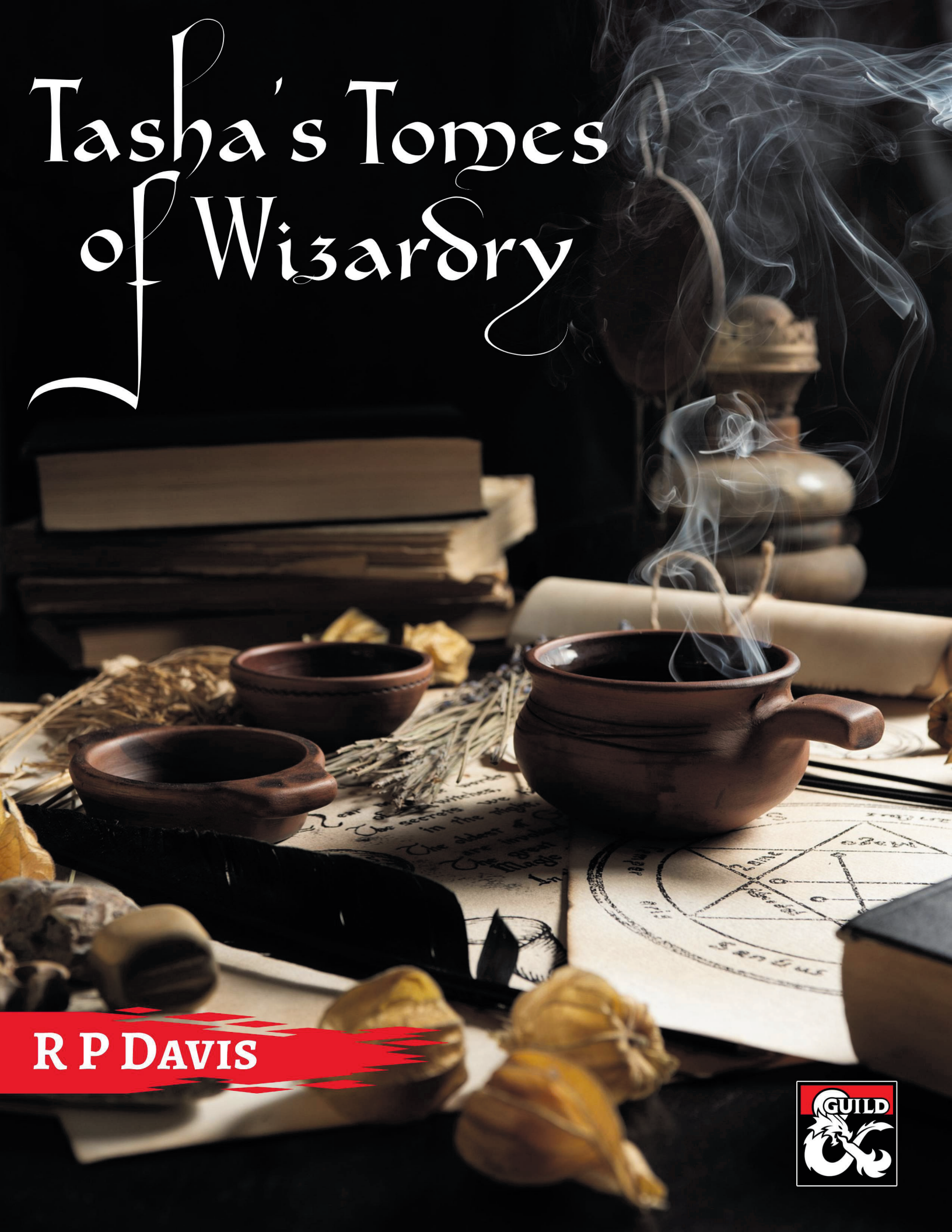


Tasha's Tomes of Wizardry



R P DAVIS



INTRODUCTION

WELL, WE **ARE** WIZARDS. WE'RE SUPPOSED TO MEDDLER with things we don't understand. If we hung around waitin' till we understood things we'd never get anything done.

—MUSTRUM RIDCULLY



SO YOU RAN RIGHT OUT AND GOT *Tasha's Cauldron of Everything*, excited that there were so many new spells and spellbooks and spell options. Good for you! So did we. But if you're anything like us, you got to the end of the book and said to yourself, "Self, that simply won't do. It's a lot, but it's not **enough**."

That's why this book exists. In it you'll find new spellbook rules, new spells, and new magic item spellbooks from across the Forgotten Realms, but usable throughout the DUNGEONS & DRAGONS multiverse. We hope you find it a useful addition to your game. We know we had a great deal of fun making this book for you to enjoy!



CREDITS

Design: R P Davis
Editor: Kai Linder

ART CREDITS

Ann Milovidova, Armando Ayala, Bob Greyvenstein, Borkia, Daniel Comerci, Daniele Ariuolo, Eric Pommer, Havos123, J E Shields, Liz Courts, Loulou Nash, Mantas Butkus, Nathanaël Roux, Vagelio Kaliva, Wizards of the Coast.

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Daniel Comerci – danielcomerci.com

INSPIRATION

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CHAPTER 1: SPELLBOOK RULES

NO MAN, NO POWER, CAN BIND THE ACTION OF WIZARDRY or still the words of power. For they are the very words of Making, and one who could silence them could unmake the world.

—THE MASTER SUMMONER, *THE FARTHEST SHORE*



EVERY WIZARD MUST HAVE A SPELLBOOK. From slim notebooks easily carried on adventures to massive tomes that two strong ogres couldn't lift without help, spellbooks come in all shapes and sizes. The *Player's Handbook* mentions

the requirement that a wizard must have a spellbook but gives precious little guidance on what your spellbook might actually look like.

If you'd like spellbook rules that make using spellbooks more interesting than those governing spellbooks in the *Player's Handbook*, consider using those in this chapter in your game.

SPELLBOOKS

Most people think of spellbooks as humongous, dense, heavy tomes consisting of parchment or vellum pages between ornate covers secured with heavy locks. However, a wizard's spellbooks can look like almost anything: one might be spells scribed on thin sheets of bone or ivory, or the pages might be metal plates lined into a belt. Yet others might be disguised by magic to look like a mundane item of equivalent size.

No matter what they look like, spellbooks are generally classified in two groups—arcanabula and grimoires.

ARCANABULA

Otherwise known as “traveling spellbooks”, arcanabula are the books a wizard works with every day. They tend to contain spells jumbled in any order and are often stained and battered from travel and use in the field. The spellbooks described in the *Player's Handbook* are arcanabula.

GRIMOIRES

Grimoires are formal, ordered collections of spells. They tend to be locked, warded, and hidden, either in a secure cache or in a wizard's secret laboratory. Most are created

using the most precious and rare ingredients, such as gold and platinum decoration (or even pages made thereof).

Grimoires are usually large and often of unusual proportions, and many have metal-bound corners and chased or relief-carved covers of rare woods covered with leather harvested from fantastic creatures.

USING SPELLBOOKS

As the *Player's Handbook* notes, every wizard has a personalized, unique set of notations and formulas for recording a spell. While the underlying magical language and concepts are the same, no wizard can simply pick up another's spellbook and instantly prepare spells from it.

DECIPHERING FOUND SPELLS

When you find a wizard spell of 1st level or higher, you can add it to your spellbook if it is of a spell level you can prepare and if you can spare the time and money to decipher and copy it.

Copying that spell into your spellbook involves reproducing the basic form of the spell, then deciphering the unique system of notation used by the wizard who wrote it. You must practice the spell until you understand the sounds or gestures required, then transcribe it into your spellbook using your own notation.

For each level of the spell, the process takes 2 hours and costs 50 gp. The cost represents material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it. If the spell requires material components with a specific cost, you must pay those costs in addition to the ones listed here.

At the end of the process, you must make an Intelligence (Arcana) check, the DC of which is equal to 10 + the spell's level. On a success, you have successfully copied the spell. On a failure, you can't understand the other wizard's unique cipher and can't copy that spell. Further, you can't attempt to master that spell again until you gain a level in the wizard class.

