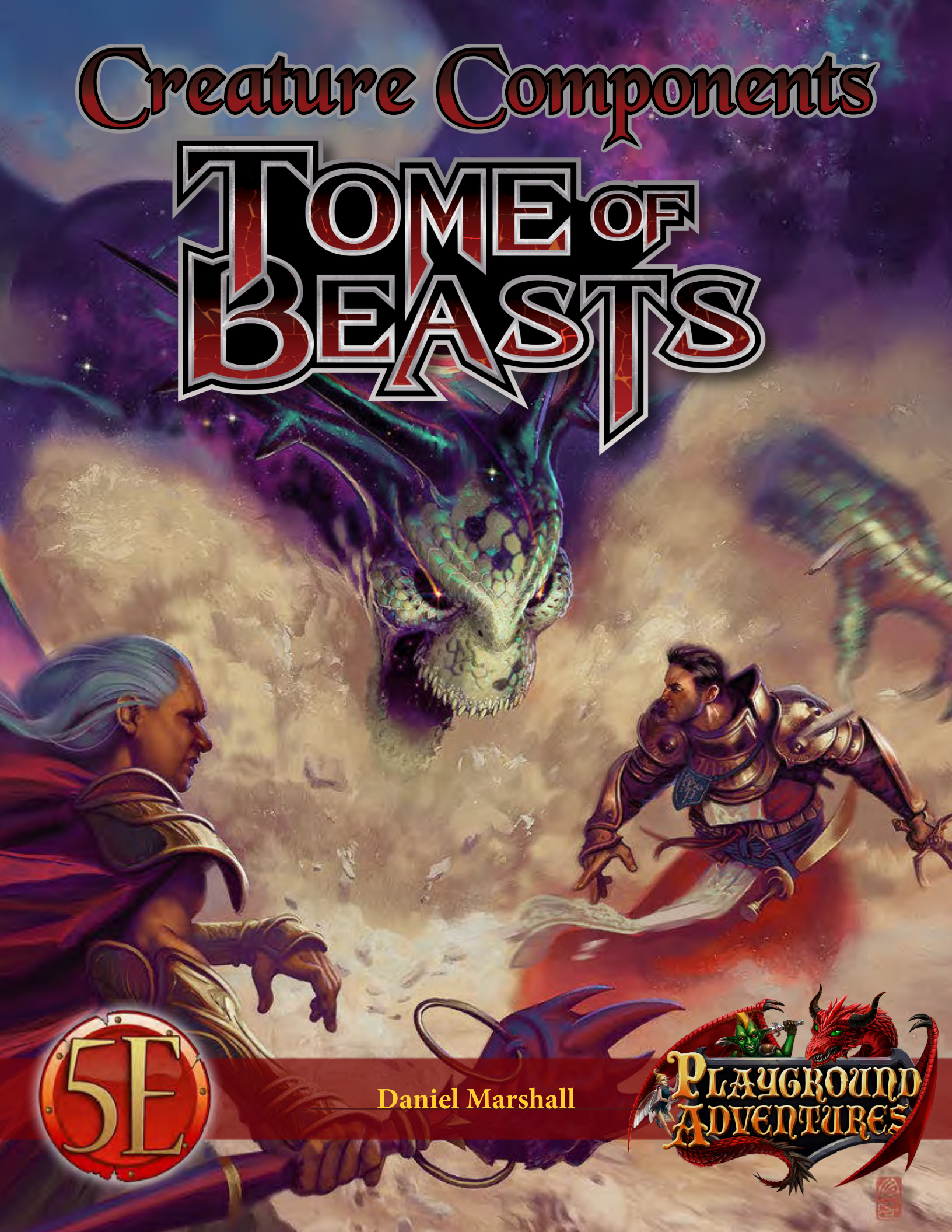


Creature Components

TOME OF BEASTS



Daniel Marshall



TOME OF BEASTS



BRYAN
SYME

Creature Components

CREDITS

Author: Daniel Marshall

Developers: Dan Dillon, Stephen Rowe

Editor: BJ Hensley

Cover Artist: Marcel Mercado

Original Tome of Beasts Artists: Darren Calvert, Ivan Lee Dixon, Micah Epstein, Frank Garza, Felipe Gaona, Josh Hass, Ambrose H. Hoilman, Michael Jaecks, Eoghan Kerrigan, Guido Kuip, Pat Loboyko, Shawncee McCoy, Dia Mahesa, Justin Mayhew, Marcel Mercado, Aaron Miller, Johnny Morrow, Jason Rainville, Felipe Goana Reyder, Kathryn Steele, Florian Stitz, Nakin Sukontakorn, Orjan Ruttenborg Svendsen, Byran Syme, Cory Trego-Erdner, Eva Widermann, and Keiran Yanner

Additional Art By: Jocelyn Sarvida

PLAYGROUND TEAM MEMBERS

Head of Imagineering: BJ Hensley

Director of Design: Daniel Marshall

Master of the Mechanical Stuff: Stephen Rowe

Professor of Puzzles: James Gray

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There are those in the field of Arcane Alchemy that have limited themselves to a single form of the Prime Material Plane in their studies. They see into the Abyss, the Hells, and even the Heavens, yet give not a glance to other possibilities beyond their world.

Lady Al'Thein Fel'ethane, Master of the school of Arcane Alchemy in an academy I once attended, was one such. Her brilliance, and centuries of study have uncovered the previously untapped potential trapped within the creatures of the multiverse! Yet, in all her years of experimentation, she has barely scratched the surface of possibility. There is much more out there to be explored.

It is in her honor that I travel the worlds beyond Relistan, to alternate realities, in an effort to further her research. When I found myself in the realm known as Midgard, everything changed. Countless creatures have I studied across dozens of worlds, yet there are hundreds of beings I have not yet even heard of! With this revelation, however, comes a new danger.

Many of these new and amazing creatures possess deadly defenses, even after they are slain. The few brave students that have accompanied me in my travels have only just begun to study these anomalies, at great risk. More than one have suffered grave injury and worse from a creature they believed slain and defenseless.

The tome before you is a compilation of what we have learned thus far, in the few short decades since leaving Malla Zhaunil. It is my hope that one day our research will join the Master's, but for now, treasure it, add to it, and use it as best you are able.

With Respect,

Lord Halin Voll

Specialist in Arcane Alchemy, Wanderer of Worlds



INTRODUCTION

The concepts of Arcane Alchemy were once foreign, devoid of methodologies and processes for harvesting components from innately magical creatures. *Creature Components Volume One (5e)* set the standard for such things, putting guidelines in place that shaped the very core of Arcane Alchemy's concepts.

This volume contains a plethora of new monsters and beasts, cataloged alongside new magical items that require the inclusion of various components, and alternate possibilities for other items that already exist in more common forms. All of these possibilities are sourced from the *Tome of Beasts* by Kobold Press.

OPTIONAL RULE: HARVESTING HAZARDS

Collecting the pieces and parts of innately magical creatures can be a dangerous prospect, even if the being has already been defeated. The buildup of energy within their body can remain long after they cease to breathe, erupting with explosive potential. Fortunately, means have been developed to both detect and discharge these energies safely, without contaminating the desired components.

The method used to determine if a hazard is present is subject to DM discretion. As an alternative, Table 1-1 can be used to provide a random method of determining if harvesting a target might be hazardous.

IDENTIFYING HAZARDS

A harvester must be familiar with every creature they intend to hunt in order to safely collect the components they seek. Being versed in Arcana would, for instance, provide great insight into the dangers of harvesting the hoof dust of a gilded devil for use with an illusion, while Religion would be significantly more helpful when attempting to harvest the needle finger of a Cambium.

Upon examining the body of a creature, the harvester must make an Intelligence check to determine if a latent hazard exists. The applicable skill proficiency to identify such dangers post mortem depends on the type of creature hunted, but the DC is dependent upon the potency of the existing hazard, should one manifest. At the DM's option, these checks can be made behind the screen, by the DM themselves, potentially creating intensely suspenseful moments for the PCs. If multiple hazards exist in a single creature, the harvester can detect one additional hazard for every 5 points above the DC their ability check succeeded by. If one hazard is removed, a second check can be made to detect additional hazards.

The Power of Knowledge

Below is a list of which skills apply to each type of creature. This list is derived from the skill listings in the *Player's Handbook*.

- Arcana — Aberrations, Dragons, Monstrosities,
- Nature — Elementals, Fey
- Religion — Celestials, Fiends, Undead

Table 1-1: Random Hazards

% Roll	Lesser Potency	Moderate Potency	Greater Potency
01-50	—	—	—
51-70	—	—	Lesser Hazard
71-90	—	Lesser Hazard	Lesser Hazard
91-93	Lesser Hazard	Lesser Hazard	Moderate Hazard
94-96	Lesser Hazard	Moderate Hazard	Moderate Hazard
97-99	Lesser Hazard	Moderate Hazard	Greater Hazard
00	Moderate Hazard	Greater Hazard	Greater Hazard

MITIGATING HAZARDS

Much like traps, latent hazards occurring in magical creatures can be discharged, or otherwise mitigated through careful use of the right methodologies and tools. Like the ability of a rogue to use thieves' tools in order to disarm a mundane, or even a magical trap, a harvester can make either an Intelligence (Medicine) or Wisdom (Survival) check to safely discharge a harvesting hazard. The DC necessary to disarm the hazard varies with each particular danger, but general guidelines are in Table 1-2. When multiple hazards exist, each one must be diffused individually.

Table 1-2: Hazard Difficulty

Hazard	Identify DC	Mitigating DC
Lesser	10	15
Moderate	15	18
Greater	18	20

Harvesting Tools

A component harvesting kit has tools specifically designed to assist in removing these hazards prior to harvesting. A skilled harvester with such a kit adds their proficiency bonus to any ability checks to mitigate harvesting hazards, even if they lack the skill required by the creature's type. A set of component harvesting tools costs 45 gp and weighs 5 pounds.

HAZARDS

There is no limit to the form harvesting hazards can take. An abominable beauty may unleash a blinding flash or deafening blast if its eyes or voice box are collected by an inexperienced harvester prior to examining it. Alternatively, a sudden eruption of magic from a defeated void dragon may inflict a burst of void-based cold that ignores any resistance to cold damage.

The danger levels of these hazards are broken down into three categories, equating to the potency of creature components in general: lesser, moderate, and greater. Some of these are simply an inconvenience, delaying the harvesting of components or affecting those nearby with strange but unobtrusive effects. Others may cause immense devastation, destroying the creature's body, dealing damage in an area, or even shifting the harvester to another plane of existence. Examples of each hazard category can be found below.

All hazards have the following elements: type, Identification DC, Mitigation DC, requirements, and effect. These characteristics are described below.

TYPE

The type of hazard can be of any energy type (acid, cold, lightning, fire, radiant, necrotic, and thunder), a school of magic (such as enchantment) or an element (air, earth, fire or water). If the hazard inflicts damage, the type determines what type of damage is done. It also indicates the nature of other effects the hazard might have.

IDENTIFICATION AND MITIGATION DCs

When a harvester takes the time to examine the remains of a monster, they make an Intelligence check. If a hazard exists, a successful check reveals not only the nature of the hazard, but the category as well. A failed check does not perceive the hazard.

When attempting to mitigate a hazard, a harvester must make an Intelligence (Medicine) or Wisdom (Survival) check. Success indicates that the hazard is disarmed and no longer a threat to the harvester or bystanders. This check can be retried unless the harvester fails by 5 or more. If the check is failed by 5 or more, the hazard is triggered.

REQUIREMENTS

Creatures tend to manifest hazards related to their type's natural abilities and nature. A creature with a fiery nature or essence, is more likely to manifest a hazard that deals fire damage, melts metal, or heats the environment, while fey creatures are more likely to create enchantment or illusion effects. In some cases, specific creatures may be listed under this characteristic.

EFFECTS

While hazards can have a myriad of differing effects, this entry details the impact of triggering the listed hazard. Unless otherwise noted, any associated saves have a DC equal to 8 plus the proficiency bonus of the original creature plus its Charisma or Constitution modifier, whichever is higher. Generally speaking, the harvester is at the center of the effect, and thus automatically struck by any energy effect that erupts from the corpse without save. There are exceptions to this however, such as an Arcane Trickster attempting to perform harvesting with their specialized *mage hand* ability.

LESSER

Lesser hazards are those with the least damaging effects, and are usually found in creatures with a challenge rating of 5 or below. However, more powerful creatures may possess multiple hazards, including those in this category. The hazard present must tie into the special abilities or magical nature of the creature.

Cloud of Slumber

Type enchantment; **Identification** DC 10; **Mitigation** DC 15

Requirements fey creature type.

Effect When the body is disturbed, a strange cloud of glimmering dust is released. Anyone standing over the cloud must make a Wisdom saving throw or fall into a magical slumber (as the *sleep* spell) for 1 minute per hit die of the slain creature. Affected creatures age one year for every minute spent sleeping.

Acid Touch

Type acid; **Identification** DC 10; **Mitigation** DC 15

Requirements attacks or features that deal acid damage.

Effect The internals of the creature are saturated with vitriolic acid. The harvester must succeed on a Dexterity saving throw or take 2d4 acid damage. The acid continues to burn, dealing damage again at the start of the harvester's turn for 1 minute. The harvester can repeat the save at the end of each of its turns, ending the effect on itself on a success. A creature damaged by the acid has disadvantage on attack rolls and ability checks due to the intense pain until the burns are treated with a DC 15 Wisdom (Medicine) check or any amount of magical healing.

Fire Burst

Type fire; **Identification** DC 10; **Mitigation** DC 15

Requirements attacks or features that deal fire damage.

Effect A burst of flame erupts, filling the area within.

Optional Rule

At the DM's option, should a hazard be triggered without being dissipated in a controlled manner, the harvester suffers disadvantage on ability checks made to harvest components from the creature. This is due to a portion of the creature's magical energy being expended by the hazard, leaving less behind for harvesting.

10-feet of the creature's body. Each creature in the area must make a Dexterity saving throw. On a failed save, a creature takes 3d6 fire damage and catches fire, or half as much damage and doesn't catch fire on a successful one. Until someone takes an action to douse the fire, the burning creature takes 1d6 fire damage at the start of its turns.

The fire ignites flammable objects in the area that aren't being worn or carried.

Radiant Energy Eruption

Type Radiant; **Identification** DC 12; **Mitigation** DC 17

Requirements celestial, a creature from the Positive Plane, or one that deals radiant damage with attacks or other features.

Effect Radiant energy emanates, filling the area within 10-feet of the body. Creatures that aren't constructs or undead regain 2d6 hit points. Undead take 2d6 radiant damage, or half as much with a successful Wisdom saving throw.

Negating Flare

Type abjuration; **Identification** DC 12; **Mitigation** DC 16

Requirements magic resistance or similar feature.

Effect Whips of magic-negating energy lash out at 1d4 random creatures within 20 feet of the body. Make a melee spell attack with a bonus equal to the creature's Charisma modifier plus its proficiency bonus. Creatures struck are affected as if by *dispel magic*. Charisma is the spellcasting ability.

