

VEGNA'S VAULT OF VILE THINGS

DUNGEON MASTER'S GUILD



A TERRIFYING PLETHORA OF HISTORY'S MOST VILE
ARTEFACTS, MAGIC ITEMS, SPELLS, AND PLAYER
CUSTOMIZATION OPTIONS

VECNA'S VAULT OF VILE THINGS

INTRODUCTION

THE CONTENTS OF VECNA'S VAULT

Vecna's vault contained a great variety of things; Magical Items, Spells, and character customisation options. There truly is a vast pool of content for any DM to utilize in their campaigns and adventures. Players will also find much to incorporate into their playstyle with this exciting supplement.

Vecna's Vault of Vile things contains the following:

- 3 New Class Options
- 16 new Relics (Magic Items)
- 15 new Magical Items
- 29 New Spells
- 7 new Weapons

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CLASS OPTIONS

Dark Origins. All class features and spells granted by Vecna's vault of vile things bare terrible origins or are at least heavily controversial in the world of D&D. Simply utilizing the content in this supplement is enough to turn the heads of other inhabitants of the world, terrify them, or even spark outrage. Before using any of the content of this supplement, it would be wise to discuss it with your Dungeon master. They may restrict certain content that can interfere with the story.

FIGHTER: BRUTALIZER

The archetypal Brutalizer is a fighter subclass that throws aside all focus on martial fighting and switches to vicious, mindless hacking at their victims, dealing maximum damage by inflicting terrible injuries to their foes.

BRUTALITY POINTS

In order to extend the potential of the Brutalizer archetype, you must expend Brutality points. The number of Brutality points you have depends on your fighter level. You regain all spent Brutality Points after you finish a long rest.

Make **Brutal Attacks** (mentioned at the end of this archetype) by expending Brutality points.

Fighter Level	Brutality Points
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
11	11
12	12
13	13
14	14
15	15
16	16
17	17
18	18
19	19
20	20

FIRST STRIKE

Starting from when you choose this archetype, the first attack you make during a combat encounter is done on advantage.

BLOOD SCENT

Starting from 7th level, you have a +1 bonus to attack and damage rolls against targets who do not have all of their Hit points.

ADRENALINE INFUSED

Starting from 10th level, the first attack you make against creatures that hit you with an attack since the end of your last turn is done on advantage.

HUNGER FOR SLAUGHTER

Starting from 15th level, when you roll initiative, you regain 5 brutality points.

BRUTAL ATTACKS

When you make a weapon attack against a creature that hits, expend Brutality points to activate one of the following additional effects.

Aggressive Strike (8th level required). When you hit a large or smaller creature with a weapon that deals bludgeoning damage, you can expend 2 brutality points to knock that creature prone.

Behead (5th level required). If an attack from a weapon that deals slashing damage hits a target, you can spend 2 brutality points; if rolling maximum damage from a critical hit would reduce the target to 0 hit points, you behead it and it dies instantly. Otherwise roll for damage normally and the points are wasted.

Break Bones. When you hit a creature with an attack that deals bludgeoning damage, you can spend 1 brutality point to deal extra damage equal to one roll of one of that weapons damage dice.

Cripple. Spend 1 brutality point to reduce the speed of a creature you hit with a bludgeoning weapon by 10 feet (to a minimum 5 feet) until they receive magical healing or finish a long rest.

Crucial Strike. If you hit a creature that has all its hit points, you can spend 1 brutality point to make that hit a critical hit.

Crush Armour. If an attack you make with a bludgeoning weapon hits a creature that is gaining an AC bonus from non-magical armour, spend 1 brutality point to damage the armour and apply a -1 AC penalty to the armour, destroying it or making it useless if the bonus reaches 0.

Hack off Limb (8th level required). When you hit a humanoid or beast with an attack that deals slashing damage that was a critical hit, spend 3 brutality points to hack off a limb of your choice.

Hack to Pieces (13th level required). When you hit a creature with a weapon attack that deals slashing damage, you can spend 4 brutality points to make three additional attacks against the same target with the same weapon as a bonus action.

Imposing Strike. When you hit a creature that is at least one size class smaller than you, you can expend 1 brutality point to deal maximum damage to that target.

Inflict Internally (4th level required). When you hit a creature with a weapon attack that deals piercing damage, spend 2 brutality point to reduce that creature's dexterity score by 2 (to a minimum of 5).

Savage Attack. Spend 2 brutality points to make one attack that hit a critical hit.

Scar. Spend 1 brutality point to have a weapon attack that hits leave a permanent scar.

Sever Muscles (7th level required). When you hit a creature with a weapon that deals slashing damage, spend 2 brutality points to reduce that creature's strength score by 3 (to a minimum of 5).

Shatter Skull (6th level required). When you hit a creature with a critical hit from a weapon that deals bludgeoning damage, you can spend 2 brutality points to deal an extra 1d12 bludgeoning damage and stun the target until the end of its next turn.

Split Jaw (13th level required). When you hit a creature with a weapon that deals bludgeoning damage, you can spend 2 brutality points to break that creature's jaw. Until it receives magical healing or finishes a long rest, it cannot speak or vocalize properly.

Utterly Vicious (17th level required). When you hit a creature with a melee weapon attack, you can expend 4 brutality points to make that hit a critical hit that deals maximum damage.

Wound. When you hit a creature with an attack that deals slashing or piercing damage, you can spend 3 brutality points to wound the target. Any weapon attacks against the same target deal an extra 1d4 of the weapon's damage type until that creature receives magical healing, is patched up with a DC10 medicine check, or finishes a long rest.

SORCERER: TORTURED SOUL

Sometimes the remnants of a vile fiend run in a sorcerer's blood-line, tormenting the descendants, but infusing them with terrible powers. The very same energy tortures the minds of these sorcerers, can also be exerted with terrifying potential. These sorcerers come about for a variety of reasons; perhaps a distant ancestor was a fiend, or that fiendish magic cursed your bloodline.

You may have been commissioned by a higher power, such as a demon lord, to enact their will. In which case, you act as a servant of evil, performing deeds in the names of powerful fiends.

FORBIDDEN MAGIC

Your link to harrowed forms of magic allow you to learn spells from the Warlock class. When your class prompts you to learn a new Sorcerer spell of 1st level or higher, you can choose one new spell from the Warlock spell list.

You learn the *Hex* spell, which doesn't count towards your maximum number of spells known.

TWISTED DESTINY

Starting from 1st level, troubling power allows you to twist the fate of others around you in terrible ways. When a creature you can see makes a saving throw, attack roll or ability check, you can roll 3d4 and deduce their total by the result. Once you use this feature you can't do so again until you finish a short or long rest.