OPTIONAL RULE: CASTING A HIGHER-LEVEL SPELL

In a pinch, you can attempt to cast a spell with the ritual tag from a spellbook you've mastered, even if it's a spell of a higher level than you can normally prepare. You must have the necessary material components, and at the end of the casting time you must make an Intelligence (Arcana) check, the DC of which is equal to 15 + the level of the spell. On a success, the spell is cast. On a failure, you must make a Constitution saving throw, the DC of which is equal to 15 + the level of the spell. On a failure, you are stunned for a number of hours equal to the spell's level as you lose control of the magic. In addition, roll on the Wild Magic Surge table in the *Player's Handbook*.

Masters and Apprentices. Wizards who take apprentices into their service usually teach them to use the same notations and codes they've developed for their own use, though the apprentice invariably makes subtle changes to personalize the cipher. When you attempt to decipher, prepare, or copy a spell from the spellbook of your master or apprentice, you have advantage on the Intelligence (Arcana) check.

Mastering Another's Spellbook. Instead of laboriously copying each spell, spell by spell, from a spellbook you found into your own, you can instead make a dedicated effort to master the notations peculiar to the other wizard's spellbook. Mastering an entire spellbook takes one week plus one day per spell contained within, plus 50 gp per spell level of every spell contained in the book, which represents the material components you experiment with. If a spell in the book requires material components with a specific cost, you must pay those costs in addition to the ones listed here.

At the end of this period, make an Intelligence (Arcana) check, the DC of which is equal to 15 + the level of the highest-level spell in the book. On a success, you can use the foreign spellbook as your own, requiring no further checks to prepare or copy spells from it. On a failure, you can't attempt to master that spellbook again until you gain a level in the wizard class.

Additionally, spells of a level higher than you can prepare remain deciphered for when you reach a level where you can prepare it.

SPELLBOOK CONSTRUCTION

While the notation and ornamentation therein and thereon may differ, all spellbooks have a few uniform characteristics:

- One page per spell level (minimum one page) is needed to record a spell.
- The pages must be treated for durability and protection against common hazards.

These characteristics make even a blank spellbook difficult, time-consuming, and relatively expensive to produce, and even more expensive to purchase—if they can be purchased at all.

The base cost of 50 gp buys a well-bound leather tome of 100 blank vellum pages, as detailed in the Equipment table in the *Player's Handbook*. Exotic materials increase the cost and weight of a spellbook accordingly, and these materials are usually reserved for grimoires, not arcanabula. When customizing a spellbook, use the Spellbook Materials table to modify the price.

The weight and cost of a spellbook of unusual construction is the sum of its cover and page construction, and each sum is added to the 3 lbs and 50 gp of a standard spellbook. For example, a book made with a dragonhide cover and copper foil pages weighs 25 pounds and costs 750 gp.

A waterproof slipcase of treated, tooled leather can be crafted or purchased along with the book. A slipcase for a spellbook weighs 1 pound and costs 20 gp.

These prices assume you're crafting your own spellbook, which takes 30 days of downtime. Purchasing a spellbook or slipcase from a shop or another wizard triples the cost.

SPELLBOOK MATERIALS TABLE

Cover	Weight	Cost
Wood, thin	1 lb.	20 gp
Metal, soft	5 lb.	100 gp
Metal, hard	5 lb.	200 gp
Dragonhide	2 lb.	200 gp
Pages (100)	Weight	Cost
Bone or ivory	4 lb.	100 gp
Metal foil		20 lb.

PROTECTING SPELLBOOKS

No wizard with half a brain and the means to do so will fail to carefully safeguard her spellbooks against accident, damage, or theft.

Most arcanabula feature cheap and inexpensive protections (often a simple *glyph of warding* that the owner casts herself), but for most wizards, the risk of losing a workbook isn't enough to justify the expense of more sophisticated protection. But a wizard's grimoire, which never leaves her most secret and secure lair, is secured with a vast array of the most intricate, layered defenses.

These defenses take many forms, from the quasi-magical nature of the lair to deadly traps in the avenues of approach within the lair to the room where the grimoire is kept.

MAGICAL CONSTRUCTION

The primary method of protecting a grimoire is placing it in a secure place, and the most fundamental method of protecting a place is integrating the magical effects of material components into its construction. Mixing material components into the mortar—the blood of a creature that petrifies (such as a gorgon or basilisk), or the blood of a creature that can travel in interesting ways (such as a xorn or a blink dog), or the pulverized dust of *dimensional shackles*—as the storage space's bricks are being laid prevents teleportation effects.

Certain natural materials, such as starmetal and Underdark ores saturated with *faerzress*, are also very effective at preventing unwanted visitors from physically manifesting in one's laboratory. Unfortunately, these materials are exceedingly rare and fabulously expensive.

MAGICAL GUARDS

The protections applied to a grimoire are limited only by its owner's ingenuity. They can take any form, from swarms of magically summoned venomous creatures to physical traps like bladders of poison gas or poisoned needles concealed in the locks of the book itself or the doors of the cabinet the book is stored in. In fact, most grimoires are warded by layer upon layer of protections.

The only uniformity among these defenses is that they're designed to prevent access to the book and, barring that, slay without mercy those uninvited readers who do somehow gain access to it. They are always lethal. It's worth noting

that they're never designed in a way that threatens the book itself—gouts of acid or fire, for example, are rarely used, even if the grimoire is treated against such elemental damage.

Whether you apply them yourself or arrange to have someone else do so, such protections add thousands to the cost of the tome to be protected. Some common defenses include:

Damage Resistances. The book has resistance to acid, cold, lightning, fire, and thunder damage.

Damage Immunities. The book has immunity to acid, cold, lightning, fire, and thunder damage.

Glamour. The book looks and feels like something else of similar size and weight. It can't be more than 25% larger or smaller or half as heavy and twice as heavy as the original. A secret command word transforms the book between its normal and glamour appearances, but anyone who touches the book in its glamour form sees through the illusion on a successful DC 14 Intelligence (Investigation) check.

Pungent. The book is infused with an acrid essence that repels damaging pests. A creature that touches the book without first speaking a command word must succeed on a DC 14 Constitution saving throw or be poisoned for 1 hour.

Levitating. The book hovers in the air as though it was an *immovable rod*, except that the book can support only its own weight.

Waterproof. The book can't be damaged by immersion in or exposure to water.

Spelltrapped. A magical trap has been incorporated into the book. The trap can be set to operate when the book is touched, opened, or a particular page is read. Below is a sample trap incorporating cold damage, though any damage type can be integrated.

FROZEN THIEVES

Magic trap

This trap is activated when a creature interacts with the grimoire, releasing a magical gout of frost and ice from the book.

A successful DC 15 Wisdom (Perception) or Intelligence (Investigation) check notices the magical sigils worked into the grimoire's cover and locks, as well as faint traces of frost on the book. A spell or other effect that can sense the presence of magic, such as *detect magic*, reveals an aura of evocation magic around the book.

The trap activates when a creature opens the book's lock, causing the book to release a blast of magical cold in a 15-foot-radius sphere. Each creature in the sphere must make a DC 15 Constitution saving throw, taking 22 (4d10) cold damage on a failed save, or half as much damage on a successful one.

A successful *dispel magic* (DC 15) cast on the book's lock destroys the trap.

PROTECTIVE SPELLS

Many wizards across the multiverse have devised innovative spells to protect their grimoires. See Chapter 3 for a collection of these new spells.

WIZARD SIGILS

In addition to a written signature, most wizards mark their spellbooks with a sigil unique to them. This sigil identifies the work—especially for the illiterate—and also facilitates the wizard’s casting of such spells as *arcane lock* and *glyph of warding*. The sigil remains the sole property of the wizard until their death (and sometimes beyond, as the ancient lich Larloch will most assuredly claim).

When you choose your Arcane Tradition at 2nd level, work with your DM to design a sigil. You can change it at 10th level and again at 15th level if you wish, but you’re not required to do so; many wizards use the same sigil for their entire existence. This sigil can be anything you can imagine, as long as it’s a single character; some wizards choose a character from their ancestral language (for example, dwarf wizards in Faerûn often choose a Dethek character and modify it slightly), and others create a unique symbol from scratch.

