



VAULT OF MAGIC II

SIGN OF THE DRAGON

Discover new magic items, spells, NPCs, and character backgrounds for the world's greatest roleplaying game

VAULT OF MAGIC II

MARCO BERTINI & MARCO FOSSATI



SIGN OF THE DRAGON PROJECT



INTRODUCTION

H

i, *Vault of Magic II* is the third volume published by the *Sign of the Dragon Project*.

This volume expands and enriches the previous *Vault of Magic* (<https://www.dmsguild.com/product/288029/Vault-of-Magic>), by adding 72 magic items, 22 spells, 4 NPCs, 2 new backgrounds, and 6 tables that can be used to give your magic items quirks and minor benefits.

You can find our other products here:

- <https://www.dmsguild.com/product/293989/Acereraks-Guide-to-Lichdom?term=lich+acere>
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- <https://www.dmsguild.com/product/275261/Inquisitors-Guide>

Cheers, Marco Bertini & Marco Fossati, *Sign of the Dragon Project*



We found inspiration from: *Faith & Avatars*, *Encyclopedia Magica*, and *Tome of Magic*.

FOREWORD

"One dream, one soul, one prize, one goal, one golden glance of what should be. It's a kind of magic." Do you remember Queen's rhymes?

Magic is the impossible, humanity's dream that transmutes energy and reality. Magic is a fantastic extension of man and what you'll find in this volume will help you to go beyond the limits of your characters: from the low-level to the mighty. I'm proud of the work of Marco & Marco, because their many ideas let the world play with magic.

Zoltar of sageadvice.eu

CREDITS

Lead designer: Marco Fossati

Writer: Marco Fossati

Art Director: Marco Bertini

Graphic designer and layout: Marco Bertini

Editor: Daniel Chivers

Cover Art: Necrocore Games 4

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Playtesters: Andrea "Lattuga" Donato, Andrea "Pupazzo" Grassi, Gianpiero "Gianpy" Grassi, Vincenzo "Vinx" Loseto, Donato "Natto" Petriccione, Luca "Lupi" Pinato, Christian "Chichino" Rezzano, Luca "Luchino" Rubino, Riccardo "Ricky" Volpi.

Updated version 1.1, Created with Homebrewery



ON THE COVER

Fhyelle read *Vault of Magic II* and couldn't wait to test her new powers. We hope you'll do the same. Remember to test them in a safe place.

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CHAPTER 1: MAGIC ITEMS

“**T**he warrior elf muttered a word and a faint reddish aura filled her sword’s blade. She killed the ogre with enough speed and force to also slay the goblin standing next to it. The goblin’s head rolled between my feet while I was staring at her: a blood-bathed beauty. That was the first magic sword I’d ever met in my life.”

- From "Seven Years as a Sellsword," by Arthfael Avan, the Wolf-Prince

MAGIC ITEM TABLES

The tables in this section classify the new magic items presented in this supplement, grouped by rarity. The tables give each item's type and whether the item requires attunement.

MAGIC ITEMS, COMMON

Item	Type	Attune?
Magic Sword	Weapon	No
Potion of Protection from Evil and Good	Potion	No
Rod of Climbing	Rod	No
Scroll of Equipment	Scroll	No
Scroll of the Beast	Scroll	No
Sword of the Watcher	Weapon	No
Yo-Yo of Fate	Wondrous item	Yes

MAGIC ITEMS, UNCOMMON

Item	Type	Attune?
Invisible Blade	Weapon	Yes
Pipes of Droning	Wondrous item	Yes
Potion of Spell Recovery	Potion	No
Ring of Cantrips	Ring	Yes
Ring of Defense	Ring	Yes
Ring of Quickness	Ring	No
Rod of Blind Walking	Rod	No
Rod of Prying	Rod	No
Scroll of the Beast	Scroll	No
Sword of Parrying	Weapon	Yes
Token Sword	Weapon	Yes
Wand of Clumsiness	Wand	Yes
Yo-Yo of Fate	Wondrous item	Yes

MAGIC ITEMS, RARE

Item	Type	Attune?
Bone Pipe	Wondrous item	Yes
Boneward	Wand	Yes
Chaotic Sword	Weapon	Yes
Devil's Pact	Scroll	No
Fury of the Beast	Weapon	Yes
Iron Ring	Ring	Yes
Mace of Confusion	Weapon	Yes
Mace of Divine Retribution	Weapon	Yes
Mace of Restraining	Weapon	Yes
Pendant of Magic	Wondrous item	Yes
Pipes of Headaches	Wondrous item	Yes
Potion of Alchemical Fire	Potion	No
Potion of Keen Mind	Potion	No
Potion of Scrying	Potion	No
Potion of Spell Recovery	Potion	No
Potion of True Sight	Potion	No
Ring of Armoring	Ring	Yes
Ring of Command	Ring	Yes
Ring of Fascination	Ring	Yes
Ring of Jolting	Ring	Yes
Ring of Protection from Charm	Ring	Yes
Ring of Tongues	Ring	No
Rod of the Wyrmling	Rod	Yes
Seeds of Treasure	Wondrous item	No
Scroll of Communication	Scroll	No
Scroll of the Beast	Scroll	No
Scroll of Truth	Scroll	No
Spellblade	Weapon	Yes
Staff of Slinging	Staff	Yes
Staff of Stunning	Staff	Yes
Staff of Strength	Staff	Yes
Staff on Striking	Staff	No
Sword of Agility	Weapon	Yes
Sword of Double Strike	Weapon	Yes
Sword of First Strike	Weapon	Yes
Talisman of the Chimera	Wondrous item	Yes
Wand of Entrapment	Wand	Yes
Wand of Summoning	Wand	Yes
Yo-Yo of Fate	Wondrous item	Yes



MAGIC ITEMS, VERY RARE

Item	Type	Attune?
Axe of Antimagic	Weapon	Yes
Devil's Pact	Scroll	No
Flute of Wind Dancing	Wondrous item	Yes
Harp of Storms	Wondrous item	Yes
Iron Ring	Ring	Yes
Mace of Thunder and Lightning	Weapon	Yes
Nightbringer	Weapon	Yes
Pendant of Magic	Wondrous item	Yes
Potion of Spell Recovery	Potion	No
Ring of Armoring	Ring	Yes
Ring of Planar Affinity	Ring	Yes
Rod of Distortion	Rod	Yes
Rocksplitter	Weapon	Yes
Sign of the Dragon	Scroll	No
Seeds of Treasure	Wondrous item	No
Soulskull	Wondrous item	No
Spellblade	Weapon	Yes
Staff of Flashing Lights	Staff	Yes
Vicious Sword	Weapon	Yes
Wand of Darkness	Wand	No
Yo-Yo of Fate	Wondrous item	Yes

MAGIC ITEMS, LEGENDARY

Item	Type	Attune?
Devil's Pact	Scroll	No
Pendant of Magic	Wondrous item	Yes
Potion of Spell Recovery	Potion	No
Ring of Armoring	Ring	Yes
Ring of Rapid Regeneration	Ring	Yes
Rod of Passage	Rod	Yes
Seeds of Treasure	Wondrous item	No
Staff of Miracles	Staff	Yes
Yo-Yo of Fate	Wondrous item	Yes

NOTE

Some of the items presented in this volume and in the previous *Vault of Magic* simply allow its owner to cast spells. These new magic items are thematic and they reflect the specialization of their creator's chosen field of magic.

MAGIC ITEMS A-Z

Magic items are presented in alphabetical order. A magic item's description gives the item's name, its category, its rarity, and its magical properties (for more information on magic items, see *Dungeon Master's Guide*, chapter 7, "Treasure").

AXE OF ANTIMAGIC

Weapon (axe), very rare (requires attunement)

This axe is a magic weapon. While attuned to this weapon, each creature within 30 feet of you loses the feature Magic Resistance. As an action you can cast *dispel magic*. Once used, this property cannot be used again until the next dawn.

BONEWAND

Wand, rare (requires attunement by an evil creature)

This magic wand has 5 charges. As an action, spending two charges, a blast of bone shards erupts from the tip of the wand. Each creature in a 30-foot cone must make a DC 15 Dexterity saving throw. A creature takes 17 (5d6) piercing damage on a failed save, or half as much damage on a successful one. Using an action, you can also cast one of the following spells, at the cost of one charge: *animate dead*, or *speak with dead*. The wand recharges 1d4 + 1 expended charges daily at dawn.

BONE PIPE

Wondrous item, rare (requires attunement by a creature proficient with wind instruments)

This pipe is made of raw bone and has 3 charges. On your turn, you can use an action to play the pipe and expend 1 charge to create a creepy tune. Each undead or fiend creature within 30 feet of you must make a DC 15 Wisdom saving throw. On a failed save, the target must obey your commands for the next hour. A creature with a challenge rating equal to or greater than your level is immune to this effect. A creature that succeeds on its saving throw is immune to the effect of the pipe for the next 24 hours. The pipe regains 1d3 expended charges daily at dawn.

CHAOTIC SWORD

Weapon (any sword), rare (requires attunement by a chaotic creature)

When you make a weapon attack with this magic weapon, roll a d20. The effect shown in the table below applies immediately before your attack roll.

d20 Effect

1-10 You gain a +1 to your attack and damage rolls for your attack

11-12 You gain a +2 to your attack and damage rolls for your attack

13-14 You have advantage on your attack roll

15-16 You have disadvantage on your attack roll

17-18 Target gains resistance to the damage type of your attack. If it has it already, it gains immunity instead

19 If hit, instead of taking damage, the target gains temporary hit points instead

20 A wild surge is created. Roll on the Wild Magic Sorcerer table in the *Player's Handbook*



DEVIL'S PACT

Scroll, rarity varies

This scroll has a devil painted on it. The scroll's rarity decides which kind of devil is painted on it. You can use an action to summon the devil, which appears in an unoccupied space within 30 feet of you. Roll initiative for it, and it has its own turns. The devil is at your service and usually obeys your verbal commands. If you don't issue any command to it, it defends itself from hostile creatures, but otherwise takes no actions. The devil stays with you and follows you, unless ordered not to, for 1 minute or until it is slain, then it returns to the scroll. When you issue a command to it you must make a Wisdom (Insight) check contested by a Charisma (Deception) check of the devil. If you lose the contest, you must sign a devil's pact. When you sign three pacts, the scroll crumbles to dust, the devil is freed and your soul is legally sold to it. The DM decides the consequences of losing your soul. The type of devil on the scroll depends on the rarity of the scroll: as shown in the table below:

Rarity	Devil
Rare	Bearded Devil
Very Rare	Barbed Devil
Legendary	Horned Devil



FLUTE OF WIND DANCING

Wondrous item, very rare (requires attunement by a creature proficient with wind instruments)

This small flute bears some Auran runes. As an action, you can play the flute to cast *warding wind*. On your next turn, if you use an action to continue to play the same tune, you can choose to cast other spells, ending the effect of those previously cast by this flute. The table below shows the spells you can cast (spell save DC 17) and how many rounds you must play the tune to cast them.

