



VAULT OF MAGIC



SIGN OF THE DRAGON

Discover new spells and magic items for
the world's greatest roleplaying game

VAULT OF MAGIC

MARCO BERTINI & MARCO FOSSATI



SIGN OF THE DRAGON PROJECT



INTRODUCTION

H

i, we are Marco Bertini and Marco Fossati, two Italian guys who share a passion for DUNGEONS & DRAGONS!

When we casually met up in early 2019, we started working together on the English translation of *The Second Black Dawn*, an original adventure by Marco Bertini available at:

<https://www.dmsguild.com/product/280370/The-Second-Black-Dawn>

In the past few months, our partnership has grown stronger and developed into the **Sign of the Dragon Project**, and **Vault of Magic** is our first product under this label.

This volume contains 54 new magic items and 16 new spells that have been thoroughly playtested; we really hope you appreciate our efforts.

You can find the second volume "*Vault of Magic II*" here: https://www.dmsguild.com/product/301161/Vault-of-Magic-II?src=hottest_filtered&filters=45469

Cheers!

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



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Updated version 1.2

Created with Homebrewery



ON THE COVER

Kasdeya is studying new spells from an ancient spellbook. She has just discovered more magic than she ever believed existed.

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CHAPTER 1: MAGIC ITEMS

Thedomar dropped his sword as he was knocked to the ground. He lay there, prone beneath the giant, a small shield his only defense. The giant smiled cruelly as he smashed his big club on the shield. The impact was tremendous. I heard some of the bones in Thedomar's arm crack!

Unbelievably, his shield remained intact. He whispered an arcane incantation and mystical energy burst from the center of the shield, striking the dumbfounded giant. He fell dead on the ground, his flesh burned, while Thedomar looked at me with a painful smile - 'A nice toy, isn't it?'

- From "Seven Years 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?
Arrow of flying	Weapon	No
Boots of carrying	Wondrous item	No
Boots of jumping	Wondrous item	No
Bow of light	Weapon	No
Potion of ability	Potion	No
Potion of black sight	Potion	No
Potion of free movement	Potion	No
Potion of levitation	Potion	No

MAGIC ITEMS, UNCOMMON

Item	Type	Attune?
Armor of no encumbrance	Armor	Yes
Arrow of blinding	Weapon	No
Arrow of darkness	Weapon	No
Arrow of holding	Weapon	No
Arrow of screaming	Weapon	No
Boots of balance	Wondrous item	Yes
Boots of tracks	Wondrous item	Yes
Bow of faerie fire	Weapon	No
Bow of far distance	Weapon	No
Deceiver's boots	Wondrous item	Yes
Gauntlets of proficiency	Wondrous item	Yes
Glittering necklace	Wondrous item	Yes
Necklace of memory enhancement	Wondrous item	Yes
Necklace of protection	Wondrous item	Yes
Necklace of protection against charm	Wondrous item	Yes
Potion of antimagic	Potion	No
Potion of corrosive touch	Potion	No
Potion of defense +1	Potion	No
Potion of dreaming	Potion	No
Potion of martial advantage	Potion	No

MAGIC ITEMS, RARE

Item	Type	Attune?
Armor of blending	Armor	Yes
Armor of curing	Armor	Yes
Armor of fear	Armor	Yes
Bow of accuracy	Weapon	Yes
Bow of the elements	Weapon	Yes
Bow of rapid firing	Weapon	Yes
Clawed gauntlets	Wondrous item	Yes
Cloak of Lathander	Wondrous item	Yes
Cloak of passage	Wondrous item	Yes
Dagger of armor piercing	Weapon	Yes
Dagger of defiance	Weapon	Yes
Dagger of doomwarding	Weapon	Yes
Dagger of sounding	Weapon	Yes
Gauntlets of Fjalar	Wondrous item	Yes
Gauntlets of grappling	Wondrous item	Yes
Gauntlets of heat	Wondrous item	Yes
Necklace of darkvision	Wondrous item	Yes
Potion of defense +2	Potion	No
Shield of blow turning	Armor	Yes
Shield of charm	Armor	Yes
Shield of cure wounds	Armor	Yes
Shield of electricity	Armor	Yes
White cloak of charming	Wondrous item	Yes

MAGIC ITEMS, VERY RARE

Item	Type	Attune?
Armor of haste	Armor	Yes
Cloak of healing	Wondrous item	No
Potion of defense +3	Potion	No
Potion of expertise	Potion	No
Shadowcloak	Wondrous item	No

MAGIC ITEMS, LEGENDARY

Item	Type	Attune?
Laeral's spell shield	Armor	Yes

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 Guide*, chapter 7, "Treasure").