CURSE OF MISUSE

Deliberately using another’s sigil carries a heavy curse which comes directly from the deities of magic themselves. Should you choose to use another’s sigil, the curse manifests as follows:

- You must make a DC 15 Strength saving throw. Your Strength score is permanently reduced by 1d6 on a failed save, or half as much on a successful one.
- You must make a DC 15 Constitution saving throw. Your hit point maximum is permanently reduced by 4d6 on a failed save, or half as much on a successful one.
- You must make a DC 15 Intelligence saving throw. On a failed save, your Intelligence score is permanently reduced by 1d6 and you’re affected by the *feblemind* spell. On a success, your Intelligence score is permanently reduced by half as much and you don’t suffer the effects of *feblemind*.
- You must make a DC 15 Charisma saving throw. On a failed save, your Charisma score is permanently reduced by 1d6 and a ghostly manifestation of a wizard appears, points at you, and thunders, “False! Charlatan!” This manifestation remains for 3d10 days, constantly pointing at you. On a success, your Charisma score is permanently reduced by half as much and the ghostly manifestation doesn’t appear.

The only known way to remove this curse is through a carefully worded *wish* spell or by appeasing the deities of magic in very specific, very expensive ways.





CHAPTER 2: MAGICAL TOMES

LET'S TAKE A MINUTE TO TALK ABOUT SPELLBOOKS, SINCE, *in this day and age when magic is no longer taught in schools (or is, at best, an elective like Home Economics), very few people have the experience with spellbooks that they used to.*

—URSULA VERNON, *CASTLE HANGNAIL*



THE SPELLBOOKS DESCRIBED hereunder are exceptional. They vary widely in content and appearance, from slabs of carved marble to sheets of platinum hammered so thin they've become translucent. The size of these

grimoires is usually measured in "hands." A hand is about 4 inches.

Many of these grimoires are a jumble of spells of varying levels, sometimes interspersed with spell research notes or other information, or even spells usable only by other classes. There is usually more than a few divine spells in a wizard's grimoire, written down as a curiosity or as part of research into duplicating the effect using arcane magic.

Each spellbook described in this chapter contains spells, and each spell contained in a particular spellbook is listed in that book's section. A spell marked with an asterisk (*) is a new spell and is found in Chapter 3.

BOOK OF BATS

Little is known for certain about this fell tome's origin, save that it is more than 300 winters old. It contains several interesting spells, even if its contents are disconcerting.

The book itself is tall and narrow, some four hands wide by nine tall. It has 22 pages of stamped electrum, each containing a spell in unique script and etching. The book's covers are thin boards of blackened oak, sealed with the tattered hides and wings of large black bats, claws still attached.

Some of the spells therein are attributed to the long-dead wizards Beltn and Shaeroon, though sages opine that the book itself may have been assembled by an unknown wizard long after their deaths.

BOOK OF BATS

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

When found, the book contains the following spells: *animate dead*, *Belyyn's burning blood**, *censure**, *cloudkill*, *cone of cold*, *feeblemind*, *feign death*, *protection from evil and good*, *dimension door*, *fear*, *Shaeroon's scimitar*, *slow*, and *wall of fire*. It functions as a spellbook for you.

While you are holding the book, you can use it as a spellcasting focus for your wizard spells.

The book has 3 charges, and it regains 1d3 expended charges daily at dawn. You can use the charges in the following ways while holding it:

- If you spend 1 minute studying the book, you can expend 1 charge to replace one of your prepared wizard spells with a different spell in the book.
- When you cast a wizard spell, you can expend 1 charge to cast the spell without verbal, somatic, or material components of up to 100 gp value.

BOOK OF THORNS

Some sages say this plain, unadorned book was created by the hierophant archdruid Khamlautos Iriphar of Cormyr, who passed it through various hands, including the Ring of Wyvernwater and Aubaerus of Battledale, before ending up in the archives of the Emerald Enclave in the Eyes of Sylvanus—the islands in the mouth of the Vilhon Reach. The book consists of parchment sheets tied together with cured thornroot vine and bound between covers protected by brass corners. It is a small thing, two hands wide by three tall.

BOOK OF THORNS

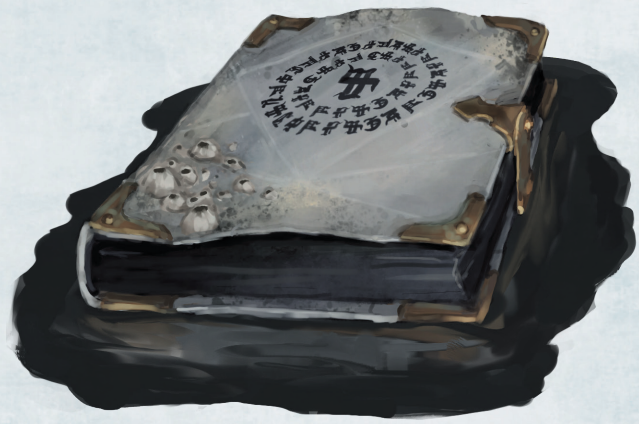
Wondrous item, rare (requires attunement by a druid or wizard)

When found, the book contains the following spells: *call lightning*, *control vapor**, *greenwood**, and *wall of thorns*. It functions as a spellbook for you. In addition, if you're a wizard you can prepare the spells in this book as though they were on your class spell list.

While you are holding the book, you can use it as a spellcasting focus for your druid or wizard spells.

The book has 3 charges, and it regains 1d3 expended charges daily at dawn. You can use the charges in the following ways while holding it:

- If you spend 1 minute studying the book, you can expend 1 charge to replace one of your prepared druid or wizard spells with a different spell in the book.
- As an action, you can expend 1 charge to cast the *goodberry* spell from it without expending a spell slot or material components.



BOOK OF THORNS

CADDELYN'S WORKBOOK

Caddelyn was a good archmage who lived far to the north. His tower rose from a mountain north of the Great Glacier. In this frozen solitude, he developed many spells and magic items which made their way south through the Realms.

His *workbook*, a volume of parchment sheets between covers of slate plated with silver-leaf, consists of mostly empty pages, save for those listed in the following description. The book is three hands wide and four tall.

Caddelyn passed away far from his workshop, in the city of Waterdeep, where he was interred with honor. When news of his death reached avaricious ears, several expeditions were mounted to raid and pilfer his treasures. Thus *Caddelyn's workbook* began to pass through many hands in the North. It was last known to be in the hands of Hanring Sparkweaver, a Halruuan wizard of some renown.

The book contains two spells of Caddelyn's devising, as well as the formula for creating a magic item: the *magemask*.

CADDELYN'S WORKBOOK

Wondrous item, rare (requires attunement by a wizard)

When found, the book contains the following spells: *Caddelyn's catastrophe** and *spell ward**. It functions as a spellbook for you.

While you are holding this book, you can use it as a spellcasting focus for your wizard spells, and you gain a +1 bonus to spell attack rolls and to the saving throw DCs of your wizard spells.

In addition, when you use your Arcane Recovery feature, you can increase the number of spell slot levels you regain by 1.

DETHO'S LIBRAM

The archmage Detho created more than a few powerful and useful spells before disappearing into Undermountain. Some of them are included in this book.

The *libram* consists of fine vellum sheets bound between covers of thin bluewood covered with red-dyed rothé hide. The book is secured with clasps of polished brass.

The book passed through many hands after Detho's disappearance, including Elminster, Laeral, and Khelben Arunsun, before residing for a time in a Waterdeep library. Lost while on loan to an adventuring mage, it came back to attention in the possession of the wizard Ildor Mallus, who donated a copy to the library at Candlekeep. Presumably, he still has it, though he hasn't been seen since venturing into the Chondalwood two summers ago.

DETHO'S LIBRAM

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

When found, the book contains the following spells: *burning hands*, *catapult*, *dancing lights*, *detect magic*, *decastave**, *Detho's delirium**, *enlarge/reduce*, *erase**, *feather fall*, *flying fist**, *jump*, *knock*, *spider climb*, and *unseen servant*. It functions as a spellbook for you.

While you are holding the book, you can use it as a spellcasting focus for your wizard spells.

The book has 3 charges, and it regains 1d3 expended charges daily at dawn. You can use the charges in the following ways while holding it:

- If you spend 1 minute studying the book, you can expend 1 charge to replace one of your prepared wizard spells with a different spell in the book. The new spell must be an evocation spell.
- When one creature you can see takes damage from an evocation spell you cast, you can use your reaction and expend 1 charge to deal an extra 2d6 force damage to the creature and knock the creature prone if it is Large or smaller.

