

LARLOCH'S VAULT



MAGIC OF NETHERIL

FROM

R P DAVIS



CONTENTS

CONTENTS	2
Credits.....	2
Bibliography.....	2
INTRODUCTION	3
MAGIC ITEMS	4
Aromatic Oils.....	4
Potions.....	4
Powders.....	5
Rings.....	5
Rod.....	7
Staff.....	7
Wands.....	8
Wondrous Items.....	9
THE NETHER SCROLLS	21
SPELLS	22
EPIC SPELLS	24
FEATS	25
METAMAGICS	26

CREDITS

Design: [R P Davis](#)

Editing: Kass McGann

Layout: R P Davis, [Nathanaël Roux](#)

Cover Art: Daniel Comerci – [danielcomerci.com](#)

Art: Brian Brinlee; Daniel Comerci; Publisher's

Choice Quality Stock Art © Rick Hershey / Fat Goblin

Games; Jack Holliday; J E Shields; Brett Neufeld /

Purple Duck Games; Wizards of the Coast

Executive Producer: Fil Kearney

Thanks to the members of [R P Davis's Patreon](#) for all the support!

BIBLIOGRAPHY

The following books provided inspiration for this book:

Forgotten Realms Campaign Setting (Revised) (1993)

Forgotten Realms Campaign Setting (2001)

Forgotten Realms Campaign Guide (2008)

Forgotten Realms Players Guide (2008)

Lords of Darkness (2001)

Lost Empires of Faerûn (2005)

Netheril: Empire of Magic Boxed Set (1996)

Sword Coast Adventurer's Guide (2015)

Tome of Magic (1991)



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

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

All other original material in this work is copyright (c) 2020 by R P Davis & Kabouter Games and published under the Community Content Agreement for Dungeon Masters Guild.



INTRODUCTION

ALL WHO HAVE VISITED ME IN THE PAST HAVE BEEN destroyed, regardless of their allegiance.

—LARLOCH



NE DOES NOT VISIT LARLOCH, NOR DOES one take things from him. The closest a mere mortal will ever get to Larloch is several times removed, be the mortal never so powerful.

For Larloch is not merely a lich; he is the last remaining Arcanist-King of long-departed Netheril, heir to the mighty magics which ruled that ancient empire. Larloch, The Shadow King, is himself served by liches (many themselves Netherese wizards of renown) terrified lest they incur his displeasure, much less his wrath. These powerful creatures are supported by a legion of vampires, wights, and other undead.

Even Szass Tam, himself a lich, ruler of Thay, and mightiest necromancer in Toril, treads lightly and carefully around Larloch. The quote which opened this Introduction is what Larloch said to Szass Tam when they met many years ago.

Larloch was, in his prime some 2,000 years ago, one of the foremost arcanists of ancient Netheril. He was one of the supremely powerful arch-mages who felt able to challenge the gods; though Larloch declined to join Karsus in his Folly, Larloch has yet in his mind magic and metamagic that no wizard or sorcerer in the multiverse can even comprehend, much less master.

Though his motivations are opaque and mysterious, the sages of Candlekeep and Shadowdale guess that the Shadow King's remaining purpose is to amass as much magical knowledge as possible in once place. He has collected thousands of tomes of magic, from the least to the most powerful. The wise and powerful fear he seeks to reconstitute the Nether Scrolls—the foundation of Netheril's mighty magics.

He has invented countless magic items in the course of his long unlife, including several artifacts, and collected countless more for study. Sages guess that Larloch allows certain items of greater or lesser power to make their way into the world at large, though his motivations are unfathomable. Perhaps the ancient wizard merely wishes to observe the ripples the items make across the fabric of reality. Perhaps he wishes to sow mistrust of magic items; this might be a reason why so many of them carry devious and chaotic curses.

It is likely that a person in possession of a magic item of any power is known to Larloch. The lich-king has many spies and many more unwitting servants. In fact, it is entirely possible if not probable that the magic item came to them due to the lich's subtle manipulations. From his lair in Warlock's Crypt

(“warlock” being a corruption of “Larloch,” a fact which amuses the Shadow King), Larloch sits in the center of a spiderweb the threads of which spin across the face of not just Faerûn, but beyond Toril into the Outer and Inner Planes.

Oddly, given that Larloch is irredeemably evil and callous, Mystra leaves him alone. Also curiously, he has leaped to the defense of the goddess on several occasions. Is it because he realizes that without Mystra, the Weave itself—the only thing he really values—would fall? Perhaps. Is it possible she grants him leeway in return for disseminating vast amounts of magical knowledge through the centuries? Equally likely. The highest probability of truth, according to the most highly-informed observers, is that each finds the other too useful to displace or destroy.

The items in this book are taken from the 2nd Edition book *Tome of Magic* and carefully updated for 5th Edition. The bits about and from Larloch are entirely new, though; in *Tome of Magic*, the items are presented without narrative context, which I found unsatisfying.

Plus it's fun to think about a 2,000-year-old Netherese lich who's so powerful that even Szass Tam sweats a little about just meeting him to give him a present.

—R P Davis

The Netherlands, Spring 2020



MAGIC ITEMS

AROMATIC OILS

AROMATIC OILS ARE A SPECIAL TYPE OF magical oil, but unlike other oils and potions, you don't drink or smear on aromatic oils. Like perfumes, an aromatic oil's power is contained in the scent it releases; creatures other than you who breathe in the scent fall under the magic. Aromatic oils are inert until worn by a living creature. Only creatures with a sense of smell are affected by aromatic oils.

These precious perfumes are commonly found in tiny stoppered vials made of glass, clay, metal, or wood. It takes 1 minute to apply an oil. Each vial contains enough aromatic oil for 1d10 applications, and each application lasts for 10 minutes.

AROMA OF DREAMS

Potion, uncommon

When you dab this aromatic oil behind your ears, you send creatures into a magical slumber. Creatures who come within 5 feet of you must make a DC 14 Constitution saving throw. On a failure, the victim falls unconscious for 1 minute, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake.

CURDLED DEATH

Potion, rare

Perhaps the most powerful of aromatic oils, the smell of *curdled death* has the ability to instantly slay living creatures that come within 5 feet of you.

When a creature enters the aroma's area for the first time on a turn or starts its turn there, that creature must make a DC 16 Constitution saving throw. The creature takes 5d8 poison damage on a failed save, or half as much damage on a successful one. Creatures are affected even if they hold their breath or don't need to breathe.

MURDOCK'S INSECT WARD

Potion, rare

This fragrance is a boon to travelers, since it repels insects. When an insect, including insect creatures like thri-kreen, comes within 5 feet of you, it must make a DC 14 Constitution saving throw. On a failure, the creature can't willingly move to a space within 5 feet of you, and must spend its turns trying to move as far away from you as it can. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

POTIONS

ALL KNOW ABOUT POTIONS. You store a magical effect, a spell or some other effect, in a tea of spell components and liquids. They usually require a laboratory to make, and in the old days when you mixed them up you could suffer all manner of novel consequences.

OIL OF PRESERVATION

Potion, very rare

Any nonliving, non-magical object may be coated with a layer of *oil of preservation*. If every surface of the object is covered, it will suffer no ill effects from the passage of time. Wood won't rot, metal won't rust, a body won't decompose, and masonry won't crumble. Applying the oil takes 10 minutes. The oil also provides protection from both natural and magical aging. The effects of the oil wear off after one century, at which time normal aging resumes.

POTION OF ELEMENTAL CONTROL

Potion, rare

As an action you can drink this potion and attempt to control an elemental you can see within 60 feet of you. It must make a DC 14 Wisdom saving throw, and it does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed elemental is friendly to you. When the spell ends, the creature knows it was charmed by you.

Choose the type of elemental subject to a particular potion or determine it randomly, using the table.

d4	Elemental Type
1	Air
2	Earth
3	Fire
4	Water

When I ruled Jiksipur, there was a courtesan and spy in my service who often made use of aromas in her work. She was lovely, but as dangerous as a viper.

OPTIONAL RULE: USING POWDERS

As noted in existing magic powders, like *dust of disappearance*, a packet of powder can be shaken out to cover the area within 10 feet of you. Alternatively, you can blow powder in a tube outward in a 15-foot-long cone. Used in this manner, the powder has no chance of affecting you, unless it blows back on you due to wind or similar circumstances. Powders may also be blown from your hand. Used in this way, a powder only affects a single creature within five feet of you.

POWDERS



MAGICAL POWDERS ARE USUALLY STORED in small paper packets, cloth pouches, or hollow blow tubes made of glass, wood, metal, or bone. No matter how it's stored, a package contains 1d6 + 4 applications of powder.

POWDER OF THE BLACK VEIL

Wondrous item, rare

Spies and assassins in the service of Netherese aristocrats prized this powder, for it was often their means of escape.

This sooty, black powder causes magical blindness. As an action, you can blow it at creatures near you. Each creature in a 15-foot cone must make a DC 15 Dexterity saving throw. On a failure, a creature is blinded for 1 minute. At the end of each of its turns, the creature can repeat the saving throw, ending the effect on itself on a success.

POWDER OF COAGULATION

Wondrous item, uncommon

Often carried by healers in the service of military forces, *powder of coagulation* is also popular with adventurers, for obvious reasons. It comes in a tube, from which you can sprinkle it on a wound to stop bleeding, or blow a cloud of it on your companions to heal all of them at once.

As an action, you can place a pinch of it on a creature. That creature regains 1d8 hit points. Alternately, as an action you can blow the entire tube of powder in a 15-foot cone. Each creature in the cone regains 1d6 hit points.

POWDER OF THE HERO'S HEART

Wondrous item, uncommon

This dull red powder instills bravery in creatures within its area of effect (both friends and enemies). It negates the effects of magical fear for 1 minute.

POWDER OF MAGIC DETECTION

Wondrous item, uncommon

When you peer closely at it, you see that this ordinary-looking powder is an extremely fine powder of minute crystals.