Rounds	Spell
1	<i>Warding wind</i>
2	<i>Wind wall</i>
3	<i>Investiture of Wind</i>
4	<i>Whirlwind</i>

FURY OF THE BEAST

Weapon (greataxe), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. Additionally, as a bonus action, you can target up to four creatures allied to you within 30 feet. Target creatures have advantage on melee weapon attacks that use Strength for 1 minute but attack rolls against them have advantage. Once used, this property cannot be used again until the next dawn.

MAUL

On Ravnica, Fury of the Beast is a favored weapon of some Gruul clan members, but it's commonly a maul instead of a greataxe.



HARP OF STORMS

Wondrous item, very rare (requires attunement by a creature proficient with string instruments)

This little golden harp has 7 charges. As an action, you can use a charge to play the harp. A 20-foot-radius sphere of lightning appears centered on a point within 60 feet of you that you can see. When a creature enters the sphere for the first time or starts its turn there, it must make a DC 15 Constitution saving throw, taking 7 (2d6) lightning damage and 7 (2d6) thunder damage on a failed save, or half as much damage on a successful one. On each of your turns after you cast the spell, you can use an action to spend another charge to move the sphere up to 30 feet in any direction. The harp regains 1d6 + 1 expended charges daily at dawn. If you expend the harp's last charge, roll a d20. On a 1, the harp becomes non magical.

INVISIBLE BLADE

Weapon (any sword), uncommon (requires attunement)

This magic weapon is invisible and can only be detected by a *detect magic* spell or creatures with truesight.

IRON RING

Ring, very rare (requires attunement)

While wearing this ring you have resistance to poison damage and are immune to the poisoned status.

MACE OF CONFUSION

Weapon (mace), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit a creature with this mace, the target must make a DC 15 Wisdom saving throw. On a failed save, the creature is under the effects of the *confusion* spell for 1 minute. At the end of each of its turns, the affected creature can make another Wisdom saving throw. On a success, the effect ends. If the target's saving throw is successful or the effect ends for it, then the target is immune to this effect for the next 24 hours. Once used, this property of the weapon cannot be used again until the next dawn.

MACE OF DIVINE RETRIBUTION

Weapon (mace), rare (requires attunement by a cleric or a paladin)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. As an action, you can slam this magic weapon into the ground in front of you, blasting a streak of divine energy 20-feet long and 5-feet wide. Each creature in the area of effect and on the ground takes 14 (4d6) radiant damage and must make a DC 13 Strength saving throw. On a failed save, the creature is knocked prone. Once used, this property cannot be used again until the next dawn.

MACE OF RESTRAINING

Weapon (mace), rare (requires attunement)

When you hit a creature with this magic weapon, the target must make a DC 13 Wisdom saving throw. On a failure, the creature is paralyzed for 1 minute. At the end of each of its turns, the affected creature can make another Wisdom saving throw. On a success, the effect ends.



MACE OF DIVINE RETRIBUTION



MACE OF CONFUSION



MACE OF THUNDER AND LIGHTNING



MACE OF RESTRAINING



NIGHTBRINGER



MAGIC SWORD

If the target's saving throw is successful or the effect ends for it, then the target is immune to this effect for the next 24 hours.

LAW & ORDER

Maces of Restraining are widely used by the watch patrols of many metropolises throughout the Multiverse, such as the City Watch of Waterdeep, Flaming Fists of Baldur's Gate, or the Azorius Senate of Ravnica.

MACE OF THUNDER AND LIGHTNING

Weapon (mace), very rare (requires attunement)

When you hit a creature with this magic weapon you add 4 (1d8) thunder damage to your damage rolls. The mace has 7 charges. You can use an action to expend some of its charges to cast one of the following spells (save DC 15) at their lower level version: *lightning bolt* (6 charges), *thunder step* (4 charges), *thunder wave* (2 charges), *witch bolt* (2 charges). You can increase the spell slot level by one for each additional charge you expend. The mace regains 1d6 + 1 expended charges daily at dawn.

MAGIC SWORD

Weapon (any sword), common

Damage from attacks made with this sword are considered magical damage for the purposes of overcoming damage resistance.

NIGHTBRINGER

Weapon (any sword), very rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit a creature with this magic weapon, that target must make a DC 15 Wisdom saving throw. On a failure, the target is blinded for 1 minute. At the end of each of its turns, the affected creature can make another saving throw. On a success, the effect ends. If the target's saving throw is successful or the effect ends for it, then the target is immune to the blindness effect of Nightbringer for the next 24 hours.

PENDANT OF MAGIC

Wondrous item, rarity varies (requires attunement by a wizard)

This silvered pendant bears a pearl which can be of many different colors. When you are attuned to it, you gain an additional spell slot depending on the rarity of the pendant. You must use the spell slot to cast a spell of a specific school, which depends on the color of the pearl. Rarity of the item and color of the pearl are shown in the tables below:

Rarity	Spell Slot Level
Uncommon	1st
Rare	3rd
Very Rare	5th
Legendary	7th

d8	Pearl Color	School
1	White	Abjuration
2	Green	Conjuration
3	Blue	Divination
4	Orange	Enchantment
5	Red	Evocation
6	Purple	Illusion
7	Black	Necromancy
8	Gold	Transmutation

PIPES OF DRONING

Wondrous item, uncommon (requires attunement by a creature proficient with wind instruments)

The pipes of droning have 3 charges. As an action, you play the pipes and expend 1 charge to create a lullaby tune. Each creature that has 50 hp or lower within 30 feet of you must succeed on a DC 13 Wisdom saving throw or enter in a magical slumber and be unconscious for 1 minute. If you choose to expend two charges, all creatures in the area that aren't hostile to you, automatically succeed on the saving throw. If a sleeping target takes any damage or if someone uses an action to wake it up, then the affected creature wakes up, ending the effect on itself. A creature that succeeds on its saving throw or wakes up is immune to the effect of these pipes for the next 24 hours. The pipes regain 1d3 expended charges daily at dawn.

PIPES OF HEADACHES

Wondrous item, rare (requires attunement by a creature proficient with wind instruments)

The pipes of headaches have 3 charges. As an action, you play the pipes and expend 1 charge to create a bothersome tune. Each creature within 30 feet of you must succeed on a DC 15 Intelligence saving throw or suffer headaches and double vision for 1 minute. An affected creature has disadvantage to any Intelligence and Wisdom checks, saving throws, and to any attack rolls. If you choose to expend two charges, all creatures in the area that aren't hostile to you, automatically succeed on the saving throw. At the end of each of its turns, an affected creature can make another saving throw, ending the effect on itself. A creature that succeeds on its saving throw is immune to the effect of these pipes for the next 24 hours. The pipes regain 1d3 expended charges daily at dawn.

POTION OF ALCHEMICAL FIRE

Potion, rare

As an action you can throw this potion at a point you can see within 60 feet. When it hits a solid surface, object, or a creature, all creatures within a 15-foot radius from the point of impact must roll a DC 13 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners and it ignites flammable objects in the area that aren't being worn or carried.

POTION OF PROTECTION FROM EVIL AND GOOD

Potion, common

When you drink this potion, you cast *protection from evil and good* but the range is only self.

POTION OF KEEN MIND

Potion, rare

When you drink this potion, you gain the effect of the keen mind feat, for 1 hour. If you have already that feat, the potion doesn't have any effect on you.

POTION OF SCRYING

Potion, rare

When you pour this potion in a bowl or container, you can cast the *scry* spell (spell save DC 17) with a duration of 1 minute.

POTION OF SPELL RECOVERY

Potion, rarity varies

When you drink this potion, you recover a number of expended spell slots, up to your maximum. You can combine the level of the spells slots according to the table below

Rarity	Level
Uncommon	1 spell slot level
Rare	2 spell slot levels
Very Rare	3 spell slot levels
Legendary	5 spell slot levels

POTION OF TRUESIGHT

Potion, rare

When you drink this potion, you gain truesight out to 60 feet for 1 hour.

RING OF ARMORING

Ring, rarity varies (requires attunement by a sorcerer or wizard)

While wearing this ring, when you cast *mage armor* or *shield*, roll a die according to the table below. The result is added to the AC bonus granted by the spells, *shield* or *mage armor*.

Die	Rarity
d2	Rare
d3	Very Rare
d4	Legendary

"Magic weapons should be the prizes of an entire life. Oddly enough, given how many lose their lives trying to seize them, this is sadly true..."

- Confessions of a Retired Wizard

POTION OF ALCHEMICAL FIRE



RING OF JOLTING



RING OF DEFENSE



RING OF PLANAR AFFINITY



RING OF QUICKNESS



RING OF COMMAND



RING OF CANTRIPS

Ring, uncommon (requires attunement by a spellcaster)

While wearing this ring, choose 2 cantrips from your available spell list. You can cast those cantrips as long as you wear the ring. You can change the 2 cantrips after a long rest.

RING OF COMMAND

Ring, rare (requires attunement)

This ring has 7 charges and it regains 1d6 + 1 expended charges daily at dawn. You can use an action to cast the following spells (spell save DC 15):

- charm person* (2 charges)
- charm monster* (5 charges)
- command* (1 charge)
- suggestion* (3 charges)

RING OF DEFENSE

Ring, uncommon (requires attunement)

While wearing this ring, when you are the target of a melee attack that would hit you, you can use your reaction to be teleported away, 5 feet in a direction of your choice, avoiding any damage or effect of that attack. To do so, you must see the attacker. Once used, you cannot use this property of the ring until the following dawn.

RING OF FASCINATION

Ring, rare (requires attunement)

This ring has 5 charges. While wearing this ring you have advantage on Charisma (Persuasion) checks, and as an action you can use some of its charges to cast one of the following spells (DC 15 spell save): *charm person* (1 charge), *suggestion* (2 charges), *dominate person* (5 charges). It regains 1d4 + 1 expended charges daily at dawn.