JALUSTER'S ORIZON

"Orizon" is an ancient term for what wizards nowadays call a "travelling spellbook"—it's a simple affair into which an adventuring wizard copies new spells and magical techniques. *Jaluster's orizon* is a rather more robust book, with pages of parchment stretched over thin slates and secured with electrum, bound inside covers of thin wooden slats enclosed in electrum. Its edges, corners, and clasps are of silver enchanted to never tarnish.

Jaluster prized orizons and arcanabula far more than grimoires because he seldom stopped moving. When he did pause, it was to carefully copy the notes from his orizon into a proper spellbook in his laboratory in Baldur's Gate. This orizon was saved from the demonic fire which claimed Jaluster in Hellgate Keep and subsequently passed through countless hands. Lost for some time, it has turned up again, this time in the hands of the Red Wizard Jadmek Venamech, who has charge of the Thayan Enclave in New Sarshel in Impiltur.

Some say the orizon is guarded by a creature tasked to freeze to death anyone who tries to open the book. Jadmek remains alive, however, so either the tale is false or he hasn't succeeded in unlocking its clasps.

JALUSTER'S ORIZON

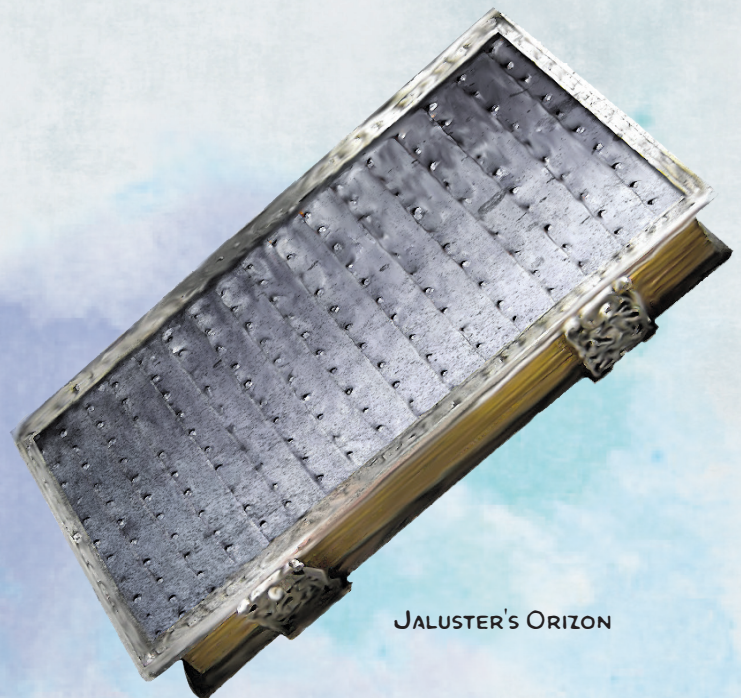
Wondrous item, rare (requires attunement by a wizard)

When found, the orizon contains the following spells: *feign death*, *Quimby's enchanting gourmet**, *rope trick*, *conjure tome guardian**, and *waves of weariness**. It functions as a spellbook for you.

While you are holding the book, you can use it as a spellcasting focus for your wizard spells.

The book has 3 charges, and it regains 1d3 expended charges daily at dawn. While holding it you can expend one or more of its charges to command the orizon to magically copy a spell you've found into its pages. You must still spend the time and materials as described in *Deciphering Found Spells* in Chapter 1, and you have advantage on the Intelligence (Arcana) check you must make.

The orizon is inhabited and guarded by a **tome guardian** (see Chapter 5: New Monsters for a stat block). The tome guardian attacks any creature that opens the book without speaking a code word. Unfortunately, Jaluster took the code word for his *orizon* to his grave.



JALUSTER'S ORIZON

LIBRAM OF LATHINTEL

Lathintel was one of those most rare of archmages: A good-natured, good-tempered person who enjoyed the company of others and sharing the knowledge he'd gleaned. He lived in the 1200s DR in Athkatla in Amn, where he was popular.

When he died (of natural causes, another rarity for wizards), his estate was disposed of by his longtime butler, who allowed a few wizards to copy the spells from the *libram* for a stiff fee, and the probate records the book was thereafter sold to one E'zolva, wizard of Cormyr. Nothing else is known of E'zolva, and the *libram* disappeared. It popped up again after the Second Sundering, when it appeared for sale in a merchant's stall in Waterdeep.

Purchased at eye-watering expense by an adventuring wizard and Harper called Nuala o' the Isles, it promptly dropped out of view again when Nuala and her comrades were foolish enough to travel to Warlock's Crypt. Perhaps Larloch has it in his collection now.

The *libram* is a thick, heavy arcanabulum of many parchment pages bound in leather and gold. It is well worn and has an ink-stained thumbprint on its back cover.

LIBRAM OF LATHINTEL

Wondrous item, rare (requires attunement by a wizard)

When found, the book contains the following spells: *arcane lock*, *dispel magic*, *enlarge/reduce*, *feather fall*, *fly*, *ghost pipes**, *invisibility*, *locate object*, *sleep*, *spidereyes**, and *unseen servant*. It functions as a spellbook for you.

While you are holding the book, you can use it as a spellcasting focus for your wizard spells.

The book has 3 charges, and it regains 1d3 expended charges daily at dawn. You can use the charges in the following ways while holding it:

- If you spend 1 minute studying the book, you can expend 1 charge to replace one of your prepared wizard spells with a different spell in the book. The new spell must be a transmutation spell.
- As an action, you can touch a nonmagical object that isn't being worn or carried and spend a number of charges to transform the target into another object. For 1 charge, the object can be no larger than 1 foot on a side. You can spend additional charges to increase the maximum dimensions by 2 feet per charge. The new object must have a gold value equal to or less than the original.

SELVAR'S INEFFABLE CONJURATIONS, MAGICKS, AND PHANTASMS

Selvar was an enthusiast of illusions who suffered greatly at the hands of a rival mage during his early career. Eventually defeating his rival and acquiring his cache of magic, Selvar retired to his remote lair and the writing of his memoirs. The first few dozen pages of this book are filled with Selvar's tiny, crabbed handwriting, the only highlight of which is the story of how his rival turned him into a frog for a few years.

Selvar gave this book to the young woman who cared for him in his declining years, who on Selvar's death took the book with her to Waterdeep, where she became one of

Khelben Arunsun's many apprentices. Presumably, that was when the little-known spell *Khelben's warding whip* was added to the book.

At any rate, the book was stored in the Blackstaff's collection for many years, until last summer when the current Blackstaff, Vajra Safahr, lent it to the Watchful Order of Magists and Protectors. It recently disappeared from their library, and both the Order and the Blackstaff are keen to recover it.

SELVAR'S INEFFABLE CONJURATIONS, MAGICKS, AND PHANTASMS

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

When found, the book contains the following spells: *blacklight**, *color spray*, *fear*, *hypnotic pattern*, *invisibility*, *Khelben's warding whip**, *magic mouth*, *mailed might**, *mirror image*, *phantasmal force*, *phantasmal killer*, and *plague**. It functions as a spellbook for you.

While you are holding the book, you can use it as a spellcasting focus for your wizard spells.

The book has 3 charges, and it regains 1d3 expended charges daily at dawn. You can use the charges in the following ways while holding it:

- If you spend 1 minute studying the book, you can expend 1 charge to replace one of your prepared wizard spells with a different spell in the book. The new spell must be an illusion spell.
- When a creature you can see makes an Intelligence (Investigation) check to discern the true nature of an illusion spell you cast, or makes a saving throw against an illusion spell you cast, you can use your reaction and expend 1 charge to impose disadvantage on the roll.



LIBRAM OF LATHINTEL

SHADOWTOME

Calimport was for centuries partly ruled by the Nighteyes, a thieves' guild with threads throughout the city's structure and government. It is thought that the *Shadowtome* was created at the behest of Nelazra, the Old Mother—at the time Guildmaster—by a wizard known only as “Shadowhands.”

When the Nighteyes were destroyed a century ago, the *Shadowtome* was discovered in a secret compartment in Calimport's temple of Mystra. Since then, it has passed through many hands, including Elminster's. It disappeared for a time before being discovered by adventurers in the ruins of Neverwinter's Cloak Tower after it was abandoned by the Many-Arrows orcs.