When you use an action to throw the entire packet of powder into the air, the crystals spark and flash with a rainbow of colors within 30 feet of you. You see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.

Alternately, you can sprinkle a small pinch of powder on an object to see if it's magical. A pinch is needed for each use, no matter how large or small the object. Each packet contains 1d10+10 pinches. Powder that is placed on a nonmagical item yields no effect and cannot be reused.

RINGS



WHO DOESN'T LIKE RINGS? UNOBTRUSIVE, often quite powerful indeed, and simply useful, rings have loomed large in the desires of wizards ever since the Nether Scrolls were discovered.

RING OF AFFLICTION

Ring, rare (requires attunement)

This plain metal band acts as a *ring of resistance* until you make a saving throw against a spell from the school of magic represented by the ring.

Choose a ring's school of magic or determine it randomly using the table.

d8	School
1	Abjuration
2	Transmutation
3	Conjuration
4	Enchantment
5	Illusion
6	Evocation
7	Divination
8	Necromancy

Curse. This item is cursed. Attuning to it curses you until you are targeted by a *remove curse* spell or similar magic. As long as you remain cursed, you have disadvantage on saving throws you make against the school of the ring you wear. In addition, the beneficial effects of the ring cease.

Curses. I shall refrain from commenting on whether or not these cursed items are the deliberate product of my genius or errors perpetrated by those of my servants who made them. Ultimately, it matters not. The curse is not mine to bear.

RING OF ARMORING

Ring, rare (requires attunement)

While you wear this ring, you gain an additional +1 bonus to AC bonuses you receive from casting a spell on yourself which increases your AC. Thus, a *mage armor* spell grants you AC 14 + your Dexterity modifier, and a *shield* spell gives you a +6 bonus to AC.

RING OF BUREAUCRATIC WIZARDRY

Ring, rare (requires attunement)

This ring is indistinguishable from a *ring of shooting stars*, but has one important difference.

Curse. This item is cursed. Attuning to it curses you until you are targeted by a *remove curse* spell or similar magic. As long as you remain cursed, whenever you cast a spell, a sheaf of papers and a quill pen suddenly appears in your hand.

The papers are forms that must be filled out in triplicate explaining the effects of the spell, why you wish to cast it, whether it is for business or pleasure, the full name of the master wizard to whom you were apprenticed, and so on. The forms must be filled out completely before the spell triggers. In addition, the higher the level of the spell you want to cast, the more complicated the forms become. Filling out the forms requires one round per spell level, and if you must concentrate on filling out the forms as though you were concentrating on a spell; if your concentration is disrupted, the spell fails. As soon as the papers are completed, your spell triggers.

RING OF ELEMENTAL METAMORPHOSIS

Ring, rare (requires attunement)

There are four types of these rings, each corresponding to one of the four elements. When one of these rings is discovered, the type is determined randomly.

d4	Element
1	Air
2	Earth
3	Fire
4	Water

As an action, you can use the ring to *polymorph* yourself into an elemental of the ring's type for 1 hour. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the elemental, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the elemental. If the elemental has the same proficiency as you and the bonus in its stat block is higher than yours, use the elemental's bonus instead of yours.
- When you transform, you assume the elemental's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in elemental form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.
- You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your elemental form. Transforming doesn't break your concentration on a spell you've



RING OF ARMORING

already cast, however, or prevent you from taking actions that are part of a spell that you've already cast.

- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense. You also gain all the resistances, immunities, and abilities of your new form.
- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the GM decides whether it is practical for the new form to wear a piece of equipment, based on the elemental's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

Once you use the ring in this way, you can't use it again until you finish a long rest.

RING OF FORTITUDE

Ring, rare (requires attunement)

When you first attune to a *ring of fortitude*, roll a d12. The ring increases one of your ability scores by 4, up to a maximum of 20:

d12	Ability
1-6	Dexterity
7-11	Strength
12	Constitution

Rod

WHAT'S THE DIFFERENCE BETWEEN RODS and wands, anyway? Is a rod not just a larger wand? Where is the demarcation between a rod and a staff? One of my assistants is very much bothered by these differences and gives me a Look when I hold out my hand and demand a particular stick.

ROD OF DISTORTION

Rod, rare

This unpredictable device is capable of affecting the operation of all rods, staves, and wands within 20 feet of you. At the start of each of your turns, roll a d20.

On a roll of 1-15, the *rod of distortion* has no effect. On a roll of 16-19, rods, staves, and wands within range simply don't function until the start of your next turn. On a natural 20, until the start of your next turn the *rod of distortion* causes such devices to backfire

on their wielders: a *wand of lightning* will target its wielder, a *staff of striking* will hit its wielder, etc. Your items are unaffected.

STAFF

THE STAFF IS ALMOST UBIQUITOUS IN THE hands of a wizard. Across the multiverse, old men (why is it always men?) trip over their beards and hobble on their props—props that often have more magical power crammed into them than exists on entire planets elsewhere. I do not approve of them, personally; if I cannot stand on my own two feet, I would rather levitate or fly.

STAFF OF THE ELEMENTS

Staff, very rare (requires attunement)

You have a +2 bonus to hit and damage rolls made with this magic weapon.

A *staff of the elements* is charged by the life force of an elemental trapped within it. The staff has charges equal to the number of Hit Dice of the elemental multiplied by 2. Thus, a staff holding a 12 HD elemental has 24 charges. Every time two charges are expended, the elemental loses one Hit Die. Once all the charges are expended, the elemental dies and the staff becomes dormant, though it remains a +2 quarterstaff.

If you score a hit with a dormant staff against an elemental, the elemental must make a Charisma saving throw. On a failure, the elemental is absorbed into the staff, recharging it. The staff can only hold one elemental at a time.

As an action, you can use the staff's magic to cast one of the following cantrips, even if the staff doesn't hold an elemental: *create bonfire*, *druidcraft*, *mold earth*, *thaumaturgy*. In addition, as an action you can detect elementals within 100 feet of you.

An occupied staff has the following powers depending upon the type of elemental trapped within. For example, if a fire elemental is held in the staff, only those powers related to fire are available. Each requires the expenditure of one charge per use:

Air. *fog cloud*, *ray of frost*

Earth. *stone shape*, *wall of stone*

Fire. *fireball*, *fire bolt*

Water. *water breathing*, *wall of water*

Using a *staff of the elements* can be dangerous. Each time a power is used that requires expending a charge, roll a d20; on a 1, the trapped elemental bursts forth, destroying the staff in the process. An escaped elemental will certainly seek revenge against its captor (per the *conjure elemental* spell).

WANDS



LIKE RODS AND STAFFS, CLASSIFYING A certain kind of stick as a wand seems to me arbitrary and artificial. Why not just call them all "sticks" and have done? As I recall, my master in ancient Netheril did precisely that, and look, I remain. This is why my apprentices will never supplant me; they spend too much time and energy arguing over classification and not enough time reading the Nether Scrolls.

WAND OF ELEMENT TRANSMOGRIFICATION

Wand, very rare

This wand changes a quantity of one element into an equal amount of another element (water into fire, earth into air, etc.).

The wand has 3 charges. While holding it, you can expend 1 or more charges as an action to change 10 cubic feet or more of one element to another. The element to be affected must be within 60 feet of you. For every 10 cubic feet (or portion thereof) transformed, one charge is expended.

Elements created by this wand have special characteristics. Fire requires no fuel to burn. Water never evaporates. Air is absolutely pure, but unless contained, the air mingles with the atmosphere and is lost forever. Earth can appear as soil, sand, clay, or stone, at your option. It is not possible to create treasure such as valuable metals or gemstones with this wand.

This wand has no effect upon creatures except elementals. By changing such creatures into their element of opposition (fire into water, air into earth, etc.), the creature is totally obliterated. If you use the wand in this way, the elemental can make a DC 16 Constitution saving throw. On a failure, it is obliterated. On a success, the elemental takes 4d8 necrotic damage per charge you expend. The elemental's hit dice determines how many charges you must expend to attack it: 1 charge for elementals up to 8 hit dice, 2 charges for between 8 and 12 hit dice, and 3 charges for elementals over 12 hit dice.

The wand regains 1d3 charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the wand crumbles to dust and is destroyed.

WAND OF MISPLACED OBJECTS

Wand, rare

These wands were highly prized by wizards who relished making their opponents' lives miserable.

The wand has 6 charges. While holding it, you can expend 1 charge as an action to cause the wand to emit a multitude of golden orbs that surround a creature within 60 feet of you. The orbs swirl around it wildly until the end of its next turn. The creature can make a DC 14 Wisdom saving throw; on a

failure, the creature is incapacitated, confused by the swirling orbs.

At the end of the creature's next turn, the orbs vanish. It discovers, however, that anything it's holding or carrying has moved. Some items are inconveniently located, while others are nowhere to be seen. A warrior might find his magical ring on one of his toes, his sword in his pants, his gold pieces in the sheath of his sword, and his breastplate on his head.

Because of the chaotic placement of items, the victim suffers several penalties. Its movement is reduced by half. The AC of creatures wearing armor is reduced by 2, since pieces are not worn properly, and it has disadvantage on attack rolls and Dexterity saving throws it makes. These penalties remain until the creature takes the time necessary to remove and don its armor (minimum 10 minutes).

A creature requiring an item carried in a backpack, pouch, pocket, or other container must spend its actions on 2d6 of its turns searching for the item. This penalty is canceled if the creature spends a short rest unpacking and repacking all its equipment.

The DM defines an object's location when a creature reaches for it, or if the object impairs motion or sight. When deciding locations of objects, the DM should state the obvious effects of impaired sight and movement immediately, such as boots worn on hands or a cloak over the face.

Items held within a *bag of holding*, *Heward's handy haversack*, or other magical containers are unaffected. However, the containers themselves are subject to relocation.