RING OF JOLTING

Ring, rare (requires attunement)

As an action, you can choose up to 3 creatures you can see within 30 feet of you. Target creatures are hit by a beam of energy and must make a DC 13 Wisdom saving throw. On a failure, the target is stunned for 1 minute. At the end of each of its turns, the affected creature can make another Wisdom saving throw. On a success, the effect ends. If the target's saving throw is successful or the effect ends for it, then the target is immune to this effect for the next 24 hours. Once used, this property cannot be used again until the next dawn.

RING OF PLANAR AFFINITY

Ring, very rare (requires attunement)

While wearing this ring you are always considered native to the plane you are currently in and suffers no ill effects caused by the planar environment.

RING OF PROTECTION FROM CHARMING

Ring, rare (requires attunement)

You have advantage on all saving throws to avoid being charmed or otherwise magically compelled.

RING OF QUICKNESS

Ring, uncommon

While wearing this plain silver ring, you can use an action to double your movement and to take the Dash Action as a bonus action for 1 minute. Once used twice, you cannot use this property of the ring again until the next dawn.

"Magic rings have always been the most fascinating magic items to me. Often, their powers seem to act like they are reflecting the inner dispositions of their owner's soul."

- Drazagis, Master Wizard

RING OF RAPID REGENERATION

Ring, legendary (requires attunement)

This ring is identical to a ring of regeneration, but you regain 1d10 hit points at the beginning of your turn, provided that you have at least 1 hit point.

RING OF TONGUES

Ring, rare

While wearing this ring you can cast *tongues*, but the spell's range is self. Once used three times, you cannot use it again until the next dawn.

ROCKSPLITTER

Weapon (axe), very rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. Additionally, items or structures made of stone take an additional 72 (8d8) slashing damage from this weapon.

DWARVEN CREATION

Rocksplitter axes were originally created to help dwarven miners with digging deeply through their caves and mines: looking for important veins of ore.

ROD OF BLIND WALKING

Rod, uncommon

While holding this rod in one of your hands, you gain no ill effects due to darkness or the blind condition.

ROD OF CLIMBING

Rod, common

This steel rod has 3 charges. You can use a bonus action to expend 1 charge and press a concealed stud. A steel spike attached to a chain up to 90 feet long erupts from the top of the rod magically piercing any solid nonmagical surface and anchoring to it. You gain advantage on any check to climb that surface as long as you are using the rod of climbing.

ROD OF DISTORTION

Rod, Very rare (requires attunement)

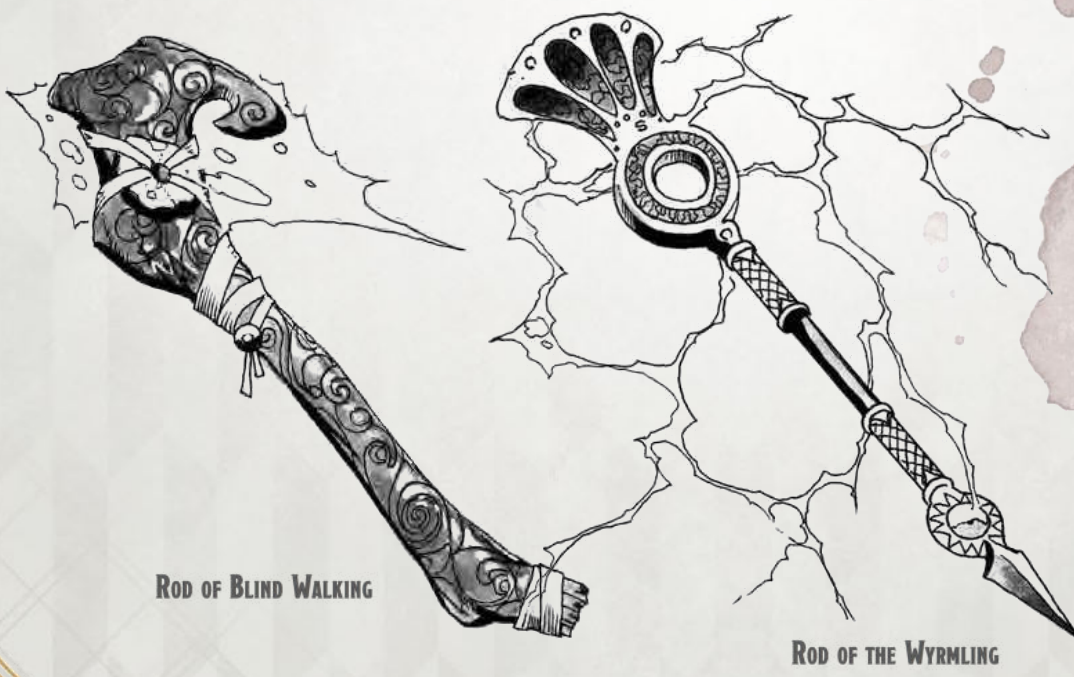
This simple black rod has 3 charges. On your turn, you can use an action to expend 1 charge and roll a d20 to affect one magic item carried by each creature within 20 feet of you. Your items are not affected and if you wish you can expend two charges to not affect the items carried by creatures that aren't hostile to you. The rod regains 1d3 expended charges daily at dawn.

d20 Effect

1-15 Magic items don't function until the start of your next round

16-18 Magic items don't function for 1 minute

19-20 Magic items backfire. At the beginning of each owner's round, each of their magic items inflicts 9 (2d8) force damage against them



ROD OF PRYING

Rod, uncommon

On your command, this rod becomes a crowbar. It automatically forces open any door that has a 15 DC or less. You gain advantage to any check to force open any item that has a force DC greater than 15.

ROD OF PASSAGE

Rod, legendary (requires attunement)

This rod is made of an alloy of iron and gold. It has 9 charges. As an action, you can expend some of its charges to cast one of the following spells: *dimension door* (3 charges), *passwall* (4 charges), *teleport* (5 charges), *astral projection* (7 charges). The rod regains 1d8 + 1 expended charges daily at dawn.

ROD OF THE WYRMLING

Rod, rare (requires attunement)

As an action, you can toss this rod to an unoccupied point that you can see, within 30 feet of you. The rod turns into a wyrmling dragon. It has its own initiative and obeys your verbal commands. If you don't issue any command to it, it defends itself from hostile creatures, but otherwise takes no action. The dragon stays with you and follows you, unless ordered not to, for 1 hour or until it is slain. Once summoned, the wyrmling cannot be summoned again until the next dawn. The color of the dragon depends on the table below:

d10	Color
1	Black
2	Blue
3	Brass
4	Bronze
5	Copper
6	Gold
7	Green
8	Red
9	Silver
10	White

SCROLL OF THE BEAST

Scroll, rarity varies

This scroll has a beast painted on it and its name is written with golden letters. The DM decides which kind of beast is painted on the scroll. On your turn, you can use an action to summon a fey spirit that takes the form of the painted beast and appears in an occupied space within 30 feet of you. The creature has the fey and beast types and it is friendly to you. Roll initiative for it, and it has its own turns. The beast obeys your verbal commands. If you don't issue any command to it, it defends itself from hostile creatures, but otherwise takes no action. The beast stays with you and follows you, unless ordered not to, for 1 hour or until it is slain, then it returns to the scroll. Once summoned, you cannot do so again until the next dawn. The CR of the beast depends on the rarity of the scroll, as shown in the table below:

CR	Rarity
----	--------

1/4	Common
-----	--------

1/2	Uncommon
-----	----------

1	Rare
---	------

SCROLL OF COMMUNICATION

Scroll, rare

This scroll consists of two scrolls, one wrapped inside the other. They are easily separated. If a message is written on one scroll, it immediately appears on the other scroll, as long as both scrolls are on the same plane of existence. The message may be up to 100 words in length. If one message is erased, the other disappears as well. A message must be erased before another can be written. When erasing a message, roll a d20. On a 1, both scrolls become non magical.

SCROLL OF EQUIPMENT

Scroll, common

This scroll is inscribed with the name of six normal items (chosen by the DM). As a bonus action, you can read the name of one of the items aloud; the name disappears and the item appears within 5 feet of you. The item vanishes after 24 hours but you may dismiss it before then. When the item vanishes, the name reappears on the scroll. After you have created 3 items, you must take a long rest before using this scroll again.

SCROLL OF TRUTH

Scroll, rare

This scroll is blank. As an action, you can choose a creature within 30 feet from you and ask it a single question. If the target doesn't want to willingly answer the question, then it must roll a DC 17 Charisma saving throw. On a failed save, A truthful answer, up to twenty five words, will appear immediately on the scroll. Once used, this property of the scroll cannot be used again until the next dawn, and that creature becomes immune to the effect of the scroll.



SEEDS OF PLANT CONJURATION

Wondrous item, rarity varies

This magic item is an ordinary small leather pouch with some seeds inside. As an action, you throw the seeds to an unoccupied point on the ground you can see within 30 feet of you. You can make one of the following appear:

- 1 plant creature of CR 1 or lower
- 2 plant creatures of CR 1/2 or lower
- 4 plant creatures of CR 1/4 or lower

The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which have their own turns. They obey any verbal commands you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. Once used, this property cannot be used again until the seeds reappear in the pouch the next dawn.

SEEDS OF TREASURE

Wondrous item, rarity varies

These magical seeds are found in a rich elaborate bag. Each bag contains 1d4 + 1 seeds, which are made of metal. A week after burying a seed a little tree springs to life, bearing 1d6 gems as fruit. On each of the following months, if you take a week of downtime to tend to the tree, another 1d6 gems appear. The tree crumbles to dust after 3 months or if you fail to tend to it one week during a month. The metal of the seed and the value of the gems depend on the rarity of seed, as shown in the table below:

Metal	Rarity	Gem Value
Silver	Rare	100 GP each
Gold	Very Rare	500 GP each
Platinum	Legendary	1000 GP each

SIGN OF THE DRAGON

Scroll, very rare

As an action, you read the ancient draconic words of this scroll and you are immediately imbued with the ancient power of dragons. The scroll crumbles to dust, and you make a breath attack (same DC and damage as per *Monster Manual*) as an adult dragon of the color shown on the table below.

d10	Color
1	Black
2	Blue
3	Brass
4	Bronze
5	Copper
6	Gold
7	Green
8	Red
9	Silver
10	White

“One of the mightiest manifestations of arcane powers is to transform a piece of wood into an elegant instrument of magic, able to sound the song of life and death”

- Fhylliene, High elf mage from Evermeet

SOULSKULL

Wondrous item, very rare

The soul of a sentient creature is trapped inside this skull. As an action, you can syphon the soul and regain your lost hit points up to your hit point maximum. Once used, the skull crumbles to dust and the soul is lost forever.