CRUSHING PAIN

Starting at 6th level, the fiendish magic coursing through your body enhances the damaging aspects of your spells. Whenever you cast a spell that deals damage, you can spend one sorcery point to deal extra damage equal to your Sorcerer level + your charisma modifier.

GRUESOME FORM

At 14th level, your vile essence causes you to undergo a physical transformation. Your appearance takes on an otherworldly version of one of the following qualities (your choice): hideous, old, cruel, or imposing.

In addition, as a bonus action you can manifest dark shadowy eyes and spectral claws. These features last until you become incapacitated or dismiss them as a bonus action. While these features are present you have a climbing speed of 30ft, Truesight out to a range of 60ft, and natural weapons that deal 1d6 necrotic damage + your charisma modifier.

FORSAKEN REVITALISATION

At 18th level, you gain the ability to shrug off terrible inflictions. As a bonus action, when you have fewer than half of your hit points remaining, you can regain equal to half of your hit point maximum.

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

WARLOCK: PACT OF THE LEECH

Your otherworldly patron offers you the power to manipulate the forces of life and become one with its chaotic exchange. A burning tattoo forms somewhere on your body, depicting a black leech and the winding flow of life force.

When you reduce a creature to 0 hit points, you regain hit points equal to half the roll of one of that creature's hit dice, rounded down (min 1).

When you regain hit points through means that requires at least one dice roll, you can re-roll one dice and must use the new result.

Pact of the Leech Boon. The tattoo granted to you by your patron is the nexus that channels your innate ability to control the flow of life. It can be viewed as a complex diagram that describes the flow of life through the eyes of the otherworldly

being that granted it to you. The Archfey might depict that life is never lost, always moving on the fabric of the planes, finding a new host to inhabit and live through. The Fiend might describe through vile images that life exists to be taken, that the weak of heart bare no ownership of their own lives and it must therefore be snatched by those more powerful. The great old one might describe that life moves through the astral plane, baring no owner, too powerful to ever be contained by mortals. That its presence in those who bare it have been chosen to live and have a rite of passage through existence. Your gift is a sign that you have been selected personally so that you can fulfill extended duties.

RELICS

A relic is a type of magical item. It has versatile properties that allow it to be bound to a qualifying non-magical item to enhance its power. They often take the form of a small ornament that can be attached to a place on the item of the creature's wishes, such as upon a hilt of a sword, the head of a Warhammer or the cover of a book. Up to two Relics can be attached per item (unless otherwise stated) forming some deadly combinations if paired well.

Relics are fist sized objects that take on a wide range of different appearances. All relics have one visual trait in common. They all have flat backs, signifying that they could be attached to a surface.

RULINGS

It is important to understand the functionality and limitations of these powerful items in order to get the feel of them just right.

BINDING

Relics must be bound to their target item. Binding a relic is easily done, simply: a creature that understands its properties takes an action to attach the Relic to the chosen item. Learning the properties of a relic can be done by spending a period of time at least one hour long with it, such as a short rest, and having at least one qualifying item in the creature's inventory. Otherwise, it can be explained verbally to another creature or it can be read from a written scripture.

Qualifying items are detailed underneath the title of a relic, along with its rarity. But a creature can only physically find out this information if it is shared to them, or if a creature learning its properties happens to have a qualifying item in its inventory. If a creature does not have a qualifying item, it cannot learn its properties.

Once a relic has been bound to an item, it functions regardless of whoever is holding it. The relic can also be removed by any creature. A creature who understands its properties can do so by taking an action, but a creature who doesn't understand its properties must make a DC18 Arcana check, it removes the relic on a success. After a creature successfully removes a relic they must roll a d10. On the roll of a 1, the Relic loses its magical power.

RESTRAINTS

A weapon cannot have more than 2 Relics bound to it unless stated otherwise.

It is possible for a bound item to have more than one relic that adds bonuses to attacks, damage and AC. Where this occurs,

the bonuses are added together, but, only to a maximum of 4. For example: a short sword with a Relic of Precision (+1) and a Relic of Precision (+3) has +4 to attack rolls. But a Shortsword with a Relic of Precision (+2) and Relic of Precision (+3) still only has a bonus of +4.

BRAND OF THE LICH

Armour (any), very rare

This impure smoky emerald is encompassed in a frame made from bones. A silky green aura emits from the surface of the gemstone at all times, hinting at its evil nature. A creature wearing the bound armour is considered immune to necrotic damage, when they would take necrotic damage they instead regain a number of hit points equal to half of the damage, rounded down (min 1). If the creature wearing the bound armour dies, they return to life 24 hours later (the armour or relic cannot be physically removed from the dead creature, not even by magical means). This fails if the Relic is destroyed.

ICON OF EVIL

Weapon (any), common

This vile depiction of a skull has an ominous green glow dwelling inside. Attacks with the bound weapon against good aligned creatures deal an extra 1d4 necrotic damage.

LARYK'S ICON OF DEVOURING

Weapon (any melee weapon), Legendary

This relic was cast out of onyx with winding tendrils that sprawl out and wrap around the weapon it is bound to. At its core is a ruby that appears to be full of a thick crimson liquid. Attacks made with the bound weapon becomes magical and deal an extra 1d6 necrotic damage on a hit, the wielder regains a number of hit points equal to half of that damage, rounded down (min 1).

RUNE OF NIGHTMARES

Spellcasting Focus (any), very rare

A pitch-black onyx with a subtle red tint in the center. It is decorated with a perimeter of humanoid teeth. When a creature using the bound spellcasting focus casts a spell that deals necrotic damage, each creature that took damage must make a wisdom saving throw, becoming frightened of the caster until the end of their next turn on a failure.

MARK OF THE GHOUL

Weapon (any), uncommon

This dark cross is made of poor quality stone and constantly shed debris and a silky black smoke. A creature holding the bound weapon becomes an Undead type creature, its

appearance alters appropriately by indicating signs of rot and showing discoloured hair and skin. In this form, they cannot be healed magically, they are also immune to poison damage, the poisoned and exhausted condition. They do not require air, food, drink, or sleep. The bound weapon deals an additional 1 necrotic damage on a hit. The undead creature that drops this weapon or otherwise releases its grip returns to normal.

MARK OF THE SOUL STEALER

Weapon (any), rare

A small glass orb with spirits stirring angrily inside. When a creature that is not undead or a construct is reduced to 0 hit points by an attack from the bound weapon it dies instantly and the wielder gains 5 temporary Hitpoints.

OGKDMAAK'S AUTEM SHARD

Weapon (any), rare

This heavy stone relic has a vague shape; an unlocked padlock-esque shackle protrudes from the top. The stone has burning orange energy bleeding from two edges, giving the impression that this item was once component to a larger object.