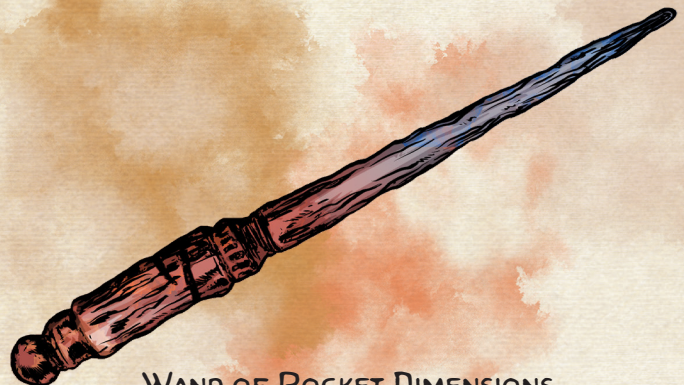
The wand regains 1d6 charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the wand dissolves into golden orbs and is destroyed.

WAND OF POCKET DIMENSIONS

Wand, rare

The wand has 3 charges. While holding it, you can expend 1 charge as an action to cast the *rope trick* spell.

The wand regains 1d3 charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the wand disappears with an audible "pop".



WAND OF POCKET DIMENSIONS

WONDROUS ITEMS

REMEMBER I, LARLOCH, HAVE HAD thousands of years to accumulate magical geegaws of all types. The following is merely a selection of those unique items I find most interesting; I commend them to students of magical artifice.

AIR SPORES

Wondrous item, uncommon

Sages say the fabled wizard Mordom created these pollenlike spores. Very few know how to make them today, and *air spores* that still exist are usually sequestered in the laboratories of reclusive artificers.

When you breathe the *air spores* into your lungs, they grow and reproduce. While they live in your lungs, they create oxygen you can use to breathe in any environment, including underwater.

In a normal environment, however, they hinder your respiration. You have disadvantage on Constitution checks and saving throws you make. If you finish a long rest in a normal environment, the spores die. Otherwise, the spore colony lasts 2d4 days.

AMULET OF FAR REACHING

Wondrous item, rare (requires attunement)

While you wear the amulet, you gain the following benefits:

- When you cast a spell that requires you to make an attack roll, the spell's range is doubled.
- Your ranged spell attacks ignore half cover and three-quarters cover.

AMULET OF MAGIC RESISTANCE

Wondrous item, rare (requires attunement)

This powerful amulet grants you a degree of immunity to magic. While you wear it, you have advantage on saving throws against spells and other magical effects.

However, all such amulets are delicate magical structures. If you roll a 1 on a saving throw against a spell or other magical effect, the amulet has been disrupted and shatters into useless scrap.

AMULET OF PERPETUAL YOUTH

Wondrous item, rare (requires attunement)

These platinum amulets glow continuously with a faint, blue light. While you wear it, you have a degree of immunity to the effects of both natural and magical aging: the amulet grows older instead of you. As the amulet ages, its light gradually dims.

The amulet can absorb 5-30 (5d6) years of aging. When it absorbs the last year of aging it can, its light goes out, its magic ceases, and you resume aging at your normal rate.

BAG OF BONES

Wondrous item, very rare (requires attunement by a cleric)

This is a small, ordinary-looking leather pouch that contains a number of tiny bones that radiates necromantic magic.

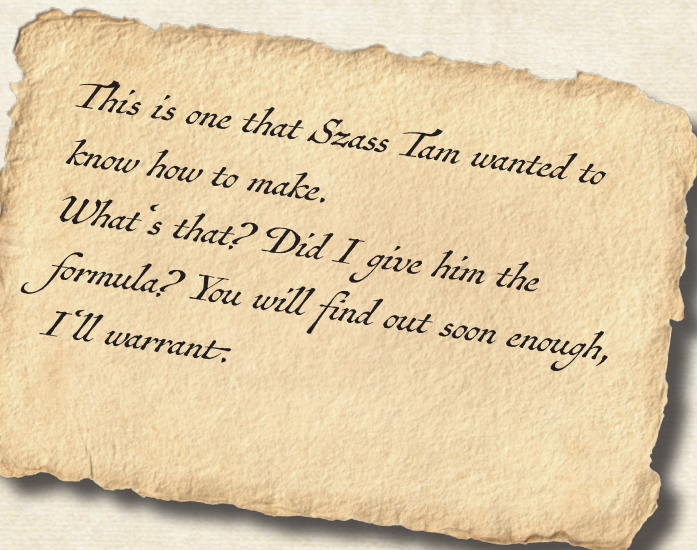
As an action, you can scatter the bones around you. When you do, 2d4 skeletons rise up under your control. Roll initiative for the skeletons, which have their own turn in combat.

On each of your turns, you can use a bonus action to mentally command a skeleton if it is within 60 feet of you (if you control multiple skeletons, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the skeletons will take and where they will move during their next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the skeletons only defend themselves against hostile creatures. Once given an order, the skeletons continue to follow it until its task is complete.

A skeleton you create in this way exists until it is reduced to 0 hit points or you finish a long rest, after which they fall to pieces that disappear in ashy smoke.

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

Certain war deities may frown upon the use of undead or conjured troops, believing them to be unworthy and cowardly. Priests worshipping these deities may suffer divine consequences if they choose to use a *bag of bones*.



This is one that Szass Tam wanted to know how to make. What's that? Did I give him the formula? You will find out soon enough, I'll warrant.

BELL'S PALETTE OF IDENTITY

Wondrous item, very rare

This device protects you against *polymorph* spells and other magical effects that change a person's physical appearance.

It consists of an artist's palette covered with magical paints. To use the item, over the course of a long rest you must paint a self-portrait. You needn't have proficiency in painter's supplies to use *Bell's palette*.

While you carry the self-portrait on your person, if you're targeted with a spell or magical effect that changes your shape, such as a *polymorph* spell, and fail the saving throw, the portrait suffers the effects for you. The portrait is altered to reflect the spell or effect. Once the self-portrait has protected you in this way, it can't do so again.

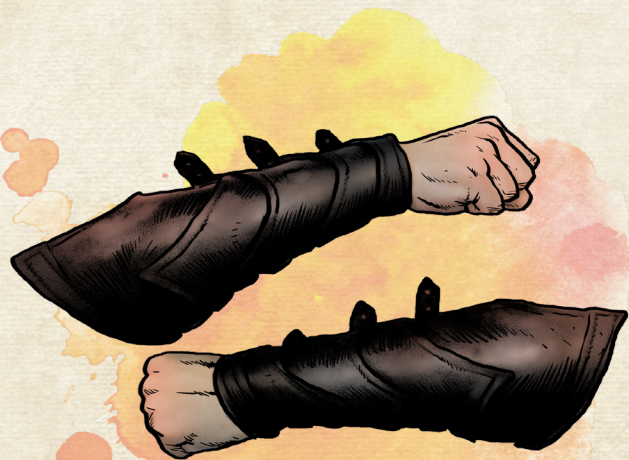
A single *Bell's palette of identity* can be used to paint 1d6 portraits.

BRACERS OF BRANDISHING

Wondrous item, rare (requires attunement)

These bracers are unpredictable and bewildering. When you first attune to them, they are identical to *bracers of defense*, but their true magic is revealed only when you wear them and at the same time expend a charge from a rod, staff, or wand.

Curse. This item is cursed. Attuning to it curses you until you are targeted by a remove curse spell or similar magic. As long as you remain cursed, you cannot discard the bracers, which immediately teleport back onto your wrists. Whenever you expend a charge from an item, the *bracers of brandishing* chaotically alter the balance of magic. The number of charges you expend changes by 1d10 – 5. Negative results restore that many charges to the item. If the *bracers of brandishing* cause the charged item to expend its last charge, the item instantly crumbles to dust.



BRACERS OF BRANDISHING

BROOCH OF NUMBER NUMBING

Wondrous item, rare

These brooches are made from electrum coins set with glittering gems, and must be worn in plain sight, usually to fasten a cloak or cape.

They magically cloud the thoughts of anyone conversing with you, confusing their minds when they try to concentrate on numbers. An intelligent creature conversing with you must make a DC 15 Charisma saving throw. On a failure, the creature forgets the relative value of numbers. It can't remember if seven is greater than three or if a dozen is smaller than a hundred. Moreover, it can't recognize this inability; it thinks all numbers have equal value, and accepts as true any value you place on a number. It remembers the relative value of coins—that gold is worth more than silver, which is worth more than copper—but not their exact conversions.

Thus, if you say a pile of gold coins is worth a dozen silver pieces, the creature accepts your claim is true.

The enchantment lasts only as long as the wearer is present and for 1 minute thereafter. Once the effect wears off, the victim regains their normal understanding of numbers. Furthermore, they remember exactly what they did and said while under the brooch's influence.

CANDLE OF PROPITIOUSNESS

Wondrous item, rare

This candle enhances attacks against a particular creature. As an action, you light the candle while speaking the exact name of a single foe. If you don't know the creature's exact name, you must precisely identify the foe; "the evil warrior" isn't precise enough, but "the baron of Brightspear" or "the knight who rules Little Stopping and carries a red shield" is sufficient.

Creatures within a 50-foot-radius of the lighted candle, and who remain in its area while it burns, have advantage on attack rolls they make against the named foe, regardless of whether the foe is within 50 feet of the candle. A creature that leaves the area loses the bonus. In addition, when the stated foe is inside the area, it has disadvantage on its attack rolls and saving throws.

A *candle of propitiousness* burns for up to one hour and can't be moved once it is lit. If its flame is extinguished, its magic ends. Any magical or natural force capable of extinguishing a normal flame, such as a *gust of wind* or a splash of water, can extinguish a *candle of propitiousness*. A *candle of propitiousness* can be lit and used only once.



CLAW OF MAGIC STEALING

Wondrous item, rare (requires attunement by a wizard)

Claws of magic stealing are fashioned in the form of a miniature, grasping hand or claw crafted from solid silver. An *identify* spell reveals that it is an item capable of casting the *mage hand* cantrip a number of times per day. The claw can indeed do this, but this is only its secondary function.