Though it is strange that I have never encountered these hazards before, their presence makes logical sense. The magic within a creature must be expended somehow. If not harvested by a practitioner of Arcane Alchemy, it is only logical that it would remain dormant for a time, until triggered by some outside force, or enough time has passed for its power to slowly seep away into the surrounding environment. What would happen then, if a large host of similar creatures were slain in a condensed area, and their innate magical energies allowed to drift away? Would the entirety of the area then be charged with their magic?

MODERATE

Moderate hazards are most common in creatures with a challenge rating between 6 and 11. At the DM's option, a single moderate hazard can be replaced by a pair of lesser hazards. Both of these lesser hazards must somehow tie to the magical energies and abilities of the slain creature.

Sink Hole

Type earth; **Identification** DC 15; **Mitigation** DC 20

Requirements earth glide special ability.

Effect All creatures within 5 feet phase into the earth as if under the effect of an elemental's earth glide ability. Medium-sized or larger creatures are restrained. Small-sized or smaller creatures are restrained and can't breathe. Creatures can escape as an action with a successful DC 20 Strength or Dexterity check.

Poison Burst

Type poison; **Identification** DC 15; **Mitigation** DC 18

Requirements attacks or features that deal poison damage or the poisoned condition.

Effect When a harvesting attempt is made, the creature's poison sacks rupture with explosive force, forcing any living creature not immune to poison within 15 feet to make a Constitution saving throw or be affected by the creature's poison.

Final Screech

Type thunder; **Identification** DC 16; **Mitigation** DC 18

Requirements Attacks or features that deal thunder damage.

Effect Disturbing the remains of a creature with this hazard causes a final exhale of thunderous energy. Each creature within 20 feet of the body must make a Constitution saving throw. On a failed save, a creature takes 6d6 thunder damage and is stunned for one round, or half as much damage and isn't stunned on a successful one.

This hazard doesn't function in the area of a *silence* spell.

Pattern of Confusion

Type enchantment; **Identification** DC 15; **Mitigation** DC 19

Requirements attacks or features that cause confusion.

Effect Touching the body of the creature sets off a myriad of glittering patterns or overwhelms the minds of onlookers with alien thought processes. Each creature that can see the body must succeed on a Wisdom saving throw or be confused (as the *confusion* spell) for one minute.

Icy Entrapment

Type cold; **Identification** DC 15; **Mitigation** DC 18

Requirements attacks or features that deal cold damage.

Effect The icy energy permeating the creature reaches out at the harvester. The harvester must make a Dexterity saving throw. On a failed save, the creature takes 8d6 cold damage and its primary



hand or appendage is encased in ice, or half as much damage and the limb isn't frozen on a successful one. The affected limb is frozen solid and rendered useless. The ice can be thawed by an amount of fire damage equal to or greater than the cold damage dealt by the initial effect (which the entrapped creature sustains as well), or by *greater restoration*. Otherwise, the ice thaws after 24 hours.

Seizing Current

Type lightning; **Identification** DC 18; **Mitigation** DC 20

Requirements attacks or features that deal lightning damage.

Effect A storm of lightning lashes out, filling the area within 20 feet of the body. Creatures in the area must succeed on a Dexterity saving throw or take 6d6 lightning damage and are paralyzed for 1d4 rounds. When the paralysis ends, the creature's speed is reduced to half for 10 minutes due to residual muscle spasms. Any effect that ends paralysis also cures the spasms and restores the creature's speed.

GREATER

Greater hazards are almost never found in creatures that yield only lesser potency components, as there is not enough residual power or energy to fuel the effects. Most commonly, they exist in creatures possessing powerful magical abilities (CR 12+). At the DM's option, a single greater hazard can be replaced by a pair of moderate hazards or three lesser hazards. Any hazards associated with the creature must be somehow tied to its abilities.

Residual Summoning

Type conjuration; **Identification** DC 18; **Mitigation** DC 20

Requirements features that summon or conjure other creatures.

Effect A creature with the ability to reach across planes to summon allies may have such an ability triggered by a reckless harvester. The most potent summoning ability possessed by the creature is triggered when its body is disturbed, summoning yet more foes per the creature's description. A summoning with a percentage chance of success automatically succeeds. If the source creature was subject to an effect that prevents extraplanar travel at the time of its death, or if its body is, this hazard doesn't function.

Soul Drain

Type necrotic; **Identification** DC 18; **Mitigation** DC 20

Requirements Undead type with the energy drain supernatural ability.

Effect Necrotic energy fills the area within 20 feet of the body. Each creature in the area takes 6d10 necrotic damage, and its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The creature dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way rises as a powerful undead with a challenge rating equal to their challenge rating or level in 1 minute.





CREATURE COMPONENT CATALOGUE

This section details many of the possibilities creative casters can utilize when incorporating creature components into casting spells and the creation of magical items. Components harvested from hundreds of creatures, including those of the celestial, dragon, elemental, fiend, monstrosity, or undead types, are found below.

COMPONENT DESCRIPTIONS

Creature component descriptions are summarized in the table below. The following format is used for all component descriptions:

Component: A list of the harvested ingredients most commonly used by spellcasters to enhance the power of their spells or magical items. Some creatures can yield multiple types of components.

Potency: The potency (lesser, moderate, or greater) most commonly found when the respective creature is encountered. In rare cases, the potency of a particular component from a specific creature can be an exception to the normal rules.

Augmentation: This is a list of the spells or spell types that are affected by the harvested component. If a specific spell or spell type is listed, the augmentations

discussed in the description affects similar spells as well. For example, if *invisibility* is listed, the augmentation would also be available for *greater invisibility*, provided that the component is of sufficient potency for the given spell. The mass or greater versions of any spell shown can be affected in a similar manner. Low level spells are those of 1st through 3rd level. Mid-level spells are defined as 4th through 6th level, and high level spells are those of 7th level or greater.

Cost: The cost for each component is generally 100 gp for a lesser component, 500 gp for a moderate component, and 1,000 gp for a greater component. The market price for the component is then double the cost. Specific costs might vary based on the effects of a component, and in these cases can be compared to the effects of single-use spell completion magical items. The DM should feel free to modify these prices by up to 20% (increase or decrease) depending on how common a specific creature is in an area or terrain. If the component can be used more than once before being consumed, the cost should be increased by the number (or average number) of uses.

Description: Any types of magic that the creature is best suited for, the use of the component, and any notes with regards to exceptions to the hit dice requirements for component potency can be found here.

Aboleth, Nihileth

Component: Cerebral Fluid

Potency: Greater

Augmentations: *Crown of madness, detect thoughts, dominate person* and similar enchantments

Cost: 1,000 gp; **Price** 2,000 gp

Description: Rubbing the cerebral fluid of a nihileth on the portion of your forehead commonly known as the “third eye” gives certain enchantments an additional effect. At the conclusion of the spell (usually when the caster’s concentration breaks) the target must make a Constitution saving throw or fall victim to a disease that can only be removed by *heal* or similar magic. After 1 minute the victim’s skin becomes translucent and slimy. They cannot regain hit points unless fully submerged in water. When not fully submerged, the victim takes 1d6 points of acid damage every 10 minutes.

Abominable Beauty

Component: Eyes or voice box

Potency: Moderate

Augmentations: *Blindness/deafness*

Cost: 250 gp; **Price** 500 gp

Description: The eyes of an abominable beauty make sight related effects of a *blindness/deafness* spell permanent. Likewise, the voice box of the same creature makes deafness permanent. In either case, the condition can only be cured by magical means (i.e. *lesser restoration*).

Accursed Defiler

Component: Sand

Potency: Lesser

Augmentations: *Gust of wind*

Cost: 75 gp; **Price** 150 gp

Description: Tossing sand that was once a part of an accursed defiler’s shroud into the air during the casting of a *gust of wind* evocation sends it slashing through the affected area at high speed. In the round the spell is first cast, all creatures within the area of effect suffer 2d6 slashing damage from the slicing grains of sand. An individual affected by the spell can either choose to make a Strength saving throw to resist the wind, in which case they automatically take full damage from the sand blast, or a Dexterity saving throw for half damage from the sand, causing them to be pushed 15 feet away from the caster in the direction following the line of wind.

Ala

Component: Essence

Potency: Moderate

Augmentations: Any low or mid-level spell that inflicts lightning damage

Cost: 250 gp; **Price** 500 gp

Description: Empowering a lightning spell with the essence of an ala ensures that all those affected by the spell must make their saving throw at disadvantage due to the stormy nature of the fey creature.

Andrenjinyi

Component: Esophageal fluid

Potency: Greater

Augmentations: *Polymorph* or similar spells

Cost: 1,600 gp; **Price** 3,200 gp

Description: Pouring andrenjinyi esophageal fluid over the target of a *polymorph* spell makes the transmutation permanent, and no longer requires concentration to maintain. All other limitations of the *polymorph* spell apply.

Angatra

Component: Animating ancestral spirit

Potency: Moderate

Augmentations: *Speak with dead*

Cost: 250 gp; **Price** 500 gp

Description: A malicious ancestral spirit animates the form of an angatra. Harvesting it when the creature is slain allows it to be spoken to through the use of *Speak with dead*. Such magic functions 1d4 times before the spirit is finally exhausted and returns from whence it came.

Angel

Component: Blood

Potency: Varies

Augmentations: Angelic seals^{DM}

Cost: Varies; **Price** Varies

Description: Drawing an angelic seal in the blood of an angel makes it a much greater channel for angelic power. In most lesser seals, it doubles their potency. For example, a *seal of clarity*^{DM} would add your full Intelligence modifier instead of half to Wisdom (Insight, Perception) checks, and a *seal of wrath*^{DM} would increase weapon damage by 2 points instead of 1. The effects of angelic blood on greater seals are much more varied, and at the DM's discretion.

Angel, Chained

Component: Chain fragment

Potency: Moderate

Augmentations: *Planar binding* and similar spells

Cost: 300 gp; **Price** 600 gp

Description: Chains once used to bind chained angel double the duration of a *planar binding* spell that targets a celestial. Additionally, the Charisma saving throw DC is 1 higher than normal.

Angel, Fidele

Component: Wing feather

Potency: Lesser

Augmentations: *Deva's wings*^{DM}

Cost: 75 gp; **Price** 150 gp

Description: The wing feather of a fidele increases the fly speed granted by *deva's wings* by 10 feet, for a total movement rate of 70 feet per round for the duration of the spell.

Angler Worm

Component: Webbing strand

Potency: Lesser

Augmentations: *Web*

Cost: 100 gp; **Price** 200 gp

Description: Webbing created by a *web* spell and augmented by strands from an angler worm's web is virtually invisible. A creature that couldn't see the target area when the spell was cast must make a Wisdom (Perception) check against your spell save DC to detect them.

Anubian

Component: Essence

Potency: Lesser

Augmentations: *Sleet storm*

Cost: 100 gp; **Price** 200 gp

Description: The essence of an anubian combines with the *sleet storm* conjuration to intriguing effect. Instead of ice and freezing rain, the augmented spell summons slashing sands. The spell's effects are unchanged, with the exception of difficult terrain being caused by a thick layer of loose sand rather than ice. Additionally, anyone caught in the storm suffers 1d4 points of slashing damage each round due to the slicing sands.

Arobreal Grappler

Component: Tentacle fur

Potency: Lesser

Augmentations: *Spider climb*

Cost: 75 gp; **Price** 150 gp

Description: When used in conjunction with a *spider climb* transmutation, a tuft of tentacle fur increases your climbing movement speed by 20 ft. beyond your normal walking speed.

Aridni

Component: Powdered wings

Potency: Lesser

Augmentations: *Cordon of arrows*

Cost: 100 gp; **Price** 200 gp

Description: A *cordon of arrows* enhanced by ground up aridni wings is cast as if using a spell slot one level higher than normal. Additionally, the ammunition used forces a Wisdom saving throw or the target falls asleep for 2d4 minutes. The

target wakes if it takes damage, or if a creature uses an action to shake it awake.

Azza Gremlin

Component: Finger bone

Potency: Lesser

Augmentations: *Call lightning, lightning bolt*

Cost: 100 gp; **Price** 200 gp

Description: Azza gremlins wield lightning in incredible ways. A finger bone used as a material component in a *call lightning* spell causes it to be cast as if using a spell slot one level higher than normal. In the case of *lightning bolt* and similar spells, the caster has the option to travel along the spell, rematerializing at any point along the length of the lightning stroke.

Baba Yaga's Horsemen

Component: Hair braid

Potency: Moderate

Augmentations: *Conjure Fey*

Cost: 300 gp; **Price** 600 gp

Description: Through the power of a Horseman's braid, you can summon an aspect of one of Baba Yaga's horsemen through the casting of *conjure fey*. The horseman summoned takes on the appearance of whichever of the three who's braid you possess, however, their statistics are the same. See the Aspect of the Horsemen sidebar for statistics.

Bagiennik

Component: Acid Oil

Potency: Lesser

Augmentations: *Acid arrow*

Cost: 300 gp; **Price** 600 gp

Description: Incorporating a bagiennik's natural acidic oil into the casting of *acid arrow* increases the potency of the invocation. The spell is cast as if using a spell slot one level higher than normal.

Bastet Temple Cat

Component: Tongue

Potency: Lesser

Augmentations: *Charm person*

Cost: 100 gp; **Price** 200 gp

Description: The tongue of a bastet temple cat amplifies

the potency of spells that cause the charmed condition such as *charm person*. Such spells are more difficult to resist, causing the target to make the saving throw with disadvantage.

Beli

Component: Blood

Potency: Lesser

Augmentations: *Weapon of blood*^{DM}

Cost: 75 gp; **Price** 150 gp

Description: A single vial of beli blood replaces 1d4 points of damage necessary for the casting of a *weapon of blood* spell (i.e. it could substitute for the self-inflicted damage of a 1st level casting, or reduce self-inflicted damage if cast as a higher-level spell). Additionally, doing so causes the created dagger to inflict 2 points of cold damage for every level of the spell slot used.

Bereginyas

Component: Essence

Potency: Lesser

Augmentations: *Fog cloud*

Cost: 150 gp; **Price** 300 gp

Description: Bereginyas essence grants great power to the caster of a *fog cloud* when incorporated into the conjuration. So long as concentration is maintained, once per round the caster can use an action to attempt to smother a creature within the cloud that requires air to survive. The target must make a successful Strength saving throw or immediately be out of breath and begin to suffocate, as the fog chokes off air flow. The creature can repeat the save at the end of each of its turns. Any creature who resists this effect is immune for the duration of the casting.

Blemmyes

Component: Intraocular fluid

Potency: Moderate

Augmentations: *Compulsion*

Cost: 300 gp; **Price** 600 gp

Description: Using fluid drawn from the eyes of a blemmyes, you can grant a much grizzlier effect to the *compulsion* enchantment. A creature affected by the spell must seek out the nearest source of sustenance visible. If no obvious source of food is available, the target will attack the nearest creature, desperately craving meat.