SPELLBLADE

Weapon (any sword), rarity varies (requires attunement)

You have a +1 bonus to attack and damage rolls made with this magic weapon. When you are the only target of a spell, see the table below, you can use your reaction to force the spell to target the caster instead. Once used, this property cannot be used against until the next dawn. You can use table below:

Spell Level	Rarity
Cantrip & 1st	Rare
2nd	Very Rare
3rd	Legendary

SOULSKULL



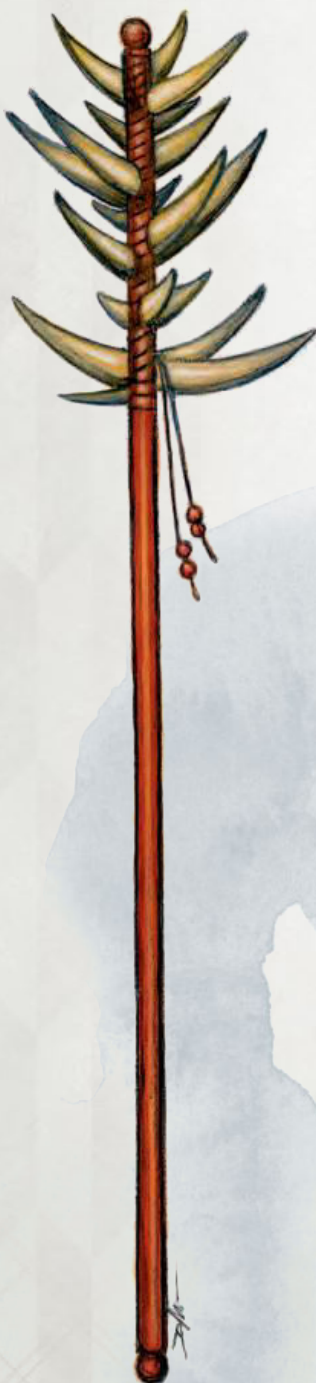
RSPEAR6

STAFF OF FLASHING LIGHTS

Staff, very rare (requires attunement by a druid, sorcerer, or wizard)

This magic staff is covered with ancient runes. It has 3 charges. While you hold this staff with both of your hands, you can use an action and expend one charge to cast a flash of light towards a creature that you can see within 60 feet of you. The target must make a DC 17 Constitution saving throw, taking 27 (6d8) radiant damage and be blinded for 1 minute on a failed save, or half as much damage and no other ill effects on a successful one. At the end of each of its following turns, an affected creature can make another Constitution saving throw, ending the effect on itself on a success. The staff regains 1d3 expended charges daily at dawn.

STAFF OF STUNNING



STAFF OF SLINGING



STAFF OF MIRACLES

Staff, legendary (requires attunement by a sorcerer or wizard)

This magic staff is made of ancient dragon bones. It has 5 charges. When firmly held with both hands, you can use some of its charges to cast one of the following spells: *raise dead* (4 charges), *heal* (4 charges), *resurrection* (5 charges). The staff regains 1d4 + 1 expended charges daily at dawn. As a one hour ritual, you can cast *true resurrection* without consuming charges. Once used, this property of the staff cannot be used again until the next year.

ANCIENT ELVEN HERITAGE

Staves of Miracles were originally more common in Myth Drannor and other elven realms. At DM's discretion this magic item can be available only to elven NPCs or be a prized treasure of some ancient elven tombs. A *baelnorn* from our *Acererak's Guide to Lichdom* can be an appropriate guardian of such a treasure.

STAFF OF SLINGING

Wand, rare (requires attunement by a druid or a ranger)

As an action, you create a large boulder on the top of the staff and then make a ranged spell attack using your spellcasting ability to hurl it against a target you can see within 120 feet of you. On a hit, the target takes 22 (4d10) bludgeoning damage and must make a Strength saving throw using your Spell DC. On a failed save the creature is prone. Once used, this property of the staff cannot be used again until the next dawn.

"Do you know the difference between a rod, a staff, and a wand? All hit, all kill, and all create. The rest are just minor, useless semblances..."

- Catrin, wandering bard

STAFF OF STUNNING

Staff, rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic staff. The staff has 5 charges. When you hit a creature with this magic staff, you can expend 1 charge to force the target to make a DC 15 Wisdom saving throw. On a failed save, the creature is stunned for 1 minute. At the end of each of its turns, the affected creature can make another Wisdom saving throw. On a success, the effect ends. If the target's saving throw is successful or the effect ends for it, then the target is immune to this effect for the next 24 hours. The staff regains 1d4 + 1 expended charges daily at dawn.

STAFF OF STRENGTH

Staff, rare (requires attunement by a druid or a ranger)

When you're attuned to this magic staff your Strength score changes to 20. If you have a Strength score equal or greater than 20, this effect doesn't work on you. When you make a Strength saving throw you can use your reaction to gain advantage on that roll. Once used, this property cannot be used again until you take a short or long rest.

STAFF ON STRIKING

Staff, rare

This magic staff looks exactly like a *staff of striking* even to an *identify spell*. But this staff is cursed. On your turn, when you try to activate its powers, the staff vibrates a little and in the air in front of you a billboard appears, which has the following phrase written in common, "*This magic staff is officially on strike! Free the magic items from the slavery of hard unpaid work!*"

A LITTLE AMUSEMENT

Halaster Blackcloak created the first Staff on Striking to humiliate arrogant adventurers for his own amusement. This item might not be appropriate for each gaming group. If you want to introduce it into your campaign, you should consider the characteristic of your players.

SWORD OF AGILITY

Weapon (any sword), rare (requires attunement)

You have a +1 bonus to attack and damage rolls made with this magic weapon. You ignore all speed penalties caused by difficult terrain. As a bonus action, you can cast *jump*. Once used, this property cannot be used again until the next dawn.

SWORD OF DOUBLE STRIKE

Weapon (any sword), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. Additionally, when you hit a creature with this magic weapon, you can use your reaction to make a weapon attack to another creature which is hostile to you within 5 feet of you.

SWORD OF FIRST STRIKE

Weapon (sword), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. Additionally, you have advantage on initiative rolls while wielding the sword.

SWORD OF PARRYING

Weapon (any sword), uncommon (requires attunement)

This sword is a magic weapon. When you are the target of a melee weapon attack that would hit you, you can use your reaction to add 3 to your AC. To do so, you must see the attacker. Once used, this property can't be used again until you take a short or long rest

**SWORD OF THE WATCHER**

Weapon (any sword), common

This sword is a magic weapon. You can cast *alarm* as a ritual. Once used, this property can't be used again until the following dawn.

TALISMAN OF THE CHIMERA

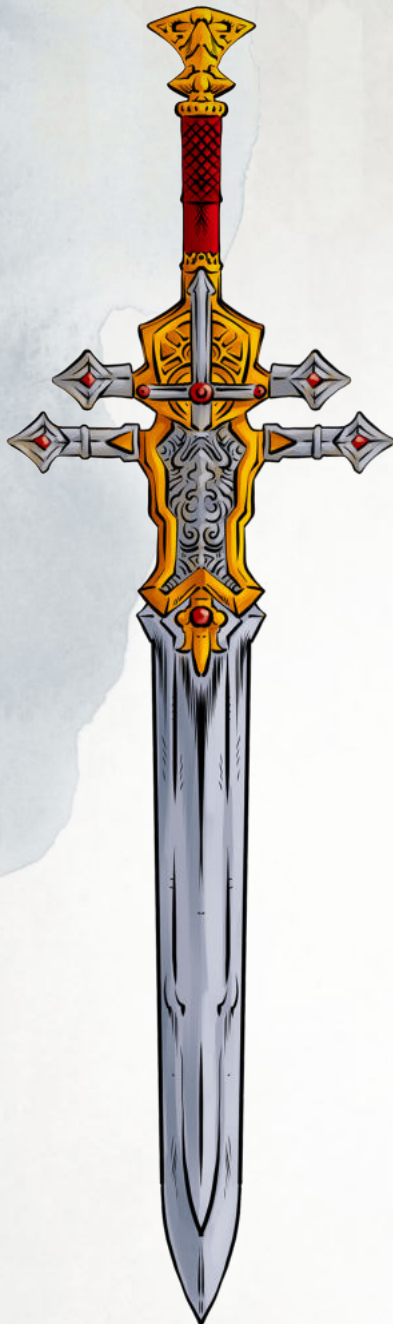
Wondrous item, rare (requires attunement)

Typically worn on a silver necklace, this talisman is the actual dragon head of a chimera, shrunk to the size of a walnut through magical and alchemical procedures. As an action, you can breathe fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 31 (7d8) fire damage on a failed save or half as much damage on a successful one. Once used, this property of the item cannot be used again until the next dawn.

SWORD OF PARRYING



VICIOUS SWORD



SWORD OF AGILITY



SWORD OF DOUBLE STRIKE



TOKEN SWORD

Weapon (sword), uncommon (requires attunement)

This sword is a magic weapon. Until needed, a token sword appears to be a simple pin. At your mental command, it grows into a full-size sword for 1 minute. Once used, this property can't be used again until the following dawn.

ASSASSIN'S SWORD

Token Swords are easily hidden in pockets or disguised as simple pins. They are favored weapons for assassins and they are blamed for the murders of many influential people. For this reason, a Token Sword is also known as Assassin's Sword.

VICIOUS SWORD

Weapon (any sword), very rare (requires attunement)

You have a +1 bonus to attack and damage rolls made with this magic weapon. While you're attuned to this magic weapon, your melee weapon attacks made with this sword are critical hits on a roll of 19 or 20.

WAND OF CLUMSINESS

Wand, uncommon (requires attunement)

This magic wand has 5 charges. While holding it, you can use an action to spend 1 or more of its charges to cast one of the following spells (spell attack +5, spell save DC 13): *entangle* (1 charge), *grease* (1 charge), *tasha's hideous laughter* (1 charge), *ray of enfeeblement* (2 charges).

The wand regains 1d4 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

*“Magic is the noblest Art,
and written magic is one
of its finest forms”*

- *Vodalus, elven high mage*

WAND OF DARKNESS

Wand, very rare (requires attunement by an evil spellcaster)

This magic wand is made of ebony and has small, ornamental claws at one or both ends. While you hold it you gain darkvision 30 feet. The wand has 7 charges for the following properties.