As a wizard who attunes to it instantly knows, the claw's real purpose is to steal magical energy from other spellcasters. As an action, make a ranged spell attack against a target you can see within 120 feet of you. If the target is a spellcaster, it must make an Intelligence saving throw, using your spell save DC or DC 16, whichever is higher. On a failure, the creature loses a randomly-selected spell slot, as though they used it to cast a spell, and you gain that spell slot, adding it to yours. You must use spell slots you gain in this way on your next turn, or they're lost to you, dissipating back into the Weave.

You can't cast spells of a higher level than you can normally cast using that spell slot, but you can use it to empower spells which increase when cast using a higher-level spell slot. For example, if you use a claw to steal a 6th-level spell slot, you can't suddenly cast *disintegrate* if you couldn't before, but you could use it to cast *fireball* at 6th level, provided you have the *fireball* spell prepared.

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

CONTRACTS OF NEPTHAS

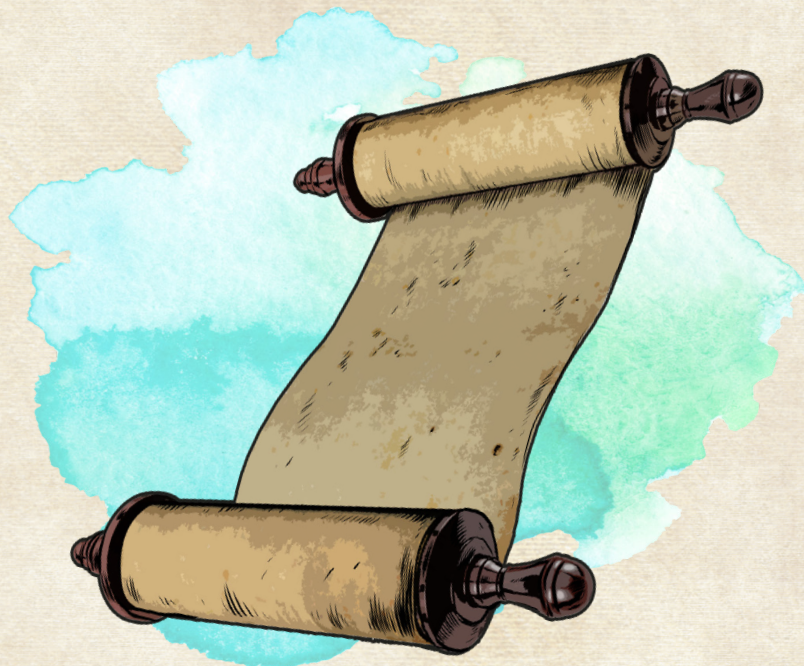
Wondrous item, rare

Written in black ink on golden-brown vellum, these magical contracts are usually found in ivory tubes, each containing 1d6 contracts. The contracts are blank and can be filled in by any creature that can read and write. The contracts radiate transmutation magic if subjected to *detect magic* or a similar spell or ability, but carry no overt signs of their powers.

When a creature fills out and signs a *contract of Nepthas*, it comes under a sophisticated enchantment that ensures the creature holds to the agreement spelled out in the contract. If a creature who signed a *contract of Nepthas* fails to hold to the agreement, it is struck deaf, blind, and dumb until a *remove curse* or similar spell is cast upon it.

A contract involves two intelligent creatures agreeing on a set of conditions, which includes a deadline. The conditions are usually very specific, but if they aren't, they might be perverted in the same way that a *wish* spell might be misinterpreted.

Contracts signed by creatures under the influence of *charm* and similar spells are void; such a creature can't sign the document as the ink instantly evaporates. Similarly, a creature who tries to forge an agreement on a *contract of Nepthas* is instantly struck as though it broke the contract itself. If a



CONTRACTS OF NEPTHAS

creature dies before the agreement on a *contract of Nepthas* is fulfilled, the contract is void, but if a group of creatures—like a party of adventurers—signs the contract, the death of one member of the party does not nullify the *contract of Nepthas*.

CRUCIBLE OF MELTING

Wondrous item, rare

Some magic items aren't the province of powerful, plane-walking archwizards. Some are practical items used by everyday people to make their lives a little bit easier. So it was with *crucibles of melting*. Netherese smiths and metalworkers used them to save time, effort, and expense. Nowadays, *crucibles of melting* are most often found (when found at all) in the laboratories of wizards, particularly enchanters who specialize in the construction of magical devices.

These small bowls, made of fired clay, are used to melt metal. A *crucible of melting* requires no furnace. When you place a piece or pieces of normal, non-magical metal inside it and speak its command word, you need only wait 10 minutes for the metal to melt.

A *crucible of melting* can hold up to one cubic foot of material. Whenever you use a *crucible of melting*, roll a d20. On a result of 1, a mishap occurs, resulting in an explosion. Each creature within 10 feet of the crucible must make a Dexterity saving throw, taking 3d10 fire damage on a failed save or half as much damage on a successful one. The crucible remains hot for 1 hour after it's used, and can't be used again until it cools.

CRYSTAL PARROT

Wondrous item, uncommon

Here is another simple magic item designed to ease the existence of normal, everyday people. *Crystal parrots* are beautifully-crafted statues of parrots made of clear, faceted glass. A *crystal parrot* is typically placed high on a bookcase, shelf, or a similar location that gives the parrot an unobstructed view of the area it is to oversee.

As an action, you can speak the parrot's command word to cast the *alarm* spell centered on the parrot. While activated, its eyes emit a soft red glow. A *crystal parrot* can be destroyed. It has AC 10, 10 hit points, and has vulnerability to bludgeoning damage. If it's destroyed, you are instantly aware of it.

I love this one.

So amusing when they go off.

DIMENSIONAL MINE

Wondrous item, rare

This nasty device can take the form of any small item, but most often appears as a small figure carved of jet. It looks for all the world like a *figurine of wondrous power*. If subjected to an *identify* or similar spell or effect, its true nature is revealed.

As soon as the mine is taken into an extradimensional space, such as that created by a *rope trick* spell or a *bag of holding*, instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

DISINTEGRATION CHAMBER

Wondrous item, very rare

These frightful devices always come in iron cubes with the interior walls covered with mirrored tiles, ranging in size from a box 1 foot on a side to a room 10 feet on a side. They cause matter to vanish as though targeted by a *disintegrate* spell.

The amount of material to be affected is limited only by the size of the chamber. The size of any given chamber can be determined from the table.

d6	Size
1	1-foot cube
2	2-foot cube box
3	3-foot by 3-foot by 6-foot box
4	3-foot by 5-foot by 6-foot box
5	5-foot by 5-foot by 10-foot box
6	10-foot cube box

In sizes that have 3-foot sides or larger, these devices are most often installed permanently and can't be removed from where they're installed, unless arrangements are made to transport an entire building.

The box has 100 charges, and regains 10d10 charges daily at dawn. As an action, you can place a thing in the box, close the door, and push the box's button to expend a charge and disintegrate whatever's inside the box.

When you push the button, the interior of the chamber and its doomed contents begin to glow with a sickly green light and the material vanishes, leaving only fine dust.

If you put a living creature in the box, it can make a DC 18 Constitution saving throw. On a failed save, the creature takes 10d6 + 40 force damage. If this damage reduces the target to 0 hit points, it is disintegrated. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell.

DUST OF MIND DULLING

Wondrous item, very rare

This harmless-looking dust is the bane of spellcasters. One pinch of this dust can be flung up to 30 feet from the user and will scatter to fill a 5-foot-radius sphere.

Spellcasters within the area must make an Intelligence saving throw, using your spell save DC or DC 18, whichever is higher, or find their minds dulled and their wits slowed. Casting times increase by 1 step—from 1 bonus action to 1 action, or from 1 action to 1 minute—as the casters hesitate, trying to remember the correct procedure to cast the spell.

The sphere lasts for 10 minutes or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

EVERBOUNTIFUL SOUP KETTLE



EVERBOUNTIFUL SOUP KETTLE

Wondrous item, uncommon

Cast in copper or bronze, this kettle appears to hold about two gallons and weighs 10 pounds.

As an action, you can fill the kettle with any nonmagical liquid that isn't poison and speak its command word. At the start of your next turn, the liquid is transformed into steaming, nutritious vegetable soup. If you filled the kettle, there is enough soup to feed 6 Medium or smaller creatures. Once you use the kettle, you can't use it again until you finish a long rest.

FLATBOX

Wondrous item, rare

A practical example of hypergeometry and hypermathematics, a *flatbox* appears to be a wooden box about 3 feet long, 2 feet wide, and 2 inches deep. It weighs 8 pounds. The top of the box is a hinged lid.

When the lid is opened, the interior of the box is filled with impenetrable darkness, a characteristic of the box's hypergeometrical topography. Although from the outside the *flatbox* appears to be only 2 inches deep, its interior space is considerably larger than its outside dimensions. It has the internal volume of a box six feet deep. The box can hold up to 500 pounds, not exceeding a volume of 36 cubic feet. The box weighs 8 pounds, regardless of its contents. Retrieving an item from the box requires an action.

If the box is overloaded, pierced, or broken, it ruptures and is destroyed, and its contents are scattered in the Astral Plane. If the box is turned upside down, its contents spill forth, unharmed, but the box must be put right before it can be used again. Breathing creatures inside the box can survive up to a

number of minutes equal to 10 divided by the number of creatures (minimum 1 minute), after which time they begin to suffocate.

Placing a *flatbox* inside an extradimensional space created by a *bag of holding*, *handy haversack*, *portable hole*, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

FORGE OF METAL PROTECTION

Wondrous item, legendary

The forge is a 1,000-pound furnace made up of enchanted rocks held together with a network of steel rods. When metal armor or weapons are placed within the furnace and heated to glowing red, they are enchanted and become magical. Armor grants subsequent wearers immunity to fire damage, and on a hit a weapon in this way deals an additional 1d6 fire damage.

The effect of the magical protection lasts 12 to 30 days (2d10+10). Magical armor placed in the forge takes on the immunity to fire damage property, but temporarily lose their other magical properties except bonuses to AC. Similarly, a weapon placed in the forge takes on the ability to deal fire damage but loses any other abilities it might have except bonuses to hit and damage.