ARMOR OF BLENDING

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

While wearing this armor, you gain a +1 bonus to AC. You can use a bonus action to speak the armor's command



word and cause the armor to assume the shape and form of any set of clothes. The armor maintains its armor class while in this form. You can return the armor to its original shape as a bonus action. A *detect magic* spell can't reveal its true nature but truesight can.

ARMOR OF CURING

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

While wearing this armor, you gain a +1 bonus to AC. In addition, you can use an action to cast the *cure wounds* spell on yourself. The spell is cast at 4th level using your spellcasting ability modifier. If you do not have any spellcasting ability, the spellcasting ability modifier is +1. Once used, this property of the armor can't be used again until the next dawn.

ARMOR OF FEAR

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

While wearing this armor, you gain a +1 bonus to AC. In addition, you can use an action to cast the *fear* spell (save DC 15). Once used, this property of the armor can't be used again until the next dawn.

ARMOR OF HASTE

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

While wearing this armor, you gain a +1 bonus to AC. In addition, you can use an action to cast the *haste* spell on yourself. Once used, this property of the armor can't be used again until the next dawn.

ARMOR OF NO ENCUMBRANCE

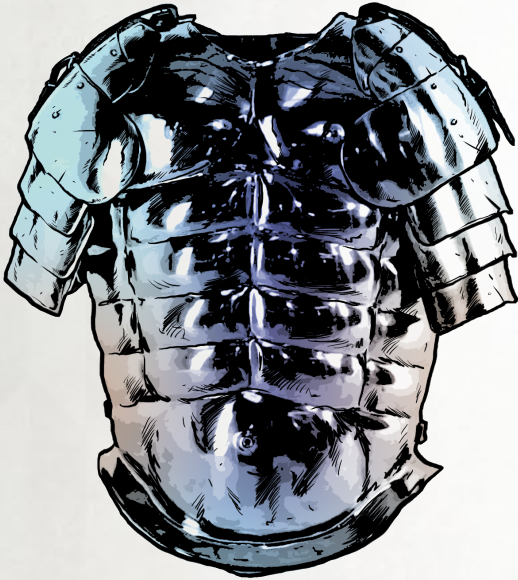
Armor (light, medium, or heavy), uncommon (requires attunement)

While wearing this armor, you gain a +1 bonus to AC. This armor weighs 0 and it does not add weight to your encumbrance.

ARMOR OF BLENDING



ARMOR OF CURING



ARMOR OF NO ENCUMBRANCE



ARROW OF BLINDING

Weapon (arrow), uncommon

When a target takes damage from this magic arrow, the arrow bursts into a flash of bright light. Any creature in a 30-foot-radius sphere of the target must succeed on a DC 15 Constitution saving throw, or become blinded for 1 minute. At the end of each of its turns, an affected creature can repeat the saving throw, ending the effect on a success.

ARROW OF DARKNESS

Weapon (arrow), uncommon

When a target takes damage from this magic arrow, the arrow creates a 15-foot-radius sphere of magical darkness centered on the target that lasts for 1 minute. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it.

ARROW OF FLYING

Weapon (arrow), common

When you make a ranged weapon attack with this magic arrow, the range of the weapon is doubled. For example, a longbow's range would be 300/1200 when firing this arrow.

ARROW OF HOLDING

Weapon (arrow), uncommon

When you hit a target with this magic arrow, the target must succeed on a DC 13 Constitution saving throw, or become paralyzed for 1 minute. At the end of each of its turns, an affected creature can repeat the saving throw, ending the effect on a success.

ARROW OF SCREAMING

Weapon (arrow), uncommon

When you fire this arrow, everything within 30 feet of it as it travels to its target must succeed on a DC 11 Wisdom saving throw, or become deafened for 1 minute. At the end of each of its turns, an affected creature can repeat the saving throw, ending the effect on a success.

BOOTS OF BALANCE

Wondrous item, uncommon (requires attunement by a rogue)

These boots have 5 charges. While wearing them you can use a bonus action to gain advantage in any Dexterity (Acrobatics) check that involves movement, such as walking on a rope or on a rooftop. The boots regain 1d4 + 1 charges daily at dawn.

"Sometimes the only difference between a hero or a coward is the weapon they hold"

- From Memories from the Magewar

BOOTS OF CARRYING

Wondrous item, common

While wearing these boots, your carrying capacity is doubled.

BOOTS OF JUMPING

Wondrous item, common

While wearing these boots, you can cast the *jump* spell. Once used, this property of the boots can't be used again until you finish a short or long rest.