The book is unique, in that it is octagonal in shape, with covers of black crocodile skin stretched over thin wooden boards. Its electrum pages contain an assortment of spells, including some rarely seen in the Realms.

SHADOWTOME

Wondrous item, rare (requires attunement by a wizard)

When found, the book contains the following spells: *animate dead*, *cloudkill*, *dispel magic*, *ironguard**, *missile mastery**, *night scar**, and *polymorph*. It functions as a spellbook for you.

While you are holding the book, you can use it as a spellcasting focus for your wizard spells.

The book has 3 charges, and it regains 1d3 expended charges daily at dawn. You can use the charges in the following ways while holding it:

- If you spend 1 minute studying the book, you can expend 1 charge to replace one of your prepared wizard spells with a different spell in the book. The new spell must be a necromancy spell.
- As an action, you can expend 1 of the book's charges to cast the *feign death* spell.

SHANDARIL'S WORKBOOK

Shandaril was an archmage of surpassing power, deep evil, and towering ambition who dwelt in the lands north of the Sea of Fallen Stars. Her sole concern was the accumulation of magical knowledge, and she cared little for who she had to torture or kill to acquire it. She apprenticed to several famous wizards in her youth, traveling around Sembia before settling briefly in Cormyr. Run out of Suzail by the archmage Vangerdahast, she fled south with her hoard of magic.

Rumors of wizards slain and drained of their magic trace her to Halruaa. By this time, she has surely added significantly to her store of magical lore and collection of items. Should she decide to return to prominence, she will present heroes with a truly difficult problem to solve.

Part of her intricate plan to magical dominance involves her workbook. A council of sages convened by Elminster at Candlekeep in The Year of the Mages in Amber identified the *Workbook* as a cunning trap. The Blackstaff concurs, and both the Harpers and Moonstars seek extant copies with the intent to unlock their secrets before destroying them.

The book itself is a crescent-shaped book with hammered copper sheets bound between covers of polished ebony.

The first page not only bears Shandaril's symbol, it also has a magical tracer that reveals to her the book's location, irrespective of distance or plane of existence. See **New Spells** for *Shandaril's tracer*.

Shandaril always promptly sends two **invisible stalkers** after anyone with magic ability who handles the *workbook*, with instructions to disable, disarm, strip and render unconscious without slaying or mentally damaging any such being, and then bring to her the *workbook*, the being handling the *workbook*, and that being's belongings. She then sends the *workbook* elsewhere (by means of magic or servant creatures) to where another might find it, before she sets to work squeezing what magical knowledge she can out of the unfortunate being before slaying it.

Shandaril takes great care to conceal herself from magical tracing, and won't come after the book herself and risk an ambush or facing a much-superior foe on their own home ground. Shandaril is a chaotic evil human **archmage**, and owns many magical items. She is known to possess a *staff of power* and a *robe of the archmagi*.

SHANDARIL'S WORKBOOK

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

When found, the book contains the following spells: *burning hands*, *circle dance**, *confusion*, *dancing lights*, *detect magic*, *dimension door*, *dispel magic*, *flame blade*, *fool's gold**, *gust of wind*, *hold portal**, *Leomund's tiny hut*, *polymorph*, *rope trick*, *shatter*, *shocking grasp*, *skyhook**, *spider climb*, *suggestion*, *tongues*, and *wall of ice*. It functions as a spellbook for you.

While you are holding the book, you can use it as a spellcasting focus for your wizard spells.

The book has 3 charges, and it regains 1d3 expended charges daily at dawn. You can use the charges in the following ways while holding it:

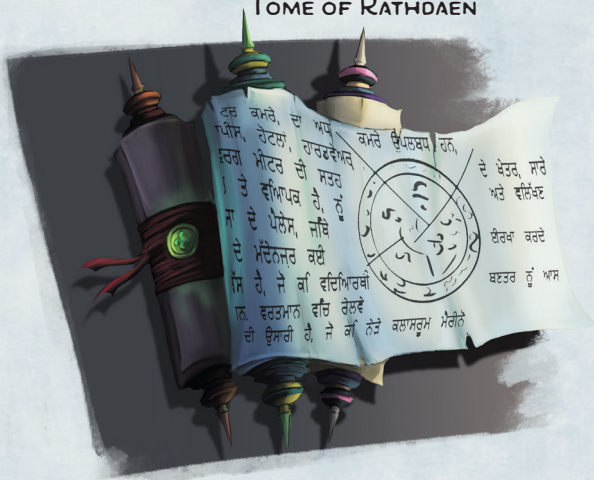
- If you spend 1 minute studying the information within the book, you can expend 1 charge to replace one of your prepared wizard spells with a different spell in the book.
- When you cast a wizard spell, you can expend 1 charge to cast the spell without verbal, somatic, or material components of up to 100 gp value.

ERROR RIDDEN SPELLS

Shandaril's Workbook not only contains the spells listed, it also contains spells with errors. A wizard who copies these spells copies the errors, which don't manifest until they try to cast the spell. The error-ridden spells are:

- *Detect evil and good*: When the spell is cast and detects a creature as detailed in the spell description, the creature detects as a different random creature type of the DM's choosing. Undead become celestials, fey become fiends, and so on.
- *Sleep*: The spell's duration is reduced to 1d4 rounds, and its range fluctuates from casting to casting, from 60 feet to 120 feet at random.

TOME OF RATHDAEN



TOME OF RATHDAEN

Rathdaen was a good man, an archwizard dedicated to good works and the peaceful improvement of the Art. His *tome* contained all his research, all the spells he'd personally devised. When he died, he passed it on to his apprentice, Narsel.

Unfortunately, while Rathdaen was a wizard, he was not very wise, especially in choosing his apprentices. Narsel was as cruel and selfish as Rathdaen was giving and kind. Narsel used the *tome* for his own evil purposes for many years, before he finally got his just desserts, reduced to a cinder by a rival archmage. Only a fragment of the *tome of Rathdaen* survived that conflagration, a mere handful of pages. These vellum pages were rescued and stitched together into a series of long scrolls. The book has been at Candlekeep ever since.

TOME OF RATHDAEN

Wondrous item, rare (requires attunement by a wizard)

When found, the book contains the following spells: *ray of Ondovir**, *icelance**, and *Xult's magical doom**. It functions as a spellbook for you.

While you are holding the book, you can use it as a spellcasting focus for your wizard spells. In addition, when you use your Arcane Recovery feature, you can increase the number of spell slot levels you regain by 1.

UNIQUE MAGERIES

Centuries ago, the powerful (and equally egotistical) archwizard Nezram compiled a book of his notes and experiments. Since his disappearance on a planar jaunt, the book has passed through both the claws of dragons and the hands of other wizards, including those of Elminster himself. When the Spellplague struck, the book disappeared and hasn't been seen since, though reports of at least two of the unique spells contained therein have percolated northward from the Vilhon Reach. Clearly the book—or at least a partial copy of it—has been found and is again in circulation. The Red Wizards are seeking it keenly.

The book itself is large and thin, four hands wide by ten tall, with gilt-edged parchment pages contained within

carved ivory plates festooned with jet inlays that pick out the book's title.

UNIQUE MAGERIES

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

When found, the book contains the following spells: *antimagic field*, *arcane eye*, *arcane lock*, *dispel magic*, *fear*, *feign death*, *fumble**, *gust of wind*, *magic missile*, *Nezram's ruby ray**, *polymorph*, *power word: pain*, *remove curse*, *spelltrap**, *stinking cloud*, *telekinesis*, *tongues*, *wall of sand*, and *water breathing*. It functions as a spellbook for you.

While you are holding the book, you can use it as a spellcasting focus for your wizard spells.

The book has 3 charges, and it regains 1d3 expended charges daily at dawn. You can use the charges in the following ways while holding it:

- If you spend 1 minute studying the book, you can expend 1 charge to replace one of your prepared wizard spells with a different spell in the book. The new spell must be an evocation spell.
- When one creature you can see takes damage from an evocation spell you cast, you can use your reaction and expend 1 charge to deal an extra 2d6 force damage to the creature and knock the creature prone if it is Large or smaller.