Aspect of the Horsemen

Medium fey, lawful neutral
Armor Class 20 (plate and shield)
Hit Points 68 (8d8 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	19 (+4)	14 (+2)	16 (+3)	16 (+3)

Saving Throws Dex +3, Wis +6
Skills Arcana +5, Athletics +8, History +5, Perception +6
Damage Resistance bludgeoning, piercing, and slashing damage from nonmagical weapons
Damage Immunities lightning, poison
Condition Immunities exhaustion, paralyzed, poisoned
Senses passive Perception 16
Languages Celestial, Common, Infernal, telepathy 100 ft.
Challenge 6

Magic Resistance. The aspect of the horseman has advantage on saving throws against spells and other magical effects.

Quick Draw. The aspect of the horseman can switch between wielding its lance and longsword as a bonus action.

Actions

Multiattack. The horseman makes two attacks with its lance or longsword.

Lance. *Melee Weapon Attack:* +8 to hit, reach 10 ft. (disadvantage within 5 ft.), one target. *Hit* 11 (1d12 + 5) piercing damage.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage when used with two hands.

After this action is completed each round, the target can attempt a new Wisdom saving throw to break the enchantment.

Boloti

Component: Footpad

Potency: Lesser

Augmentations: *Water walk*

Cost: 100 gp; **Price** 200 gp

Description: When integrated with the *water walk* transmutation, the footpads of a boloti allow the spell to affect 2 additional targets for each footpad used (up to a maximum of three). Alternately, a single footpad can be used to extend the duration of the spell for a single target by 30 minutes.

Bone Collective

Component: Red bone shard

Potency: Moderate

Augmentations: *Animate dead*

Cost: 300 gp; **Price** 600 gp

Description: Using the bones of a bone collective, tinted red by the wyrmblood venom they create to enhance an *animate dead* spell has powerful effects. Not only is the spell cast as if a spell slot of one level higher is used, but skeletons animated through the use of the spell are tinged red by the venom used in their creation. Their claw attacks bear a weaker form of wyrmblood venom, requiring a DC 12 Constitution saving throw to resist becoming poisoned, and suffering 1d6 points of poison damage every 4 hours until two consecutive saving throws have been made successfully. This damage cannot be healed until the poison is purged.

Bouda

Component: Secretion

Potency: Lesser

Augmentations: *Magic weapon, spiritual weapon*

Cost: 100 gp; **Price** 200 gp

Description: You can enhance a *magic weapon* enchantment with the whitish-yellow secretion of a bouda. Doing so forces anyone struck by the weapon for the duration of the spell to succeed a Constitution saving throw or be poisoned for 1d6 rounds. In the case of *spiritual weapon* cast by an evil-aligned caster, the created weapon likewise inflicts poison on those it strikes.

Bucca

Component: Wing leather

Potency: Lesser

Augmentations: *Darkness*

Cost: 75 gp; **Price** 150 gp

Description: A *darkness* spell augmented by a bucca wing has little effect unless the caster is within the spell's area of effect. In this case, the caster gains *invisibility* for 1d4 rounds after leaving the darkness. (duration is unknown to the caster)

Bukavac

Component: Secretion

Potency: Moderate

Augmentations: *Call lightning*, *lightning bolt*, and *thunderwave*

Cost: 100 gp; **Price** 200 gp

Description: In the case of *thunderwave* or other low-level evocation that inflict thunder damage, the spell is cast as if using a spell slot 2 levels higher than what is actually used. While a lightning spell, such as *lightning bolt* or *call lightning* inflicts 2d8 thunder damage to all creatures within 5 feet of the target of the spell or the spell's area.

Buraq

Component: Feather

Potency: Moderate

Augmentations: *Blade of wrath*^{DM}

Cost: 250 gp; **Price** 500 gp

Description: Casting *blade of wrath* while holding a burag feather in hand transforms the feather itself into a celestial blade, its pommel bearing the face of the buraq, with its feathers forming the guard. This blade inflicts an additional 1d8 radiant damage, and endures for 1d4 rounds after concentration is broken, up to the normal maximum duration of the spell.

Cambium

Component: Needle finger

Potency: Greater

Augmentations: *Ray of enfeeblement*

Cost: 500 gp; **Price** 1,000 gp

Description: Incorporating a needle finger of a cambium has incredible effects on *ray of enfeeblement* and similar ability affecting spells. On a successful attack, the ray reduces the target's Strength by 1d4 in addition to its normal effects. This reduction lasts until the target finishes a long rest. If this reduces the target's Strength to 0, they fall unconscious until they regain at least one point. In addition to this devastating effect, the saving throw DC is 2 higher than normal.

Chelicerae

Component: Carapace shard

Potency: Moderate

Augmentations: *Globe of invulnerability*

Cost: 300 gp; **Price** 600 gp

Description: A shard of a chelicerae carapace can be used as the focal point for a *globe of invulnerability*. Doing so allows the caster to absorb a portion of the magical energy of spells that target the globe or those within. When a spell is cast that targets a protected individual (or the globe itself) you make an Intelligence (Arcana) with a DC equal to the save DC of the spell. While failure yields no negative effect, success allows you to capture half of the spell levels (rounded down) within the globe. You can utilize these spell levels to amplify other spells you cast for the duration of the *globe of invulnerability* plus 1d4+1 rounds before the power dissipates. If the carapace shard is lost in that time, anyone possessing the shard can similarly utilize the power absorbed through the globe.

There is a danger in using this component however. If more spell levels fail to be absorbed than twice the level of the spell slot used in the casting the *globe of invulnerability*, the shard shatters, inflicting 1d4 points of random energy damage for every spell level captured within a ten-foot radius.

Chernomoi

Component: Amygdala

Potency: Lesser

Augmentations: *Fear*

Cost: 100 gp; **Price** 200 gp

Description: When used to augment the *fear* illusion, the image projected becomes that of an enormous, roaring wyvern, a creature greatly feared by the chernomoi. The saving throw DC of the spell is increased by 1 for most. Against fey creatures, the save DC is increased by 2.

Chronalmental

Component: Essence

Potency: Moderate

Augmentations: *Haste*, *slow* or similar time influencing spell.

Cost: 250 gp; **Price** 500 gp

Description: The time influencing effects of choralmental essence are a powerful enhancement to the *haste* transmutation. The affected creatures speed is tripled (instead of doubled), they gain a total +3 bonus to AC, and gain two additional actions instead of one. However, the spell's

maximum duration is reduced to 5 rounds, and the target gains one level of exhaustion when the spell expires.

Slow spells can also be augmented through the use of choralmental essence. Instead of making the spell's effects more potent, it allows the transmutation to affect a wider range of targets. Up to 12 creatures can be affected by a single augmented casting of the spell.

Corpse Mound

Component: Bone shard

Potency: Moderate

Augmentations: *Create undead*

Cost: 250 gp; **Price** 500 gp

Description: The potent power of undead from a corpse mound can be harnessed through the casting of *create undead*, enhanced by a bone shard of the creature. In such instances, the spell is cast as if using a spell slot of 1 level higher than normal (maximum 8th level), and the creatures remain under your control for 50% longer (36 hours) before requiring you to reassert your control.

Dau

Component: Powdered wings

Potency: Lesser

Augmentations: Any low-level illusion.

Cost: 100 gp; **Price** 200 gp

Description: When casting an illusion spell, you can sprinkle a powder derived from dau wings to enhance the realism of the illusory creation. The saving throw DC of these spells is increased by 1.

Deathwisp

Component: Essence

Potency: Moderate

Augmentations: *Create undead*, and *shadow monsters*^{DM}

Cost: 250 gp; **Price** 500 gp

Description: Using the magic of a *create undead* spell, you can re-animate the harvested essence of a deathwisp, bringing it back to undeath under your control. As per the spell, you must reassert your control over the undead every 24 hours. Such is the power of these creatures, that a full casting is necessary to maintain control, and cannot be used to affect other undead creatures.

In the case of a *shadow monsters* illusion, on a failed saving throw, the target(s) perceive their allies as deathwisps. As such, the saving throw DC is increased by 1. Characters able to identify the creatures (a forced DC 15 Intelligence (Religion) check) instead have the DC of the spell increased by 2 due to the horrible reputation of these creatures.

Demon

Component: Blood

Potency: Varies

Augmentations: *Blood armor*^{DM}

Cost: Varies; **Price** Varies

Description: A vial of demon blood can be used in the casting of the *blood armor* spell. The armor created by such a spell has an obviously demonic appearance, but grants the same armor class as the normal spell. It also grants advantage on Strength checks and saving throws.

The Dangers of Fiendish Blood

One must take particular care when attempting to use the blood of fiends in blood magic incantations. In many cases the blood becomes fused with one's own, subtly corrupting the very free will of the caster. Any time a caster chooses to use the blood of a demon or devil as a material component for a blood magic spell they must make a Wisdom saving throw (DC = 8 + the spell level). Failure indicates that they have become more susceptible to the influence of the type of fiend whose blood was used. Any enchantment or illusion cast by such creatures are harder for them to resist (DC increased by 1 per failed saving throw). This penalty can be removed by remove curse, so long as three or fewer saving throws have been failed. Otherwise, dispel evil and good or more powerful magic is required.

Demon, Apau Perape

Component: Ichor

Potency: Moderate

Augmentations: *Contagion*

Cost: 250 gp; **Price** 500 gp

Description: The ichor of an apau perape allows the caster of a *contagion* spell to infect the target with Mechuiti's Ichor disease rather than one of the normally listed contagions. The affected creature is poisoned until the disease is cured or the spell's

duration expires. Every 24 hours that pass, the target must make a Constitution saving throw or reduce its maximum hit points by 5 (2d4). If the target's maximum hit points are reduced to 0 the target dies. These lost hit points return after a long rest once the disease is cured.

Demon, Kishi

Component: Eye

Potency: Moderate

Augmentations: *Dominate person*

Cost: 250 gp; **Price** 500 gp

Description: The eyes of a kishi demon augment spells such as *dominate person* with their own supernatural charisma and manipulative abilities. Such spells are harder to resist, having a DC 1 higher than normal. Additionally, the control granted by the spell becomes so absolute, that the target rolls with disadvantage when making Wisdom saving throws to break free of the already established effects.

Demon, Malakbel

Component: Finger bone

Potency: Moderate

Augmentations: Any evocation that inflicts fire damage.

Cost: 250 gp; **Price** 500 gp

Description: A caster using the finger bone of a malakbel demon to augment an evocation that normally inflicts fire damage, instead causes half fire and half radiant damage. Additionally, if the spell is 1st through 3rd level, the damage inflicted is increased by one die type (i.e. d6 becomes d8). A single finger bone can endure the augmentation of 1d8+1 spell levels before disintegrating into ash.

Demon, Psoglav

Component: Eye

Potency: Moderate

Augmentations: *Darkbolt*^{DM}

Cost: 100 gp; **Price** 200 gp

Description: The shadow manipulating energies of a psoglav demon add great power to many shadow magic spells. A *darkbolt* invocation, for instance, is cast as if using a spell slot 2 levels higher than normal, creating two additional rays, when augmented by the eye of a psoglav.

Demon, Rubezahl

Component: Powdered horn

Potency: Moderate

Augmentations: *Chain lightning*

Cost: 250 gp; **Price** 500 gp

Description: When you channel the electrical energy of a rubezahl in the casting of a *chain lightning* or similar magic, the currents swirl around you throughout the casting. This power imbues you with lightning resistance for a number of rounds equal to the level of spell slot used to cast the spell (i.e. a 6th level spell slot gives resistance for 6 rounds). Alternatively, you can focus this energy in a more offensive manner, increasing the die type of the damage inflicted to d10, thus inflicting a total of 10d10 points of lightning damage with a single casting.

Devil, Automata

Component: Maw gear

Potency: Moderate

Augmentations: *Gear barrage*^{DM}, *grinding gears*^{DM}

Cost: 250 gp; **Price** 500 gp

Description: A gear from the maw of an automata devil can be used as a material component for several clockwork magic incantations. In the case of *gear barrage*^{DM}, the spell inflicts an additional 1d8 points of slashing damage, and the Dexterity saving throw DC is 1 higher than normal. While a *grinding gears* spell inflicts 1d8 plus your spellcasting ability modifier of slashing damage when a creature falls prone, rather than the normal bludgeoning damage.

Devil, Crystalline

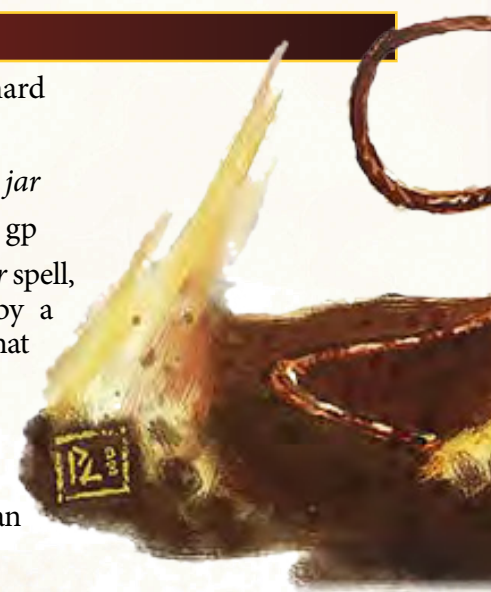
Component: Crystal shard

Potency: Moderate

Augmentations: *Magic jar*

Cost: 300 gp; **Price** 600 gp

Description: A *magic jar* spell, when augmented by a large crystal shard that has been carefully harvested from a crystalline devil, has very different effects. Rather than





capturing your soul, it shapes your physical form into the crystal shard, leaving nothing behind. Per the normal spell effects, you are still aware of your surroundings as if you were in the shard's space, and can cast your soul out to a 100-foot range as normal.

This gem can only be destroyed by *shatter* or similar spell, if you fail the applicable saving throw, rolled with advantage due to the magical protections possessed by the crystal. Should the crystal be destroyed, you are bodily cast from it and stunned for 1d4 rounds, but suffer no other ill effects. Should your soul be outside of your body at the time of its destruction you are immediately pulled back into your original body, which reforms where the crystal was destroyed.

Devil, Gilded

Component: Hoof dust

Potency: Moderate

Augmentations: Low and mid-level illusions

Cost: 300 gp; **Price** 600 gp

Description: Any low or mid-level illusion spells cast using the pulverized dust of a gilded devil hoof as a material component are more difficult to differentiate from reality. The saving throw DC is 1 higher for these spells. In addition, you roll all Charisma (Deception) checks with advantage for a number of minutes equal to the level spell slot used in the casting. For example, if you cast a *major image* spell using a 3rd level spell slot, you gain advantage on Charisma (Deception) checks for 3 minutes. Cantrips cannot be augmented by this component, as the component's innate power easily overcomes the relatively tiny amount of magic used for such spells.