BOOTS OF TRACKS

Wondrous item, uncommon (requires attunement)

While wearing these boots, you can choose to leave tracks different from yours. The tracks can be of any humanoid or beast that you are familiar with.

BOW OF ACCURACY

Weapon (bow), rare (requires attunement)

This bow is a magic weapon. When you make a ranged weapon attack with this bow, you ignore half-cover and three-quarters cover. Once per day, you can choose to make a ranged weapon attacks without penalties against a target you can't see if you are aware of its presence. Once used, this property of the bow can't be used again until you finish a long rest.



ARMOR OF FEAR



BOOTS OF TRACKS

BOW OF ELEMENTS

Weapon (bow), rare (requires attunement)

This bow is a magic weapon for the purposes of overcoming damage resistance. When a target takes damage from this magic bow, the target takes an additional 3 (1d6) damage. The DM chooses the damage type or determines it randomly, using the following table.

d6	Result
1-2	Fire
3-4	Cold
5	Lightning
6	Thunder

BOW OF FAERIE FIRE

Weapon (bow), uncommon

When a target takes damage from a ranged weapon attack made with this magic bow, you can force the target to make a DC 13 Dexterity saving throw. On a failed save, the target sheds a dim green light in a 10-foot-radius for 1 minute. While the target sheds this light, attacks against it are made with advantage. At the end of each of its turns, an affected creature can repeat the saving throw, ending the effect on a success. Once used three times, this property of the bow can't be used again until the next dawn.

BOW OF FAR DISTANCE

Weapon (bow), uncommon

This bow is a magic weapon. The range of this bow is doubled.

BOW OF LIGHT

Weapon (bow), common

This bow has three charges. When a target takes damage from this bow, you can expend one charge to force the target to make a DC 11 Dexterity saving throw. On a failed save, the target sheds light, of a color of your choice, in a 10-foot-radius sphere, and dim light for another 10 feet. At the end of each of its turns it can make a new saving throw to end the effect. The bow regains all charges at the next dawn.



BOW OF FAR DISTANCE

Lathander and other Deities

Lathander is a deity from the *Forgotten Realms* campaign setting. If you're playing in another *WotC* setting or in your homebrew world, the Appendix 2 of the *PfHB* provides examples for the most appropriate deity for your campaign.

BOW OF RAPID FIRING

Weapon (bow), rare (requires attunement)

When you take the Attack action on your turn and make at least one ranged weapon attack with this magic bow, you can make one additional attack with it as a bonus action.

CLAWED GUAUNTLETS

Wondrous item, rare (requires attunement by an evil barbarian, cleric, or fighter)

These tough but pliable steel gauntlets are found with two charges. While wearing them, you can expend one charge as a bonus action to make the fingers of the gauntlets sprout viciously curved talons that last for 10 minutes. While this transformation lasts, your unarmed attacks deal 6 (1d4 + 4) slashing damage in addition to your unarmed damage. Additionally, when a target takes damage from these extended talons, the target must succeed on a DC 15 Constitution saving throw or become paralyzed for 1 minute. At the end of each of its turns, an affected creature can repeat the saving throw, ending the effect on a success.

As a bonus action, you can return the gauntlets to their normal form. You can't use the gauntlets' power while you are wielding anything in your hands. While using the gauntlets' power, you cannot cast spells with somatic components. The gauntlets regain all charges at the next dawn.

CLOAK OF HEALING

Wondrous item, very rare

This magical item can appear as any sort of ordinary cloak. As an action, you can place it on any living creature and that creature is cured of all damage, exhaustion levels, diseases, curses, and poisons that currently affect it. The creature also regains hit points up to its current maximum. The cloak cannot heal undead or constructs and cannot regenerate lost limbs or organs. Once used, this property of the cloak can't be used again until the next dawn.

