

SPELL CATALYSTS

This supplement introduces a new category of magic items: spell catalysts. Spell catalysts can be harvested from creatures or the land, each altering the effect of a specific spell or spells. To use a spell catalyst, you must have it on your person and you may use any number of spell catalysts on a single spell. Typically, spell catalysts are consumed when used. These new magical items are presented in alphabetical order.

ARCANE INVERTER

Spell catalyst, rare

At the heart of many golems and other constructs is a polyhedral device that generates energy by creating a constant feedback loop of arcane power. When you cast the *counterspell* spell, you can choose to allow the spell to consume this optional spell catalyst. When you do, if you successfully countered the spell the target caster takes force damage equal to 1d4 + 1d4 per spell slot level expended casting the countered spell.

CELESTIAL FEATHER

Spell catalyst, uncommon (+1d8), rare (+3d8), or very rare (+7d8)

These feathers can be harvested from the wings of celestials or, less commonly, gifted by such beings. When you cast the *cure wounds* spell, you can choose to allow the spell to consume this optional spell catalyst. When you do, the healing provided by the spell increases by an amount determined by the rarity of the spell catalyst. In addition, the target has advantage on all ability checks, attack rolls, and saving throws it makes until the end of its next turn.

DIRE WOLF CANINE

Spell catalyst, uncommon

The sharpest teeth of the dire wolf can be extracted and used as a powerful spell catalyst for hunters. When you cast the *hunter's mark* spell, you can choose to allow the spell to consume this optional spell catalyst. When you do, the spell lasts for its maximum duration and does not require your concentration.

DRAGON EGG

Spell catalyst, uncommon

Using the arcane potential within a dragon's egg, spellcasters can learn to take draconic shapes. When you cast the *polymorph* spell, you can choose to allow the spell to consume this optional spell catalyst. When you do, the target of the spell turns into a dragon rather than a beast. All other rules of the spell still apply.

DRAGON HEART

Spell catalyst, rare (+2d6), very rare (+5d6), legendary (+12d6)

It comes as no surprise that the raw heart of a dragon is a powerful arcane tool. When you cast the *dragon's breath* spell, you can choose to allow the spell to consume this optional spell catalyst. When you do, the target of the spell is resistant to the chosen damage type of the spell for its duration. In addition, the damage dealt by the breath weapon granted by the spell increases by an amount determined by the rarity of the spell catalyst.

DRAGON SCALE

Spell catalyst, uncommon

Once liberated from their draconic owners, dragon scales can be used to empower the defenses of others. When you cast the *mage armor* spell, you can choose to allow the spell to consume this optional spell catalyst. When you do, for the duration of the spell the target has resistance to nonmagical damage and a damage type determined by the type of dragon the scale was harvested from.

Dragon	Damage Type
Black	Acid
Blue	Lightning
Brass	Fire
Bronze	Lightning
Copper	Acid
Gold	Fire
Green	Poison
Red	Fire
Silver	Cold
White	Cold

EYE OF DIRE NEWT

Spell catalyst, uncommon

Using the petrified eye of a dire newt, would-be hexers make their hexes more dire. When you cast the *hex* spell, you can choose to allow the spell to consume this optional spell catalyst. When you do, the extra damage granted by the spell changes from 1d6 to 1d12.

GROUND GOSSAMER WINGS

Spell catalyst, uncommon

When ground into a fine dust, the gossamer wings of the fae can enhance teleportation magic. When you cast the *misty step* spell, you can choose to allow the spell to consume this optional spell catalyst. When you do, the spell duration becomes concentration, up to 1 minute. While you are concentrating on the spell, you can use a bonus action on each of your turns to teleport 30 feet to an unoccupied space that you can see.

IRONWOOD ROOT

Spell catalyst, rare

Treants of the ironwood genus produce roots that can be used to infuse others with their strength and regenerative capabilities. When you cast the *barkskin* spell, you can choose to allow the spell to consume this optional spell catalyst. When you do, the target's AC can't be less than 18, regardless of what kind of armor it is wearing. In addition, while the spell continues and the target has 1 or more hit points, they regain 1d4 hit points at the end of each of their turns.