A creature subjected to a critical hit from the bound weapon becomes ensnared by winding chains the rupture from the ground; they take an extra 2d6 bludgeoning damage and become restrained. The creature can repeat the saving throw at the end of its next turn, ending the effect on a success.

This relic grants a +1 bonus to damage rolls.

OGKDMAAK'S DESCENDIT SHARD

Weapon (any), rare

This heavy stone relic bares a large intricate keyhole that would receive a key of the likes you have never seen before. The stone has burning orange energy bleeding from two edges, giving the impression that this item was once component to a larger object.

Hits using the bound weapon against creatures that are restrained are critical hits.

This relic grants a +1 bonus to attack rolls.

OGKDMAAK'S IUSTUM SHARD

Weapon (any), rare

This heavy stone relic bares a small rotating combination disk. The stone has burning orange energy bleeding from two edges, giving the impression that this item was once component to a larger object.

Attacks made by the bound weapon against a creature that moved 0ft on its last turn are done on advantage.

OGKDMAAK'S RELIQUIT SHARD

Weapon (any), rare

This heavy stone relic has a latch secured to its surface that moves freely. The stone has burning orange energy bleeding from two edges, giving the impression that this item was once component to a larger object.

Another relic bound to this weapon causes any effects triggered by critical hits to occur on the rolls of 18, 19 or 20.

OGKDMAAK'S LOCK OF IMPRISONMENT*

Weapon (any), Legendary

A large padlock that has a burning force dwelling inside it. An X-shaped crack can be discerned as the energy bleeds through it, suggesting that this relic is comprised four separate objects. The lock trembles when handled and feels to add tremendous weight to any weapon it is bound to, yet not hindering it.

This single relic has the properties of *Ogktdmaak's Autem Shard*, *Ogktdmaak's Descendit Shard*, *Ogktdmaak's Iustum Shard*, and *Ogktdmaak's Reliquit Shard*. *Ogktdmaak's Lock of Imprisonment* has a +2 bonus to attack and damage rolls. Creature reduced to 0 hit points by an attack from the bound weapon die instantly and their soul is imprisoned by Ogktdmaak on his layer of abyss, making them unable to be returned to life.

*This relic can be alternatively attained by combining *Ogktdmaak's Autem Shard*, *Ogktdmaak's Descendit Shard*, *Ogktdmaak's Iustum Shard*, and *Ogktdmaak's Reliquit Shard*. This requires a creature to understand the properties of all four of the relics and must be performed during a one hour period of downtime. Once this duration has concluded: the creature assembling this relic must make a DC18 charisma saving throw, on a failed save the creature dies instantly and their soul is imprisoned on Ogktdmaak's layer in the abyss, becoming unable to be restored to life and the relic returns to its four separate pieces. On a successful save they learn the properties of the relic automatically and it's lock-like qualities shut and remain unable to be opened, not even by magical means.

Ogktdmaak, Demon lord of Imprisonment. Ogktdmaak is built like a humanoid fortress tower, looming over all beneath him. A demon lord with skin like cracked stone brick and deep fiery orange eyes. A gigantic keyring stores hundreds of thousands of keys that rattle ominously as he moves. Ogktdmaak's body is laden with thick chains and massive locks of varying design. Much like his own **Cell Golems**, he has jail cells embedded into his skin for personally containing prisoners.

Ogktaak desires to have all stowed away on his layer of the abyss; to steal the freedom of every creature in existence.

Ogktaak's layer of the abyss is known as Shuuk-Ogmar, Realm of Prisons. It is the 724th layer of the abyss. It is perpetual land of chiselled stone brick halls, hanging chains, cells large enough to encage a kraken and columns that hold its mighty sky ceiling aloft. It is a landscape that is patrolled by intimidating prison guard minions, taking a verity of shapes and sizes. The most iconic is Ogktaak's own **Cell Golems**, towering stone-forged giants with prison cells for chests, used for imprisoning creatures, transporting them, or crushing them.

Ogktaak's Domain in his Realm of prisons is a gargantuan citadel. Beneath it is a winding hundred-layer dungeon, full of rare treasures, valued creatures, and the souls of Ogktaak's personally chosen prisoners. The deeper any creature goes, the greater the treasures and the greater the danger.

RUNE OF PAIN

Spellcasting Focus (any), common

A rough piece of obsidian with a glowing abyssal character engraved into it, reading: "Pain". It trembles in your hands. Necromancy spells that deal damage to a target using the bound focus deal extra necrotic damage equal to your spellcasting modifier.

SHADOW-HEART

Weapon (any), common

This onyx skull has smoky black shadows emitting from its surface. A bound weapon's blade or head turns ghostly and wraith-like when attacking. Damage from the bound weapon becomes necrotic instead of its normal damage type.

SLAYER'S TALLY

Weapon (any), rare

This long stone panel has a darkened void-like space along its surface. Only a creature that can read Undercommon can learn the properties of this relic first-hand. The creature wielding the bound weapon can speak the name of a type of a creature in abyssal. The relic starts a tally which can be seen marked across the void-like space in white Undercommon characters. The tally is wiped clear when a new type is announced. Each time a creature wielding the bound weapon reduces a creature of the declared type to 0 hit points the tally increases by 1. For every 10 strikes on the tally, the bound weapon has a cumulative +1 bonus to attack and damage rolls against the declared type (max 3).

TALISMAN OF LOLTH

Weapon (any martial weapon), uncommon

This ebony spider houses a brilliant purple topaz in its abdomen. A creature hit by the bound weapon when the wielding creature made the attack on advantage conjures a mass of sticky webbing. The target is restrained until the end of its next turn.

WRAITHS' TALISMAN

Weapon (any), very rare

This chunk of obsidian has the curious red glint of a black opal bleeding menacingly through its splintered surface. Creatures that die as a result of being reduced to 0 hit points from an attack by the bound weapon rise again as dark spectral creatures called **Shadow Husk**, that attack the nearest creature hostile to you until it dies. If there are no targets remaining it vanishes. This feature does not function against Constructs, Elementals, Oozes, Plants and Undead.

MAGIC ITEMS

BONE-BREAKER

Weapon (mace), uncommon

This intimidating mace is assembled from tough wrought iron and has a peculiar hexagonal index, topped with a towering studded head of tremendous weight.

Bone-Breaker is a +1 mace that ignores resistance to bludgeoning damage. Critical hits against creatures with vulnerability with bludgeoning damage can be achieved on the roll of 19 as well as a 20.