Devil, Ink

Component: Ink

Potency: Lesser

Augmentations: *Glyph of warding*

Cost: 100 gp; **Price** 200 gp

Description: *Glyphs of warding* can be drawn using the ink extracted from an ink devil. Doing so causes the explosive runes to not only inflict damage of the chosen energy type, but on a failed saving throw, marks the affected individuals as the energy carries with it the fiendish ink. You and your immediate allies (up to a number of people equal to the level of the spell slot used in casting) gain advantage on spell attacks made against any

creature so marked for one hour per level of the spell slot used to create the *glyph of warding*.

Devil, Koralk

Component: Stinger

Potency: Moderate

Augmentations: *Polymorph*

Cost: 250 gp; **Price** 500 gp

Description: Stabbing the target of a *polymorph* spell with a koralk's stinger (requiring a melee or ranged attack as part of the casting) twists the transmutation. An affected creature is transformed into a lemure devil for the duration of the spell, rather than any other chosen forms. When the affected target reverts to their normal form, they immediately suffer 3d6 points of poison damage and must succeed at a Constitution saving throw or be poisoned for 1d4 minutes from the infernal poison of the stinger. Should the attack miss, the target is affected per the normal, unaugmented, *polymorph* spell and the magic of the component is not consumed.

Devil, Lunar

Component: Claw

Potency: Moderate

Augmentations: *Moonbeam*

Cost: 150 gp; **Price** 300 gp

Description: *Moonbeams* are cast as if using a spell slot 2 levels higher than normal when augmented by the claw of a lunar devil. Utilizing this component forces you to make all Wisdom (Animal Handling) checks at disadvantage for 24 hours after use.

Devil, Orobas

Component: Cerebrum

Potency: Greater

Augmentations: *Foresight*

Cost: 600 gp; **Price** 1,200 gp

Description: Such is the power of the orobas, that its cerebrum enhances even the most powerful of incantations. A *foresight* spell augmented with this component allows you to split the duration between two targets who are in contact during the spell's casting. Additionally, up to three additional targets within a 20-foot radius gain the ability to have advantage on any attack rolls or ability check twice before the spell expires.

Devil, Salt

Component: Brine

Potency: Moderate

Augmentations: Low or mid-level spells that inflict acid damage

Cost: 250 gp; **Price** 500 gp

Description: The strangely corrosive brine of a salt devil augments magicks that inflict acid damage. Enhancing such spells makes the acid more potent, increasing the saving throw DC by 1. Additionally, against targets that are neither undead nor construct, each round the acid is active, it inflicts 1d6 necrotic damage. On a successful saving throw against the spell (or a Constitution saving throw if the spell does not normally allow one) this necrotic damage is reduced by half.

Dissimortuum

Component: Mask

Potency: Moderate

Augmentations: *Dominate person*, and *fear*

Cost: 300 gp; **Price** 600 gp

Description: Donning the mask of a dissimortuum that has been harvested through special means compounds its own fear effects with those of fear inducing magic. A *fear* spell cast with the mask as a material component reaches deeper into the mind of those affected, increasing the Wisdom saving throw DC by 2. Its natural mind-affecting abilities can also be channeled through the casting of the *dominate person* enchantment. Doing so allows the spell to be cast as if using a spell slot one level higher than normal.

Using a dissimortuum mask grants powerful enhancements, but is not without risk. Though the harvesting process protects you from some of the mask's influence, you must still make a DC 13 Wisdom saving throw or suffer 1d6 points of necrotic damage and be dominated by the mask as described in the *Tome of Beasts*. After 1d4+1 uses, this protection fades and you are susceptible to the normal dangers of donning the mask, without any further spell augmentation benefits.

Domovoi

Component: Blood

Potency: Lesser

Augmentations: *Glyph of warding*

Cost: 125 gp; **Price** 250 gp

Description: When crafting a *glyph of warding*, the blood of a domovoi bonds its essence to the *glyph*. Rather than another chosen spell, or a runic explosion, triggering the *glyph* summons a domovoi's incorporeal essence. This creature has the same statistics as a normal domovoi, except that it has the ability to move through creatures and objects as if they were difficult terrain. Should they end their turn inside an object they take 1d10 force damage. It is also already considered to be under the effects of their *haste* spell-like ability but has no further access to innate spellcasting. Its ghostly nature grants it resistance to acid, fire, lightning, thunder, and bludgeoning, piercing, and slashing damage from nonmagical attacks. Its attacks inflict force damage rather than their normal damage type. Such a summoned essence remains for a number of rounds equal to the spell slot used to cast the *glyph of warding* plus your casting ability score modifier.

Dopplerat

Component: Tail

Potency: Lesser

Augmentations: *Conjure animals*

Cost: 100 gp; **Price** 200 gp

Description: Though not technically animals, using the tail of a dopplerate as a material component in a *conjure animals* spell allows you to summon a single dopplerat. If a higher-level spell slot is used, additional dopplerats can be summoned as if they were CR 2 beasts.

I find it odd that many of the other planar beings I've encountered since traveling here have never been seen previously. They are not native to Midgard, yet present themselves to in this world before any other, almost as if they prefer it to other Material Planes. I have examined the summoning spells of several native arcanists and found little difference from the spells found in my own texts, yet they creatures called from the planes vary widely. I wonder, perhaps, if Midgard bears ties to specific planes, or regions within the outer planes, which makes it easier for these creatures to locate. This is certainly a possibility for later study.

Dorreq

Component: Adrenal fluid

Potency: Lesser

Augmentations: *Void strike*^{DM}

Cost: 50 gp; **Price** 100 gp

Description: As a guardian creature from the void, dorreqi components are ideal for enhancing void magic. Their adrenal fluid enhances the *void strike*^{DM} spell by not only increasing the effective spell slot used by one, but also extends the frightened condition inflicted by the spell by one additional round.

Dragon, Cave

Component: Ruff spike

Potency: Varies

Augmentations: *Darkness*

Cost: Varies; **Price** Varies

Description: This power component provides a focal point for a *darkness* spell. You can make a ranged attack by throwing the spike at a target. A successful hit initiates the spell using the spike as the center of the radius. Its power extends the duration of the spell for one round after concentration is broken for every age category. (wyrmling – 1 round, young – 2 rounds, etc.).

Dragon, Flame

Component: Elemental gland

Potency: Varies

Augmentations: Spells that inflict fire damage

Cost: Varies; **Price** Varies

Description: By channeling fire magic through the elemental gland of a flame dragon, its intensity become great enough to harm even those normally resistant to its power. These spells ignore fire resistance. A single elemental gland can be used to augment 1d4 spell levels per age category of young or above, up to the spell level that the component potency allows.

Dragon, Sea

Component: Muscle cord

Potency: Varies

Augmentations: *Shatter*

Cost: Varies; **Price** Varies

Description: By snapping the muscle of a mighty sea dragon of young age or older taught during the casting of *shatter*, the thunder damage inflicted to objects and structures is doubled. The spell does not cause any additional damage to creatures in the affected area.

Dragon, Void

Component: Heart blood

Potency: Varies

Augmentations: *Nether weapon*^{DM}

Cost: Varies; **Price** Varies

Description: The heart blood of a void dragon darkens a *nether weapon*^{DM} further, enhancing the enchanted weapon. It is cast as if using a spell slot of one level higher than normal for young or younger dragon, and two levels higher for an adult or older dragon.

Dragon, Wind

Component: Wing leather

Potency: Varies

Augmentations: *Freedom of movement*

Cost: Varies; **Price** Varies

Description: For each age category above wyrmling one additional willing creature can be affected by the spell. Each intended target must have a piece of the wing leather from the same dragon wrapped around their arm at the time of casting.

Dragon Eel

Component: Heart

Potency: Greater

Augmentations: *fire shield* and spells that inflict lightning damage.

Cost: 600 gp; **Price** 1,200 gp

Description: The electrical energy of a dragon eel heart allows a *fire shield* spell to inflict 3d8 lightning damage rather than fire or cold. Such enhanced spells surround you with a storm of lightning and provide acid resistance due to the ionization of the lightning shield. Alternatively, spells that inflict lightning damage normally inflict 50% more dice of damage (i.e. a lightning bolt that normally inflicts 8d6 points of damage instead deals 12d6 when enhanced). A single heart can enhance 3d4 spell levels (minimum 4) before its power is exhausted.



Drake, Alehouse

Component: Gas pouch

Potency: Lesser

Augmentations: *Gust of wind*

Cost: 50 gp; **Price** 100 gp

Description: The gaseous nature of an alehouse drake's burp enhances spells such as *gust of wind*. Those within the spell's line of effect must make a Constitution saving throw or be poisoned for 1 minute. This consequence is in addition to the normal required Strength saving throw and spell effects.

Drake, Ash

Component: Lung bellows

Potency: Lesser

Augmentations: *Darkness*

Cost: 50 gp; **Price** 100 gp

Gust Rupp

Description: Hot ash is carried along with the magic of a *darkness* spell. A creature in the area when it appears, or that starts its turn there suffers 1d6 fire damage and becomes blinded for 1d4 rounds. A successful Constitution saving throw prevents blinding and reduces the damage by half.

Drake, Coral

Component: Scales

Potency: Moderate

Augmentations: *Greater invisibility* and *invisibility*

Cost: 150 gp; **Price** 300 gp

Description: Coral drake scales significantly alter the effects of an *invisibility* illusion. Integrating them as a material component in the casting does not truly make the target invisible. Instead, it grants them perfect camouflage, granting advantage on all Stealth checks and allowing the target to hide regardless of whether they are observed. When undetected, they gain all of the benefits of being invisible. The spell does not end the moment the target attacks or casts a spell, instead lasting for a number of rounds equal to the level of the spell slot used after the first attack or spell.

In the case of *greater invisibility*, the duration of the spell is doubled when augmented by coral drake scales.

Drake, Deep

Component: Poison

Potency: Moderate

Augmentations: *Animate dead*

Cost: 100 gp; **Price** 200 gp

Description: Spreading the poison across the set of bones or corpse to be animated extends the duration of control to 48 hours. This extension remains for the entirety of the time the affected bodies are animated, even after further reassertions of control.

Drake, Elder Shadow

Component: Wing bone

Potency: Moderate

Augmentations: *Become nightwing*^{DM}

Cost: 250 gp; **Price** 500 gp

Description: The *become nightwing* enchantment gains significant power when augmented by the wing bone of an elder shadow drake. The Nightwing Breath ability granted by the spell inflicts an

additional 2d6 points of cold damage, and the spell's duration lasts for 1 round after concentration is broken or terminated. This extended duration cannot exceed the normal 1 minute limitations of the spell.

Drake, Star

Component: Motes of starlight

Potency: Greater

Augmentations: *Hypnotic pattern*, *magic missile*, and *moonbeam*

Cost: 500 gp; **Price** 1,000 gp

Description: A star drake's sparkling motes of starlight enhance a *hypnotic pattern*, causing those who fail their Wisdom saving throw to become stunned rather than incapacitated per the normal spell description.

Augmenting *magic missile* results in some spectacular effects. The normally invisible force bolts become streaking nimbuses of light, striking their targets unerringly and inflicting 2d4 + 1 points of damage. Additionally, the spell is cast as if using a spell slot 2 levels higher than normal, and burst into a flash on impact. This flash of light requires the target to succeed a Constitution saving throw or be blinded for 1d4 rounds.

Moonbeam is cast as if using a spell slot 2 levels higher than normal. The area of the beam is also doubled, totaling a 10-foot radius.

Dream Eater

Component: Oil

Potency: Lesser

Augmentations: *Stinking cloud*

Cost: 50 gp; **Price** 100 gp

Description: Those who fail their Constitution saving throw against poison when subjected to a *stinking cloud* spell not only spend their action retching, but are poisoned for 2d4 rounds after leaving the cloud.

Drowned Maiden

Component: Hair

Potency: Lesser

Augmentations: *Web*

Cost: 75 gp; **Price** 150 gp

Description: A drowned maiden's hair, woven into a *web* conjuration form the web of grasping strands of damp hair rather than summoned spider webs. As

such, the strands are immune to fire, and lash out, A creature that starts its turn within 5 feet of the spell's area must succeed on a Dexterity saving throw or be restrained. A creature restrained by the spell must make a Strength saving throw at the end of its turn or be pulled 5 feet closer to the spell's center.

Dryad, Duskthorn

Component: Vine

Potency: Lesser

Augmentations: *Entangle*

Cost: 50 gp; **Price** 100 gp

Description: Any caster attempting to use *dispel magic* on an area affected by an augmented *entangle* spell must make their ability check with disadvantage due to the magic resistant augmentations the dryad's vines grant to the conjuration.

Dullahan

Component: Hoof shaving

Potency: Moderate

Augmentations: *Water walk*

Cost: 250 gp; **Price** 500 gp

Description: The hoof shavings of a dullahan allow a single casting of *water walk* to affect half again as many willing creatures, for a total of fifteen targets.

Dune Mimic

Component: Adhesive

Potency: Moderate

Augmentations: *Black tentacles*

Cost: 250 gp; **Price** 500 gp

Description: Dune mimic adhesive coats the ebony tentacles. Creatures restrained by the tentacles have disadvantage on checks made to escape.

Eater of Dust

Component: Resin

Potency: Moderate

Augmentations: *Mage armor*

Cost: 75 gp; **Price** 150 gp

Description: White resin coats the normally invisible suit of armor crafted by the *mage armor* abjuration before fading from view. The target gains resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks in addition to the normal AC benefits of the spell.

Edimmu

Component: Essence

Potency: Lesser

Augmentations: *Chill touch*

Cost: 50 gp; **Price** 100 gp

Description: Desiccation caused by the siphoning power of an edimmu can be channeled through spells, such as *chill touch*, that inflict necrotic damage. When so augmented, *chill touch* inflicts an additional die of necrotic damage, and the damage inflicted by the spell can't be regained until the target finishes a long rest or drinks a gallon of water. Against water-related undead creatures such as a drowned maiden, they must make a Constitution saving throw or have disadvantage on Attack rolls against you for 1 minute.

Eel Hound

Component: Spittle

Potency: Lesser

Augmentations: *Grease*

Cost: 50 gp; **Price** 100 gp

Description: A *grease* spell enhanced by the spittle of an eel hound appears as a blue-green color. The conjuration's duration is increased significantly, to 1 full hour. When the spell expires, rather than disappearing completely, a thin sheen of blue-green is visible, though it is no longer slick enough to have substantial effect.

Eleinomae

Component: Hair

Potency: Lesser

Augmentations: *Major image*

Cost: 75 gp; **Price** 150 gp

Description: These potent fey thrive through the use of illusions to attract their prey. By using their hair as a material component in a *major image* or similar spell, a portion of that power can be harnessed. Such spells extend for 1d4 minutes after concentration is broken, though altering

Note to future generations, when scribing notes, the use of drake hide is less than ideal due to its toughness. Something less likely to break three out of every four quills is recommended.

the illusion still requires the expenditure of a bonus action.