MEPHIT CORE

Spell catalyst, uncommon

Mephits are tiny fragments of the paraelemental planes come to life. When cracked open they have no internal organs, but they do have a core that acts as a doorway between the material plane and their home. When you cast the *find familiar* spell, you can choose to allow the spell to consume this optional spell component. When you do, your familiar takes the form of a mephit of your choice rather than an animal.

MILIESE PRISM
Spell catalyst, common

This transparent triangular, column-shaped crystal fractures light into dozens of colors when held to the light. When you cast the *magic missile* spell, you can choose to allow the spell to consume this optional spell component. When you do, the darts created by this spell deal a damage type of your choosing instead of force damage.

MIMIC'S HEART
Spell catalyst, rare

When a mimic dies, much of its shape-changing magic remains in its heart. When you cast the *disguise self* spell, you can choose to allow the spell to consume this optional spell catalyst. When you do, the spell's duration becomes indefinite, ending only when you die or use an action to end it.

MONSTER AND SPAWN REUNION
Spell catalyst, rare (+2) or very rare (+4)

By replacing the normal material components, mundane eggshell and snakeskin, with the eggshell and snakeskin of a cockatrice, the *bigby's hand* spell is greatly enhanced. When you cast the *bigby's hand* spell, you can choose to allow the spell to consume this optional spell catalyst. When you do, the summoned hand's strength increases by an amount determined by the rarity of the spell catalyst.

MONSTROUS HEART
Spell catalyst, uncommon

The heart of every monstrosity is an amalgamation of multiple natural and unnatural creatures. When you cast the *alter self* spell, you can choose to allow the spell to consume this optional spell catalyst. When you do, the duration becomes concentration, up to 24 hours and you can choose two options instead of one.

PHOENIX EGG
Spell catalyst, legendary

A fertilized egg stolen from the legendary phoenix is a powerful catalyst to restore the dead to life. When you cast the *raise dead* spell, you can choose to allow the spell to consume this optional spell catalyst. When you do, the spell's casting time becomes 1 action. In addition, the creature returns to life with its maximum hit points and has no penalty to attack rolls, saving throws, or ability checks. When this spell catalyst is consumed, it leaves behind a diamond worth 500 gp.

PIERCED PIXIE EYE
Spell catalyst, common

When a cold iron needle is run through the iris of a fairy, the result is a powerful magical conduit. When you cast the *faerie fire* spell, you can choose to allow the spell to consume this optional spell catalyst. When you do, you can choose any number of creatures within the spell's area of effect to automatically succeed on the Dexterity saving throw.

POPPYSTOOL
Spell catalyst, uncommon

This magical plant is a common poppy flower fruited with small mushrooms as a result of a fungal infection. When you cast the *sleep* spell, you can choose to allow the spell to consume this optional spell catalyst. When you do, you reroll each die whose result is a 1 or 2. You must keep the second result, even if it is a 1 or a 2.

PUPULA PRISM
Spell catalyst, common

This spherical translucent prism contains an opaque black cone within. When turned in the light, a rainbow of colors pour out from around the wide end of the cone. When you cast the *color spray* spell, you can choose to allow the spell to consume this optional spell catalyst. When you do, choose any number of creatures within the spell's cone. Chosen creatures are immune to the blinding effect of the spell and their hit points are ignored when determining which creatures are affected by the spell.

RAVEN TONGUE
Spell catalyst, common

Not all magical catalysts are especially difficult to come across - this is simply the tongue cut from the throat of a living raven. When you cast the *speak with dead* spell, you can choose to allow the spell to consume this optional spell catalyst. When you do, you and the corpse can understand each others' speech even if you don't share a language.

SISELMI CRYSTAL
Spell catalyst, common

This pyramid shaped crystal can be found in magic enriched mines or, rarely, inside of earth elementals. When you cast the *magic missile* spell, you can choose to allow the spell to consume this optional spell catalyst. When you do, the spell creates an additional dart.

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