CHAIN OF ENSLAVEMENT

Weapon (chain), rare

The *chain of enslavement* is an elongated *chain* weapon with a reach of 15ft. A creature holding this weapon can expend their action to make one grapple attack using this weapon out to a distance equal to the *chain of enslavement's* range. Your speed is reduced to 0 while grappling this way. While a creature is being grappled by this weapon, the creature grappling can only attack them using the *chain of enslavement* and can expend their bonus action to perform one of the following actions:

- Make one attack against the grappled creature on advantage.
- Pull the grappled creature 10ft closer.
- Make a strength (athletics) check, contested by the targets strength (athletics) or dexterity (acrobatics) check (target chooses the ability to use). On a success, the target is forced prone.
- Deal 1d10 + (your strength modifier) bludgeoning damage to a grappled creature within 5ft.

DECK OF BANE

Wondrous Item, rare

This infamous deck has an oily black finish on each card. They feel cold to the touch, regardless of the surrounding temperature, and depict vile imagery on the back. In the deck of bane there are four suits; Skulls, Tombs, Fangs and Blood, with three royals; Liches, Hags and Reapers. A creature can use its action to draw a random card from the top of the deck and flick the card towards a creature within 15ft that they can see. The card twists unnaturally and exerts a vile sensory effect before vanishing. The card a creature randomly draws, and throws defines the effect, draw from a real 54 card deck of playing cards to determine the result:

Each suit has a unique effect that is applied to the target.

Suit	Deck of Bane Suit	Damage Type	Additional Effect
Hearts	Blood	Acid	The target can't regain Hitpoints for 1 round
Spades	Fangs	Poison	The target is poisoned for 1 round
Clubs	Skulls	Necrotic	The targets Hitpoint maximum is reduced by the damage dealt
Diamonds	Tombs	Force	The target is knocked prone

In addition to that, if the card is a number card, the target takes damage equal to the number drawn, if the card is a royal, apply the appropriate effect below:

Royal	Deck of Bane Name	Additional Effect
King	Lich	Draw cards until you draw 3 number cards, the target takes the combined damage. (Those cards along with any others drawn disappear)
Queen	Hag	Draw cards until you draw a number, the target takes double the damage of that card. (That card along with any others drawn disappear)
Jack	Reaper	Draw cards until you draw a number, the target takes that damage and you gain temporary Hitpoints equal to that number.

Joker cards are called **Dark Jesters**. Upon drawing one: the top ten cards of the deck burn away into nothing and the action is wasted.

If a creature looks through the deck all of the card's faces are black. They reveal their true faces when the deck is drawn upon randomly and a card is cast.

DICE OF FIENDISH LUCK

Wondrous item, uncommon (requires attunement by a creature that reads and understands infernal)

These two black onyx cubes have grey carved numbers on each face in infernal characters. The attuned creature can use its reaction and expend one of the item's 3 charges to cast out the two six-sided dice after making an ability check, attack roll or saving throw but before knowing whether it succeeded or not. The result of the dice glow red. The attuned creature rolls 2d6, and adds the result to the previous roll. If the result of the 2d6 roll is 2, the attuned creature automatically fails the roll and then disappears from its space, and tumbles through a cascade of hellish flames in a lower plane of existence. It takes 2d10 fire damage and re-appears in the place it initially vanished from (the nearest unoccupied space if it is occupied) at the start of its next turn. This item regains 1d4-1 charges each day at dusk.

DUSTMANS' URN

Wondrous Item, very rare (requires attunement)

This ancient urn has had almost all its painted designs sanded down to immaculate plain smoothness, as if subjected perpetual to a sandstorm for several decades.

The Urn has 12 charges with 1d12 recharging each day at dawn. An attuned creature can use its action to spend charges, release the lid and unleash a dust creature from within the Urn, that spills out like dust, then forming within an unoccupied space within 5ft. The dust creature acts as an ally that is under the DMs control, it protects you from hostile creatures and does its best to obey simple commands. It disappears when it dies or after 12 hours have passed. Only one dust creature can be present, further attempts to create them causes the old one to disappear.

A dust creature is a beast of your choice, it retains all its statistics, except it becomes an undead type creature, is immune to the Charmed, Frightened and Poisoned conditions, is Immune to poison damage and gains the following feature:

Incorporeal Movement. The dust creature can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

A number of charges is required to create dust creatures depending on its Challenge rating:

- CR: 0 (1 Charge)
- CR: 1/8 (2 Charges)
- CR: 1/4 (4 Charges)
- CR: 1/2 (7 Charges)
- CR: 1 (11 Charges)

Curse. The Dustman's Urn carries a terrible curse, attuning to the item extends this curse to you. The attuned creature cannot regain hit points by magical means, their wounds spill dust in place of blood and their skin becomes coarse and their voice wheezes and splutters.

GADDUR

Weapon (maul), very rare

Gaddur is a wooden maul that has a head much like a log with a terrifying array of long thin iron spikes protruding from one of the faces. A creature that is hit by an attack with *Gaddur* takes an additional 2d6 piercing damage. Critical hits with *Gaddur* can be achieved with a roll of a 18-20.

HAG-DOLL

Wondrous Item, rarity varies

Hag dolls are bizarre magical items produced by no other creature than hags themselves. Hag dolls possess magical powers; the remnants of what its hag creator bestowed it before parting with the item, allowing a creature holding it to use their action to expend charges and cast spells that remain imbued to it. The doll can be used as a spellcasting focus.

Use the table below to decide which hag the doll is associated with.

Hag Type	Rarity	Spellcasting Ability	Charges
Green Hag	Common	DC 10, +2	5
Annis Hag	Uncommon	DC 13, +3	9
Bheur Hag	Rare	DC 15, +6	13
Night Hag	Very Rare	DC 18, +7	18

Green Hag-Doll. Made from salvaged fabric and other ramshackle materials. This doll regains 1d4+1 charges at dawn.

1 Charge: *Dancing Lights, Minor Illusion, Vicious Mockery*

Annis Hag-Doll. Constructed of hideous materials such as small bones, dead plants, and the skin of a child. This doll regains 2d4 charges at dawn.

2 Charges: *disguise self, fog cloud*

Bheur Hag-Doll. Constructed from coarse materials such as hemp, twigs, and giant hair. Subjected to long winters, this doll has been left feeling bitterly cold. This doll regains 3d4 charges at dawn.

1 Charge: *Ray of Frost*
5 Charges: *Ice Storm*
6 Charges: *Cone of Cold*
7 Charges: *Wall of Ice*
9 Charges: *Control Weather*

Night Hag-Doll. Surprisingly finely constructed, made from a fine black cloth with golden embroidery, decorated with miniature skulls, feathers and gems. This doll regains 3d6 charges each day at dawn.

2 Charges: *Detect Magic, Magic Missile*, Sleep*
3 Charges: *Ray of Enfeeblement*
8 Charges: *Etherealness, Plane Shift (Self Only)*
10 Charges: *Weird*

**The Night Hag-Doll can be used to cast Magic Missile at higher levels. Expend one additional charge for each level above 1st (Max 5th-level)*

LARYK'S TERRIBLE TOME

Wondrous Item, very rare (requires attunement by a spellcaster)

The cover is rich with horrific detailing: leeches, blood, and bones. The center of the cover has a large open leechlike mouth, complete with an array of terrifying teeth. The book feels as if it is alive; it expands and contracts in a subtle breathing motion, feels warm and fleshy to the touch, it even writhes as if in pain when inflicted.