Far Darrig

Component: Ground antler

Potency: Lesser

Augmentations: *Magic weapon*

Cost: 50 gp; **Price** 100 gp

Description: When a *magic weapon* enchantment is augmented by the powder of ground up far darrig antler, their hatred of arcanists is embodied in the spell. The enchanted weapon inflicts an additional 1d6 points of damage of whatever type normally inflicted by the weapon.

Fate Eater

Component: Flesh

Potency: Moderate

Augmentations: *Divination*

Cost: 250 gp; **Price** 500 gp

Description: Chewing the flesh of a fate eater amplifies divination attempts. Casting *divination* in concert with this provides you two questions rather than one, with the same restrictions normally imposed by the spell. Alternatively, this component can be used on subsequent castings to reduce the chance of a random reading by 50%.

Fear Smith

Component: Eye

Potency: Moderate

Augmentations: *Guards and wards*

Cost: 250 gp; **Price** 500 gp

Description: Adding the eye of a fear smith as a material component in a *guards and wards* abjuration grants the spell an additional effect. A single chosen location forces those entering it to make a successful Wisdom saving throw or become disoriented. Attempting to move while affected by such a condition requires a Dexterity saving throw to prevent the individual from falling prone. Even on a successful saving throw, direction is impossible to discern. All Dexterity ability checks (including the saving throw) are made with Disadvantage while so affected. An affected individual must move outside of the area and make a successful Wisdom saving throw to recover from the disorientation.

Fext

Component: Essence

Potency: Moderate

Augmentations: *Conjure fey* or *planar ally*

Cost: 250 gp; **Price** 500 gp

Description: Utilizing the essence of a fext when casting *planar ally* allows you to call upon a powerful servant of the fext's master as if their name was known to you. Such creatures will demand 25% less as a fee for performing a deed due to the power of the fext's essence. The exact creature summoned depends on the fext's patron, but may take the form of a chasme demon or crystalline devil for a fiendish patron or an otyugh for a patron that is a Great Old One for example. *Conjure fey* may also be used if the fext's patron was an archfey. In this case the spell might summon an eleinomae, with the same considerations and benefits.

Firebird

Component: Feather

Potency: Lesser

Augmentations: *Daylight* and *orb of light*^{DM}

Cost: 50 gp; **Price** 100 gp

Description: The light provided by a *daylight* evocation enhanced by a firebird feather also provides warmth. Those within its radius are immune to the effects of extreme cold environments. For more offensive use, an augmented *orb of light*^{DM} inflicts 1d8 fire damage in addition to the spell's normal radiant damage.

Firegeist

Component: Essence

Potency: Lesser

Augmentations: *Conjure minor elemental*

Cost: 75 gp; **Price** 150 gp

Description: A firegeist's essence allows you to conjure a single such creature for an extended duration through the use of a *conjure minor elemental* spell. Doing so extends the potential duration by an additional 30 minutes. However, once the first hour has expired, the firegeist can make a Wisdom saving throw. Success indicates that it has broken free of your control and seeks to set aflame any and every humanoid creature in view. Should the creature break free of control, it will remain despite loss of concentration for whatever duration remains, or until reduced to 0 hit points.

Flutterflesh

Component: Wing skin

Potency: Greater

Augmentations: Any spell that inflicts necrotic damage

Cost: 1,000 gp; **Price** 2,000 gp

Description: Imbued with great necromantic power, the flesh from a flutterflesh's wing increases the life sapping power of any spell that inflicts necrotic damage. Low and mid-level spells deal 50% more dice of damage. (i.e. a spell that inflicts 4d8 would instead inflict 6d8 necrotic damage). High level spells instead consider all rolled 1's and 2's to be 3's when determining the amount of damage done. In all cases, the DC to resist these augmented spells is 1 greater than normal.



Component: Skull dust

Potency: Greater

Augmentations: *Cure wounds*

Cost: 900 gp; **Price** 1,800 gp

Description: Sprinkling dust created from the ground skull of a flutterflesh into a wound while casting the *cure wounds* spell grants miraculous recovery abilities. A severed limb can be reattached if the spell is cast within 1 round per level of the spell slot used. Additionally, the target gains regenerative powers for a number of rounds equal to the level of the spell slot used for casting. They heal 5 hit points at the beginning of each round for the duration. Unfortunately, the same power that grants such powerful healing, makes the affected creature more susceptible to radiant and fire damage. Not only do they gain weakness to these two damage types, taking 50% more damage from them, but if damage of one of these types is suffered, they do not regenerate that round.

Geni, Al-Aeshma

Component: Essence

Potency: Moderate

Augmentations: *Gust of wind*, *wind wall* and other similar spells

Cost: 250 gp; **Price** 500 gp

Description: A *wind wall* woven together with the essence of an al-aeshma carries with it the slashing sands and necrotic energy of their existence. Any creature within the affected area takes 1d8 slashing

and 1d8 necrotic damage in addition to the normal spell effects.

Gerridae

Component: Antennae

Potency: Lesser

Augmentations: *Find steed* and *phantom steed*

Cost: 50 gp; **Price** 100 gp

Description: The antennae of a gerridae allows you to call one of the creatures in the casting of a *find steed* conjuration. In the case of a *phantom steed* illusion, the illusory steed can run across water as if it were solid ground for the duration of the spell.

Ghoul, Beggar

Component: Claws

Potency: Lesser

Augmentations: *Magic circle*

Cost: 50 gp; **Price** 100 gp

Description: The *magic circle* abjuration cast to ward against undead can be laced with the powder of a beggar ghoul's claws. Doing so grants those within advantage on any saving throws against paralysis from an undead source.

Ghoul, Bonepowder

Component: Grave dust

Potency: Greater

Augmentations: *Arcane sword*

Cost: 1,000 gp; **Price** 2,000 gp

Description: Grave dust from a bonepowder ghouls traces around the blade of force created by *arcane sword*. This shimmering dust imbues the blade with negative energy, inflicting 2d8 necrotic damage on a successful hit as well as the normal force damage inflicted by the sword. Additionally, the target must make a Constitution saving throw or be paralyzed for 1d4 rounds.

Ghoul, Darakhul

Component: Scent gland

Potency: Lesser

Augmentations: *Stinking Cloud*

Cost: 50 gp; **Price** 100 gp

Description: Crushing a darakhul's scent gland amidst the casting of *stinking cloud* enhances its potency. The saving throw DC to resist the spell's effects increases by 1.

Gray Thirster

Component: Skin

Potency: Lesser

Augmentations: *Stinking Cloud*

Cost: 50 gp; **Price** 100 gp

Description: Flakes of the parchment-thin skin of a gray thirster can be incorporated as a material component of a *ray of enfeeblement* spell. Any creature struck by such an augmented incantation takes one level of exhaustion due to thirst in addition to the spell's normal effects.

Gremlin, Rum

Component: Alcohol

Potency: Lesser

Augmentations: *Stinking Cloud*

Cost: 50 gp; **Price** 100 gp

Description: The source of their magical aura of drunkenness, a rum gremlin's alcohol can be harvested and used as part of a *stinking cloud* spell. Doing so forces anyone who has consumed alcohol within the last 1d4 hours to make their saving throw with disadvantage.

Grim Jester

Component: Skull

Potency: Moderate

Augmentations: *Hideous laughter*

Cost: 250 gp; **Price** 500 gp

Description: Grim jesters can kill with a single joke. That potent ability is harnessed when casting a *hideous laughter* enchantment using their powdered skulls as a material component. The saving throw DC of the spell is increased by 2, and the target does not gain advantage on the saving throw if it's triggered by damage. Additionally, at the start of its turn the target takes 1d6 necrotic damage. This damage doesn't prompt a new saving throw.

Hag, Blood

Component: Blood

Potency: Moderate

Augmentations: *Exsanguinating cloud*^{DM}

Cost: 250 gp; **Price** 500 gp

Description: A blood hag's blood lends great power to blood magic such as *exsanguinating cloud*. When

the spell ends, the cloud condenses and streams to you. You regain 1 hit point for every die of damage inflicted over the spell's duration. You gain any excess over your maximum hit points as temporary hit points, up to an amount equal to your level.

Hag, Mirror

Component: Tooth

Potency: Moderate

Augmentations: *Phantasmal killer*

Cost: 250 gp; **Price** 500 gp

Description: Mirror hags possess gnarled teeth, akin to their confounding appearance. Channeling their power through such a tooth into a phantasmal killer reduces the target's Charisma by 1d6 on a failed saving throw in addition to the spell's normal effects, as the magic twists their own features as well as their visions. A creature reduced to 0 Charisma is unconscious until it regains at least 1 point. This reduction lasts until the creature finishes a long rest. Even on a successful saving throw, the target's Charisma is reduced by 2 due to the transmutative effects of the mirror hag tooth.

Hag, Red

Component: Blood

Potency: Moderate

Augmentations: *Sanguine horror*^{DM}

Cost: 250 gp; **Price** 500 gp

Description: Rather than using your own blood in conjuring a *sanguine horror*^{DM}, you can use instead the blood of a red hag. Doing so grants the summoned blood elemental magic resistance, allowing them advantage on saving throws against spells and other magical effects. Additionally, the conjured creature gains a +1 bonus to attack and damage rolls, as well as on ability checks and saving throws based on Strength or Constitution, and its hit point maximum increases by 10.

Hag, Sand

Component: Claw

Potency: Lesser

Augmentations: Low-level illusions

Cost: 50 gp; **Price** 100 gp

Description: Any low-level illusion enhanced by the claws of a sand hag are more convincing to onlookers. The saving throw DC is increased by 1.

Harpy, Owl

Component: Dander

Potency: Lesser

Augmentations: *Sleep*

Cost: 50 gp; **Price** 100 gp

Description: Though *sleep* does not normally allow a saving throw, should the enchantment be enhanced by owl harpy dander its additional effects can potentially be resisted. Those affected by the spell must make a Constitution saving throw or become poisoned for 1d4 minutes, persisting even after the target wakes from the *sleep* effects. A successful saving throw resists the poison effect, but does not prevent the enchantment's normal effects.

Haugbui

Component: Eye

Potency: Greater

Augmentations: *Arcane eye*

Cost: 1,000 gp; **Price** 2,000 gp

Description: The incorporeal eye of a haugbui becomes the very *arcane eye* you create. The maximum duration of the spell is doubled, and you gain auditory information as well as visual, centered from wherever the eye is located.

Herald of Blood

Component: Bone

Potency: Greater

Augmentations: *Ley storm*^{DM}

Cost: 1,000 gp; **Price** 2,000 gp

Description: Fed by the power of ley lines, the bones of a herald of blood naturally conduct such energy. Using them as a material component of a *ley storm*^{DM} conjuration increases the saving throw DC of all effects by 1. Additionally, all damaging effects use a die type one larger than normal (i.e. a d8 becomes a d10).

Herald of Darkness

Component: Essence

Potency: Greater

Augmentations: *Living shadows*^{DM}

Cost: 1,000 gp; **Price** 2,000 gp

Description: Nothing reflects the umbral nature of these heralds like the shadows themselves. Their essence can be captured when they take shadow form, and used to heighten spells such as *living*

shadows. These spells force any escape attempt to be made at disadvantage. Additionally, a creature restrained by the shadows at the start of its turn takes 2d6 necrotic damage, or half as much if it succeeds on the Constitution saving throw to resist exhaustion.

Horakh

Component: Claw

Potency: Moderate

Augmentations: *Polymorph*

Cost: 250 gp; **Price** 500 gp

Description: By including the claws of a horakh as a material component in a polymorph spell, the target can make two claw attacks as an action. The claws inflict slashing damage equal to 1d8 + its Strength modifier. Additionally, regardless of the form taken, the target gains a thick chitin reminiscent of the horakh. This chitin grants a +2 bonus to AC.

Hound of the Night

Component: Scent membranes

Potency: Lesser

Augmentations: *Conjure animals*

Cost: 50 gp; **Price** 100 gp

Description: *Conjure animals* allows the summoning of fey creatures to assist you. Augmenting such a summoning intending to call upon either a single CR 2 creature or 2 CR 1 or lower creatures, with the scent membrane of a hound of the night, they gain a special sensory ability. Whether or not they normally possess the ability to track by scent, the empowered spell does so. This special tracking ability allows the summoned creatures to follow a scent through all forms of dimensional travel short of *plane shift* or *teleport*. This includes all manner of fey steps, *dimension door* spells, and phase shifts as examples.

Hulking Whelp

Component: Adrenal gland

Potency: Lesser

Augmentations: *Enlarge/Reduce*

Cost: 50 gp; **Price** 100 gp

Description: Emotion triggers the reaction of a hulking whelp. Using the creature's adrenal gland alters the way an *enlarge* spell works in strange ways. First and foremost, maintaining the spell does not require concentration on your part. However, it

The Heralds of Blood and Darkness were particularly difficult to procure adequate samples for experimentation from. Obviously, as fiends they have the unfortunate tendency to return to their plane of origin when slain, yet this is the least of our difficulties. The effects of the heralds' touch made it extraordinarily difficult to defeat the beings. Many hired mercenaries and even one of my own students met their end battling these challenging planar creatures.

While I would love to be able to claim that it was a stroke of my own personal genius that allowed successful experimentation upon a slain herald, it is my senior apprentice who has claim of that honor.

Being fiends, the heralds can potentially be affected by summoning spells, though calling upon such a powerful being is exceedingly difficult, and requires great discipline, strength of will, and no shortage of protective wards to perform successfully. Calister Ghuld, one of my few human apprentices, was able to uncover just such a summoning in the library of a local wizard. Using numerous essences of earth elementals and components from a variety of fey creatures Calister was able to entice the beings forth.

Summoning such beings is a feat in and of itself. Containing them is a task suited only for the most experienced wizards... of which my apprentice, unfortunately, was not. Through the efforts the rest of of my students, they were able to contain the creatures and strike a bargain that ultimately yielded a series of components that allowed us to continue our research. Strangely... I haven't seen Calister in several weeks...



does not immediately take effect either, dissipating only after the target completes a long rest. When the recipient of the spell is attacked, frightened, takes damage, or suffers some other condition or situation that would trigger its adrenaline, the spell takes effect. The effects last for one minute, or until the triggering event (such as an encounter or battle) subsides.

Hundun

Component: Blood

Potency: Moderate

Augmentations: *Creation*

Cost: 300 gp; **Price** 600 gp

Description: Hundun's possess the heart of creation. Including a vial of their blood into the casting of a *creation* spell allows you to cast it as if using a spell slot one level higher than normal. Additionally, any created material lasts twice as long.

Ice Maiden

Component: Hair

Potency: Moderate

Augmentations: *Freezing sphere*

Cost: 250 gp; **Price** 500 gp

Description: Ice maiden hair woven into a *freezing sphere* spell gives the spell one of the following additional effects, chosen at the time of casting: Any affected targets that fail their Constitution save or become blinded for 2d4 minutes; the spell is cast as if using a spell slot one level higher than normal; the spell can affect creatures normally resistant to cold (but not those immune to it). Creatures resistant to cold are immune to the blindness effect.