CLOAK OF LATHANDER

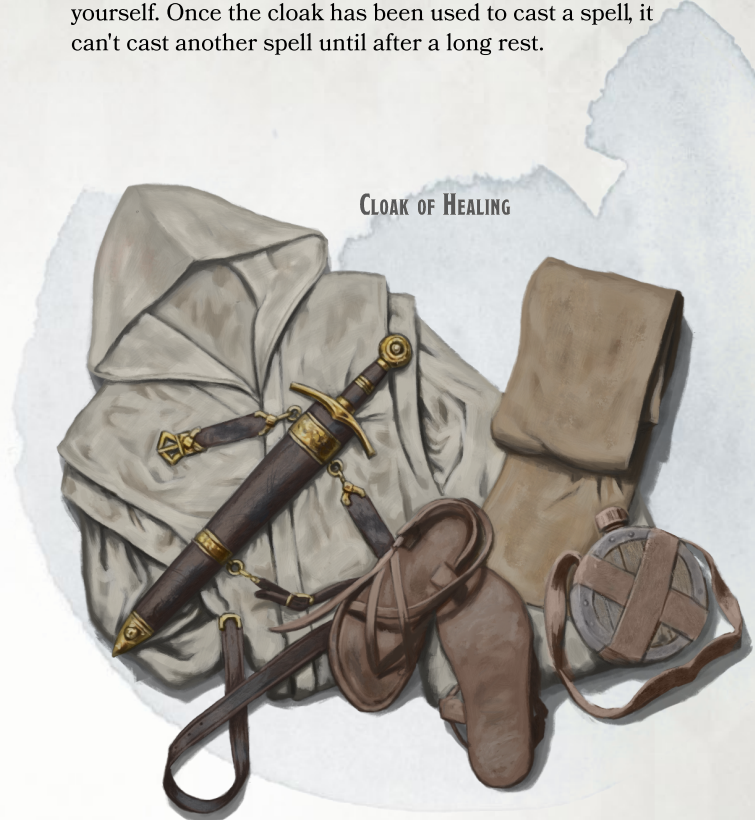
Wondrous item, rare (requires attunement by a follower of Lathander)

This magic cloak is made of black velvet on the outside, but is lined on the inside with rose-colored pink silk. As an action, you can cast the *light* spell while wearing this cloak. Additionally, you can use an action to activate the cleric's feature, Channel Divinity: Turn Undead, as if you were a cleric of the same level. If you're already a cleric, this use is in addition to the normal uses of your feature. Once used, this property of the cloak can't be used again until the next dawn.

CLOAK OF PASSAGE

Wondrous item, rare (requires attunement)

This magic cloak appears to be an ordinary garment of gray-green cloth, but it was woven from spider silk, making it light and billowy. You can use an action to cast the *pass without trace* spell or to cast the *dimension door* spell on yourself. Once the cloak has been used to cast a spell, it can't cast another spell until after a long rest.



CLOAK OF HEALING



CLOAK OF PASSAGE



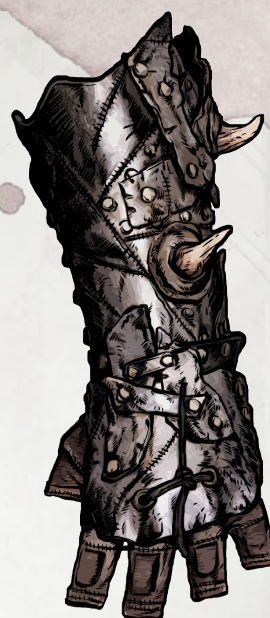
SHADOWCLOAK



GAUNTLETS OF HEAT



GAUNTLETS OF FJALAR



CLAWED GAUNTLETS

DAGGER OF ARMOR PIERCING

Weapon (dagger), rare (requires attunement)

When you make a weapon attack with this magic dagger, you ignore the armor and shield armor class bonuses. The target's AC is now 10 + the target's Dexterity modifier. Miscellaneous magic items (magical rings or bracers or cloaks, but not armor or shields) or spells, such as *mage armor*, *shield*, or *barkskin* are not ignored by this dagger.

DAGGER OF DEFLIANCE

Weapon (dagger), rare (requires attunement)

While attuned to this magic dagger you cannot be frightened and you have advantage on saving throws against being charmed or petrified.

DAGGER OF DOOMWARDING

Weapon (dagger), rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon. This dagger has 7 charges. Once a round, whenever you miss an attack roll, an ability check, or a saving throw, you can use one charge to roll again. You must use the new roll. When you use the last charge, the dagger becomes a magical +1 dagger with no other properties.

DAGGER OF SOUNDING

Weapon (dagger), rare (requires attunement by a rogue)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. While you are attuned to it, you can use a bonus action to gently tap its tip against a surface. If there is a hollow space behind the surface, the dagger gives a resounding ring, quite different from the dull tone emitted if struck against solid stone. After you do this, you have advantage on any Wisdom (Perception) or Intelligence (Investigation) check made to detect a secret door or compartments on the same turn.

DECEIVER'S BOOTS

Wondrous item, uncommon (requires attunement)

While wearing these boots, you can cast the *gaseous form*

spell and the *invisibility* spell. Once cast, you can't cast that spell again until the next dawn.