VAERENDROON'S INEFFABLE ENCHANTMENTS

Little is now known of Vaerendroon, except to such sages as Elminster and a few of the librarians at Candlekeep. What is known is that he was possessed of a compulsive curiosity about rare and unique spells, and traded vast amounts of magic in order to acquire new and interesting spells. It is said that he crafted his *Ineffable Enchantments* in order to raise funds for a great acquisition. Though what he sought is lost to time, Elminster notes the book fetched a king's ransom in gold when Vaerendroon sold it in Baldur's Gate in the Year of the Full Flagon.

Since then, as is usual with such tomes, the book has passed through many hands, and much blood and coin has been spent on it. For all that, the book doesn't look like much—a few pages stitched into red-dyed rothé hide, with silvered letters stamped into the front cover.

VAERENDROON'S INEFFABLE ENCHANTMENTS

Wondrous item, rare (requires attunement by a wizard)

When found, the book contains the following spells: *antimagic field*, *astral projection*, *dire charm**, *disintegrate*, and *Simbul's synostodweomer**. It functions as a spellbook for you.

While you are holding the book, you can use it as a spellcasting focus for your wizard spells. In addition, when you use your Arcane Recovery feature, you can increase the number of spell slot levels you regain by 1.



CHAPTER 3: NEW SPELLS

AND STARS DON'T CARE WHAT YOU WISH, AND MAGIC don't make things better, and no one doesn't get burned who sticks their hand in a fire. If you want to amount to anything as a witch, Magrat Garlick, you got to learn three things. What's real, what's not real, and what's the difference.

—ESMERELDA WEATHERWAX, *WITCHES ABROAD*



AS THESE SPELLS ARE FROM SPELLBOOKS specific to the Forgotten Realms campaign setting, so these spells are specific to that setting. That said, it must be noted that wizards powerful enough to create such tomes are powerful

enough to have traveled across the multiverse, so it is not outside the realm of possibility that the spells might be found elsewhere.

The spells are updated from Advanced DUNGEONS & DRAGONS 2nd Edition format, are listed in alphabetical order, and have class listings noted for your convenience. If you're a player, remember to check with your DM before adding a spell to your character's list. If you're a DM,

carefully consider each spell before permitting it in your game; some of them are very powerful indeed.

BELTYN'S BURNING BLOOD

4th-level necromancy

Casting Time: 1 action

Range: 60 feet

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

Duration: Concentration, up to 1 minute

Class: Sorcerer, Warlock, Wizard

You infuse the blood of a living creature you can see within range with a fiery, corrosive admixture. For the duration, at the beginning of each of its turns, the creature takes 2d8 acid damage and 2d8 fire damage. The creature can use its action to make a Constitution saving throw, ending the effect on itself on a success.

BLACKLIGHT

3rd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a piece of coal and a dried eyeball)

Duration: Concentration, up to 1 minute

Class: Warlock, Wizard

You create a stationary, 20-foot radius sphere of magical darkness that emanates from a point or object you can see within range. This darkness blocks darkvision and all nonmagical light sources. However, you can see through the darkness normally. Completely covering the affected object with an opaque object, such as a bowl or a helm, blocks the light. If any of this spell's area overlaps with an area of magical light caused by a spell of 3rd level or lower, the spell that created the light is dispelled.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the radius of the sphere increases by 5 feet for every slot level above 3rd.

CADDELYN'S CATASTROPHE

5th-level enchantment

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a banana peel and a lump of animal fat)

Duration: Concentration, up to 1 minute

Class: Bard, Wizard

You cause up to four creatures you can see within range to become exceptionally clumsy. Each target must make a Wisdom saving throw. On a failed save, for the duration a target has disadvantage on Dexterity saving throws and ability checks, as well as weapon attacks that use Dexterity. In addition, if the creature attempts to handle any object, they must succeed on a Dexterity saving throw or drop it. If the creature attempts to move, it must succeed on a Dexterity saving throw or fall prone. Finally, a target finds it impossible to cast any spell with a somatic component. On a successful save, a target is slowed for the duration.

CENSURE

4th-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (your holy symbol)

Duration: Instantaneous

Classes: Cleric, Paladin

You touch a creature with your holy symbol. The creature must succeed on a Charisma saving throw, or be marked with a symbol visible only to other creatures of the same faith.

Clerics and paladins who share your alignment and worship other deities can see the symbol and instinctively react with

fear, hatred, or aversion to a censured creature, and neither trust nor willingly aid it.

Those who worship the same deity as you can see the mark and steadfastly refuse to aid or even approach the creature, and ignore it if it attempts to deal with them or drive it away if it tries to enter a building, home, or even a territory controlled by one who can see the mark. The mark is invisible to the one bearing it, who may not even know of its existence if it was bestowed in a battle or while the victim was asleep or unconscious, and shines clearly through clothing or disguises.

The mark is revealed by *detect magic* or similar magic, and can be removed by a *dispel magic*, *remove curse*, or *greater restoration* spell.

CIRCLE DANCE

2nd-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

Class: Bard, Wizard

As part of casting this spell, you dance in a circle and focus on a specific creature. You must have met the creature in person, and the creature must be alive and on the same plane of existence as you. If all these conditions are met, you end the dance facing the direction the creature is in, and you get an impression of its physical and emotional well-being (wounded, ill, happy, sad, worried, afraid, unconscious, etc.).



CONTROL VAPOR

4th-level transmutation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a bean or pea)

Duration: Concentration, up to 1 minute

Classes: Druid, Wizard

You take control of a 30-foot-radius sphere of vapor, fog, cloud, or mist of any sort, including magical. For the duration, you can manipulate the vapor in that area on your turn (no action required), moving it up to 40 feet, holding it still, splitting it into smaller clouds, condensing it, and other such effects.

If you cast this spell on sentient vapor, such as a smoke mephit or vampire in mist form, it must make a Charisma saving throw. On a failed save, it can be manipulated as detailed above, though this spell can't harm or destroy it. On a successful save, the spell doesn't affect the creature.

DECASTAVE

3rd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a sliver of wood worth at least 1 cp)

Duration: 1 minute

Class: Artificer, Sorcerer, Wizard

When you cast this spell, the sliver of wood turns into a pole of shimmering magical force. This pole can be used as a quarterstaff and acts as a magical weapon. On a hit, the staff does 2d6 force damage and 1d4 radiant damage. The target's hit point maximum is reduced by an amount equal to the amount of radiant damage taken, and you regain hit points equal to that amount. The reduction lasts until the target finishes a short or long rest. The target dies if this effect reduces its hit point maximum to 0.

DETHO'S DELERIUUM

2nd-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V

Duration: Concentration, 1 minute

Class: Bard, Wizard

Choose a target in range that can see, hear, and understand you. You shout flattering comments at the target, fooling them into thinking they're more competent than they really are. The target must succeed on a Charisma saving throw or suffer a penalty to its attack rolls, skill checks, and saving throws equal to your Charisma modifier (minimum of 1).

DIRE CHARM

3rd-level enchantment

Casting Time: 1 action

Range: 200 feet

Components: V, S

Duration: Concentration, up to 1 minute

Class: Bard, Sorcerer, Wizard

A living creature you can see within range must succeed on a Wisdom saving throw or have its mind overwhelmed with murderous impulses. The creature instantly goes berserk and must spend use each of its turns to move towards and attack the nearest creature. The creature won't attack you unless you attack it first.

While berserk, the creature has advantage on Strength checks and Strength saving throws, does bonus damage equal to your spellcasting ability modifier when making an attack that uses Strength, and has resistance to bludgeoning, piercing, and slashing damage.

The creature can't cast spells or make ranged attacks while berserk. When the spell ends, the creature suffers one level of exhaustion.

ERASE

1st-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Class: Wizard

You magically remove one set of writings you can see, up to one page's worth at a time. If you are attempting to remove magical writing, including spells such as *glyph of warding* or *symbol*, you must make a spellcasting ability check against a DC equal to 10 + the spell's level. On a successful check, the writing is erased.

This spell does not work on illusory writing, such as that produced by *illusory script*, as that writing isn't real.

FLYING FIST

2nd-level evocation

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S

Duration: 1 minute

Class: Wizard

You create a floating, spectral fist within range that lasts for the duration or until you cast this spell again. When you cast the spell, you can make a melee spell attack against a creature within 5 feet of the fist. On a hit, the target takes force damage equal to 1d6 + your spellcasting ability modifier. In addition, you can use the fist to grapple creatures using your spellcasting ability modifier instead of Strength.