The book has 20 charges with 1d10+10 recharging each day at dawn.

An attuned creature can cast spells from this book by expending charges equal to the spell slot level they cast spells at (cantrips requiring no charges).

Cantrips: *Laryk's Transfer of Life*, *Blood Bolt*

1st-Level: *Cloak of Laryk*

3rd-Level: *Vampiric Touch*

5th-Level: *Leeching of Laryk*

All spells cast from this tome have a +1 bonus to spell attack and saving throw DCs.

IRGOC'S PORTABLE ARENA

Wondrous item, uncommon

This spherical amassing of tiny bones and decay feels incredibly dense. You can use your action to expend one of its 3 charges and cast *Cage of Bones* requiring no material components. The item decays noticeably after each casting. Once the final charge is used, the item decays into nothing and is destroyed.

WEAPONS OF LEECHING

Weapon (any), rare

These vicious weapons take curious forms. Shaped with more organic, weaving shapes. They seem as though they are alive; strange fine vessels branch wildly under the surface of the weapon, pulsating as they carry fluid down to the handle like veins.

If a creature is hit by this weapon they take an extra 2 (1d4) necrotic damage, the creature wielding the weapon regains hit points equal to half that number, rounded down (min 1)

WHIP OF KHURGORBAEYAG

Weapon (whip), very rare (requires attunement)

This whip once belonged to the great goblin god known as Khurgorbaeyag. This great item was likely passed down to a mortal goblinoid that showed immense promise for goblin-kind. The whip has the distinctive ramshackle properties of typical goblin weapons. The handle is adorned with small skulls and other trinkets.

The Whip of Khurgorbaeyag is a +3 whip that deals 2d4 slashing damage and has a reach of 15ft. It has 20 charges with 5d4 recharging each dawn. A creature holding the whip that hits a huge or smaller creature can expend charges to force it to make a saving throw and exert an extra effect against the target on a failure:

Spell Save DC = 8 + your proficiency bonus + attack modifier

- **Imprison (2 Charges).** *Strength Save:* Phantasmal shackles bind the target's hands, it is incapacitated until the end of its next turn.
- **Encage (3 Charges).** *Dexterity Save:* A phantasmal cage envelops the target; the target is restrained until the end of its next turn.
- **Oppress (4 Charges).** *Wisdom Save:* The target is forced to its knees and is stunned until the start of its next turn.
- **Enslave (5 Charges).** *Charisma Save:* The creature's mind is turned; bending to your wishes. The target is charmed by you until the end of its next turn, doing its best to defend you from other hostile creatures.

Curse. The Whip of Khurgorbaeyag carries a terrible curse affecting non-humanoid(goblinoid) creatures that attune to it. A cursed creature gains the following personality flaw and has their alignment shifts to Neutral Evil until magic such as the *Remove Curse* spell is cast on the cursed creature.

"Anything beneath me lives to serve me and I let them know it!"

PLATE OF LORD SOTH

Armour (plate) Legendary (requires attunement)

Tied to horrific history, the infamous Lord Soth has traversed a terrible life, and echoes of that past remain bound to his legendary plate armour.

This suit is a +3 plate armour set. You have advantage on Charisma (Intimidation) checks while you wear it. Each time the attuned creature kills a Good aligned creature the wearer gains 5 (1d10) temporary Hitpoints. While you wear the armour your voice changes to match a darker tone; Deep, booming and terrifying.

Command Undead. The attuned creature can speak, read and write abyssal while it wears the armour. Creatures of the undead type understand you when you speak abyssal if they do not understand any other languages. Those undead of lower intelligence often follow your orders and commands to the best of their ability without question. You have advantage on charisma checks used to interact with undead creatures.

Curse. Once the suit has been donned the creature wearing it becomes attuned instantly, the creature feels as though several hours have passed over the donning process, during which

time the wearer has vivid flashbacks from Soth's lifetime. The spirit within refuses to let the creature remove it; dealing 5 (1d10) psychic damage each time the creature tries. If the creature ever goes against the suit's wishes, it takes 5 (1d10) psychic damage also.

Unfulfilled Duties. The suit assigns the wearers to fulfill tasks to serve Soth's prior duties.

Possessing Persona. The spirit within the suit urges you to adopt the identity of Soth. Evil creatures aware of Soth's reign pays you the upmost respect. Even many non-evil creatures will recognise the iconic plate armour, and tremble with fear at its presence.

Sentience. The *Plate of Lord Soth* is a Lawful Evil sentient armour. When a creature that is non-good moves within 30ft of the suit while the suit isn't attuned to, it communicates to them via telepathy (if there is more than one non-good creature it chooses one). Only the chosen creature can hear the suit as it communicates with its deep rumbling voice that seems to echo from within. It beckons the creature to put on the suit as it has a duty to fulfill. The Suit does not respond to any questions the creature tries to ask, regardless that it can hear them and is perfectly capable of answering them.

Personality. Soth is a being of immense evil, however, he was an honourable character who fought fairly; never sneaking up on an opponent or fighting with crass techniques, but still applied battle harshly. He has an immense hatred for all living things and strives to amass a following willing to enact his terrible conquest, primarily consisting of undead.

RING OF IMPURITY

Ring, rare

This black ring is decorated with an array of menacing skulls and is topped with a purple topaz. You can expend one of the rings 5 charges to cast *Mind Bend* and choosing only an evil alignment. Once the final charge of this ring is expended it loses its magic.

SWORD OF MONSTER HUNTING

Weapon (any sword) uncommon (requires attunement)

The *Sword of Monster Hunting* is a sword with a +1 bonus to attack and damage modifiers against monstrosities. This bonus rises to +2 when the target doesn't have all its hit points. You cannot be surprised by a monstrosity you have damaged with this weapon until one of you dies.

TOKEN OF DEMON-KIND

Wondrous item, legendary (requires attunement)

This large coin is decorated with terrifying demonic depictions, appears to have been burnt, drenched in blood, and eroded with burning acids over its lifetime. The Token has 20 charges with 2d4+2 recharging each day at dawn.

Such an item was not designed for mortal hands, but at the risk of the holder's life, its power can be exploited to temporarily gain dominion over demonic life forms. The attuned creature learns to speak, read, and write in abyssal.

The token of demon-kind has the power to summon a demon and sentence it to servitude of the attuned creature. Summoning plucks a demon from the deepest reaches of the abyss and forces it under the command of the creature attuned to the token.