GAUNTLETS OF FJALAR

Wondrous item, rare (requires attunement)

While wearing these gauntlets, you can speak their command word as a bonus action to gain magical strength for 1 minute. For the duration, you can make two unarmed strikes when you take the Attack action (or more if your class features would allow you to make more attacks) on your turn. On a successful hit, you deal 2d10 plus your Strength modifier magical bludgeoning damage. Once used, this property of the gauntlets can't be used again until the next dawn.

FJALAR

Fjalar is a dwarf from Norse mythology. In your campaign, you can replace him with another appropriate character.

GAUNTLETS OF GRAPPLING

Wondrous item, rare (requires attunement)

While attuned to these gauntlets, you gain the benefits of the Grappler feat.

GAUNTLETS OF HEAT

Wondrous item, rare (requires attunement)

These gauntlets are capable of generating heat and fire on command. They have 7 charges. While attuned to them, you can use your action to cast:

- *produce flame* (1 charge)
- *burning hands* (2 charges)
- *heat metal* (2 charges)
- *flame arrows* (3 charges)

The gauntlets regain 1d6 + 1 expended charges daily at dawn.

GAUNTLETS OF PROFICIENCY

Wondrous item, rare (requires attunement)

While wearing these gauntlets, you are proficient with any weapon or tool you are wielding.

GLITTERING NECKLACE

Wondrous item, uncommon (requires attunement)

While wearing this necklace, you can use your action to cast the *blindness/deafness* (spell save DC 13), but you can only use the spell to blind a creature, as the necklace radiates a flash of glittering light. Once used, this property of the necklace can't be used again until the next dawn.

LAERAL'S SPELL SHIELD

Armor (shield), legendary (requires attunement)

This shield is named for the legendary Faerunian wizard Laeral Silverhand, who created it. You gain a +1 bonus to AC while having this shield equipped. While having it equipped, you also gain immunity to the following spells: *blade barrier*, *shillelagh*, and *spiritual weapon*. The shield has 6 charges. When you are the target of a *magic missile* spell, you can use your reaction to expend 1 charge to cast the *shield* spell. When you are the target of a ranged weapon attack, you can use your reaction to expend 1 charge to reflect the attack back at your attacker. You use the same attack and damage that the attacker attacked with. This reflected attack is magical. The shield regains 1d4 + 2 charges daily at dawn.

LAERAL'S SPELL SHIELD

This shield is a magic item from the Forgotten Realms setting but you can easily incorporate it into any other fantasy world.

NECKLACE OF MEMORY ENHANCEMENT

Wondrous item, uncommon (requires attunement)

While wearing this necklace, you can accurately recall anything you have seen or heard within the past month.

NECKLACE OF DARKVISION

Wondrous item, rare (requires attunement)

While wearing this necklace, you gain darkvision out to 60 feet.

NECKLACE OF PROTECTION

Wondrous item, uncommon (requires attunement)

You gain a +1 bonus to AC and saving throws while wearing this necklace.

NECKLACE OF PROTECTION AGAINST CHARM

Wondrous item, uncommon (requires attunement)

While wearing this necklace, you gain advantage on saving throws against being charmed. Furthermore, when you are the target of such an effect, by looking into the gems of this necklace, you are instantly aware of the identity and location of the spellcaster unless they are protected against scrying.

"The strength of a magic item is just equal of the amount of life the crafter mage has decided to invest in it"

- Inscription on the entrance door of an ancient school of magic

DAGGER OF DOOMWARDING

DAGGER OF ARMOR PIERCING

DAGGER OF SOUNDING





POTION OF LEVITATION



POTION OF DEFENSE



POTION OF ANTIMAGIC



POTION OF THE CORROSIVE TOUCH



POTION OF DREAMING

POTION OF ABILITY

Potion, common

When you drink this potion, one of your ability scores becomes 18 (if not already higher) for 1 minute. The DM chooses which ability score is affected by this potion or determines it randomly, using the following table:

d6	Result
1	Strength
2	Dexterity
3	Constitution
4	Intelligence
5	Wisdom
6	Charisma

POTION OF ANTIMAGIC

Potion, uncommon

When you drink this potion, you gain the effects of the *dispel magic*, targeted on yourself.

POTION OF BLACK SIGHT

Potion, common

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

POTION OF CORROSIVE TOUCH

Potion, uncommon

When you drink this potion, you gain the ability to dissolve material with a touch of your hand for 1 minute. On your turn, you can use your action to dissolve a cube no more than 1 foot on a side of non-living matter or you can take the Attack action to make two melee spell attacks using Strength as your spellcasting ability. On a hit, the target takes 4 (1d8) acid damage.