The first of these heavy forges was created centuries ago. I know, because I was there. Because of the specific magical properties involved in creating it, I was assisted by a number of dwarves, all worshipers of Moradin.

FUR OF WARMTH

Wondrous item, uncommon (requires attunement)

These large, white furs (about 5 by 8 feet) are taken from the skins of creatures native to the Spine of the World and enchanted to retain the characteristics of the creature.

While wearing this fur, you have resistance to cold damage. In addition, you and everything you wear and carry are unharmed by temperatures as low as -50 degrees Fahrenheit.

If you wear the fur in pleasant or hot weather, it affects you as any other large, dense fur would: You have disadvantage on checks you make to avoid exhaustion.

GEM OF RETALIATION

Wondrous item, rare (requires attunement)

While you hold the gem, you gain a special protection against spells directed at you.

You have advantage on saving throws you make against spells targeting you only. If the spell normally doesn't allow a saving throw, you can make a saving throw to avoid its effects.

In addition, if the saving throw is successful, the spell targeting you is converted into a number of magic missiles equal to one-half the level of the spell as though you cast a *magic missile* spell targeting the original spell's caster.

Spell-like abilities and effects created from magic items aren't affected by the gem.

GLASS OF PRESERVED WORDS

Wondrous item, uncommon

This magical magnifying lens has an ivory handle and a band of silver around the lens's circumference. While you peer through it, the glass makes illegible written words readable.

The glass doesn't protect you from harmful effects as a result of a cursed scroll or trapped writings, nor does it make cryptically worded or coded messages understandable.

HOURLASS OF FIRE AND ICE

Wondrous item, rare (requires attunement)

These small, wooden-framed hourglasses look quite ordinary, but radiate evocation magic if subjected to a *detect magic* spell or similar effect.

When found, an hourglass will appear to be filled with either red or blue sand (50% chance of either). An hourglass containing red sand in the lower portion enables you to cast spells that deal fire damage with increased potency. While you hold the hourglass, spells you cast that deal fire damage deal +1 per die of damage. In addition, your spell save DC for spells that deal fire damage increases by 1. An hourglass containing blue sand gives you the same abilities, but with spells dealing cold damage.

As part of a rest, you can turn the hourglass over. If you do, the sand flows slowly through the aperture, turning the opposite color as it does so. The sand takes 1 hour to fill the opposite side of the hourglass. Once you've inverted the hourglass, you can't do so again until the next dawn. Every time you invert the hourglass, roll percentile dice. On a result of 100, the hourglass breaks, spilling its sands and losing its magic forever.

JAR OF PRESERVING

Wondrous item, rare

This piece of magical glassware has a metal lid that screws into place, and the jar can hold up to one cubic foot of material. Organic material placed in a *jar of preserving* enters a form of suspended animation. A rosebud never wilts, and a small animal never ages and does not require food, water, or air.

LENS OF SPEED READING

Wondrous item, uncommon (requires attunement)

These crystal lenses fit over the eyes. While wearing them, you can read any book, document, or other written material at three times normal speed with full comprehension.

As most know, I have quite an extensive collection of magical writings. Even I sometimes need some assistance when I seek a particular passage or bit of magical notation.

LIQUID ROAD

Wondrous item, uncommon

As an action, you can sprinkle *liquid road* on water, swampland, quicksand, or a similar surface, causing the terrain to harden to the density of granite, enabling easy passage.

Liquid road is also effective in negating the effects of spells such as *entangle* and *web*. The *liquid road* stays hard for one hour, after which the terrain returns to its original state. One *flask of liquid road* can harden a 10 by 10-foot area (for example, a path 100 feet long and 1 foot wide).

LORLOVEIM'S OBSIDIAN MORTAR AND PESTLE

Wondrous item, rare

This magical tool allows you to grind even the hardest nonmagical materials into a fine powder. Rocks, metals, and even gemstones of all types may be ground to dust in a few moments.

An *obsidian mortar* is commonly used by spellcasters in the preparation of spell components and ingredients for magical items. Neither the mortar nor the pestle is effective without the other.



MEDALLION OF SPELL EXCHANGE

Wondrous item, rare (requires attunement by a spellcaster)

This medallion allows you to exchange your prepared spells. As an action, you can grasp the medallion and speak its command word. You exchange one spell of up to 6th level that you have prepared for others of lower levels. You no longer have that spell prepared, and instead you treat one or more spells of lower levels as prepared until you finish your next long rest. The total levels of the new spells must be one less in sum than the higher-level spell. For example, by sacrificing a 5th-level spell, a wizard could recall one 1st- and one 3rd-level spell, two 2nd-level spells, four 1st-level spells, and so on. Once you use this ability, you can't use it again until you finish a long rest.

MIRROR OF RETENTION

Wondrous item, rare

This item appears to be an ordinary round silver mirror, between 12 and 24 inches in diameter, in an ornate, gilded wooden frame. When you hang it in a 50-foot by 50-foot or smaller room and use an action to speak the command word, the mirror records everything that happens in that room for the next 24 hours. During this time, the *mirror of retention* appears to be a normal mirror, though it radiates transmutation magic.

When you speak the command word again, the mirror replays the events it recorded as a series of silent images. By rotating the mirror clockwise, the images can be accelerated, appearing as much as 10 times faster than they occurred. Rotating the mirror counterclockwise causes the images to flow in reverse. If the mirror is held parallel to the floor, the image freezes. By rotating the mirror and freezing the images, you can scan for events, review images you previously viewed, or freeze selected images for closer study.

When you speak the command word a third time, the *mirror of retention* is cleared of all its images and is ready to record new images for another 24 hours.

MIRROR OF SIMPLE ORDER

Wondrous item, rare

When a creature peers into a *mirror of simple order*, it sees a distorted image of itself. The reflection moves as it does, but the face reflected in the mirror is the image of an ordinary face: while the face has all the characteristics of the creature's face—eyes, mouth, nose, as appropriate—all the characteristics lack character. Although the reflected figure moves as the creature does, it is shorter or taller than it is, adjusted in whatever direction approaches the average height of the creature's race. Clothing and equipment worn by the creature is altered in the reflection as well: bright colors appear muted to shades of tan and grey. Ornamental work on armor, weapons, or clothing disappears.

If the creature remains in front of the mirror, at the beginning of its next turn it must make a DC 15 Constitution saving throw. On a failure, it is cursed.

Curse. The creature is instantly *polymorphed* into the image in the mirror. In addition, the subject's personality and mentality change into that of the new form. Each of its ability scores becomes 11 and its hit points become the average for its level or Hit Dice. It loses proficiency in all skills, tools, musical instruments, everything. It retains proficiency in simple weapons. The creature becomes bland and boring. Its alignment changes to lawful neutral, and it loses interest in anything other than making everything and everyone as bland and boring as it is. The effects persist until the creature is targeted by a *remove curse* spell or similar magic.

When you cannot or will not cast rope trick or magnificent mansion, and you still want a safe place to hide, use one of these. I sometimes give one to a servant on a critical mission. Sometimes they survive.

MIST TENT

Wondrous item, rare

A *mist tent* is contained in a small glass flask. As an action, you can remove the stopper and cause a stream of white mist to pour from the flask. At the start of your next turn, the mist shapes itself into the form of a 10-foot by 12-foot tent with a single, open flap in the end nearest you.

The *mist tent* creates an extradimensional space that can hold as many as eight Medium or smaller creatures. When the flap is closed, making the tent disappear from view outside the space, and the tent

rises 10 feet off the ground. When the flap is opened, the tent becomes visible and it slowly descends.

The tent remains for 8 hours or until you remove the stopper from the flask; if you do, the tent dissipates, returning to the flask in a stream of white mist; if the bottle is not stoppered immediately, the mist will pour from the flask to form the *mist tent* again.

Anything inside the extradimensional space created by the tent drops out when the tent dissipates back into the bottle.

MORDOM'S CAULDRON OF AIR

Wondrous item, rare

Mordom's cauldron of air is a bulky, round pot about 2 feet in diameter weighing 60 pounds. There are handles on either side of the pot and a compartment under it.

The cauldron is a magical air generator. As an action, you fill the compartment with wood or coal, and fill the cauldron with water. The fuel magically ignites and begins heating the water. When the water boils, vapor is released. The air from the vapor creates a bubble of breathable air in a 10-foot-radius sphere centered on the cauldron.

The cauldron must be kept filled with water and supplied with fuel. As long as these conditions are met, the cauldron emits breathable air. The cauldron requires 1 gallon of water and 1 pound of fuel per hour.

MOUSE CART

Wondrous item, rare

A *mouse cart* resembles a miniature wooden cart with two wooden wheels and a tiny leather harness. When you secure a normal mouse in the harness, the cart expands to the size of a normal cart. The mouse retains its normal size, but becomes enchanted, acquiring the ability to pull the cart plus 250 pounds of cargo at a movement rate of 60 feet. The transformation lasts for 24 hours, and once you use the cart, it can't be used again until 5 days have passed.

While the mouse remains in the harness, it obeys verbal commands you issue to it. The mouse will run forward, stop, turn, and obey all similar commands; it won't attack or take any action that it is normally incapable of performing. A character or other creature *polymorphed* or otherwise transformed into a mouse can activate the cart's magic.

NECKLACE OF MEMORY ENHANCEMENT

Wondrous item, rare (requires attunement)

Forged of twisted platinum links, these necklaces improve your memory. While you wear the necklace, you have the following benefits:

- You are immune to memory loss, from both natural and magical causes.
- You can recall with absolute clarity any sight or conversation you experienced, or any book you read, within the previous 7 days. You can only remember events that occurred while you were wearing and attuned to the necklace.

I never build a laboratory without one of these.

PHILOSOPHER'S EGG

Wondrous item, rare

Far from being an actual egg, this item is an enchanted retort: a long-necked piece of glassware in which alchemical substances are distilled. It is a highly prized addition to a wizard or alchemist's laboratory. If you use it in conjunction with *alchemist's supplies*, the time required to create a potion or alchemical compound is reduced by half, and you have advantage on checks you make to create items with your tools.