Necrotic Bolt. As an action, and expending 3 charges, you create a bolt of black energy. You make a ranged spell attack using your spellcasting ability towards a target you can see within 60 feet of you. On a hit, the target takes 27 (6d8) necrotic damage and must make a Constitution saving throw. On a failed save, the creature's wound causes it to take another 9 (2d8) necrotic damage at the start of each of its next turns for 1 minute. At the end of each of its following turns, the target can make another Constitution saving throw, ending the effect on itself on a success. A creature that successfully makes their saving throw is immune to Necrotic Bolt for the next 24 hours.

Nightmare. As an action, and expending 2 charges, you summon a **nightmare**. The nightmare appears in an explosion of fire and smoke in an unoccupied space within 60 feet of you, and it is friendly to you. It has its own turns and obeys your verbal commands. If you don't issue any command to it, it defends itself from hostile creatures, but otherwise takes no action. The nightmare stays with you and follows you, unless ordered not to, for 1 hour or until it's slain, then it vanishes.

Psychic Nightmares. As an action, and expending 3 charges, you force each creature within 20 feet of you to make a DC 17 Intelligence saving throw. On a failed save, the affected creatures suffer horrible nightmares and take 14 (4d6) psychic damage and are frightened for 1 minute. At the start of each of its next turns, an affected creature takes 7 (2d6) psychic damage. At the end of each of its next turns, an affected creature can make another Intelligence saving throw, ending the effect on itself on a success. A creature that successfully makes their saving throw is immune to Psychic Nightmares for the next 24 hours.

Spells. You can use an action to expend 1 charge and cast the following spells using your spell save DC and your spellcasting ability: *darkness* (1 charge), *arms of Hadar* (1 charge), *animate dead* (2 charges), *vampiric touch* (3 charges).

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

WAND OF ENTRAPMENT

Wand, rare (requires attunement by a cleric or a wizard)

This magic wand is crafted of ivory and tipped with amber. It has 5 charges. As an action, and expending some of its charges, you can cast one of the following spells: *entangle* (1 charge), *web* (2 charges), *hold person* (2 charges), *hold monster* (5 charges).

The wand regains 1d4 + 1 expended charges daily at dawn.

WAND OF FORCE

Wand, legendary (requires attunement by a wizard)

This magic wand has 7 charges. While holding it, you can use an action to spend some of its charges to cast one of the following spells (spell attack +9, spell save DC 17): *Bigby's hand* (3 charges), *Mordenkainen's sword* (4 charges), *wall of force* (3 charges).

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

WAND OF SUMMONING

Wand, rare (requires attunement by a bard, sorcerer, warlock, or wizard)

This magic wand has 5 charges. While holding it, you can use an action to spend 1 or more of its charges to cast one of the following spells using your spellcasting ability and your spell save DC: *dust devil* (2 charges), *find steed* (2 charges), *Tenser's floating disk* (1 charge), *unseen servant* (1 charge).

The wand regains 1d4 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.



YO-YO OF FATE

Wondrous item, rarity varies (requires attunement by a bard or a rogue)

This magic yo-yo is a bright cherry-red color and its string is metallic gold. As a reaction, you can make a target that you can see within 30 feet of you have advantage or disadvantage on an ability check, saving throw, or attack. You must choose before the dice are rolled. Each time you use the property of this item, the yo-yo's string permanently shortens by 1 inch. When the length of the yo-yo's string becomes 0 inches, the yo-yo vanishes. Once used, you must take a long or short rest to use this property again. The length of the string depends on the yo-yo's rarity, according to the table below:

Length	Rarity
3	Common
7	Uncommon
11	Rare
13	Very Rare
15	Legendary

"A wand must be light and flexible. It's like a bridge between the magic it contains and its user's body. In fact, a perfect magic wand is like a longer arm for its wielder"

- King Rendoran, Sorcerer-King of Lymen

WAND OF ENTRAPMENT





CHAPTER 2: NEW SPELLS

“A spell can be a pure act of will, an ancient force of nature, or simply a god’s word. In fact, it doesn’t really matter as long as it fulfills its purpose.”

- King Rendoran, Sorcerer-King of Lymen

This chapter provides new spells for some classes and the Dungeon Master decides which of these spells are available in an adventure and how they can be learned. Following are the spells indexed by class (for more information on magic and spells, see *Player’s Handbook*, chapter 10, “Spellcasting”).



BARD SPELLS

1ST LEVEL

Dulled Reflexes (divination)
Protection from Missiles (necromancy)

3RD LEVEL

Bountiful Life (necromancy)
Shadow Knives (divination)
Transfer Object (divination)

4TH LEVEL

Past Life (transmutation)

6TH LEVEL

Dead Man’s Eyes (necromancy)

CLERIC SPELLS

1ST LEVEL

Ardent Vow (necromancy)
Protection from Missiles (divination)

3RD LEVEL

Bountiful Life (necromancy)
Courage (divination)
Divide (divination)
Transfer Object (divination)

4TH LEVEL

Mummy Touch (transmutation)
Past Life (divination)

6TH LEVEL

Dead Man’s Eyes (necromancy)

7TH LEVEL

Azuth’s Blessing (necromancy)

DRUID SPELLS

1ST LEVEL

Dulled Reflexes (divination)
Fist of Stone (divination)
From Bread to Frogs (divination)

3RD LEVEL

Bountiful Life (transmutation)
Transfer Object (divination)

PALADIN SPELLS

1ST LEVEL

Ardent Vow (divination)

Protection from Missiles (divination)

2ND LEVEL

Protect (divination)

3RD LEVEL

Bountiful Life (divination)

Courage (divination)

Transfer Object (divination)

4TH LEVEL

Phantom Hook (transmutation)

RANGER SPELLS

1ST LEVEL

Dulled Reflexes (transmutation)

From Bread to Frogs (divination)

Protection from Missiles (divination)

3RD LEVEL

Bountiful Life (transmutation)

Transfer Object (divination)

4TH LEVEL

Phantom Hook (enchantment)

SORCERER SPELLS

1ST LEVEL

Choke (conjuration)

Protection from Missiles (divination)

2ND LEVEL

Aelar's Caress of Death (transmutation)

Fist of Stone (divination)

3RD LEVEL

Divide (conjuration)

Phoenix Step (divination)

Shadow Knives (divination)

Wall of Gloom (divination)

4TH LEVEL

Mummy Touch (conjuration)

Serpents of Flame (conjuration)

WARLOCK SPELLS

1ST LEVEL

Choke (conjuration)

Fist of Stone (necromancy)

3RD LEVEL

Shadow Knives (conjuration)

Wall of Gloom (necromancy)

4TH LEVEL

Mummy Touch (conjuration)

Serpents of Flame (conjuration)

6TH LEVEL

Dead Man's Eyes (conjuration)

WIZARD SPELLS

1ST LEVEL

Choke (conjuration)

From Bread to Frogs (necromancy)

Protection from Missiles (necromancy)

2ND LEVEL

Aelar's Caress of Death (transmutation)

Fist of Stone (necromancy)

3RD LEVEL

Divide (conjuration)

Phoenix Step (necromancy)

Shadow Knives (necromancy)

Transfer Object (necromancy)

Wall of Gloom (necromancy)

4TH LEVEL

Mummy Touch (necromancy)

Past Life (necromancy)

Serpents of Flame (conjuration)

6TH LEVEL

Dead Man's Eyes (abjuration)

7TH LEVEL

Azuth's Blessing (abjuration)

8TH LEVEL

Bombard (necromancy)

WHO'S AELAR?

Aelar was a necromancer and the first player character of Tyler Bennett, who devised Caress of Death as part of a contest game in December 2019.

SPELL DESCRIPTIONS

The spells are presented in alphabetical order.

AELAR'S CARESS OF DEATH

2nd level necromancy spell

Casting Time: 1 action

Range: Touch

Components: V, S, M (a powdered bone)

Duration: Instantaneous

Your hand becomes ebony black and withered until your next round. Make a melee spell attack against a target that isn't undead. On a successful hit, the target takes 9 (2d8) necrotic damage.

If an undead is targeted by this spell, then it gains 1d8 + your spellcasting ability modifier in temporary hit points and takes no damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage or the temporary hit points increase by 1d8 for every slot level above the 2nd.

ARDENT VOW

1st level evocation spell

Casting Time: 1 bonus action

Range: 300 feet

Components: V, S

Duration: Concentration, up to 1 minute

Choose a willing creature other than you that you can see within range. Until the spell ends, it gains bonus damage to its successful attack rolls equal to your Wisdom modifier.

AZUTH'S SPELL SHIELD

7th level abjuration spell

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You touch a willing creature. Target creature is surrounded by a shimmering light blue aura. Until the spell ends, that creature cannot be the target of any spells or spell attacks.

AZUTH'S BLESSING

Azuth's Spell Shield is a spell that Azuth, god of wizards, reserves only for its most trusted clerics or to the most deserving wizards among its followers. Azuth is a deity from the Forgotten Realms setting, but in your campaign you can swap it with another appropriate god.

BOMBARD

8th level evocation spell

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (ash of a victim burned by fire)

Duration: 1 minute

Choose a creature you can see within range. Target creature is overwhelmed by giant boulders that appear over



AZUTH'S SPELL SHIELD

it and must make a Constitution saving throw, taking 63 (14d8) bludgeoning damage and become prone on a failed save or half as much damage and no other ill effects on a successful one.

BOUNTIFUL LIFE

3rd level evocation spell

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a cube, 20 feet on each side, centered on a point you choose within range. Each time you or a creature allied to you regains hit points while inside the cube, any other allied creature gains temporary hit points equal to half the hit points regained.

CHOKE

1st level evocation spell

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Choose a creature that you can see within range. That creature feels an invisible grasp around its throat and starts suffocating. Target creature must roll a Constitution saving throw. On a failed save, it takes 7 (2d6) force damage and it's forced to hold its breath for the duration of the spell, or it takes half as much damage and suffers no ill effects on a successful save. An affected creature cannot speak or cast spells, and at the start of each of its next turns it takes an additional 7 (2d6) force damage. At the end of each of its following turns, an affected creature can make another Constitution saving throw, ending the effect on itself on a successful save.

At Higher Levels. When you cast this spell using a spell slot of 3th level or higher, you can choose an additional creature for each two spell slots above 1st.