POTION OF DEFENSE

Potion, uncommon (+1), rare (+2), very rare (+3)

When you drink this potion, you gain a bonus to your AC for 1 minute. The bonus is determined by the rarity of the potion.

POTION OF DREAMING

Potion, uncommon

This potion can grant you a vision of that which you most desire. You must drink this potion before going to sleep and name the person, object, or setting you seek. You then dream, gaining clues about the object of your desire that are up to the DM. Upon awakening the dream remains vivid in your mind. When you use this potion again, the previous vision is erased from your memory. The DM determines the nature of the dream.

POTION OF EXPERTISE

Potion, very rare

When you drink this potion, your proficiency bonus is doubled for 1 minute.

POTION OF FREE MOVEMENT

Potion, common

When you drink this potion, you ignore any movement penalties associated with difficult terrain for 1 minute.

POTION OF LEVITATION

Potion, common

When you drink this potion, you gain the effect of the *levitate* spell for 1 minute (no concentration required) or until you end the effect as a bonus action.

POTION OF MARTIAL ADVANTAGE

Potion, uncommon

When you drink this potion, any target you hit with a weapon attack takes an additional weapon die of damage. The effect lasts for 1 minute.

"A potion is just a glimpse of true magic; when in dire need, it is as powerful as wish"

- Alchemist's saying

SHADOWCLOAK

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

This large, cowlled, magic cloak is made from pure black velvet. While attuned to it, you have advantage on Dexterity (Stealth) and Dexterity (Sleight of Hand) checks while you are in dim light or darkness. The cloak has 3 charges. You can use your action to expend 1 charge to cast the *darkness* spell. Alternatively, you can use your action to expend 2 charges to become a **shadow**. Your game statistics are replaced by that of the shadow, but you retain your Intelligence, Wisdom, Charisma, and proficiency. You can remain in the form of a shadow for up to 1 hour and you can end it earlier as a bonus action. If you are killed while you are a shadow, you return to your normal form. The cloak regains 1d3 charges daily at dawn.

SHIELD OF BLOW TURNING

Armor (shield), rare (requires attunement)

This shield has 6 charges. When you are the target of an attack, you can use your reaction to expend 1 charge to redirect the attack toward another creature you can see within 5 feet of you. You can use a bonus action to expend a charge to cast the *sanctuary* spell (spell save DC 15). The shield regains 1d4 + 2 charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the shield becomes a non-magical shield.

SHIELD OF CHARM

Armor (shield), rare (requires attunement)

You gain a +1 bonus to AC while holding this shield. When you are hit by a weapon attack, you can use your reaction to cast the *charm person* spell on your attacker (save DC 13). Once used, this property of the shield can't be used again until the next dawn.

SHIELD OF CURE WOUNDS

Armor (shield), rare (requires attunement)

You gain a +1 bonus to AC while holding this shield. You can use your action to regain up to half of your current hit point maximum. Once used, this property can't be used again until the following dawn.

SHIELD OF ELECTRICITY

Armor (shield), rare (requires attunement)

You gain a +1 bonus to AC while having this shield equipped. You can use a bonus action to charge the shield with magical electrical force that lasts for 1 minute. When you are hit by a melee attack while the shield is charged, you can use your reaction to discharge the shield. The creature that hit you must make a DC 15 Constitution saving throw, taking 26 (8d6) lightning damage on a failed save, or half as much on a successful one. The shield is now discharged and cannot be charged again until the next dawn.

WHITE CLOAK OF CHARMING

Wondrous item, rare (requires attunement by a sorcerer or a wizard)

This cloak is unusually white. While you are attuned to it, the targets of your *charm person*, *suggestion*, *hypnotic pattern*, and *confusion* spells have disadvantage on their saving throws.

LAERAL'S SPELL SHIELD



SHIELD OF CHARM



SHIELD OF BLOW TURNING



CHAPTER 2: NEW SPELLS

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. The chapter begins with the spell lists of the spellcasting classes. The remainder contains spell descriptions (for more information on magic and spells, see *Players Handbook*, Chapter 10, "Spellcasting").