PICK OF EARTH PARTING

Wondrous item, very rare (requires attunement)

This enchanted pick allows you to cut through natural soil, earth, and stone quickly. In order to attune to it, you must have Strength score of 17 or higher.

As an action, you can swing the pick at the ground or cavern wall to create a tunnel shaped like a 60-foot-long cylinder with a 5-foot radius. The tunnel's surfaces are smooth and clean, and rubble from the excavation magically disappears.

In addition, you can wield the pick as an improvised weapon. Against earth elementals, on a hit the pick deals 6d6 extra necrotic damage.

PUCHEZMA'S POWDER OF EDIBLE OBJECTS

Wondrous item, rare

Puchezma was a notoriously cheap, inveterate traveler—some might say homeless tramp—who could never bring himself to spend money on decent provisions or hire a cook for his expeditions. In his efforts to create a seasoning that would make food he could scrounge more palatable, as well as actually edible, Puchezma stumbled on the formula for the *powder of edible objects*.

The powder resembles normal salt. As an action, you can sprinkle the powder on 1 cubic foot of nonliving, nonmagical, normally indigestible material and transform it into edible, nutritious food. The material must be something you can swallow; for instance, dirt, gravel, and cotton cloth will work, because you could chew up and swallow these materials, but a large stone or a wooden plank would not.

In addition, as an action you can sprinkle a pinch of the powder to cast the *purify food and drink* spell.

The powder is normally found in small bags containing 10d10 pinches.

QUILL OF LAW

Wondrous item, rare

Prized by despots and good rulers alike, *quills of law* are used to ensure that laws and proclamations are obeyed.

When a creature reads a proclamation or law, posted in a public place, that was written with the pen, the creature must make a DC 14 Charisma saving throw. On a failure, the creature is magically compelled to obey the law, regardless of whether it is a good law or whether it would otherwise agree with it.

The magical effect is limited in that only the three most recent laws written with the quill maintain this power. Laws written prior to the most recent three can still be the law, but citizens are not compelled to obey them.

REGLAR'S GLOVES OF FREEDOM

Wondrous item, rare

These gloves are thick, leather combat gloves with silvery pearls sewn around the cuffs. A creature under the influence of a *charm* spell or similar enchantment can be freed of the enchantment by shaking hands with you while you wear the gloves. The freed creature retains all memories of his enchantment. The gloves do not protect or release you from such spells or effects.

ROBES OF REPETITION

Wondrous item, very rare (requires attunement by a wizard)

This ordinary-looking robe radiates strong transmutation magic if an *identify* or *detect magic* spell is cast on it. While you wear it, you acquire a unique and powerful augmentation to your magic.

Whenever you cast a spell, there is a percentage chance that magical harmonics sound throughout the Weave, causing the magical energies liberated in spellcasting to be amplified and briefly retained.

Provided you cast the same spell on your next turn, you can cast it without expending a spell slot. Once the spell has been cast in this way, the energy is liberated and no longer subject to the robe's effects.

The chance of a spell being available for a second casting varies according to the level of the spell. Consult the table:

Spell Level	% Chance to cast again
1st	50
2nd	40
3rd	30
4th	20
5th	10

SADDLE OF FLYING

Wondrous item, very rare

This saddle resembles a normal leather saddle with a small, silver buckle near the pommel. When the saddle is secured to a horse or any other nonmagical mount creature and the silver buckle fastened, the mount sprouts wings and acquires a flying speed equal to its normal movement speed.

The *saddle of flying* functions for 1 hour. At the end of the duration or when the silver buckle is unfastened, the wings disappear and all flying ability is immediately lost, regardless of whether the mount is airborne or on the ground.

SALVE OF FAR SEEING

Wondrous item, rare

This salve allows a creature to see as well as it would on a brightly lit day as well as avoid being blinded. The salves are found in small metal containers made of precious metals. A container contains 4d12 drops of salve.

As an action, you can put a drop of the salve into each of your eyes. Until the end of your next long rest, you gain darkvision out to a range of 60 feet, and you can't be blinded.



SALVE OF FAR SEEING

SCARAB OF UNCERTAINTY

Wondrous item, rare (requires attunement)

This scarab has a very specific and potentially powerful effect. If you are within range of a *conjure* spell cast by another creature, the conjured creatures must make a Charisma saving throw the instant they appear. On a failure, the summoned creatures mistakenly believe that you are the individual who summoned them and will then serve you as best they can, rather than the caster of the spell, under the terms of the spell.

SCHOOL CAP

Wondrous item, rare (requires attunement)

While you wear this cap, you gain a +2 bonus to saving throws you make against spells of one particular school of magic.

The school of the *school cap* is determined by rolling a d8.

d8	School
1	Abjuration
2	Conjuration
3	Divination
4	Enchantment
5	Illusion
6	Invocation
7	Necromancy
8	Transmutation

I remember Skie. She was a person whose mind was as complex and shiny as the lock she created. Shame about what happened to her.

SKIE'S LOCKS AND BOLTS

Wondrous item, rare

Skie's locks and bolts are sometimes found in the homes of wealthy merchants, the politically important, and secretive wizards.

This device looks like a small, ornately-engraved lock with a tiny silver key. As an action you can insert the key into the lock and turn it clockwise. When you do, all doors, windows, and other portals within 50 feet of the item slam shut and become sealed as though you cast *arcane lock* on each of them. The effect lasts until you turn the key counterclockwise, as long as you are on the same plane of existence as the portals.

TALISMAN OF MEMORIZATION

Wondrous item, uncommon (requires attunement by a wizard)

While you wear this talisman, you prepare spells in half the normal time.

TAPESTRY OF DISEASE WARDING

Wondrous item, rare

This 3-foot-square cotton tapestry bears the image of a rainbow over dancing humanoid figures. When you use an action to hang it in a house or other building of 10,000 square feet or less and speak its command word, it protects living creatures in that house from nonmagical diseases. It has no effect on creatures already suffering from diseases; it only protects healthy, living creatures from contracting contagious diseases ranging from common colds to deadly plagues.

TELEPORTATION CHAMBER

Wondrous item, very rare

These useful devices always come in ornately-carved wooden cubes with the interior walls covered with mirrored tiles much like *disintegration chambers*, ranging in size from a box 1 foot on a side to a room 10 feet on a side. A small, green sphere is fastened to the outside of the chamber near the door, and another sphere is positioned on an inside wall.

To activate the device, a creature must use an action to touch one of the spheres while concentrating on a mental image of the destination. The chance of error is exactly the same as that described in the *teleport* spell, with one exception: if the contents of the chamber are being sent to another *teleportation chamber*, the chance of a mishap is reduced to 0%.

The amount of material to be affected is limited only by the size of the chamber. The size of any given chamber can be determined from the table below.

d6	Size
1	1-foot cube
2	2-foot cube box
3	3-foot by 3-foot by 6-foot box
4	3-foot by 5-foot by 6-foot box
5	5-foot by 5-foot by 10-foot box
6	10-foot cube box

In sizes that have 3-foot sides or larger, these devices are most often installed permanently and can't be removed from where they're installed, unless arrangements are made to transport an entire building.

The box has 100 charges and regains 10d10 charges daily at dawn.

TENSER'S PORTMANTEAU OF FRUGALITY

Wondrous item, very rare

This large, black leather traveling case contains a bewildering number of small instruments—tweezers, measuring beakers, small ceramic jars, and the like—and is used to extract the greatest possible benefit from certain single-use magical items by partly diluting or admixing them.

You must be proficient in alchemist's supplies to use the portmanteau. As an action, you can use it to extract extra doses from potions, oils, dusts, incenses, glues, solvents, and *Nolzur's marvelous pigments*. To extract an extra dose or application, you must have two examples of the substance to be treated by the portmanteau.

The process of extracting the magic is arduous, and can only be undertaken during a long rest. At the end of the rest, make an Intelligence (Arcana) check, using the portmanteau as though it were alchemist's supplies. On a success, a third active dose or use is extracted. On a failure, no third dose is extracted and 1 of the sample substances is destroyed. The DC of the check is determined by the substance's rarity; see the table.

Rarity	Check DC
Common	12
Uncommon	14
Rare	16
Very Rare	18

Each use of the portmanteau consumes some of the special reagents required for the process. When discovered, the case holds enough materials to attempt 4d10 duplications.

THOUGHT BOTTLE

Wondrous item, very rare (requires attunement)

A *thought bottle* is a metal flask similar in appearance to an *efreeti bottle*. Bottle and stopper are engraved with intricate, magical runes. Creatures use a *thought bottle* to store and protect important memories and thoughts, as a way of managing their cluttered memories.

When you use an action to remove the stopper, you can concentrate on the thought or memory to be stored and speak the word of command. The thought or memory is then transferred from your brain into the bottle. You remember the general nature of the thought ("This is my design for an elemental-powered airship") but forget the specific details, as these are trapped in your *thought bottle*.

To retrieve a thought, as an action you uncork the bottle and speak another word of command. The thought or memory is immediately transferred directly into your brain.

When discovered, 75% of *thought bottles* can hold only a single thought or memory. The remaining 25% have a capacity of 2d4 separate thoughts or memories.

TIME BOMB

Wondrous item, uncommon

A *time bomb* is a small hourglass that contains no sand. As an action you remove one base from the hourglass and fills one end with an amount of sand of your choice, ranging from one minute's worth of sand to one hour's. As an action, you can activate the *time bomb* by placing the hourglass on a flat surface so that the sand begins to trickle from one end to the other.

When all the sand has trickled to the bottom of the hourglass, it explodes in a ball of flame equal to a *fireball* spell cast using a 5th level spell slot.

If an activated *time bomb* is shattered, tipped over, or otherwise disturbed before it detonates, its magic is permanently negated and it can't be reactivated. From that time on, however, it can be used as a normal hourglass.