COURAGE

3rd level evocation spell

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Choose up to three creatures that you can see other than you within range. Until the spell ends, and if they remain within 30 feet of you, target creatures are immune to the frightened condition.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can choose an additional creature for each slot level above the 4th.

DEAD MAN'S EYES

6th level necromancy spell

Casting Time: 1 action

Range: self

Components: V, S, M (two eyeball-sized glass marbles)

Duration: Concentration, up to 1 minute

The white of your eyes turn black and your pupils reshape into two small white skulls. Immediately after you cast the spell and using an action on each of your next turns until the spell ends, you can force a target creature within 30 feet of you to meet your gaze.

If target creature has fewer than 20 hit points it must succeed on a Constitution saving throw or immediately die.

If target creature has 20 hit points or more, it must make a Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save or half as much damage on a successful one.

A target creature that succeeds in its saving throw is immune to this spell's effects for the next 24 hours.

DIVIDE

3rd level enchantment spell

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Choose a creature other than you that you can see within range. Target creature is surrounded by a gray aura and must roll a Charisma saving throw. On a failed save, for the duration of the spell, that creature cannot be affected by features or traits of its allies nor be the target of spells cast by them. At the end of each of its following turns, an affected creature can make another Charisma saving throw, ending the effect on itself on a success.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can choose an additional creature for each slot level above the 3rd.

COURAGE



DULLED REFLEXES

1st level transmutation spell

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Choose a creature that you can see within range. Target creature must make a Wisdom saving throw. On a failed save, until the spell ends, its movement is halved and it has disadvantage on any Dexterity checks or saving throws and attack rolls that rely on Dexterity. At the end of each of its following turns, the target can make another saving throw. On a success, the effect ends on itself.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level two slot levels above the 1st.

FIST OF STONE

2nd level transmutation spell

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

Your hand becomes as hard as stone and your Strength score becomes 20 if not already higher. Until the spell ends you have advantage on any Strength checks that includes the use of your hand. When you cast this spell, you can make a melee spell attack against a creature within your reach, causing 1d6 + your Strength ability modifier bludgeoning damage on a successful hit. On each of your following turns, as an action you can make another melee spell attack.

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

FROM BREAD TO FROGS?

From Bread to Frogs was created by Andy Lingua, as part of a contest game in December 2019.

FROM BREAD TO FROGS

1st level transmutation spell

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (breadcrumbs)

Duration: Concentration, up to 1 hour

You toss up to four breadcrumbs to an unoccupied space that you can see on the ground. The crumbs become **frogs**. The frogs are creatures and have the fey and beast types and are friendly to you. Roll initiative for them, and they have their own turns. The frogs obey your verbal commands. If you don't issue any command to them, they defend themselves but otherwise take no actions. The frogs stay with you and follow you, unless ordered not to, for 1 hour or until they are slain.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the bread crumbs become **giant frogs**. When you cast this spell using a spell slot of 4th level or higher, the bread crumbs become **giant toads**.

MUMMY TOUCH

4th level necromancy spell

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

For the duration of the spell, you become immune to the poisoned effect, gain resistance to poison damage, and the touch of your withered hand can cause mummy rot. Make a melee spell attack against a creature within your reach. On a hit the target takes 10 (3d6) necrotic damage and the target must succeed on a Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target hit points to 0, the target dies, and its body turns to dust. The curse lasts until removed by a *remove curse* or other similar magic.

PHANTOM HOOK

4th level evocation spell

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You throw an invisible harpoon against a creature you can see within range. Make a ranged spell attack. On a hit, target creature takes 26 (6d8) force damage and must roll a Constitution saving throw. On a failed save, target creature is immediately dragged 5 feet towards you and it's restrained until the end of its following turn.

PHOENIX STEP

3rd level abjuration spell

Casting Time: 1 reaction, which you take when you take fire damage

Range: Self

Components: V

Duration: Instantaneous

When you take fire damage, you utter some arcane words and you transform into ashes, taking no damage at all, and reappear at an unoccupied space within 30 feet.

PAST LIFE

4th level divination spell (ritual)

Casting Time: 1 minute

Range: Self

Components: V, S

Duration: Instantaneous

You touch a corpse of a dead creature that has been dead no longer than 1 year. You gain forever the memories of the dead creature.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you can target a corpse that has been dead no longer than 1000 years.

PROTECT

2nd level abjuration spell

Casting Time: 1 reaction, which you take when an ally you can see within range is attacked

Range: 30 feet

Components: V

Duration: Instantaneous

When an ally you can see within range is attacked by a melee or a ranged attack you immediately swap places with it and are the target of the attack instead of it.

PROTECTION FROM MISSILES

1st level abjuration spell

Casting Time: 1 action

Range: Touch

Components: V, S, M (a broken arrow)

Duration: Concentration, up to 10 minutes

You touch a willing creature. Until the spell ends, target creature gains resistance to damage from nonmagical ranged weapon attacks.

RIGID THINKING

3th level enchantment spell

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Choose a creature that you can see within range. Target creature must roll a Wisdom saving throw. On a failed save, for the duration of the spell, on each of its following turns that creature is compelled to take the same action it was taking just before the spell would have taken effect. For example, if it was attacking a creature or casting a spell it would continue to do so. If the task that the target was taking is completed (for example the creature it was attacking is killed) the spell ends.

At the end of each of its following turns, the target can make another saving throw. On a success, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can choose an additional creature for every two slot levels above the 5th.

SHADOW KNIVES

3rd level conjuration spell

Casting Time: 1 action

Range: Self (10 feet radius)

Components: V, S

Duration: Concentration, up to 1 minute

You surround yourself with a circle of shadowy daggers, 10 feet high and 10 feet thick, which blocks the line of sight of any creatures without truesight. The circle moves with you. A creature other than you, that enters the circle for the first time on its turn, or that starts its turn inside the circle, must make a Constitution saving throw. On a failed save it take 7 (2d6) necrotic damage and 7 (2d6) cold damage, or half as much damage on a successful save.

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

SERPENTS OF FLAME

4th level conjuration spell

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Your arms become two fire serpents with a reach of 10 feet. Until the spell ends, you can take the Attack action and make two melee spell attacks with your arms. On a successful hit, the target takes 7 (2d6) fire damage plus your spellcasting ability modifier.

Until the spell ends, you cannot cast any spells with somatic or material components.

TRANSFER OBJECT

3rd level conjuration spell (ritual)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You touch an object that weighs up to 100 pounds carried by you or that isn't carried or worn by another creature. The object is immediately transferred to a location that you determine. The location must be in the same plane of existence and must have been visited by you before.

WALL OF GLOOM

3rd level evocation spell

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a bit of fleece from a black sheep)

Duration: Concentration, up to 10 minutes

You create a wall of shadows on the ground from a point within range. You can make the wall up to 30 feet long, 10 feet high, and 10 feet thick and it vanishes when the spell ends. The area of the wall is dim light and any attack rolls against creatures or objects inside or on the other side of the wall have disadvantage. Each creature that starts its turn inside the wall or when it enters the wall must make a Wisdom saving throw, taking 9 (2d8) psychic damage and be frightened for 1 minute, or half as much damage and no other ill effects on a success. At the end of each of its next turn, a frightened creature can repeat the saving throw, ending the effect on itself on a success.

RIGID THINKING





PROTECTION FROM MISSILES

DEMPSEY

CHAPTER 3: QUIRKS OF MAGIC ITEMS

“**M**agic warps reality; sometimes magic items end up warped as well”

- Mordekainen

A magic item isn't just a brief description of powers. It has a story of its own and can have some flaws and minor properties. A ring of protection +1 can be different from another one. It could bear the mark of its creator, or something that went wrong in its enchantment, or its magic could be fading after thousands of years.

If you want to add distinctiveness to magic items in your campaign, the tables below further expand those already provided by the *Dungeon Master Guide*.

ORIGINS

The below table can help you determine the history of a particular magic item.

d8 Origins

- 1 **Relic of an Ancient Era.** The item was enchanted many years ago and its magic is fading or is twisted in some way.
- 2 **Warped.** The item has been exposed to some magical effect that has warped its powers.
- 3 **Error.** Something went wrong during the enchantment of the item. It could be an ill-chosen ingredient, a mistaken formula, or the incorrect time of the day to create it.
- 4 **Creator's Mark.** The item's creator specifically designed the magic item's quirk.
- 5 **Alien.** The item came from another plane of existence or even the Far Realm, where the laws of magic are slightly different.
- 6 **Pseudo Intelligent.** The item functions differently because it contains some sparks of intelligence of its crafter or another creature.
- 7 **Contact.** The item has been in contact with some powerful being, such as a demigod, a greater fiend, or a planar being.
- 8 **Different Culture.** The item has been crafted by a race or ethnicity very distant from the local area of your campaign.



ARMORS & SHIELDS

When you decide to give a quirk to a magic armor or shield, roll a d8 and check the table below:

d8 Quirk

- 1 **Weightless.** The armor is actually weightless and does not count for the purpose of the optional encumbrance rule.
- 2 **Wrong size.** The armor is tight fitting and if it's not oiled during each long rest, it cramps the wearer fighting skills. As a result, you have disadvantage to your Dexterity checks and saving throws until the armor is oiled.
- 3 **Antimagic.** This magic item inherently disrupts all magic. As long as you are attuned to it you gain a +2 to each saving throw against magic or magical effects but you have disadvantage on each roll when you make a spell attack. Each target of your spells gains a +2 bonus to their saving throws.
- 4 **Superconductor.** The armor is a superconductor. When you take lightning or fire damage, maximum damage is always applied.
- 5 **Heavy.** The armor is oddly heavy. Your movement is reduced by 5 feet.
- 6 **Selective.** The armor's magical protection and abilities don't work against 1d4 creature types or subtypes. The DM chooses them.
- 7 **Achilles' Heel.** The armor has a flaw. When you're hit by an attack, roll a d20. On a 1, the attack has hit the flaw and you take double damage.
- 8 **Monster Attraction.** The armor magically attracts monsters. When the DM rolls for random encounters, they have advantage on that roll.