Isonade

Component: Ground teeth

Potency: Greater

Augmentations: *Storm of Vengeance*

Cost: 1,500 gp; **Price** 3,000 gp

Description: Tossing a powder made from an isonade's ground teeth into the air while casting *storm of vengeance* augments the powerful conjuration even further. The size of the storm increases by 50% affecting a 540-foot radius, and it endures for a single round after concentration is broken.

Jaculus

Component: Head feather

Potency: Lesser

Augmentations: *Jump*

Cost: 50 gp; **Price** 100 gp

Description: An enhanced *jump* spell that uses the head feather of a jaculus as a material component allows the target to treat all jumps as if made with a 10-foot running start, even if from standing still.

Kalke

Component: Sensate gland

Potency: Lesser

Augmentations: *Detect Magic*

Cost: 50 gp; **Price** 100 gp

Description: The sensate gland, located in the rear of the fiend's brain, is responsible for its ability to detect spellcasting. When a derivative of this gland is used as a material component for a *detect magic* spell it allows you to share this perception. While the spell is active, you can detect spellcasting within 30 feet of you, and use an action to determine whether it is arcane or divine magic, as well as the school or type of magic being cast.

Kikimora

Component: Claw

Potency: Lesser

Augmentations: *Glyph of warding*

Cost: 150 gp; **Price** 300 gp

Description: A *glyph of warding* etched with a kikimora claw has a vastly different effect. When the glyph is triggered, all creatures within 10 feet of the glyph must make a Wisdom saving throw or become trapped in an extradimensional space. This space is a 10-foot cube with a single window, allowing a view to the point where the glyph was. Anyone who knows the command word established when the glyph is etched can release those captured. *Dispel magic* cast successfully against a spell of the glyph's level destroys the prison and releases anyone trapped inside. Otherwise, captured individuals are automatically released after 1 hour per level of the spell slot used to cast the spell. For this effect to take place the spell must have been cast using a 4th level spell slot.

Kot Bayun

Component: Tongue

Potency: Lesser

Augmentations: *Sleep*

Cost: 50 gp; **Price** 100 gp

Description: Kot bayun are well known for singing their prey to sleep. The tongue of such a creature can be used to enhance a *sleep* spell. Doing so allows the spell to function as if cast using a spell slot 1 level higher than normal.

Krake Spawn

Component: Ink

Potency: Lesser

Augmentations: *Darkness*

Cost: 300 gp; **Price** 600 gp

Description: A vial of krake spawn ink is an invaluable augmenting component for a *darkness* evocation. Tossing it at the center of the spell causes anyone within the area affected by the spell to suffer 2d6 poison damage or half damage with a successful Constitution saving throw. This effect continues for the duration of the spell, affecting creatures who start their turn in the area, or who enter the area for the first time on a turn, even after the spell is cast.

Lantern Dragonette

Component: Stomach scales

Potency: Lesser

Augmentations: *Continual flame*

Cost: 50 gp; **Price** 100 gp

Description: Lantern dragonette scales replace the ruby dust material component requirement for a *continual flame* spell. Additionally, the DC required to dispel the effect is 4 higher than normal.

Leshy

Component: Beard

Potency: Lesser

Augmentations: *Tongues*

Cost: 50 gp; **Price** 100 gp

Description: Placing a sprig of leshy beard under the tongue of the target of a *tongues* spell grants them abilities beyond the divination's normal function. Not only can they understand all languages, and be understood, but the target can mimic the calls and

voices of any creature it has heard for the duration of the spell. A successful Wisdom (Insight) check against your spell save DC reveals the deception.

Lich Hound

Component: Skull bone shard

Potency: Lesser

Augmentations: *Nether weapon*^{DM}

Cost: 50 gp; **Price** 100 gp

Description: The corruption of celestials that spawn lich hounds, give rise to the necrotic energy that animates them. By channeling the power of a *nether weapon* spell through a bone shard, it inflicts necrotic damage as if cast using a spell slot 1 level higher than normal.

Likho

Component: Tears

Potency: Moderate

Augmentations: *Eyebite*

Cost: 250 gp; **Price** 500 gp

Description: A likho's tears can enhance the necromantic power of an *eyebite* spell. Using them as a material component for the spell combines the creature's natural disruptive gaze with the power of the magic. When a creature is targeted by your gaze, they must make all attack rolls, saving throws, and ability checks with disadvantage until the end of their next turn, regardless of whether they fail their Wisdom saving throw or not. This is in addition to the normal effects of the spell.

Lindwurm

Component: Saliva sack

Potency: Lesser

Augmentations: *Ray of enfeeblement*

Cost: 75 gp; **Price** 150 gp

Description: Lindwurm saliva adds an infectious component to a *ray of enfeeblement*. If the target of such a spell fails their Constitution saving throw, they gain one level of exhaustion and contract lindwurm fever (see the *Tome of Beasts* for details).

Liosalfar

Component: Essence

Potency: Moderate

Augmentations: *Starfall*^{DM}, *sunbeam* or similar spells



Cost: 300 gp; **Price** 600 gp

Description: Upon death, the essence of a light elf can be captured by a practiced harvester. This essence enhances many evocations, such as *starfall*^{DM}, and *sunbeam* that inflict radiant damage with any one of a number of possible effects, selected by the caster upon spell completion. The spell is cast as if using a spell slot 1 level higher than normal; the range doubles; or the die-type of damage increases by 1 (i.e. d6 becomes d8).

Lorelei

Component: Eye lashes

Potency: Lesser

Augmentations: *Charm person*

Cost: 50 gp; **Price** 100 gp

Description: The eye lashes of a lorelei increase the potency of *charm person* and similar enchantments. The saving throw DC of such spells is increased by 2.

Loxoda

Component: Tusk

Potency: Moderate

Augmentations: *Thunderwave*

Cost: 150 gp; **Price** 300 gp

Description: Blowing through a loxoda tusk like a war horn enhances the power of the *thunderwave* evocation. The force of the spell is increased, pushing affected creatures 5 feet further away. Those who fail their saving throw are pushed by 15-feet, while those that succeed are still pushed 5-feet. Additionally, the *thunderwave* spell is cast as if using a spell slot one level higher than normal. A single tusk can be used 1d4 times before the magic within depletes.

Mahoru

Component: Tooth

Potency: Lesser

Augmentations: *Magic Weapon*

Cost: 100 gp; **Price** 200 gp

Description: Using the tooth of a mahoru to trace a symbol into the weapon to be enchanted grants it additional power. A *magic weapon* transmutation cast upon a slashing or piercing weapon causes creatures damaged by it to lose 1 hit point due to bleeding at the start of its turn. A successful DC 15 Wisdom (Medicine) check as an action, an application of a healer's kit, or any amount of magical healing stops the bleeding.

Mallqui

Component: Lock of hair

Potency: Moderate

Augmentations: *Cone of cold*

Cost: 250 gp; **Price** 500 gp

Description: The freezing power of a *cone of cold* blends with the desiccating power of the mallqui when a lock of hair is used as a material component. When augmented in this manner the evocation inflicts 7d8 cold damage and 2d8 necrotic damage. If a higher-level spell slot is used, you can choose to enhance either the cold or necrotic damage by 1d8 for each spell level above 5th.

Malphas

Component: Beak shavings

Potency: Moderate

Augmentations: *Magic missile*

Cost: 250 gp; **Price** 500 gp

Description: Casting *magic missile* while using the shavings of a malphas beak as a material component reproduces the spell's effects a second time. The spell has full effect when the original casting is completed. At the start of your next turn, the spell goes off a second time, with one fewer missiles than the original casting. These secondary missiles speed towards the same targets originally selected by the caster. If none remain alive, they strike random living creatures within the spell range, beginning with those closest to you.

Mirager

Component: Sand

Potency: Moderate

Augmentations: *Hallucinatory Terrain*

Cost: 250 gp; **Price** 500 gp

Description: Tossing the sand that composes the form of a mirager into the air during the casting of *hallucinatory terrain* affects the ability of those viewing the illusion to be more susceptible to certain enchantments. Those that gaze upon the illusion enhanced in this fashion must make any saving throws against spells such as *charm person* and *suggestion* with disadvantage. This effect endures for 1d4 minutes after the view is disrupted, but fades immediately if the creature successfully disbelieves the illusion.

Miremal

Component: Stomach acid

Potency: Lesser

Augmentations: *Acid arrow*

Cost: 75 gp; **Price** 150 gp

Description: The target of an enhanced *acid arrow* spell must make a Constitution saving throw or be blinded for as long as the acid inflicts damage.

Mngwa

Component: Hide

Potency: Lesser

Augmentations: *Mage armor*

Cost: 50 gp; **Price** 100 gp

Description: Mngwa hide possesses an otherworldly quality. Using it to enhance a *mage armor* abjuration the target's AC is increased by both their Dexterity and Charisma modifiers.

Mordant Snare

Component: Filaments

Potency: Greater

Augmentations: *Animate dead*

Cost: 1,500 gp; **Price** 3,000 gp

Description: Zombies animated by a spell enhanced by mordant snare filaments spew acid out of wounds inflicted by piercing and slashing weapons. Anyone within 5 feet when such damage is inflicted suffer 1d6 acid damage, or half damage with a successful DC 16 Dexterity saving throw. The filament is only needed for the initial animation. Further castings to extend the duration do not require this additional component to maintain their acidic qualities.

Mummy, Venomous

Component: Wrappings

Potency: Lesser

Augmentations: *Scorching ray*

Cost: 75 gp; **Price** 150 gp

Description: When the wrappings of a venomous mummy are burned, they create toxic fumes. These fumes fill the area within 5 feet from a target hit by a *scorching ray*. Those in the affected area, including the initial target, take 2d6 poison damage. A successful Constitution saving throw reduces the poison damage by half. The cloud can be easily dissipated by a strong breeze, *gust of wind* spell or similar effects. Otherwise, it remains for 1d4 rounds before dissipating on its own.

Myling

Component: Tears

Potency: Lesser

Augmentations: *Hold person*

Cost: 50 gp; **Price** 100 gp

Description: The tears of a myling drastically alter the effects of a normal *hold person* enchantment. Rather than paralyzing the target humanoid, a hand rises from the ground to snare them. The resulting saving throw is Strength, rather than the normal Wisdom

saving throw. If the target fails the saving throw, it is restrained. At the start of the target's turn, it must succeed on another Strength saving throw or be pulled into the ground to its waist, taking 2d6 bludgeoning damage in the process. Once sunk, a creature can make a DC 15 Strength (Athletics) to pull the target (or for the target to free itself) from the ground. The spell ends when the target sinks.

Naina

Component: Hair

Potency: Moderate

Augmentations: *Polymorph*

Cost: 300 gp; **Price** 600 gp

Description: Naina hair allows you to transform the target into a drake similar to a naina, though without its spellcasting abilities, gaining it a fly speed of 100 ft. The target's Strength and Constitution score become 18, and its Dexterity score changes to 16, though mental ability scores are strangely unchanged despite the normal effects of the transmutation. Its AC becomes 15 due to natural armor and it gains resistance to nonmagical weapon damage. Lastly, when the spell is cast you choose one of the naina's breath weapons to imbue upon the target. Regardless of the breath weapon type, the saving throw DC is equal to that of the *polymorph* spell. Each use reduces the maximum duration of the spell by 20 minutes. If there is less than 20 minutes remaining, the polymorphed drake can no longer use their breath weapon. All other restrictions of the *polymorph* spell apply.



Nichny

Component: Fang

Potency: Moderate

Augmentations: *Bless*

Cost: 250 gp; **Price** 500 gp

Description: By utilizing a nichny fang as a focus for a *bless* spell, you not only cast it as if using a spell slot one level higher than normal, but grant additional benefits to those affected. The targets of such an enhanced spell gain a +1 bonus to attack rolls, saving throws, and ability checks for the duration of the spell, in addition to its normal effects. The luck provided by this creature component also ensures that enemies of those affected by the spell suffer a -1 penalty to attack rolls against them.

Nightgarm

Component: Ovaric Lacuna

Potency: Moderate

Augmentations: *Raise dead* or *reincarnate*

Cost: 400 gp; **Price** 800 gp

Description: This component must be used in addition to the expensive materials normally required for such powerful spells. When used, the target is charmed by you. Every week thereafter the recipient of the spell must make a Wisdom saving throw against your spell save DC, ending the effect on a success. While it is charmed, you can communicate telepathically with the target to a range of 200 feet, and the target can respond through the telepathic link. You know when the charmed condition ends.

Ostinato

Component: Harmonic Essence

Potency: Lesser

Augmentations: *Hypnotic pattern*

Cost: 50 gp; **Price** 100 gp

Description: Melodies captured from essence of an ostinato allow a *hypnotic pattern* to be both seen and heard. Sightless creatures must make a Wisdom saving throw as if affected normally by the spell, while those who can both see and hear the effect have disadvantage on the saving throw.

Pombero

Component: Calcaneus

Potency: Lesser

Augmentations: *Pass without trace*

Cost: 50 gp; **Price** 100 gp

Description: Pomberos have the advantage of being both difficult to see, and extraordinarily stealthy in forest terrain. When incorporating a certain foot bone into a *pass without trace* spell, the form of those affected by the incantation seems to shimmer, much like that of a chameleon. Any creature attempting to detect them by either sight or sound has disadvantage on its Wisdom (Perception) check.

Putrid Haunt

Component: Leech

Potency: Lesser

Augmentations: *Vampiric touch*

Cost: 75 gp; **Price** 150 gp

Description: The necrotic leaching power of a putrid haunt's stomach leech increases the transfer of life force from your target to yourself. Using it as a material component for a *vampiric touch* allows you to regain hit points equal to the total damage dealt by the spell.



Qwyllion

Component: Heart

Potency: Moderate

Augmentations: *Counterspell*

Cost: 300 gp; **Price** 600 gp

Description: When a spell is countered using the energy from a qwyllion heart, corruption fills the area. All spellcasters within 40 feet of the countered spell have disadvantage on saving throws made to maintain concentration for a number of rounds equal to the level of the spell that was countered.

Ratatosk

Component: Tail

Potency: Lesser

Augmentations: *Sanctuary*

Cost: 50 gp; **Price** 100 gp

Description: A ratatosk tail amplifies the power of a sanctuary spell, adding to its divine strength. The DC to resist the spell is increased by 1, and simultaneously allows a single sentence prayer to reach the ears of a single chosen deity. The effects of the prayer, if any, are up to the DM's discretion.

Rift Swine

Component: Tentacle slime

Potency: Moderate

Augmentations: *Frenzied bolt*^{DM}

Cost: 250 gp; **Price** 500 gp

Description: Rift swine are created by the influences of energy from alien dimensions. A portion of that energy is channeled through a *frenzied bolt* to alter its effects. When an ally is targeted by the spell the damage inflicted is reduced by half. The additional energy alters the physiology of the target, allowing them a roll on the rift swine mutation table. Should the target attempt to resist the metamorphosis, they automatically take full damage instead.