THOUGHT BOTTLE

I always have at least one of these on my person. Here, look.

WARP MARBLE

Wondrous item, very rare

This item is a 1-inch diameter sphere of fine crystal with a rich blue hue. Each marble has three words of command associated with it.

The first command triggers the marble to create an extradimensional space large enough to contain a single creature. As an action, you can speak the word to imprison the closest creature of size Large or smaller to the marble is instantly transported to and sealed within this space. If the prison is already occupied, this first word of command will have no effect.

The second command word releases the occupant of the extradimensional space. The occupant is immediately returned to an unoccupied space within 5 feet of the marble, wherever it might be. Note that this word of release can be spoken and will be effective from within the prison. Thus, the possessor of the marble can use it as a sanctuary to escape from harm.

The third word of command sets the marble as a trap. After this word is spoken, the first creature of size Large or smaller to touch the marble is immediately imprisoned within the extradimensional space. If the first creature to touch the marble is larger than size Large, the magic is not triggered. Once one creature has been imprisoned, other creatures can touch the marble with no effects. A creature trapped in this method can be freed only through the use of the word of release from outside the marble.

A trapped marble can be thrown at another creature in an attempt to trap it. The creature must make a Charisma saving throw, using your spell save DC or DC 15, whichever is higher. On a failure, the creature is trapped in the *warp marble*.

If a *warp marble* is taken into an extradimensional space (such as within a *portable hole*), if it is *teleported*, *gated*, or *transported* via dimensional folding or any analogous method, or if it is shifted to another plane of existence, an occupant of the *warp marble's* extradimensional space is immediately expelled into the Astral plane.

ZWANN'S WATERING CAN

Wondrous item, very rare (requires attunement)

Invented by the noted druid Zwann Laike, this watering can is made from a dried gourd and hollowed-out reeds.

When you fill it with water and let it stand undisturbed for 30 days, its magic is activated. Thereafter, you may sprinkle the water from *Zwann's watering can* over a patch of tilled soil no larger than a 25-foot square.

Seeds you plant in this treated soil grow normally, but the can's magic makes them immune to disease, drought (the plants never need to be watered again), insects, bad weather (such as hailstorms and early frost), and all other forms of nonmagical trauma. The plants can be harvested normally.

Water from *Zwann's watering can* has no effect on already maturing plants. It cannot revive withered, diseased, or insect-infested plants.

The patch of soil retains its effectiveness for one year, after which time it must be watered again for the effect to be renewed.



TAPESTRY OF DISEASE WARDING

THE NETHER SCROLLS

IN THE YEAR OF THREE SHIPS SAILING, NONE can say from whence the Nether Scrolls first came. Their genesis, however, is of little importance in understanding their impact on Faerûn. The scrolls describe the most fundamental magical theory and are the foundation upon which the practice of magic in Faerûn is predicated.

Comprised of some 50 scrolls of gold and platinum beaten paper-thin, when unrolled, silvery characters float and writhe above the surface of the metal. The information contained therein magically impressed itself into the reader's knowledge, granting unparalleled ability to practice magic—and unbridled power. They can't be copied, though many have tried.

The 50 scrolls were divided into five "chapters" of 10 scrolls each. Reading just one scroll grants magical power; reading a chapter grants more power; and reading them all imparts unimaginable power.

The chapters are as follows:

Arcanus Fundare. The first chapter describes the deepest foundations of magic, including the principles of verbal, somatic, and material components.

Magicus Creare. The second chapter describes the fundamental principles of creating magic items. The crafting theory therein hints at a wide range of possibilities, including sentient items and the creation of items which become part of the creator.

Maior Creare. The third chapter also deals with the principles of creating magic items but focuses on the creation of constructs such as golems. Some say the artificers of House Cannith in Eberron didn't use a massive schema (as is commonly related) to create warforged, but instead used knowledge gleaned from Maior Creare.

Planus Mechanus. The fourth chapter deals with the planes of existence, giving the reader intimate knowledge of all known planes of existence—as well as some unknown to sages—and the fundamentals of creating pocket planes. Some say the great wizard Mordenkainen used knowledge he gleaned from a perusal of Planus Mechanus in devising his magnificent mansion spell.

Ars Factum. The final chapter is said to describe the crafting of items of such immense power that mortals call them "artifacts". Through the history of the Nether Scrolls, however, no mortal has been known to have read them, as a special key is required to unlock them, and those most steeped in lore cannot even identify what the key might be, much less where it is.

Two complete sets of the Nether Scrolls were known to exist in the late 14th century DR. One set was broken up, with a few scrolls in hoards across Faerûn. With the fall of Myth Drannor, none can say what befell the full set of scrolls which made up the Ques Ar Teranthvar. However, Larloch has been collecting the scattered copies for hundreds of years, and how has a complete set.



USING THE NETHER SCROLLS

The Nether Scrolls are artifacts of such power that to merely look upon them is perilous. You must have an Intelligence score of at least 22, without the use of magic items or spells to increase it to that total. If you have an innate Intelligence score of 21 or less, the first time you try to read a Nether Scroll you are blasted out of existence, utterly destroyed and wiped from the multiverse. Not even Mystra and Azuth combined can undo this fate; some say the great god Ao himself might have the power, though if he has, he has never exercised it.

If you survive looking upon a scroll, you must make a DC 20 Intelligence (Arcana) check to understand it. On a failure, you can't understand the world-shaking information contained therein and can never understand that particular scroll. On a success, if you have levels in the wizard, sorcerer, or warlock classes, you automatically gain a level (you gain sufficient XP to advance them to the next level). This boon can never be repeated, no matter how many Nether Scrolls you read.

Reading a complete chapter imparts the following abilities, all of which are cumulative, should you be so fortunate (or determined) to assemble and read them all—as Larloch has. Reading a chapter takes one month of uninterrupted study.

Arcanus Fundare (Foundations of Magic). You have advantage on Intelligence (Arcana) checks, and a +3 bonus to your spell save DCs for arcane spells you cast.

Magicus Creare (Spells of Creation). For you, the crafting time and costs associated with creating a magic item are reduced by half.

Maior Creare (Major Creations). Once per 24-hour period, you can cast the create homunculus spell without using a spell slot or material components. In addition, you can create a golem as though you were using a manual of golems, and the expenditure in time and gold pieces is reduced by half. Constructs you create using this power have maximum hit points.

Planus Mechanus (Studies of the Planes). Once per 24-hour period, as an action you can cast the plane shift spell without using a spell slot or components. In addition, while you're on another plane, you're immune to that plane's hostile or debilitating environmental effects.

Ars Factum (Of the Creation of Artifacts). Reputedly, this chapter taught the reader how to create artifacts. However, an additional key of some kind is needed to unlock this set of scrolls, and nobody has ever discovered it.

SPELLS



HERE ARE SOME SPELLS COMMONLY attributed to Larloch. Whether or not he actually devised these spells or one of his many lich servitors did is immaterial—they are powerful indeed, even the cantrip, and it is certain that using them will draw Larloch's notice.

Please note that Larloch has lived so long, and amassed so much power, that he has access to literally every wizard spell in existence. Some sages suspect that spells from other worlds, created by wizards who don't even know Toril exists, found their way to Faerûn through the Shadow King's devices.

BACKBLAST

3rd-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

Originally created by the phaerimm, backblast was quickly copied by Netherese arcanists, and it can now be found in spellbooks across Faerûn.

For the duration, if you roll a 20 for a saving throw against a spell, and the spell is 7th level or lower, the spell has no effect on you and instead targets the caster, using the slot level, spell save DC, attack bonus, and spellcasting ability of the caster, except that backblast turns only spells which deal fire damage that target you. Once backblast turns a spell, its duration ends.

CLEARSTONE

3rd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a small, flat piece of glass)

Duration: Concentration, up to 1 minute

You cause a stone or section of stone wall to become transparent. You can affect up to 5 cubic feet of stone. Visibility through the stone is perfectly clear, though it's limited by the available light or by objects and creatures embedded in the stone.



CRUSHING SPHERE

6th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (an eggshell, which is crushed as the spell is cast)

Duration: 1 minute

Crushing sphere has all the characteristics of *Otiluke's resilient sphere*, except that the target takes 3d8 bludgeoning damage at the start of each of its turns as the sphere squeezes it.

DEVASTATE UNDEAD

8th-level necromancy

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

Components: V, S

This spell was created by the lich Larloch to power himself at the expense of his own undead minions. Choose any number of undead creatures within 30 feet of a point you can see within range. Each undead creature you choose must make a Constitution saving throw or be destroyed, as if hit by a mace of disruption. Creatures that are not undead, and undead with Hit Dice greater than your wizard level, are immune to this spell.

If an undead creature is destroyed by this spell, a portion of the energy that gave it unlife flows back to you. This energy restores 5 hit points per hit die of the destroyed undead.

EBON RAY OF DOOM

4th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You fire a ray of black energy that drastically slows down the rate at which the subject can recover hit points. A creature targeted by your ebon ray can't regain hit points by any means except healing magic. When the creature receives healing magic, it must make a Constitution saving throw against your spell save DC. On a failure the creature regains no hit points.

When you target a creature with the Regeneration ability, the creature must succeed on a Constitution saving throw at the start of each of its turns before it regains hit points. Failure indicates that the ability does not function in that round.

LARLOCH'S MINOR DRAIN

Necromancy cantrip

Casting Time: 1 action

Range: 30 feet

Duration: Instantaneous

Components: V, S

You extend your hand and, with a pulling motion, draw away some of a creature's life force. Make a ranged spell attack against one creature within range. On a hit, the target takes 1d6 necrotic damage and you gain temporary hit points equal to half the damage dealt. The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

TOOTHED TENTACLE

2nd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (three hairs and a tooth)

Duration: Concentration, up to 1 minute

You create 3 shadowy tentacles of energy, each of which ends in a fanged maw. As an action, you can direct each tentacle to target a creature of your choice within 10 feet of you. Make a ranged spell attack against each target. On a hit, the target takes 2d8 piercing damage and must make a Constitution saving throw. On a failure, the target is poisoned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The tentacles all strike simultaneously, and you can direct them to target one creature or several.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the spell creates one more tentacle for each slot level above 2nd.