As a bonus action on your turn, you can move the fist up to 30 feet and repeat the attack against a creature within 5 feet of it.

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 2nd.

FOOL'S GOLD

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a powdered piece of iron pyrite)

Duration: 8 hours

Class: Artificer, Wizard

You touch a pile of up to 150 copper coins or an object made of copper, brass, or bronze that weighs less than 1 pound, turning them into gold for the duration. When the spell ends, they revert to their original form.

If one of these altered items is touched with a piece of iron, it has a 25% chance of instantly reverting to its original form.

At Higher Levels. When you cast this spell using a 4th-level or higher spell slot, the transformed gold objects don't revert if touched with iron.

FUMBLE

4th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bit of congealed fat)

Duration: Instantaneous

Class: Bard, Sorcerer, Warlock, Wizard

A creature you can see within range must make a Wisdom saving throw. On a failed save, the creature becomes overwhelmingly clumsy for the next minute. It has disadvantage on Dexterity checks and saving throws it makes, as well as attack rolls using Dexterity. In addition, whenever the creature moves more than 5 feet it must make a successful Dexterity saving throw or fall prone. At the end of each of its turns, it can repeat the saving throw, ending the effect on itself on a success.

GHOST PIPES

3rd-level illusion (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

Class: Artificer, Bard, Wizard

You touch an unbroken nonmagical instrument and hum or whistle a short tune, causing the instrument to play that tune by itself. While playing itself, the instrument levitates in place and glows with a faint colorful radiance (your choice). The spell ends early if the instrument is touched, causing it to fall to the ground and lose its radiance.

GREENWOOD

3rd-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 1 turn/level

Class: Druid

You temporarily make dead and withered trees appear living, green, and healthy. You can affect one plant (or object made from one), or a mass of plant material up to 20 cubic feet, as long as they're within range. Dead or bare trees, shrubs, or vines cloak themselves in leaves. Sufficient foliage appears to afford concealment for you, but not enough to use for an *entangle* spell.

Dry firewood can be made damp enough that it doesn't light. If the wood is already alight, the flames die down and emit a thick, choking smoke in a cloud. This cloud, which fills a 20-foot-radius sphere, spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

Dry, seasoned wood, such as a ship's mast, can be made to bend and snap like green wood under a strain. Rotten wood, such as an old bridge or ruin, becomes unsafe, and collapses when any weight is placed on it.

ICELANCE

3rd-level evocation

Casting Time: 1 action

Range: Self (100-foot line)

Components: V, S, M (a piece of ice and a drop of spittle)

Duration: Instantaneous

Class: Druid, Ranger, Sorcerer, Wizard

A spike of bitterly cold ice blasts out from you in a line 100 feet long and 5 feet wide in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 6d6 cold damage on a failed save, or half as much damage on a successful one.

In addition, a Medium or smaller creature that fails the saving throw is knocked prone and restrained for the next minute, encrusted with ice. A restrained creature can use its action to make a Strength check against your spell save DC, freeing itself on a success.

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

IRONGUARD

6th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a handful of iron filings and a drop of aqua regia)

Duration: Concentration, 1 minute

Class: Wizard

You touch a creature and give it immunity to bludgeoning, piercing, and slashing damage from nonmagical weapons. Such weapons pass through the protected creature as if they're a phantasm, and not solid flesh.

In addition, the target passes through metal as if incorporeal, making them able to move freely through metal it but unable to interact with or manipulate it.



KHELLEN'S WARDING WHIP

7th-level abjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a piece of wire and a pinch of powdered electrum)

Duration: Concentration, up to 1 minute

Class: Wizard

You create an invisible, whip-like lash of magical force in your empty hand, specifically designed to avoid and negate the effects of the various versions of the *Bigby's hand* spell and similar magics. You're proficient with this whip and can use it to make melee spell attacks that deal 2d4 force damage on a hit. For the duration, you have the following abilities:

- You can't be moved or knocked prone against your will.
- Your whip ignores AC bonuses provided by spells such as *mage armor* and *shield*. In addition, when you hit a creature with your whip that is protected by such magic, the protective magic is immediately dispelled.
- You can use the whip to touch and instantly destroy a magical force effect, from *Bigby's hand* to *floating disc* to *wall of force*.

MAILED MIGHT

3rd-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S, M (a fragment of metal armor)

Duration: 8 hours

Class: Wizard

You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it until the spell ends. The target's base AC becomes 13 + its Dexterity modifier. The spell ends if the target dons armor or if you dismiss the spell as an action.

In addition, the target appears to have large and powerful armored creatures who stand behind it and move with it. When a hostile creature sees the target, that creature must succeed on a Wisdom saving throw or be frightened of the target for the next minute. The frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that successfully saves against this effect is immune to it for 1 minute, after which time it can be affected again.

MISSILE MASTERY

3rd-level transmutation

Casting Time: 1 action

Range: Self (120-foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

Class: Ranger, Wizard

You grant yourself mastery over another creature's missiles, whether arrow, dagger, boulder, or magic bolt. For the duration, when you see a creature hurl or fire a missile, you can use your reaction to change the missile's trajectory, causing it to strike the creature that fired it. Make a ranged spell attack against the creature. On a hit, the target takes damage as though they targeted themselves.

If the missile is magical, the creature that fired it can make an Intelligence saving throw. On a failure, the missile strikes as above, dealing damage. If you use this spell to affect another creature's *magic missile* spell, the *magic missile* spell is entirely negated.

In addition, for the duration you have advantage on saving throws you make to avoid damage from spells that conjure blades or missiles, such as *blade barrier* and *cordon of arrows*.

NEZRAM'S RUBY RAY

7th-level transmutation

Casting Time: 1 action

Range: Self (100-foot line)

Components: V, S, M (a ruby worth at least 1,000 gp, which is consumed in the casting)

Duration: Instantaneous

Class: Sorcerer, Wizard

A ray of ruby force 100 feet long and 5 feet wide lashes out from your pointing finger in a direction you choose. The ruby ray has the following effects:

- Webs and entangling plants in the ray's area melt away, locks (normal and magical) open and any attached traps trigger, knots untie, and chains and straps loosen and fall away.
- The ray destroys arcane locks, dispels hold spells such as *hold monster*, and permanently breaks holes in constructs of magical force (although it does not cause such effects to be totally destroyed.)
- If the ray touches a creature that has been magically transformed (e.g. turned to stone, polymorphed, etc.) concealed (e.g. by an illusion or invisibility), or petrified, the ray restores the creature to its original form.

NIGHT SCAR

3rd-level illusion

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: 8 hours

Class: Warlock, Wizard

You create an invisible, unique mark on a creature or object. If it's a creature, the target can make an Intelligence saving throw, avoiding the mark on a success.

For the duration, the mark is visible to you and up to six creatures you choose within 10 feet of you when you cast the spell. It is otherwise invisible, and can't be detected by any means, though it can be removed by *dispel magic* or *remove curse* cast on the target.

PLAGUE

2nd-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S, M (a scrap of human skin and a pinch of black mold)

Duration: 10 days

Class: Bard, Druid, Sorcerer, Warlock, Wizard

You touch a creature and attempt to make it appear as though it's suffering from a festering disease. The illusion contains visual, tactile, and olfactory effects. The target must succeed on a Charisma saving throw, or the illusion takes hold and it has disadvantage on Charisma checks it makes to influence sentient creatures.

Whenever an affected creature finishes a long rest, it can repeat the saving throw, ending the effect on itself on a success.

QUIMBY'S ENCHANTING GOURMET

1st-level conjuration (ritual)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a drop of the caster's blood, a piece of string, and a block of wood)

Duration: 2 hours

Class: Bard, Wizard

This spell creates an invisible, mindless, shapeless, Medium force that can cook a gourmet meal before the spell ends. The gourmet springs into existence in an unoccupied space on the ground within range. It has AC 10, 1 hit point, and a Strength of 2, and it can't attack. If it drops to 0 hit points, the spell ends.

The gourmet can stir, carry pots, measure ingredients, cut, garnish, turn hot food while it is cooking, and so on. It can cook without your direction or supervision, provided the menu is a meal you have seen prepared (or prepared yourself) at some time.

RAY OF ONDOVIR

2nd-level enchantment

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: 1 minute

Class: Sorcerer, Wizard

A ray of glowing light leaps from your fingertip toward a creature you can see within range. Make a ranged spell attack against the target. On a hit, for the duration the target must spend its turn doing its best to repeat whatever actions it did on its previous turn, unless this would directly harm them (such as walking into lava).