Rime Worm

Component: Black ice shard

Potency: Moderate

Augmentations: *Cone of cold*

Cost: 300 gp; **Price** 600 gp

Description: Empowered by the blend of frost and dark energy, a *cone of cold* spell similarly combines these forces into a torrent of black ice. Half of

the damage inflicted becomes necrotic damage. Additionally, a target that fails its saving throw is blinded until the end of its next turn.

Risen Reaver

Component: Blade shard

Potency: Moderate

Augmentations: *Rain of blades*^{DM}

Cost: 250 gp; **Price** 500 gp

Description: A blade shard harvested from the many blades of a risen reaver carries with it the essence of war that first gifted the creature with unlife. The spell is cast as if using a 6th-level spell slot. Additionally, anyone grasping one of the magical blades gains the ability to sense life in a 60-foot radius for the duration of the spell, or until the weapon is dropped.

Rotting Wind

Component: Essence

Potency: Moderate

Augmentations: *Gust of wind*

Cost: 250 gp; **Price** 500 gp

Description: The essence of a rotting wind bonds its necromantic energy to any *gust of wind* spell it is cast with. The sudden gale inflicts 1d6 bludgeoning damage and 2d6 necrotic damage as well as the spell's normal effects, as the targets are buffeted by the unnatural air currents.

Resulka

Component: Hair

Potency: Moderate

Augmentations: *Black tentacles*

Cost: 250 gp; **Price** 500 gp

Description: Every round that a creature is restrained by the *black tentacles* conjuration, they must succeed on a Constitution saving throw or suffer 2d10 necrotic damage in addition to the normal effects of the spell. This is due to the dark energy coursing through the tentacles, harnessed from the hair of the undead resulka.

Sand Silhouette

Component: Sand

Potency: Moderate

Augmentations: *Chaotic form*^{DM}

Cost: 250 gp; **Price** 500 gp

Description: A sand silhouette is formless, a flowing embodiment of undeath that leaves no trace of its passing. Combining sand from such a creature into the *chaotic form*^{DM} transmutation causes the affected creature to become sand instead of ooze. Such a being ignores difficult terrain in sandy or desert conditions, and suffers no penalties when squeezing through spaces of any size. Additionally, for the duration of the spell the target may use an action to engulf a creature of its size or smaller it is grappling. An engulfed creature is blinded and restrained for as long as it remains grappled. At the beginning of your turn the engulfed creature must make a Constitution saving throw or suffer 3d6 bludgeoning damage. If the target of the *chaotic form*^{DM} spell moves, the engulfed creature moves with it.

Sandman

Component: Essence

Potency: Moderate

Augmentations: *Phantasmal killer*

Cost: 250 gp; **Price** 500 gp

Description: The domain of dreams is one few travel, and fewer still claim dominion. A sandman's essence can be woven into a *phantasmal killer* illusion to make it more nightmarish and realistic to the target. The Wisdom saving throw DC increases by 2. If the target fails a saving throw against the spell, they gain no benefits from the next long rest they take, and instead gains one level of exhaustion as the remnant of the illusion's power attacks its dreams.

Sarcophagus Slime

Component: Slime

Potency: Lesser

Augmentations: *Glyph of Warding*

Cost: 200 gp; **Price** 400 gp

Description: When the slime of a sarcophagus slime is used to trace the outlines of a *glyph of warding* the spell takes on a more nefarious effect. The damage inflicted by the spell becomes necrotic, and the maximum hit points of those affected is reduced by the amount of damage inflicted. A creature whose hit point maximum is reduced to 0 by this effect dies. The reduction lasts until the creature finishes a long rest. Should a creature die as a result of this damage, its corpse becomes a sarcophagus

slime after 24 hours, destined to guard the site for 1d4 days plus your casting ability score modifier. After which, the undead creature is no longer subject to the terms of the glyph, and can wander as it chooses.

Sathaq Worm

Component: Stone heart

Potency: Moderate

Augmentations: *Wall of stone*

Cost: 350 gp; **Price** 700 gp

Description: The agonizing aura of these elemental worms emanates from their stone heart. Embedding such a component into a wall of stone causes the wall to radiate the same pain and agony as the creature once did. Any creature that starts its turn within 15 feet of the wall must make a Constitution saving throw or be poisoned until the start of its next turn. A creature that succeeds on the save is immune to this effect for 24 hours.

In order to make this agonizing effect permanent, one sathaq heart is required for each of the ten 10-foot by 10-foot panels. Should concentration be lost, thus causing the *wall of stone* to fade, all of the hearts are lost along with it.

Scheznyki

Component: Beard

Potency: Moderate

Augmentations: Any low or mid-level spell.

Cost: 250 gp; **Price** 500 gp

Description: Innate arcane power is possessed by many creatures. None, however, is it more focused than in the beard of a scheznyki. A single braid of their beard allows you to cast any spell of 6th level or lower as if using a spell slot 1 level higher than normal. Unlike most components, a scheznyki beard can be combined with another creature component for a combined augmentation.

Selang

Component: Tongue

Potency: Lesser

Augmentations: *Maddening whispers*^{DM}

Cost: 50 gp; **Price** 100 gp

Description: The *maddening whispers*^{DM} meld with the natural fey power of the selang in a strange way.

The two tones create a sort of echo that assails the target. This not only serves to make the effect harder to resist (increasing the Charisma saving throw DC by 1) but the echoes also serve to extend the spell's effect. The effect of the spell is extended by 1 round plus your casting ability score modifier without needing to use your action to continue whispering. However, casting another spell silences the echoes and ends the effect immediately.

Shadow Beast

Component: Essence

Potency: Moderate

Augmentations: *Living shadows*^{DM}

Cost: 250 gp; **Price** 500 gp

Description: Shadow beasts are simultaneously substantial and incorporeal shadow stuff. Their essence can be blended with void magic such as the *living shadows*^{DM} incantation to alter and augment their effects. *Living shadows* become more substantial, allowing you to direct the movement of a creature restrained by the spell. As an action, you can direct the shadows to move up to two restrained creatures anywhere within 5 feet of the sphere. If a creature strikes a surface, such as a wall or ceiling, they suffer bludgeoning damage equal to 1d6 + your spellcasting ability modifier.

Shoggoth

Component: Hardened ooze

Potency: Greater

Augmentations: *Glimpse of the void*^{DM}

Cost: 500 gp; **Price** 1,000 gp

Description: The hardened ooze of this aberration heightens the power of particular void speech patterns, such as those that invoke the *glimpse of the void*^{DM}. For such a spell, should those in the affected area resist the spell's primary effect, they must make another successful Wisdom saving throw (DC 2 higher than normal) or be confused for 1d4 rounds. If concentration is broken, this secondary effect ends as well, regardless of what duration may still exist.

Shroud

Component: Essence

Potency: Lesser

Augmentations: *Shadow bite*^{DM}

Cost: 30 gp; **Price** 60 gp

Description: In addition to the normal effects of the cantrip, a *shadow bite*^{DM} the target's Strength score

is reduced by 1. If target's Strength is reduced to 0 by this effect, they become unconscious for 1d4 hours, after which they recover all lost Strength.

Skein Witch

Component: Essence

Potency: Greater

Augmentations: *Foresight*

Cost: 750 gp; **Price** 1,500 gp

Description: Powerful magic, like *foresight*, that gives the recipient a glimpse into the immediate future can be augmented by the fate rending power of a skein witch essence. The essence of such a creature enables the target to bend fate twice during the spell's duration. If the beneficiary of *foresight* fails a saving throw, they can choose to succeed instead, and reflect the effect onto an enemy within 30 feet. The target still suffers the effects of the failed saving throw.

Slow Storm

Component: Quill

Potency: Greater

Augmentations: *Storm of Vengeance*

Cost: 1,200 gp; **Price** 2,400 gp

Description: Nature's fury is embodied through druidic magic, the height of which, is a *storm of vengeance*. Using the quill of a slow storm as a material component adds its elemental power to that of the potent conjuration. As an action, you can call a stroke of lightning down from the storm to strike a target. The target must make a Dexterity saving throw, taking 3d10 lightning damage on a failed save, or half as much damage on a successful one. Additionally, any creature attempting to move through the storm that has failed their saving throw against any electrical effect caused by the enhanced spell suffers necrotic damage as the life-draining electricity courses through them. The augmented *storm of vengeance* inflicts 1d4 points of necrotic damage per 5 feet of movement through its area of effect to such creatures.

Soul Eater

Component: Eye

Potency: Moderate

Augmentations: *Locate creature*

Cost: 350 gp; **Price** 700 gp

Description: Soul eaters are called from another world

to seek out individuals and destroy them. Using their eyes as a material component for a *locate creature* divination, the range of such magic extends significantly. The caster can find the selected creature unerringly, despite distance or obstacles, so long as the target is on the same plane of existence as the caster.

Spark

Component: Essence

Potency: Moderate

Augmentations: Any low or mid-level spell that inflicts lightning damage.

Cost: 250 gp; **Price** 500 gp

Description: Lightning energy, enhanced by the pure elemental essence of a spark, delves deep into the nervous system of living creatures. An invocation that channels such enhanced energy (ex. *shocking grasp* or *lightning bolt*) inflicts damage normally, but any creature affected by the spell must make a Constitution saving throw each round for a number of rounds equal to the level of spell slot used for casting. On a failure, the creature takes 2d6 lightning damage.

It is worthy to note the strange, fate-reading power of the gypsosphinx. Try as we might, our experiments were unable to mimic this ability. Given the unfortunate tendency of these creatures to lie about the time and place of a person's demise, I fear we may never harness such powers through the use of arcane alchemy.

However, one of my students has refused to give up on the premise, despite being blinded thrice, knocked senseless from magical backlash on multiple occasions, and driven to insanity twice before being rescued by a local woman he has since become enamored with.

I have to admit that I admire his persistence, and as such, I've given him a raise in his weekly allowance.

Spectral Guardian

Component: Essence

Potency: Moderate

Augmentations: *Gaseous form*, *wind walk* and similar spells

Cost: 250 gp; **Price** 500 gp

Description: The essence of a spectral guardian fuses necrotic energy with the wispy cloud from taken by those under the effects of a *gaseous form* or similar spell. A creature affected by such an augmented spell inflicts 2d6 necrotic damage whenever they move through a space occupied by another creature for the duration of the spell.

Sphinx, Gypsosphinx

Component: Eyes

Potency: Greater

Augmentations: *Scrying*

Cost: 750 gp; **Price** 1,500 gp

Description: The eyes of a gypsosphinx augments the casting of any *scrying* divination. They bring the images into the mind of the caster, eliminating the need for a scrying device such as a crystal ball and granting the scryer advantage on Intelligence and Wisdom checks made regarding the scrying target. Lastly, the target has disadvantage on saving throws made against the caster's spells or other abilities cast through the scrying connection.

Spider, Ghostwalk

Component: Webbing

Potency: Moderate

Augmentations: *Web*

Cost: 250 gp; **Price** 500 gp

Description: Ghostwalk spider webbing is fashioned of ephemeral fibers that stretch the

boundaries between the planes. Including them as a material component in *web* and similar spells allows these magics to do likewise. Such spells affect incorporeal and ethereal creatures as if they possessed a physical form on the material plane.

Spider of Leng

Component: Blood

Potency: Moderate

Augmentations: *Sanguine horror*^{DM}

Cost: 250 gp; **Price** 500 gp

Description: Mixing the blood of a spider of leng with your own grants a summoned blood

elemental great power. Such creatures become immune to poison, eliminating their greatest vulnerability. On a successful slam attack, they inflict 1d6 poison damage, in addition to normal bludgeoning damage.

Star-Spawn of Cthulu

Component: Cerebral fluid

Potency: Greater

Augmentations: *Mind blank*

Cost: 600 gp; **Price** 1,200 gp

Description: When an attack that causes psychic damage assaults someone protected by a *mind blank* that has been enhanced by one of these components, they are in for a surprise. The protected individual makes a Wisdom saving throw against the spell. Failure has no effect, the affected person is still immune to psychic damage. However, a successful saving throw causes the psychic damage to be reflected back against the attacker, using the warded individual's ability modifiers and proficiency bonus rather than the attacker's.

Stuhac

Component: Claw

Potency: Greater

Augmentations: *Telekinesis*

Cost: 750 gp; **Price** 1,500 gp

Description: A great power is granted to the subject of a *telekinesis* enhanced by the claw of a stuhac. Instead of the normal effect, you can make a telekinetic attack towards a creature. The target must succeed at a Constitution saving throw or take 2d8 force damage and have its speed reduced by 20 feet due to severed tendons. Any amount of magical healing restores the target's speed.

Temple Dog

Component: Mane hair

Potency: Lesser

Augmentations: *Haste*

Cost: 50 gp; **Price** 100 gp

Description: The protective instincts of temple dogs is legendary. As such, when a *haste* spell is enhanced through the use of a hair from the dog's mane, a portion of that instinct is imbued upon all affected. Any enhanced creature that determines at the beginning of the round that they intend to

perform an act in defense of another being has an opportunity to re-roll their initiative. If the result is higher than their current place in the initiative order, they act on that count for the rest of the combat. If it is lower, they keep their current initiative. Each affected creature can do this once, though enacting this ability does not affect the spell's normal duration.

Theullai

Component: Essence

Potency: Moderate

Augmentations: Any low or mid-level spell that inflicts cold damage

Cost: 300 gp; **Price** 600 gp

Description: So powerful is the chilling essence of a theullai, that it enhances magical cold effects to the point of piercing magical defenses. A creature targeted by a spell that inflicts cold damage, enhanced by a theullai essence, is affected as if by *dispel magic*, targeting any active spells that would reduce cold damage. This effect occurs before the damage inflicted by the spell is determined.



Component: Ice shard

Potency: Lesser

Augmentations: *Gust of wind*

Cost: 75 gp; **Price** 150 gp

Description: Any creature that can hear that is caught in an enhanced *gust of wind* evocation suffers additional effects. Affected creatures must make a successful Wisdom saving throw or babble incoherently. A new saving throw is required each round they are subjected to the winds of the spell.

Titan, Ancient

Component: Sweat

Potency: Greater

Augmentations: See text

Cost: 500 gp; **Price** 1,000 gp

Description: The sweat of an ancient titan is an incredibly powerful reagent, capable of enhancing a wide variety of spells. A single drop can enhance an *enlarge* spell, allowing you to enlarge a creature up to three size categories (maximum size of gargantuan). The bonus damage dealt by weapon attacks increases to 1d6 for Huge targets, or 1d8 for Gargantuan targets. Using a vial of sweat

to augment an *enhance ability* (bull's strength) transmutation grants the target a Strength score of 27, if its Strength isn't 27 already, for the duration of the spell in addition to its normal effects. Lastly, consuming a vial of ancient titan sweat just prior to the casting of *power word stun* grants you the resonance of their thundering voice. The saving throw DC to break free from the effects of such a spell are 2 higher than normal.