EPIC SPELLCASTING

Players, be sure to discuss Epic Spellcasting with your DM before you choose this feat! DMs, be very, very careful before you allow Epic Spellcasting in your Forgotten Realms campaign! Epic spells are the most powerful magics a mortal can cast, and using them could easily unbalance your game.

EPIC SPELLS



THE NETHER SCROLLS PERMITTED THE archmages of ancient Netheril to cast spells of breathtaking power. They created the mythals which gave entire mountains the ability to fly and traverse dimensions. Their magic

destroyed entire armies in an instant—and led to vast wastelands like Anauroch.

Sages surmise that Mystra forbade the use of such mighty spells. This was perhaps true in the aftermath of Karsus's Folly. However, in the years following the Sundering, the Spellplague, and the Second Sundering, rumor has reached the wise and powerful of the epic magic of Netheril appearing once more. Perhaps it was retained in Halruaa or brought back from Abeir. Perhaps Mystra and Azuth simply decided to rescind the ban. No one can be sure of root causes. It is known, however, that if any Faerûnian wizard might be able to cast one of these spells, that wizard is Larloch. But will he teach such mysteries? Likely not.

IOULAUM'S LONGEVITY

Epic-level necromancy

Casting Time: 1 action

Range: 1 mile

Components: V, S

Duration: Instantaneous

Ioulaum was one of Netheril's first archwizards, predating Karsus. His power was so immense that he could create a mythal with a thought. Indeed, the existence of mythallars at all is due to his towering intellect and magical talent.

It is said that Ioulaum developed this spell before he became a lich, decades before Karsus's Folly, and that the archwizard's consciousness remains intact within a gigantic undead elder brain somewhere in the North. The sages of Candlekeep point to vague references to the Oracle of Ellyn'taal as Ioulaum's last-known lair.

Choose a point you can see within range. Each creature within 120 feet of that point must make a Constitution saving throw, taking 20d8 necrotic damage on a failed save or half as much damage on a successful one. A creature reduced to 0 hit points by this spell is utterly destroyed as though by a disintegrate spell, transformed into a fine gray powder.

For every living creature you destroy with this spell, your lifespan is increased by 1 year.

LEFEBER'S WEAVE MYTHAL

Epic-level evocation

Casting Time: 3 days

Range: Touch

Components: V, S

Duration: Instantaneous

You create a sphere of magical force 1 mile in radius centered on a point on the ground you touch when you finish the spell. At the same time, you designate a password or key which can bypass the sphere. No creature can penetrate the perimeter of the sphere without the password or key.

The key can be anything you can imagine, from wagging fingers in a certain way, a certain alignment, riding a specific kind of mount, humming a certain tune, or speaking a pass-phrase.

In addition, at the time of creation, you can specify another spell to target a creature that attempts to enter the mythal without the proper password or key. This spell is cast at its lowest level, if it can be cast using a higher-level spell slot. For example, when you create a mythal, you can specify that a creature that tries to enter it without saying "yumpin yiminy" is targeted by a lightning bolt spell.

MAVIN'S CREATE VOLCANO

Epic-level conjuration

Casting Time: 1 day

Range: 10 miles

Components: V, M (see below)

Duration: 1 year

Through its history, Netheril was often beset by invasion of orcs, and Netherese arcanists devoted much thought to ending the menace once and for all. Though this spell was never actually cast within the bounds of the empire, for the dangers were fantastic, its formula was so elegantly simple that every arcanist who looked at it was certain it would function precisely as designed.

You must protect yourself with a mantle you craft for yourself from threads of woven diamonds that you've enchanted to provide the function of a ring of fire resistance and helm of brilliance, as well as a mythal you've created.



When you finish this spell, an earthquake rocks a point on the ground you can see within range. Within a tenday, steam and ash begin to fire from that point, and within a month a full-sized volcano spews red-hot, molten magma.

One of the drawbacks is that stopping the volcano, however, is not mentioned in the formula.

PROCTIV'S MOVE MOUNTAIN

Epic-level alteration

Casting Time: 2 hours

Range: Sight

Components: V, M (see below)

Duration: Instantaneous

By means of this spell, Netherese arcanists were able to sever mountains, invert them, and set them afloat above the landscape.

As part of casting the spell, choose a mountain you want to turn into an enclave. When you complete the spell, the mountain is severed from the earth, leaving behind a flat mesa. The mountain then inverts so the flat side is up and levitates, permitting the building of a city on the smooth, flat surface.

You must create a mythal on the flat surface within a tenday, before any building can begin. The mythal must surround a magic item that permits flying or levitation, as well as a crystal ball.

TOLODINE'S KILLING WIND

Epic-level conjuration

Casting Time: 2 hours

Range: 1 mile

Components: V

Duration: 8 hours

The arcanist Tolodine developed this spell as another approach to dealing with the invasion of orcs and goblins which plagued ancient Netheril. Unlike Mavin's volcanoes, however, this spell was used with abandon, slaughtering vast numbers of invaders.

You create a cloud of poison gas 30 feet high and 300 feet in diameter centered on a point you can see within range. The gas spreads around corners. It lasts for the duration. Its area is heavily obscured.

When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must succeed on a Constitution saving throw or instantly die. Creatures are affected even if they hold their breath or don't need to breathe.

As a bonus action on each of your turns, you can move the gas, willing the cloud to roll along the surface of the ground. The vapors, being heavier than air, sink to the lowest level of the land, even pouring down openings.

FEATS

BEFORE YOU CHOOSE ANY OF THE following feats for your character, be sure to discuss it with your DM.

ARCANE MANIPULATION

Prerequisite: 9th level wizard

You are learned in the arcane ways of Netheril, where masters of magic once molded and shaped arcane energy to their own will.

When you prepare spells, you can break down up to three existing arcane spell slots to create a specific number of lower-level spell slots. The sum of the levels of the spell slots you create in this way must equal the level of the original. For example, if you break down a 5th-level spell slot, you can create 1 2nd-level slot and 1 3rd-level slot from it, or 2 2nd-level slots and 1 1st-level. Spell slots you break down into multiple lower-level slots remain that way until the next time you prepare spells, at which time you can choose to restore your spell slots to normal or break them up again.

CHANNEL CHARGE

Prerequisite: 5th level wizard

Your study of fundamental magic through ancient Netherese texts lets you access the Weave in fundamentally different ways, including gaining power from magic items.

As an action, you can expend a number of charges from a magic item you hold that has charges and convert the charges into spell slots. For every charge you expend from the item, you create 1 spell-slot level. Thus, if you expend 1 charge, you can create a 1st-level spell slot. If you expend 3 charges, you create a 3rd-level spell slot.

CRAFT SCEPTER

Prerequisite: Proficiency in the History and Arcana skills, 9th level wizard

Learning you gleaned from a Nether Scroll has taught you to craft magical rods that can hold spells you know.

You prepare a specially-crafted magical rod and imbue it with a spell of 7th level or lower. To do so, you must spend a number of downtime days equal to twice the level of the spell, as well as a number of gp equal to 10 times the level of the spell. As part of the crafting, you must cast the spell into the item each day, expending the spell slot and material components, if any. In addition, at the end of the downtime you must succeed on both Intelligence

(History) and Intelligence (Arcana) checks, the DC of which is equal to 10 + the level of the spell you wish to imbue. If you fail either check, the crafting fails. The scepter has a number of non-replenishable charges equal to the number of downtime days you spent crafting the item.

EPIC SPELLCASTING

Prerequisite: Proficiency in the History and Arcana skills, 20th level wizard

You have peered into the mists of space and time (and possibly the Nether Scrolls) and can use the Weave in ways other wizards can't begin to replicate.

You can cast the Epic Spells in this book. You must have read the Nether Scrolls or studied with a wizard intimately familiar with Epic Level spells for no less than a decade before you can do so.

Once you cast an Epic Spell, you can't do so again until you finish a long rest.

NETHERESE BATTLE CURSE

Prerequisite: Proficiency in the History and Arcana skills, ability to cast wizard spells

Your knowledge of Netherese magic enables you to channel your magic into a powerful curse you impose on those foolish enough to face you in battle.

When you hit a creature with a melee weapon attack, you can expend a spell slot of any level. If you do, the target must make an Intelligence saving throw, the DC of which is equal to 10 + the level of the spell slot you expended. On a failure, the creature has disadvantage on attack rolls, saving throws, and ability checks it makes for the next 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. In addition, a remove curse spell or similar magic ends the effect.



METAMAGICS



OUR STUDY OF ANCIENT NETHERESE sorcerous secrets lets you add the following metamagic options to your spells.

FLATTENING SPELL

When you deal damage to a creature with a spell that deals thunder or force damage, you can expend 2 sorcery points to force that creature to make a Strength saving throw. On a failure, the creature is knocked prone.

RESHAPE SPELL

When you cast a spell with a range that affects an area, you can expend 1 sorcery point to change the area's shape in one of the following ways:

- If the spell's shape is a line, you can change it to a cone of half range.
- If the spell's shape is a cone, you can change it to a 5-foot-wide line with double the range of the cone.
- If the spell's shape is a sphere, you can change its area to a cylinder of half the sphere's radius and double the sphere's radius in height.
- If the spell's shape is a cylinder, you can change its area to a sphere of the same radius.

SPELL CLEAVE

When you cast a spell that deals damage and targets a single creature, you can expend 1 sorcery point to target an additional creature; if your spell affects that creature, it takes half damage.

WOUNDING SPELL

When you successfully cast a spell that deals damage and targets one creature, whether that spell requires a spell attack roll or saving throw, you can spend 1 sorcery point to cause the creature to take an amount of necrotic damage equal to your spellcasting ability modifier at the start of each of its turns. If the target receives healing magic, the effect ends. In addition, a creature can make a Wisdom (Medicine) check on the target against your spell save DC; on success, the effect ends.