POTIONS

When you decide to give a quirk to a potion, roll a d8 and check the table below:

d8 Quirk

- 1 **Glowing.** Immediately after you drink the potion you glow as per the *light* spell, until the effect of the potion ends or for 1 minute, if the potion effect is instantaneous.
- 2 **Mute.** After you drink the potion, you cannot speak or cast spells with verbal components until you finish a long rest.
- 3 **Deaf.** After you drink the potion, you are deaf until the effect of the potion ends or for 1 minute, if the potion effect is instantaneous.
- 4 **Drunk.** After you drink the potion, you become drunk and are poisoned until the effect of the potion ends or for 1 minute, if the effect is instantaneous.
- 5 **Stronger.** Duration is doubled. Any die rolls to determine effects are doubled.
- 6 **Toxic.** Potion has a debilitating effect on your body. After you drink it, you lose 1d4 Dexterity and Constitution points. You regain the lost ability points after you finish a long rest.
- 7 **Unpredictable.** When you drink the potion roll a d20. On a roll of 10-20 the potion functions normally, on a roll of 1-9, the potion functions normally but you take 10 (3d6) poison damage.
- 8 **Wings.** After you drink the potion, a pair of small wing spring from your back. You gain a fly speed of 30 feet for 1 hour, then the wings disappear.



RINGS

When you decide to give a quirk to a ring, roll a d10 and check the table below:

d10 Quirk

- 1 **Enemy of the Night.** The ring doesn't function during the night.
- 2 **Enemy of the Day.** The ring doesn't function in daylight.

d10 Quirk

- 3 **Jealous.** The ring doesn't function if another ring is worn, carried, or attuned by you.
- 4 **Honorable.** The ring refuses to use its powers against creatures of CR lower than 1.
- 5 **Magnetism.** The ring doesn't function if you wear metal armor.
- 6 **Slow.** The magical properties of this ring happen on initiative count 1.
- 7 **Endurance.** While attuned to this ring, you can go without food or water for 1 week before suffering from exhaustion.
- 8 **Resonance.** The ring emits an audible hum if it is brought within 10 feet of another magical item. This hum lasts a round and will not repeat itself against the same magical item.
- 9 **Healer.** Each time you use the magical properties of the ring, it heals you 1d8 hit points of damage. If you have your maximum hp this effect doesn't function.
- 10 **Malfunction.** Each time you use its properties, roll a d20. On a 1, the item doesn't function then roll again. If you roll another 1, the item explodes in a fiery blast. Each creature within 30 feet of you must make a DC 15 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save or half as much damage on a successful one.

RODS, STAVES, AND WANDS

When you decide to give a quirk to a rod, staff, or wand, roll a d8 and check the table below:

d10 Quirk

- 1 **Inefficient.** Each time it is used, the item consumes 1 charge more than normal.
- 2 **Painful.** Each time you use the magical properties of this item, you take 5 (2d4) force damage.
- 3 **Invisible.** The item is invisible. Only creatures with truesight and you can see it.
- 4 **Powerful.** The item is extremely powerful. Saving throws against its effects are made with disadvantage. If one of its effects deals damage, add 7 (2d6) force damage to the total.
- 5 **Weather.** The item doesn't function when it's raining.
- 6 **Slow.** The magical effects caused by this item do not occur until initiative count 1.
- 7 **Blind.** This item does not function in darkness.
- 8 **Malfunction.** Each time you use its properties, roll a d20. On a 1, the item doesn't function then roll again. If you roll another 1, the item explodes in a fiery blast. Each creature within 30 feet of you must make a DC 15 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save or half as much damage on a successful one.

WEAPONS

When you decide to give a quirk to a weapon, roll a d6 and check the table below:

d6 Weapon

- 1 **Weightless.** The weapon is actually weightless and does not count for the purpose of the optional encumbrance rule.
- 2 **Selective.** The weapon inflicts 0 damage against 1d4 creature types or subtypes. The DM chooses them.
- 3 **Warlust.** The weapon sings a battle hymn when creatures hostile to you are within 30 feet of it or when you want to attack a creature.
- 4 **Conductor.** The weapon is an electric conductor. When its wielder takes lightning damage, maximum damage is always applied.
- 5 **Heavy.** The weapon is oddly heavy. Its wielder's movement is reduced by 5 feet.
- 6 **Silent.** The weapon makes no noises when used to hit or when dropped.

WONDEROUS ITEMS

When you decide to give a quirk to wondrous item, roll a d8 and check the table below:

d8 Quirk

- 1 **Enemy of the night.** The item doesn't function during the night.
- 2 **Enemy of the day.** The item doesn't function in daylight.
- 3 **Painful.** You take 5 (2d4) force damage each time you use one of its magical properties
- 4 **Magnetism.** The item doesn't function if you wear metal armor.
- 5 **Slow.** The effect of the magical properties of this item happens on initiative count 1.
- 6 **Endurance.** While attuned to this ring you can go without drinking or eating for 1 week before taking a level of exhaustion.
- 7 **Healer.** Each time you use the magical properties of the item, it heals you 1d8 hp. If you have your maximum hp this effect doesn't function.
- 8 **Malfunction.** Each time you use its properties, roll a d20. On a 1, the item doesn't function then roll again. If you roll another 1, the item explodes in a fiery blast. Each creature within 30 feet of you must make a DC 15 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save or half as much damage on a successful one.



CHAPTER 4: MAGIC BACKGROUNDS



ve taught magic to many spellcasters in my life. Regrets are equal to satisfactions: as is everything in my life."

- Elminster

STUDENT OF MAGIC

You have been taught the basics of magic or you were taken as an apprentice by a mage. Your teachers were members of an order, a school of magic, or lonely independent wizards. Now, you have left your teachers and are separate from them. Who taught you? What are your feelings about them? Are you still in contact with your former teachers or fellow students? Did you get a degree (official or not) or did you fail to pass the final exam? Are you regarded as a failure by your masters or are they proud of you? Are you still studying under their guide? Are you affiliated to an order or a school?

Skill Proficiencies: Arcana

Tool Proficiencies: Alchemist's Supplies

Languages: One of your choice

Equipment: two robes, some books about arcane subjects, some sheets of paper, a token or a letter from your school of magic or master, and a pouch with 25 gp.

FEATURE: ON YOUR MASTER'S SHOULDERS

You were trained by someone well known in the subject of magic and you can take advantage of it. You can gain an audience with another mage or you can be let in and hosted in buildings owned by your school of magic, your order, friends of your master, or by your fellow students. Those that host you may also let you have access to their libraries, laboratories, or other facilities and give you some advice.

SUGGESTED CHARACTERISTICS

Students of magic are focused on magic and subjects related to it. Magic is central to them, whether it is their main goal or if they have decided to abandon the arcane path.

d6 Personality Trait

- 1 I always pretend that everyone knows about magic and get impatient when someone doesn't.
- 2 I'm proud of what I have studied, and I tend to show it in any situation.
- 3 I usually quote ancient spellcasters and my masters.
- 4 One day I will discover unknown magical powers.
- 5 I love reading books or scrolls about magic or spellcasters.
- 6 There's only magic in my life. I will never have real friends other than spellcasters.



d6 Ideal

- 1 **Common Good.** Magic must be used to improve the quality of life for the common people. (Good)
- 2 **Power.** I will use magic to become an important character in the world. (Evil)
- 3 **Balance.** Magic should be the balance in the world. (Neutral)
- 4 **Rebellious.** I rejected my master's teachings. (Chaotic)
- 5 **Preserver.** The most important thing is to maintain the traditions of my school or my master. (Lawful)
- 6 **Pride.** I will spread the name of my school and master throughout the world. (Lawful)

d6 Bond

- 1 During my studies, by accident, I summoned an extraplanar creature and I'm bond to it.
- 2 My school or my master are more important than my friends.
- 3 I consider myself always in competition with my masters and I want to do better than them.
- 4 My masters gave me a special task to fulfill.
- 5 I want to retrieve an ancient magic items or spell which I've read about during my studies.
- 6 I must restore my master's reputation.

d6 Flaw

- 1 The reputation of my master has been ruined and I'm ashamed of it.
- 2 I'm ready to sacrifice my friends to get more magical power.
- 3 I don't share my knowledge of magic with others.
- 4 I consider creatures without magical powers to be inferior to me.
- 5 My desire for magic can force me to commit acts I wouldn't normally do.
- 6 I try to teach magic to anyone I meet.



MAGIC ITEM SCHOLAR

You grew up in a city big enough to have some places where magic items are bought and sold or to have libraries with books about those subjects.

You heard tales of many fabled magic items, or read about them and took an interest in them. Maybe you worked in one of those places or libraries, or simply passed a lot of time there, but eventually you became an expert on magical items.

Are you part of a guild, or of an organization? Are you affiliated with some rich merchants or consortiums? Are you a treasure hunter, ready to face dangers to retrieve some ancient magic items? What do you do when you find an important magic item? Do you sell it? Do you give to authorities? Do you take it in personal custody? Are you driven by desire for magic power or gold, or by knowledge's sake?

Skill Proficiencies: Arcana

Tool Proficiencies: Calligrapher's Supplies or Jeweler's Tools

Languages: One of your choice

Equipment: Two robes, some books about arcane subjects, and a pouch with 25 gp.

FEATURE: HISTORIC KNOWLEDGE

When you find a magic item, you can correctly identify that item's story. You can approximately ascertain when and where the item was crafted. Additionally, you know tales related to the item such as curses or lore, either true or false. At the DM's discretion, you know who crafted it, and who were its most famous owners.

SUGGESTED CHARACTERISTICS

Magic items scholars are mainly focused on the tales and history of magic items and how to acquire them.

d6 Personality Trait

- 1 When talking, I often give references about ancient books and scholars.
- 2 I'm fond of magic items and I collect them.
- 3 I try to locate ancient places full of magic items.
- 4 Even during travel, I usually read books.
- 5 I cannot resist the urge to discuss ancient magical items, even with complete strangers.
- 6 I like to challenge other's knowledge about magical items and their history.

d6 Ideal

- 1 **Caretaker.** I must prevent magic items falling into the hands of evil. (Good)
- 2 **Selfishness.** I must keep all magic items for myself. I am the only one that deserves to have magic items. (Evil)
- 3 **Knowledge.** Magic items should be kept in academies to be studied. (Lawful)
- 4 **Crafter.** I want to create as many magic items as possible.
- 5 **Learner.** Studying the mighty items of the past should show us how to not commit the same mistakes again. (Neutral)
- 6 **Pride.** I will be considered a major character in the history of magic.

d6 Bond

- 1 My studies are everything to me.
- 2 I must collect a very powerful magic item from the past.
- 3 I consider myself always in competition with other scholars.
- 4 I know a secret hidden in a magic item and that secret could cost my life.
- 5 I must retrieve and sell magic items to pay an old debt of my family.
- 6 I must become the best magic item scholar in the world.

d6 Flaw

- 1 I'm arrogant and consider myself superior to the others.
- 2 I'm going to sacrifice others for just one more magic item in my collection.
- 3 I don't share my knowledge of magic with others.
- 4 I prefer books over plain conversations.
- 5 I only know the world by the books I've read.
- 6 I love the sound of my voice and always talk over others.