CLERIC SPELLS

CANTRIPS (0 LEVEL)

Ray of Fatigue (necromancy)

3RD LEVEL

Revenance (necromancy)

4TH LEVEL

Battlearms (transmutation)

5TH LEVEL

Blackmantle (necromancy)

DRUID SPELLS

CANTRIPS (0 LEVEL)

Seek the Stream (divination)

Trail Path (divination)

1ST LEVEL

Bowstaff (transmutation)

2ND LEVEL

Call to the Woods (transmutation)

4TH LEVEL

Entrust the Beast (enchantment)

RANGER SPELLS

CANTRIPS (0 LEVEL)

Ammunition Retrieval (transmutation)

Seek the Stream (divination)

Trail Path (divination)

1ST LEVEL

Bowstaff (transmutation)

2ND LEVEL

Call to the Woods (transmutation)

4TH LEVEL

Entrust the Beast (enchantment)

SORCERER SPELLS

CANTRIPS (0 LEVEL)

Ray of Fatigue (necromancy)

1ST LEVEL

Shady Palm (conjuration)

2ND LEVEL

Claws of Darkness (transmutation)

3RD LEVEL

Shadow Armor (conjuration)

4TH LEVEL

Thunderlance (conjuration)

WARLOCK SPELLS

CANTRIPS (0 LEVEL)

Ray of Fatigue (necromancy)

1ST LEVEL

Shady Palm (conjuration)

2ND LEVEL

Claws of Darkness (transmutation)

3RD LEVEL

Shadow Armor (conjuration)

WIZARD SPELLS

CANTRIPS (0 LEVEL)

Ray of Fatigue (necromancy)

1ST LEVEL

Shady Palm (conjuration)

2ND LEVEL

Claws of Darkness (transmutation)

3RD LEVEL

Shadow Armor (conjuration)

Revenance (necromancy)

5TH LEVEL

Blackmantle (necromancy)

6TH LEVEL

Sunward (abjuration)

8TH LEVEL

Blackfire (necromancy)

SPELL DESCRIPTION

The spells are presented in alphabetical order.

AMMUNITION RETRIEVAL

Transmutation cantrip

Casting Time: 1 reaction, which you take when you miss a ranged weapon attack with a weapon with the ammunition tag

Range: Self

Components: V, M (one piece of ammunition)

Duration: 10 minutes

The piece of ammunition from the missed attack falls on the ground upright and remains intact. If you look for it before the spell ends, you can immediately sense its location in a 500-foot radius. If you cast this spell multiple times, you can have up to three pieces of ammunition affected at a time.

BATTLEARMS

4th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (two human bones)

Duration: Concentration, up to 1 minute

You create two additional arms on your torso. They can wield, hold, and use objects and weapons like your normal pair of arms. When you make an opportunity attack, you can make two attacks instead of one. Any armor or clothing you wear is magically altered to allow the new limbs and they revert to their original form immediately at the end of the spell. Weapons or items carried immediately drop at the end of the spell. You also gain the ability to do each of the following things on your turn:

- You can take the Use an Object action as a bonus action.
- If you take the Attack action, you can make two additional attacks, and you add your proficiency bonus to attack rolls if they are holding weapons you are proficient with in your extra hands.
- If you make a melee spell attack, you have advantage on that attack roll.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the arms are four, you can make four additionally attack rolls if you take the Attack action on your turn, and you can make three attacks when you make an opportunity attack.

BLACKFIRE

8th-level necromancy

Casting Time: 1 action

Range: 60 feet

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

Duration: 1 minute

You engulf a creature you can see, within range, with an aura of black fire. At the start of each of its turns, the target must make a Constitution saving throw. On a failed save, its Constitution score is temporarily reduced by $1d4 + 1$. If its Constitution score drops to 0 before the spell ends, the target dies instantly. Any reduction in the target's Constitution score is reversed after the target takes a long rest.



AMMUNITION RETRIEVAL

The spell ends if the target makes three successful saving throws.

BLACKMANTLE

5th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a tiny or small mummified beast)

Duration: Concentration, up to 1 minute

You create a shimmering aura around up to three creatures you can see within range. The targets must succeed on a Constitution saving throw or become unable to regain hit points until the spell ends.

BOWSTAFF

1st-level transmutation (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (one wooden staff)

Duration: 24 hours

You touch a non-magical wooden staff. It becomes a longbow. The bow isn't magical.

CALL TO THE WOODS

2nd-level transmutation (ritual)

Casting Time: 1 action

Range: Self

Components: V

Duration: 8 hours

You warn every denizen of a forest of an intruder. All beasts of CR 1/8 or lower that aren't hostile to you within 1 mile of you become frightened, and seek out their lairs or another safe place in which to hide. All fey creatures or elves that aren't hostile to you within 1 mile of you immediately know the nature of the threat, as described in no more than ten words.

CALL TO THE WOODS



CLAWS OF DARKNESS

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Your arms and forearms change shape, elongating into featureless claws of inky blackness. Your unarmed attack reach is increased by 5 feet and you make two melee spell attacks while this spell is in effect. On a successful hit, the target takes 3 (1d6) cold damage and 3 (1d6) necrotic damage. Additionally, you can choose to attempt a grapple with each of the attacks instead of dealing damage.