Psychic Backfire. Each time a creature attempts to spend the token's charges, they must succeed a charisma saving throw with a DC equal to 8 + the number of expended charges, on a failed save, the creature takes a d6 of psychic damage per charge expended and the charges and action are wasted. On a success the item activates normally.

Summon. The attuned creature can expend charges to summon any of the following demons and bind it to servitude for 24 hours, or until the creature banishes it, or either of them dies.

Babau* (12 Charges), **Balgura** (15 Charges), **Chasme** (18 Charges), **Dretch** (2 charges), **Manes** (1 charge), ***Maw Demon*** (3 charges), **Quasit** (3 charges), **Shadow Demon** (12 charges), **Vrock** (18 Charges).

**Volo's Guide to Monsters Content*

After a demon is summoned it begrudgingly follows the commands of the attuned creature. While a demon is bound to them by servitude, the attuned creature can use their bonus action to spend 5 charges and banish the Demon, returning it to the abyss, or deal 1d12 psychic damage to it and paralyzing it for one round at no cost (this damage cannot reduce the demon below 1 point of HP).

The attuned creature can expend the same number of charges used to summon the demon to extend its servitude by an additional 24 hours, assuming they make the check successfully, which they may do on advantage.

Rebellion. After the 24 hour time period has expired, the Demon's servitude to the attuned creature ends and it will most likely turn on the attuned creature. The demon only obeys the summoner as it knows the attuned creature has the power to inflict it with pain at will. Smarter and more cunning demons will try to sabotage their handler against their knowledge during servitude, some more ambitious demons may even try to kill the handler out of spite, ending the servitude early and allowing them to roam free. Many lower

level demons will likely just do their best to follow orders and stay on their handler's good side.

Curse. A creature attuned to the token may be unaware of the terrifying curse that has descended upon them. Fiends(demons) that are on the same plane of existence as the attuned creature and not bound to its servitude within 100 miles feel its presence and are overpowered with the uncontrollable urge to slay the attuned creature and hide the token, fiends(demons) within 1 mile additionally know of its exact location.

SPELLS

AGONIZING SMITE

4th-level evocation
Paladin

Casting Time: 1 bonus action
Range: self
Components: V
Duration: Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack during this spell's duration, your weapon sends the mind and body of the target into vile agony, dealing an extra 5d10 necrotic damage.

BLEED

2nd-level necromancy
Sorcerer, Warlock, Wizard

Casting Time: 1 Action
Range: 30 feet
Components: V, S, M (a Sewing Needle)
Duration: Concentration, up to 1 minute

Each hostile creature within 30 feet that can hear you must make a Constitution saving throw, on a failed save a creature takes 2d4+2 Necrotic damage and begins to bleed uncontrollably through its eyes, ears, nose and mouth, on a success the creature is immune to this casting of the Bleed spell. A hostile creature that starts its turn within 30 feet of you and can see you must make the save again.

BLOOD BOLT

Necromancy cantrip
Sorcerer, Warlock, Wizard

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You hurl a warbling bolt of red burning necrotic energy at one creature within range. Make a ranged spell attack against the target, it takes 2d4 necrotic damage on a hit. The next weapon attack against the hit creature before the start of your next turn deals an additional 1d4 necrotic damage on a hit.

The spell's damage increases at higher levels: The damage dice for the initial attack and the delayed damage uses d8s at 5th level, d10s at 11th level and d12s at 17th level.

CAGE OF BONES

1st-level conjuration
Bard, Cleric, Paladin, Warlock

Casting Time: 1 action
Range: self
Components: V, M (a handful of tiny bones which the spell consumes)
Duration: Concentration, 1 minute

A gigantic cage erupts from the ground in a wide area around you, made from hundreds of thousands of bones, strung together with some discernible full skeletons of long dead creatures, creating a hemispherical shape. The cage encompasses the area of a 60 foot sphere centered on you. The cage destroys weaker wooden structures such as old houses and trees blocking its path of assembly and matches irregular terrain. If there are any structures made of stone or anything harder blocking its path the spell simply fails and the spell slot is wasted. Creatures stood on the boundary are simply pushed to the inside or outside of the cage's walls (creature's choice).

The cage has an AC of 5 and 50 hit points with vulnerability to bludgeoning damage and immunity to psychic and poison damage. If the cage is reduced to 0 hit points it collapses and the spell ends.

A creature cannot physically move through the wall of the cage until the spell ends. Some ranged attacks and spells may be cast through it as it is cage-like and not an all blocking barrier. The cage acts as Half cover against targets it obscures.

At Higher Levels. When you cast this spell using slots of 3rd level or higher: the cage is 15 feet larger and has 10 extra Hitpoints for each spell slot level used above 2nd.

CLOAK OF LARYK

1st-level Abjuration
Warlock

Casting Time: 1 Action
Range: Self
Components: V, S, M (a cup of blood)
Duration: 1 Minute

A dark wavering cloak descends on you, shrouding your form nightmarishly in a black cover that seems to drip phantasmal blood. At the end of each of your turns you take 1 damage. Each time a creature hits you with a weapon attack they take 1d6 necrotic damage. You are considered immune to necrotic damage and resistant to non-magical Bludgeoning, Piercing and Slashing damage for the duration.

Casting Armour of Agathys while this spell is active or vice versa causes the spell to fail.

At Higher Levels. When you cast this spell using slots of 2nd level or higher: you take one extra point of damage, but the damage rises by 1d6 per spell slot used above 1st.

CRUSH MIND

Necromancy Cantrip

Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

A creature you can see within range has its mind sent into twisted pain. It must make a wisdom saving throw, taking 1d12 psychic damage on a failed save.

The spell's damage increases at higher levels: The damage becomes 2d12 at 5th level, 3d12 at 11th level and 4d12 at 17th level.

DISFIGURE

4th-level enchantment

Sorcerer, Warlock

Casting Time: 1 Action

Range: 15 feet

Components: V, S, M (a lock of hag's hair)

Duration: Until dispelled

You target a creature within range that you can see, cursing it with hideous physical properties. It must make a Charisma saving throw or be tainted with one of the following physical traits of your choice:

- **Hideous Appearance:** Their face and skin warps, sags and deforms; making them unbearably ugly; Charisma checks and saving throws that they make for the spell's duration are performed with disadvantage.
- **Crippling Deformities:** Their limbs and body-parts become disproportional and crooked; any Strength or Dexterity checks or saving throws they make for the spell's duration are performed with disadvantage.

- **Vile Form:** The target's skin blisters, chars and scars horribly; Constitution saving throws that the target makes for the spell's duration are done with disadvantage.

The spell ends when the target is subjected to the effects of a *remove curse* spell, or other similar magic.