Tusked Skyfish

Component: Filth gland

Potency: Lesser

Augmentations: *Poison spray*

Cost: 25 gp; **Price** 50 gp

Description: Though there is little magical power possessed by a tusked skyfish, what does exist can be harnessed through the use of their filth gland. Using such a gland to enhance the *poison spray* cantrip causes a target that fails its saving throw to become poisoned for 1 minute in addition to the normal damage inflicted by the cantrip.

Uraeus

Component: Fire sac

Potency: Lesser

Augmentations: *Burning hands*

Cost: 50 gp; **Price** 100 gp

Description: Adding the elemental power of a uraeus breath weapon to a *burning hands* evocation increases the ferocity of the flames. The range of the cone becomes 20 feet, and those that fail their Dexterity saving throw catch fire, taking 1d6 fire damage at the start of its turn for the next 1d4 rounds. A creature can smother the flames as an action.

Urochar

Component: Eyes

Potency: Moderate

Augmentations: *Hold monster, hold person* and similar spells

Cost: 250 gp; **Price** 500 gp

Description: The eyes of an urochar allow you to cast any spell that inflicts paralysis as if using a spell slot two levels higher than normal. Additionally, so potent are the eyes of this aberration, that such paralysis effects are more difficult to resist, increasing the saving throw DC by 1.

Vættir

Component: Desiccated heart

Potency: Lesser

Augmentations: *Glyph of warding*

Cost: 75 gp; **Price** 150 gp

Description: Using the heart of a vættir as the central point of a *glyph of warding* dramatically alters the potential effects of the spell. Though such glyphs can only be used to protect treasures or burial areas, activating such a glyph summons the very creature whose heart is used in the casting. Over the next 4 rounds, a swirl of dust and coin forms into the vættir. During this summoning period the creature is treated as if resistant to all forms of energy and immune to bludgeoning, piercing, and slashing damage in addition to its normal immunities.

The summoned undead remains for 1 hour before fading into dust once again. If the vættir is reduced to 0 hit points, the glyph fades into nothingness, ending the spell.

Valkyrie

Component: Braid of hair

Potency: Moderate

Augmentations: *Death ward*

Cost: 250 gp; **Price** 500 gp

Description: So long as the warded creature possesses a valkyrie's braid used as a focus for a *death ward*, they are exceedingly difficult to slay. Rather than only protecting the creature once, the braid prevents their death 1d4+1 times. Though there is no way for either you or the target to know for certain how many deaths will be prevented, a portion of the braid decays away with each life spent. When the braid is gone, so is the *death ward*. Otherwise, the duration of the spell is unaffected.

Vampire, Umbral

Component: Shadow essence

Potency: Moderate

Augmentations: *Black hand*^{DM}

Cost: 250 gp; **Price** 500 gp

Description: Incorporating the shadowy essence of an umbral vampire into a *black hand* enhances its effects significantly. The affected target takes 2d6 cold damage and on a failed Constitution saving throw, 1d4 points of Strength are transferred from



the target to you. The added Strength remains for 1 minute per level of spell slot used in casting. A creature reduced to 0 Strength is unconscious until it regains at least 1 point. The target recovers lost Strength when it finishes a short or long rest.

Vila

Component: Tongue

Potency: Lesser

Augmentations: *Conjure animals*

Cost: 100 gp; **Price** 200 gp

Description: A vila's tongue carries within it the songs and calls that form the root of its musical power. Adding it as a material component to a *conjure animals* summoning allows for the conjuration of an additional wampus cat (allowed through the use of a vila tongue), or two additional wolves. Wampus cats can be summoned by a spell using this component, despite their monstrous nature.

Vile Barber

Component: Fang

Potency: Lesser

Augmentations: *Haste*

Cost: 250 gp; **Price** 500 gp

Description: Vile barbers are unimaginably quick. Using a fang to enhance a *haste* spell allows those targeted by the transmutation a second bonus action for the first three rounds of the spell. Thereafter, such speed manifests in the ability of the enhanced targets to enter and move through a hostile creature's space regardless of the creature's size without provoking an attack of opportunity for the remaining duration of the spell.

Voidling

Component: Tendril

Potency: Moderate

Augmentations: *Black tentacles*

Cost: 250 gp; **Price** 500 gp

Description: Voidling tendrils can be used to augment a *black tentacles* conjuration in a unique way. As the tentacles erupt, the 20-foot square they inhabit is shrouded, as if by a *darkness* spell. The lack of light doesn't affect the ability of the tentacles to target creatures. Additionally, those restrained by them suffer 1d6 necrotic damage as well as normal bludgeoning damage. Lastly, any attempt to dispel the *black tentacles* is rolled with disadvantage due to the magical resistance possessed by the voidling.

Wampus Cat

Component: Fang

Potency: Lesser

Augmentations: *Charm person*

Cost: 25 gp; **Price** 50 gp

Description: The ground fang of a wampus cat ties the creatures alluring tones to a *charm person* enchantment. Any saving throws against such a spell must be made at disadvantage.

Water Leaper

Component: Vocal fold

Potency: Lesser

Augmentations: *Hideous laughter*

Cost: 50 gp; **Price** 100 gp

Description: A water leaper's vocal folds augment

hideous laughter. All creatures within 20-feet of that targeted creature must make a Wisdom saving throw or be frightened until the start of your next turn. Any creature entering this radius while the laughter is still functioning is likewise subject to the effect. You are immune to this frightening aspect of the spell.

White Ape

Component: Blood

Potency: Moderate

Augmentations: *Contagion*

Cost: 250 gp; **Price** 500 gp

Description: The blood of a white ape enables a different disease to be enacted than those normally available. If used as a material component in the casting of a *contagion*, your touch can create an outbreak of the Arcane Wasting (see *Tome of Beasts* for details). However, utilizing it is not without risk. The caster must also make a Constitution saving throw or likewise be infected by the disease.

Wormhearted Suffragan

Component: Wormheart

Potency: Lesser

Augmentations: *Animate dead*

Cost: 150 gp; **Price** 300 gp

Description: Worms compose the very heart of these undead creatures. Should that heart be used to enhance an *animate dead* spell, the worms unravel, slithering into the corpses being animated. Any zombie animated by such a spell is filled with these worms, and inflicts 1d6 necrotic damage in addition to their normal attack damage. Additionally, on a critical hit, the target must make a successful DC 14 Constitution saving throw or become infected by parasitic worms. An infected individual has their hit point maximum reduced by 2d6 every 24 hours, making a new Constitution saving throw when it finishes a long rest to fight off the infestation. A single successful saving throw indicates that the condition does not worsen that particular day. However, two consecutive successful saving throws are required to stave off the disease entirely.

Xhkarsh

Component: Third eye

Potency: Moderate

Augmentations: *Modify memory*

Cost: 250 gp; **Price** 500 gp

Description: A xhkarsh's third eye controls its ability to spread its consciousness into those whose fate has been corrupted. It also allows a caster to use the *modify memory* enchantment without notice. One need not speak to the target, communicating telepathically to describe how its memories are affected. Additionally, unless the target succeeds at a DC 18 Wisdom (Insight) check, they continue to act normally rather than becoming incapacitated, completely unaware of the spell or its effects.

Zmey

Component: Heart

Potency: Greater

Augmentations: *Bloom*^{DM}

Cost: 500 gp; **Price** 1,000 gp

Description: If planted within an ancient forest in place of the silver acorn, a zmey heart allows *bloom* to create a lesser zmey (Large size, lacking fire breath). Over the next year the creature matures into an adult. At no time does the caster, have any control over the creature, though it will initially see them as friendly unless given reason to think otherwise. The zmey becomes a guardian of the forest, protecting it from all who would do it harm. This creation is in place of the spell's normal effects.





WEAPONS

Lightning Arrow

Weapon (arrow), rare

An arrow crafted from the bone of an azza gremlin. On a hit, this arrow deals an additional 4d6 lightning damage. Additionally, the lightning leaps to any creature with metal armor or wielding a weapon primarily made of metal within 5 feet of the target, dealing 1d6 lightning damage to secondary targets.

Wing Blade

Weapon (longsword), rare (requires attunement)

This blade appears to be marbled together with multiple metals, from steel to lead, silver, and gold. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

As a bonus action, blades forged from the metallic feathers of an eala can be altered to any metal absorbed by the eala from which they were taken. Every such blade can become steel or silver. Some might have additional metal

properties such as cold iron or adamantite. Additionally, you can speak a command word as a bonus action, or part of the same bonus action used to alter the sword's material, to cause the blade to burst into orange flame. The flames sheds bright light in a 20-foot radius and dim light for another 20 feet. While burning, the sword deals an extra 1d6 fire damage to any target it hits. The flames last until a bonus action is used to speak the command word again, or until the weapon is sheathed or dropped.

Spire Dart

Weapon (dart), rare

Made from the abnormally long finger bones of spire walkers, these magical blue darts bear within them the same lightning energy found inside the source creature. When you hit with an attack using the dart, the target takes an extra 1d10 lightning damage, and each creature within 5 feet of the target must succeed on a DC 15 Dexterity saving throw or take 1d6 lightning damage. Those in armor made mostly of metal must roll with disadvantage.



ARMOR

Ghostwalk Leather

Armor (leather), legendary (requires attunement)

This full body suit of soft blue leather armor shimmers in the moonlight, as if possessed of ghostly qualities.

While wearing this armor, you gain a +2 bonus to your AC, and resistance to one of the following damage types: acid, cold, fire, or lightning. Creatures attempting to detect you by sight have disadvantage on their Wisdom (Perception) checks. Additionally, you can use the armor to cast *greater invisibility*. The wearer need not maintain concentration to maintain this effect, but can cancel it with a thought. Once cast, this spell can't be used again until the next dawn.

NEW WONDROUS ITEMS

Bota Pouch

Wondrous item, uncommon

These magical pouches are crafted from the harvested ventral pouch of a cikavak and have the appearance of a well-oiled waterskin. The simplest of these contain up to a half gallon of a single liquid of any sort, from a magical potion, to an application of acid, that can be summoned with a command word. More ornate and complex versions of the *bota pouch* contain as many as 6 different liquids, each accessed via a their own command word. The number of liquids a particular pouch is capable of containing is easily determined by the number of command words woven somewhere into the pouch itself (usually requiring a DC 15 Wisdom (Perception) check to find due to hidden stitching). Regardless of complexity, the liquids must be poured in to the pouch to be withdrawn. It is impossible to tell what liquids are contained within the pouch without summoning them.

Red Boots of the Fey

Wondrous item, rare (requires attunement)

Sewn red leather from the hats of at least two redcaps, bound with the steel toes of their boots, the *red boots of the fey* become rather powerful footwear. The boots have 3 charges. While wearing them you can expend 1 charge as an action to stomp a foot hard into the ground, releasing a shockwave 10 feet in every direction from you. Each creature in the area must succeed on a DC 14 Strength saving throw or fall prone. Creatures within the earth (i.e. burrowing or using the earth glide feature) must make a Constitution saving throw, taking 4d6 thunder damage on a failed save, or half as much on a successful one. The boots regain all expended charges daily at dawn.

Shadhavar Flute

Wondrous item, rare (requires attunement)

Melodic flutes, carved of shadhavar horn, and inlaid with silver and iron, *shadhavar flutes* are potent items in the hands of those who know how to properly use them. A bard, using the flute's tones to inspire their allies grants an inspiration die 1 type larger than normal for their level (i.e. d8 instead of d6). You can use an action to play the flute and target a creature you can see. The target must succeed on a successful DC 14 Wisdom saving throw or be charmed for 1d4 rounds. Any creatures charmed in this way are incapacitated, and their speed is reduced to 0.



Lenses of the Lynx

Wondrous item, rare (requires attunement)

These blue-tinted lenses are crafted from the very eyes of a vapor lynx. While wearing them, you can see clearly through any lightly or heavily obscured area caused by fog, mist, or spells such as *fog cloud*.



MAGICAL ITEM VARIANTS

Healing Oil – The harvested oil of a bagiennik can be used in the creation of a *potion of healing* of any sort, the resulting potion functions as one step rarer than that which would normally be created, and also bears the effects of a *lesser restoration* spell.

Ring of the Ram – If a *ring of the ram* is carved from the sturdy horns of a goat-man, the ring possesses one additional maximum charge (totaling 4). Such a ring regains 1d4 charges each day at dawn.

Staff of Swarming Insects – Imy-ut ushabti use their wrappings to contain a swarm of flesh scouring scarabs. These same wrappings can be incorporated in the crafting of a *staff of swarming insects*. Any insects summoned or affected by the staff's magic deal an extra 2d4 poison damage on a successful bite attack. A successful DC 15 Constitution saving throw negates the poison damage.

Sphere of Annihilation – Ancient titans hold a vast

Many weeks have been spent in research regarding the strange and wondrous bagiennik. Its oils have incredible potential to both harm, and to heal. Despite our best efforts, channeling the natural healing properties has eluded even our best arcane alchemists... until now. A breakthrough has been made by Kalina Varlassi, may her name live on forever more for this triumph! By mixing specific local herbs into the oil while blending it with curative magic, she has achieved what we have sought for so long. Tonight, we drink in honor of her success!

eldritch power within them. During the creation of rare spheres, the blood of these powerful creatures is combined with other materials to forge the final item. As an action, you can enact a great pull towards the sphere. Each hostile creature within 50 feet of the sphere must make a DC 15 Strength saving throw. On a failed save a creature is dragged 1d4 x 5 feet closer to the item, or suffer 1d10 force damage and aren't dragged on a successful one.

Wand of Scorching Ray – The fluids harvested from a flame dragon's elemental gland are used to etch the magical runes that cover the wand. As a bonus action you speak the command word, the runes illuminate, shedding dim, shimmering red-orange light. The rays flung from this wand ignore fire resistance, but not immunity.

ALTERNATIVE MATERIALS

Mithral Dragon Hide – The hide of a mithral dragon can be used to craft any object normally formed from metal, such as weapons or armor. Armor made of this material allows for an additional +1 Dexterity modifier due to its light nature, while light and one-handed weapons gain a non-magical +1 to hit due to their light weight and easy maneuvering.

When we first began our journey, we knew little of what lay beyond the boundaries of our own reality. Yet these brave souls did not shy away from the dangers of the unknown, nor did their courage falter as we traveled from one world to another, crossing the breaks in reality that many in the Academy would only theorize about.

In the decades since arriving in Midgard, my followers and I have learned a great deal, even enlisting the aid of spellcasters native to these lands to expand our work. All of them have proven their worth in this otherworldly endeavor, but none more so than those who gave their lives for the advancement of this knowledge.

It is in their honor that I catalogue our findings, alongside some theories that are, as of yet, unexplored. Let their sacrifice not be in vain. Use this research wisely, and expand upon it. For we have but traveled a small portion of this new world, and have many discoveries yet to make. Only through the efforts of many can we hope to show our respect to the concepts they gave their lives for. Raise a glass in their honor as you study the results of their labor, and pay homage to those who have come before you.

Travel safely wanderer, and may whatever deity you hold in your heart watch over you. In these lands, we need every advantage possible to continue our studies.

Lord Halin Voll

Specialist in Arcane Alchemy, Wanderer of Worlds

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