MAGIC ITEM KNOWLEDGE

The feature granted by the Magic Items Scholar background should never allow the character to know the exact properties of a magic item in game terms. A Magic Items Scholar would instead know tales about the item, like how they saved a major character of the past from certain death or how it was used to save the kingdom many years ago.





CHAPTER 5: MAGIC NPCs

The gods of magic sometimes grant special and specific powers to their favored followers or priests. In this chapter you can find some examples which expand the acolyte and priest NPC statlocks found in the *Monster Manual*.

The following NPCs will be included in our future volume: *NPCs Priests of the Realms*.

DWEOMERKEEPER (PRIEST OF MYSTRA)

“The blessing of Mystra is like a kiss from a beautiful girl. You might fall in love with other women, but you’ll never forget her kiss.”

- Asderion, Lord of Mystery



Dweomerkeepers are priests of Mystra who have gained the special favor of the goddess of Magic.

Preservers of the Art. Dweomerkeepers work hard to maintain all magical lore in secret libraries, private

safeholds, well-guarded research laboratories, and small hidden stashes so that magic flourishes in the future regardless of what befalls the thinking races of Faerun or the powers of the planes.

Magic Researchers. Dweomerkeepers are expected by the Lady of Mysteries to devise their own new spells and magic items. This is a way to introduce new items or spells presented in this volumes I or II of *Vault of Magic*.

Mystra’s Favorites. Dweomerkeepers have some special abilities that show the favor of the Mother of All Magic. They are known as Servants of Mystery, while the most powerful among them are called Lords of Mystery.

SERVANT OF MYSTERY

Medium, any good or neutral

Armor Class 14 (studded leather)
Hit Points 33 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	12 (+1)	14 (+2)	16 (+3)	16 (+3)	14 (+2)

Skills Arcana +5, Medicine +5, Religion +5
Saving Throws Int +5, Wis +5
Senses passive Perception 13
Languages Common
Challenge CR 1 (200 XP)

Arcane Initiate. The servant of mystery knows two cantrips and 1 first-level spell from the wizard spell list.

Detect Magic. The servant of mystery can cast detect magic as an action without consuming spell slots.

Spellcasting. The servant of mystery is a 3rd-level spellcaster. Their spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The servant of mystery has the following spells prepared:

Cantrips (at will): *fire bolt, mage hand, guidance, sacred flame, word of radiance*

1st level (4 slots): *bleed, cure wounds, guiding bolt, magic missile*

2nd level (2 slots): *aid, spiritual weapon*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage

Weave Glow (1/Day). As a bonus action, the eyes of the servant of mystery glow with a soft, blue-white radiance. The servant of mystery gains Truesight 10 ft. for 1 minute.



LORD OF MYSTERY

Medium, any good or neutral

Armor Class 15 (chain shirt)
Hit Points 85 (13d8 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	14 (+2)	18 (+4)	18 (+4)	14 (+2)

Skills Arcana +7, Medicine +7, Religion +7
Saving Throws Int +7, Wis +7
Senses passive Perception 14
Languages Common, Celestial
Challenge CR 7 (2,900 XP)

Arcane Master. The lord of mystery knows three cantrips and one first-level, one second level and one third-level spells from the wizard spell list.

Detect Magic. The lord of mystery can cast *detect magic* as an action without consuming spell slots.

First Strike Magic. When an initiative check is rolled, The lord of mystery can choose to have advantage on that check. If it does so, if in its turn it takes another action other than Cast a Spell, he has disadvantage to any attack rolls and checks until the start of its next turn.

Magic Affinity. The lord of mystery has advantage on ability checks when it casts *counterspell* or *dispel magic*.

Magic Resistance. The lord of mystery has advantage on saving throws against spells and other magical effects.

Powerful Spells. Cantrips and first level spells cast by the lord of mystery always do the maximum amount of damage available.

Spellcasting. The lord of mystery is a 11th-level spellcaster. Their spellcasting ability is Wisdom (spell save DC 15, + 7 to hit with spell attacks). The lord of mystery has the following spells prepared:

Cantrips (at will): *fire bolt, guidance, mage hand, ray of frost, sacred flame, spare the dying, toll the dead, word of radiance*

1st level (4 slots): *bless, cure wounds, guiding bolt, magic missile*

2nd level (3 slots): *Aganazzar's scorcher, aid, hold person, spiritual weapon*

3rd level (3 slots): *counterspell, dispel magic, mass healing word, spirit guardians*

4th level (3 slots): *banishment, guardian of faith*

5th level (2 slots): *dawn, mass cure wounds*

6th level (1 slot): *blade barrier*

Spell Immunity. The lord of mystery is immune to any damage or effect of three spells of 3rd level or lower of its choice. It can change these three spells after a long rest.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Weave Glow (3/Day). As a bonus action, the eyes of the lord of mystery glow with a soft, blue-white radiance. The lord of mystery gains Truesight 10 ft. for 1 minute.

MAGISTRATUS (PRIEST OF AZUTH)

“Why Azuth never favored the most talented spellcaster of his generation is a complete mystery to me.”

- Manshoon

Magistrati are priests of Azuth who have gained the special favor of the god of Wizards.

Wise and Rational. Magistrati feel that reason is the best way to approach magic. Calm and meditation are their watchwords. They are taught to use magic wisely and to be always mindful of when it is best to not use magic.

Magic Teachers. Magistrati teach the wielding of magic, and dispense scrolls, items, and spellbooks throughout Faerun. They try to gain a copy of every new spell or spell variant, or magical idea. Magistrati tend to train others in what they know of magic and to encourage creativity in magic in all ways and at all times.

Neutral Messengers and Judges. Magistrati very often serve as messengers and they strive to be neutral in disputes between mages or schools of magic and often they are chosen as judges to settle magic disputes.

Azuth's Favorites. Magistrati have some special abilities that show the favor of the Mother of All Magic. They are known as Revered Ones, while the most powerful among them are called Master Magistrati.



REVERED ONE

Medium, any lawful or neutral

Armor Class 12 (Cloak of Protection +1)

Hit Points 33 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	12 (+1)	14 (+2)	16 (+3)	16 (+3)	14 (+2)

Skills Arcana +5, Medicine +5, Religion +5

Saving Throws Str +1, Dex +2, Con +3, Int +6, Wis +6, Cha +3

Senses passive Perception 13

Languages Common

Challenge CR 1 (200 XP)

Arcane Initiate. The revered one knows two cantrips and one first-level spell from the wizard spell list.

Identify Magic Items. The revered one can cast *identify* as an action without consuming spell slots.

Ignore Half Cover. When attuned to its *wand of the war mage*, the revered one ignores half cover when it makes a spell attack.

Special Equipment. The revered one has access to a *wand of the war mage* and a *cloak of protection +1*. Bonuses granted by these items are already accounted for. The DM can swap them with other uncommon or common magic items.

Spellcasting. The revered one is a 3rd-level spellcaster. Their spellcasting ability is Wisdom (spell save DC 13, +6 to hit with spell attacks). The Revered One has the following spells prepared:

Cantrips (at will): *fire bolt*, *guidance*, *mage hand*, *sacred flame*, *word of radiance*

1st level (4 slots): *bless*, *cure wounds*, *guiding bolt*, *magic missile*

2nd level (2 slots): *aid*, *spiritual weapon*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Magic Blast (1/Day). The revered one can focus all the tiny scraps of magical energy floating around itself in a blast of magical force. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 19 (3d10 + 3) force damage.

MASTER MAGISTRATUS

Medium, any lawful or neutral

Armor Class 13 (Cloak of Protection +1)
Hit Points 136 (16d8+26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	12 (+1)	19 (+4)	18 (+4)	18 (+4)	14 (+2)

Skills Arcana +7, Medicine +7, Religion +7
Saving Throws Int +7, Wis +7
Senses passive Perception 14
Languages Common, Celestial
Challenge CR 7 (2,900 XP)

Arcane Master. The master magistratus knows three cantrips and one first-level, one second-level, and one third-level spell from the wizard spell list.

Identify Magic Items. The master magistratus can cast *identify* as an action without consuming spell slots.

Ignore Half Cover. When attuned to its *wand of the war mage*, the master magistratus ignores half cover when it makes a spell attack.

Special Equipment. The master magistratus has access to a *wand of the war mage*, a *cloak of protection +1*, and an *amulet of health*. Bonuses granted by these items are already accounted for. The DM can swap them with other rare, uncommon or common magic items.

Spellcasting. The master magistratus is a 13th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The master magistratus has the following spells prepared:

Cantrips (at will): *fire bolt*, *guidance*, *mage hand*, *ray of frost*, *sacred flame*, *spare the dying*, *toll the dead*, *word of radiance*

1st level (4 slots): *bless*, *cure wounds*, *guiding bolt*, *magic missile*

2nd level (3 slots): *calm emotions*, *hold person*, *invisibility*, *spiritual weapon*

3rd level (3 slots): *counterspell*, *dispel magic*, *fireball*

4th level (3 slots): *banishment*, *guardian of faith*

5th level (2 slots): *scrying*, *mass cure wounds*

6th level (1 slot): *word of recall*

7th level (1 slot): *Azuth's spell shield*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Magic Blast (3/Day). The master magistratus can focus all tiny scraps of magical energy floating around itself in a blast of magical force. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 19 (3d10 + 3) force damage.

Wall of Magic (1/Day). The master magistratus can focus surrounding magical energy floating around itself in a wall of magical force. The wall appears in any orientation it chooses, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. It can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or it can shape a flat surface made up of ten 10-foot-by-10-foot panels. Each panel must be contiguous with another panel. In any form, the wall is 1/4 inch thick. It lasts for 1 minute. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (the master magistratus chooses which side). Any spell of 5th level or lower cannot physically pass through the wall. It is immune to all damage and can't be dispelled by *dispel magic*. A *disintegrate* spell destroys the wall instantly, however.

Gods of Magic

These NPCs are based upon Mystra and Azuth, two deities from the *Forgotten Realms* campaign setting. If you're running your campaign in another setting, you can easily find likely substitutes.