EARTH MAW

3rd-Level Transmutation

Sorcerer, Warlock, Wizard

Casting Time: 1 Action

Range: 60 feet

Components: S

Duration: Instantaneous

The earth shifts beneath a huge or smaller creature that you can see within range that is stood upon a solid surface. An array of teeth sprout from the ground around them and a great mouth forms from the below, slamming shut and grinding voraciously on its victim. The chosen target must make a Dexterity saving throw, taking 10d6 piercing damage on a failed save.

At Higher Levels. When you cast this spell using slots of 4th level or higher, the damage increases by 2d6 for each spell slot used above 3rd.

HANDS OF IRGOC

6th-level conjuration

Sorcerer, Warlock, Wizard

Casting Time: 1 Action

Range: 60 feet

Components: S, M (a fistful of tiny bones)

Duration: Concentration, up to 1 minute

Choose up to two large or smaller creatures within range and horrifying giant skeletal hands erupt from the ground beneath them and clasp them in a crushing hold. Targeted creatures must make a Dexterity saving throw, being grappled by the skeletal hand and taking 1d6 bludgeoning damage on a failure, creatures are restrained and incapacitated while grappled this way. The skeletal hands have an AC of 5, 25 hit point, vulnerability to bludgeoning damage and immunity to Psychic and Poison damage. A creature grappled by the hands can use its action to make a Strength check, ending the condition and causing the pair of hands to retreat on a success. If a set of hands are reduced to zero Hitpoints, they too retreat, releasing the grappled creature. The spell ends if there are no hands remaining. Ending the spell early causes all remaining hands to release the grappled creature and retreat.

At Higher Levels. When you cast this spell using slots of 8th level: you can target one additional creature.

HATRID

2nd-level enchantment
Bard, Cleric

Casting Time: 1 Action
Range: Touch
Components: V, S, (the finger of an evil creature)
Duration: 1 minute

You touch one willing creature and invoke the feelings of pure hate that dwells within the recesses of that creature's mind, you then bind that hate to a creature that both you and the touched creature can see. The creature you touched has advantage on all attacks against the chosen creature for the duration of the spell. If the chosen creature is reduced to 0 hit points, the spell ends. If you target yourself the spell simply fails.

HELLISH FISSURE

1st-level evocation
Sorcerer, Wizard

Casting Time: 1 Action
Range: 30 feet (15 foot line)
Components: V, S
Duration: Concentration, up to 1 minute

You choose a point within range and a 5 foot-wide, 15 foot long line of earth splinters, giving way to roaring flames in a direction of your choice, this area becomes difficult terrain and remains so even after the spell has ended. Each creature within the spell's area of effect must make a dexterity saving throw, taking 2d6 fire damage on a failed save. Any creature that enters the area of effect or starts their turn there must make the save again, being subjected to the damage on a failure. Once the spell has ended the flames dissipate.

HUNGER OF JUIBLEX

4th-level evocation
Sorcerer, Warlock, Wizard

Casting Time: 1 action
Range: self (30 feet line)
Components: V
Duration: Instantaneous

You slowly amass this vile glob of writhing ooze between your palms and enlarge it as you widen your grasp. You cast out the warbling blob of green slime along a 30 foot long, 5 feet wide line. Each creature within the line must make a Dexterity saving throw. The closest creature to you that fails the save is hit by blob, taking 7d12 acid damage. Each creature within 5

feet of the hit creature must make a dexterity saving throw, taking 3d6 acid damage on a failure and half as much on a success.

At Higher Levels. When you cast this spell using slots of 5th level or higher: increase the initial damage by 1d12 for each spell slot used above 4th.

LARYK'S TRANSFER OF LIFE

Transmutation cantrip
Sorcerer, Warlock

Casting Time: 1 Bonus Action
Range: 30ft
Components: V, S
Duration: Instantaneous

You spill from your own pool of life energy to replenish that of another creature's. You target a willing creature within range that you can see and restore up to 5 of its hit points. Your own hit points are reduced by an equal amount. If you do not have enough hit points to transfer, the spell fails and the bonus action is wasted.

You can transfer more hit points at higher levels: up to 10 at 5th level, 15 at 11th level and 20 at 17th level.

LANCE OF FORCE

1st-level evocation
Sorcerer, Wizard

Casting Time: 1 Action
Range: 150 feet
Components: S
Duration: Instantaneous

You cast out a line of burning energy at a target within range. Make a ranged spell attack. On a hit the target takes 1d10 force damage. If you hit a creature with this spell on your last turn you can cast it again in succession without it expending a spell slot, and if you do: increase the damage by 1d10. If you miss the spell, don't cast it on your turn or land your fifth successive shot, the damage multiplier resets and you must expend spell slot(s) to cast it again.

IRGOC'S TOMBSTONE

2nd-level conjuration
Cleric, Warlock

Casting Time: 1 Action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

You throw up your hands, causing a medium sized stone structure to rise from an unoccupied space you can see. The structure can take on the appearance of any memorial or graveyard feature; such as a stone sarcophagus, a memorial statue, or a giant tombstone, as long as it fits within a 5 foot square area on the ground. Using your bonus action, you can command the structure to move up to 10ft in straight line across the ground up to two times at blinding speed (it stops moving if it makes contact with an object, ledge, creature or anything that would otherwise block movement). If it comes in contact with a creature, that creature is repelled 10 feet away from the structure. A creature hit by the structure must make a strength saving throw, taking 1d12 bludgeoning damage and falling prone on a failure, or only taking half damage and not being knocked prone on a success.

At Higher Levels. When you cast this spell using slots of 3rd level or higher: you can command the structure to move along one additional 10 foot line for each spell slot used above 2nd.

LEECHING OF LARYK

5th-Level transmutation

Warlock

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a dried leech)

Duration: 1 Minute (Concentration)

You cast out four red squirming spectral leeches and direct them at targets within range. Each target must make a Dexterity saving throw for each leech targeting it, on a failure the leech attaches itself. Once a creature with at least one leech attached to it starts its turn it takes 1d8 necrotic damage and you regain half of that, rounded down (min 1), in Hitpoints. A creature with at least one leech attached to it can repeat the save at the end of each of its turns, removing one leech on a success. If no more leeches remain, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the number of leeches you cast out increases by 1 for each slot level above 5th.

LIES

2nd-level enchantment

Bard, Sorcerer, Warlock

Casting Time: 10 minutes

Range: Self

Components: V

Duration: Concentration, up to 10 minutes

Each time you make a Wisdom (Deception) check to lie to a creature, you do so on advantage.

MIND BEND

6th-level enchantment

Bard, Cleric, Warlock

Casting Time: 1 action

Range: 60ft

Components: S

Duration: 24 Hours

You target a creature within range, it must make a Charisma saving throw or have its alignment shifted to one that you choose for the spell's duration.