A grappled target suffers 3 (1d6) cold damage and 3 (1d6) necrotic damage at the start of its turn as long as it is grappled. While concentrating on this spell, you cannot carry any object in your hands nor cast spells that require somatic or material components.

ENTRUST THE BEAST

4th-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V

Duration: 24 hours

You choose a beast that you can see within range. The beast must be able to hear you and it must be of CR 1 or lower. The beast must succeed on an Intelligence saving throw or become charmed by you. While charmed in this way, and you can order the beast to become a guardian of a specific site or a creature other than you. The beast doesn't stray from the designated area except to acquire food or it follows the creature it is guarding to the best of its ability. While guarding, the beast attacks any intruder or hostile creature except you. The beast doesn't gain any special abilities nor does it lose the need to eat or sleep.

RAY OF FATIGUE

Necromancy cantrip

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

A beam of red energy springs from your finger toward a creature within range. The target must succeed on a Constitution saving throw or suffers one level of exhaustion until the end of its next turn. On a successful save, the effect ends on it. You can affect more creatures when you reach higher levels: two at 5th level, three at 11th level and four at 17th level. A target can be affected up to twice by this cantrip.



ENTRUST THE BEAST

REVENANCE

3rd-level necromancy (ritual)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pinch of dust and a drop of blood)

Duration: 8 hours

You enhance the internal willpower of the undead. Choose up to three undead creatures of CR 3 or lower within range. An unwilling creature must make a Wisdom saving throw to avoid the effect. Affected creatures for the duration of the spell radiate a faint aura of magic and cannot be frightened.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher you can affect 1 more undead creature for each slot level above 3rd. Alternatively when you cast this spell using a spell slot of 4th level or higher you can affect three creatures with CR up to the slot level you have used.

and attacks described for the creature in the *Monster Manual* instantly merges with your own shadow. Only creatures with truesight are aware of the two merged shadows. Each time you are hit by an attack, the shadow takes damage instead of you. If you are hit by a melee attack, the shadow makes an attack of opportunity to the target. This shadow cannot take any actions. The shadow disappears when it is reduced to 0 hit points or the spell ends. You can dismiss the spell on your turn as a bonus action.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher the shadow has 5 (1d8) additional hp for each slot level you use above 3rd.

SHADY PALM

1st-level conjuration (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a palm frond which the spell consumes)

Duration: 8 hours

You touch a willing creature. A shadowy palm tree appears just behind it and magical pool of shade, 5-feet in radius. Creatures in this area are not affected by high temperature's effects. The palm moves with the target.



SEEK THE STREAM

SEEK THE STREAM

Divination cantrip

Casting Time: 1 action

Range: Self

Components: V, M (an empty waterskin)

Duration: Concentration, up to 1 hour

You sense the nearest source of running water (a stream, a brook, or a small river) within 10 miles of you. You also learn the direction and distance of this source of running water.

SHADOW ARMOR

4th-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

You summon a **shadow** with the same hit points, damage resistances, damage immunities, damage vulnerabilities,



RAY OF FATIGUE



DEAN SPENCER

SUNWARD

3rd-level abjuration spell

Casting Time: 1 action

Range: Self

Components: V, S, M (a drop of aloe secretion and a 500 gp gem, which the spell consumes)

Duration: 8 hours

You choose up to four creatures you can see within range. Each target gains complete protection against sunlight. They automatically succeed on a saving throw or ability check caused by intense sunlight. The spell also negates the sunlight sensitivity trait.

THUNDERLANCE

3rd-level conjuration spell

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute or until thrown

You create a spear of pure magical energy in one of your hands. You can use your action before the spell ends to make a ranged spell attack against any creature you can see within range. On a hit, the target takes 15 (6d4) force damage. Hit or miss, the spear then explodes loudly. The target and any creature that are not deafened within 20 feet of it must make a Constitution saving throw. On a failed save, they take 10 (3d6) thunder damage and are deafened until the end of their next turn, on a successful save they take half damage and are not deafened. While you hold the spear with your hand, you can use your reaction to absorb darts of the *magic missile* spell targeted at you. A target hit by the spear takes 1d4 + 1 additional force damage for each dart you have absorbed.

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

TRAIL PATH

Divination cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You can use your proficiency bonus on the next Wisdom (Survival) check you make while tracking even if you're not proficient. If you're already proficient in that skill, you double your proficiency bonus.



THUNDERLANCE