At the end of each of the target's turns, it can make an Intelligence saving throw against your spell save DC, ending the spell on a success.

SHAEROON'S SCIMITAR

5th-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a miniature scimitar carved from rock crystal or diamond)

Duration: Instantaneous

Class: Wizard

You bring into being a shimmering, scimitar-shaped blade of force. The scimitar appears directly above the head (or uppermost point) of a creature you can see within range, point downwards. The scimitar is visible only to you and creatures under the effect of a *detect magic* spell or similar effects. The scimitar can't be dispelled and remains hanging above the target's head wherever and however they travel.

When you cast the spell, you must verbally specify a set of conditions that cause the scimitar to fall. When those conditions are met, the scimitar falls on the target. The target must make a Constitution saving throw, taking 8d8 force damage on a failure, or half as much damage on a success. The exact conditions are up to you and your DM. Typical conditions include, but aren't limited to the target:

- Uttering a particular name or word
- Casting a spell
- Drawing a weapon
- Going to sleep

The scimitar remains until the conditions are met. Notes in the *book of bats* state that in some cases decades have passed before the spell is triggered.

SHANDARIL'S TRACER

5th-level divination (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a miniature scimitar carved from rock crystal or diamond)

Duration: Instantaneous

Class: Wizard

Your spell creates a permanent and invisible tracing rune on a single object, typically a chest, book, wand, or gem. You can use an action to concentrate on the traced object, becoming instantly aware of the distance and direction of the object, even if it's on another plane of existence. This precise fix on the location of the object provides you with a focus for *teleportation*.

You also learn whether the object is being handled or used by other creatures. Creatures in contact with the object are only hazily revealed to you. You learn their alignment, race/species, and whether or not they have magical ability.

Various magical means can reveal the presence of a tracer spell. Whenever the tracer's presence is revealed, you become aware of it and can act accordingly to prevent yourself from being traced in turn.



SKYHOOK

2nd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a miniature metal fishhook)

Duration: 1 hour

Class: Wizard

With this spell, you create a solid hook of force, invisible to all but you, at a desired location. The hook doesn't need to be attached to anything, and hovers securely in the location it was created. Creatures can hang onto it, ropes be tied to or looped over it, and so on.

The *skyhook* can hold up to 8,000 pounds of weight. Exceeding this weight limit causes it to vanish. A creature can use an action to make a Strength check against your spell save DC, moving the hook up to 10 feet on a success.

SPELL WARD

9th-level abjuration (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a drop of the caster's blood and a powdered diamond worth at least 6,000 gp)

Duration: 1 hour

Class: Wizard

You touch a creature. For the duration, it can't be affected or detected by spells of 4th level or lower unless it wishes to be.



SPELLTRAP

7th-level abjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a moonstone, and a diamond or diamond fragment worth 2,000 gp, both of which the spell consumes)

Duration: Concentration, up to 1 minute

Class: Wizard

You form a glowing oval ball of silvery hue, which hovers in the air over your head.

For the duration, you can use your reaction to absorb a spell of 5th level or lower that is targeting only you and not with an area of effect. The absorbed spell's effect is canceled, and the spell's energy—not the spell itself—is stored in the ball. The energy has the same level as the spell when it was cast. The ball can absorb and store up to 50 levels of energy over the course of its existence. Once the ball absorbs 50 levels of energy, it can't absorb more. If you are targeted by a spell that the ball can't store, the spell resolves as normal.

You can convert energy stored in your *spelltrap* into spell slots to cast spells you have prepared or know. You can create spell slots only of a level equal to or lower than your own spell slots, up to a maximum of 5th level. You use the stored levels in place of your slots, but otherwise cast the spell as normal. For example, you can use 3 levels stored in the ball as a 3rd-level spell slot.

SPIDEREYES

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a living spider)

Duration: Concentration, up to 1 minute

Class: Druid, Ranger, Wizard

You touch a living arachnid creature. For the duration, you can see through its eyes, as long as you're both on the same plane of existence. The spell grants you no control over the spider.

SIMBUL'S SYNOSTODWEOMER

7th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

Class: Sorcerer, Wizard

You channel arcane energy from the Weave into healing magic.

After you cast this spell, on your next turn as an action you can expend spell slots, converting them to healing energy. As you expend the spell slots, you may touch yourself or another



creature, causing the creature touched to regain 1d8 hit points for every spell slot level you expend in this way.

WAVES OF WEARINESS

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pinch of sand)

Duration: Instantaneous

Class: Bard, Sorcerer, Warlock, Wizard

Choose a creature you can see within range. That creature must succeed on a Wisdom saving throw or be incapacitated until the end of its next turn. This spell has no effect on constructs or undead.

XULT'S MAGICAL DOOM

5th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a caterpillar cocoon and a pinch of dust)

Duration: Instantaneous

Class: Wizard

You seal an object with certain doom, tracing magical runes on the object with your fingertip. The runes can be seen with *detect magic* or a similar spell, but are otherwise invisible. When you cast the spell, you can designate creatures who can safely handle the object. You can also designate a password that, when spoken, allows the speaker to handle the object.

When a creature touches the object, each creature within 10 feet of the object must make an Intelligence saving throw. On a failure, a target is magically transformed into a small creature such as a toad or bat, as per the *polymorph* spell. Once the *doom* triggers, it vanishes.

IT AIN'T EASY BEING GREEN

As an optional rule, a creature polymorphed against its will must make a Wisdom saving throw as part of the transformation. On a failure, when the creature returns to its original form it develops a long-term madness (see Chapter 8 of the *Dungeon Master's Guide*).

CHAPTER 4: NEW MAGIC ITEMS

THE WORLD IS FULL OF MAGIC THINGS, PATIENTLY waiting for our senses to grow sharper.

—W B YEATS

MAGEMASK

Wondrous item, rare (requires attunement by a wizard)

A *magemask* is a half-mask of tooled leather holding crystal lenses. While you wear it, you view your surroundings as if using *detect magic*. In addition, you can see concealed glyphs, runes, inscriptions, and other writings, and gain darkvision out to a range of 60 feet.



CHAPTER 5: NEW MONSTERS

TOME GUARDIAN

A tome guardian is an elemental spirit of ice summoned and compelled to guard a small object, usually a spellbook or tome of lore. When a tome guardian manifests to attack, it appears as 2-foot-tall humanoid creature made of congealed shards of ice whose eyes burn with bluish-white, flickering flames.



TOME GUARDIAN

Small elemental, lawful neutral

Armor Class 17 (natural armor)

Hit Points 21 (6d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+5)	10 (+0)	4 (-3)	11 (+0)	10 (+0)

Damage Immunities cold, poison

Condition Immunities exhaustion, poisoned, unconscious

Senses Passive Perception 11

Languages –

Challenge 2 (450 XP) Proficiency Bonus +2

Merge. The tome guardian merges with its guarded object. While merged, it can't move or attack, but is entirely aware of its surroundings. The merged tome guardian can't be seen, but the object it's merged with radiates faint conjuration magic, and *true seeing* detects its presence. A merged tome guardian targeted by a *dispel magic* spell must succeed on a Wisdom saving throw or be forced out of its guarded object, appearing in the nearest unoccupied space beside the object. It can also choose to unmerge at will.

Healed by Cold. Whenever the tome guardian is subjected to cold damage, it takes no damage and instead regains a number of hit points equal to the cold damage dealt to it.

ACTIONS

Ice Spike. Ranged Weapon Attack: +7 to hit, reach 40 ft., one target. Hit: 12 (4d6) cold damage.

Freezing Hammer. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage, plus 3 (1d6) cold damage.

ABOUT THE AUTHOR

R P Davis is a best-selling freelance writer, editor, and adventure designer who's been writing games since the 1980s. He's a Mithral-best-selling author on DMs Guild, as well as the Chief Gnome at Kabouter Games, creators of *Toxandria*, the first new game released under Chaosium's Basic Roleplaying OGL.

He's written for *The One Ring Roleplaying Game*, *Pugmire*, *Scarred Lands*, and *Odysseys & Overlords*. You can find him on Facebook, Twitter, and the Kabouter Games website at www.kaboutergames.com.

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