MOLTEN TAR

2nd-level evocation

Bard, Cleric, Druid, Ranger, Warlock, Wizard

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a warbling blob of black tar in an unoccupied space of your choice. On each of your turns, you can use your bonus action to move the orb up to 15 feet in any direction. When you use your reaction, when the spell ends, or when a creature makes contact with the orb, it explodes, forcing each creature within a 15-foot sphere centered on the orb's prior location to make a dexterity saving throw. On a failed save a creature takes 2d6 fire damage and becomes incapacitated and, on a successful save a creature only takes half damage and is not incapacitated. A creature incapacitated by this spell's effect can repeat the save at the start of each of its turns end the condition on a success. Any flat surface within the area of effect becomes difficult terrain for 24 hours, after which time the tar hardens. A creature that starts its turn within the spell's area of effect or enters it for the first time on its turn takes 1 fire damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, increase the damage by 1d6 for each slot level above 1st.

NECROTIC WAVE

3rd-level necromancy

Cleric, Warlock, Wizard

Casting Time: 1 Bonus action

Range: self (10 foot sphere)

Components: V, S, (a fistful of black powder)

Duration: Instantaneous

A black wave of force ruptures from you in a 15 foot sphere crippling the senses of any creatures around you. Each creature in the area of effect must make a constitution saving

throw, taking 3d10 necrotic damage and becoming blinded and deafened on a failed save, only take half damage and only being subjected to the deafened condition on a success. Affected creatures can repeat the saving throw at the ends of their turns, ending the effect on a success.

At Higher Levels. When you cast this spell using slots of 4th level or higher, increase the size of the sphere by 5 feet for each spell slot used above 3rd level.

ORB OF AGATHYS

2nd-level transmutation

Sorcerer, Warlock

Casting Time: 1 Action

Range: 30 feet

Components: S, M (a cup of water)

Duration: 1 minute

You cast out an enticing icy ball of energy at an unoccupied space within range. Its frosted glass-like surface houses an array of razor sharp shards of black ice. The Orb hovers in mid-air, has an AC of 5 and 25 hit points with Immunity to Cold, Poison and Psychic damage. A creature that hits the Orb with a melee attack takes 5 cold damage. If the Orb is destroyed, the spell ends. You can use your bonus action to move the Orb up to 15 feet. If one of more creatures is ever within 15 feet of the Orb, you can use your reaction to cause the ball to gravitate towards them, forcing them to make a Dexterity saving throw, on a success the Orb deals no damage and occupies the same space as the creature, on a failed save the Orb smashes into the target and the creature takes 10 cold damage and must make a constitution saving throw, becoming restrained and beginning to freeze on a failure. The creature must repeat the saving throw at the end of its next turn, on a success it thaws out, the condition is removed and the spell ends. On a failure, the creature freezes solid and is subjected to the petrified condition. The Ice melts at the end of the creatures third turn after failing the save. The number of rounds is reduced by one each time it is subjected to fire damage. If the creature is physically broken while in its frozen state, it suffers from similar deformities. If a creature starts its turn within the same space as the Orb it must make the Dexterity saving throw.

HADAR'S GATEWAY

9th-level conjuration

Warlock

Casting Time: 1 Action

Range: 90 feet

Components: S, M (a tiny piece of meteorite and a black pearl worth 5,000 gp that the spell consumes)

Duration: Concentration, 1 minute

You create a tear in the fabric of the universe at an unoccupied space you can see within range, forming a terrifying portal to the darkness between the stars. It creates a powerful vacuum of deafening capability, all sound is reduced to a ringing sensation; any creature within 90 feet of the chosen space is considered deafened.

Any creature within 60 feet of the tear at the start of its turn must make a strength saving throw, being pulled 15 feet closer on a failure. A creature cannot physically walk further away from the tear unassisted. If there are handholds, or something that can be utilized to pull a creature away from the tear they can use them to make their strength save on advantage as well as using it to *crawl* away from the area of effect.

A creature that enter the area of the tear appeared in vanishes, the portal disappears and the spell ends. That creature takes 18d12 cold damage, then reappears at the nearest unoccupied space to the original tear at the start of its next turn.

REGNUM FOCUS

4th-level enchantment

Bard, Cleric, Warlock

Casting Time: 1 action

Range: self

Components: V, S, M (a sample from a creature of the chosen type which the spell consumes)

Duration: Concentration, up to 10 minutes.

You feed knowledge to your allies on how to infiltrate the defences of the most formidable creatures. Choose a type of creature. You and each ally that can hear you gains a +3 bonus to attack rolls when targeting the declared type of creature.

SNATCH SOUL

4th-level abjuration

Sorcerer, Warlock

Casting Time: 1 reaction

Range: 30 feet

Components: V, S M (a physical non-magical container such as a Lamp, Urn or Jewellery Box worth at least 10gp per hit dice of the target)

Duration: Until Dispelled

When a creature within range of you dies and you can cast this spell in response to it to snatch the escaping soul and entomb it inside the container you provided for the casting of this spell. The container can no longer be opened normally by any creature other than the caster as it seems to be locked shut. The caster can open the container freely, which ends the spell and releases the soul.

A creature can put its ear up to the container to hear the voice of the snatched creature's soul, whom of which can hear out to a range of 30 feet of the container.

While a soul is stored inside the container, the creature who's body the soul used to inhabit cannot be returned to life until the soul is released. A creature who is not the caster attempting to open the container must succeed an arcana check with a DC equal to 10 + the Caster's proficiency bonus + casters spell-casting modifier.

STING

Evocation Cantrip

Druid, Ranger, Sorcerer, Warlock, Wizard

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S, M (The stinger of a bee or wasp)

Duration: Instantaneous

Make a ranged spell attack against one target that you can see. On a hit a spectral barb plunges into it, dealing 1d4-1 piercing damage.

The spell's damage increases at higher levels: The damage becomes 1d6-1 at 5th level, 1d8-1 at 11th level and 1d10-1 at 17th level.

STORMS OF IRGOC

8th-level conjuration

Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 hour

Range: self

Components: V, S, M (an Urn worth at least 10,000 gold, filled with sand)

Duration: Until dispelled

You choose a type of storm and it conjures around you out to a range of 10 miles and remains there indefinitely or until it's dispelled by a *dispel magic* spell cast at 8th level or higher.

Ash Storm. The area of the spell's effect becomes heavily obscured by thick with polluting smoke and a 25mph ash filled blizzard. The ground becomes laden with ash, killing all plant life in a matter of hours. A creature breathing in the polluted air must make a constitution saving throw at the end of every hour spent in the storm, taking 3d10 poison damage on a failed save and half as much on a success. A creature that fails this save makes any consecutive constitution saves within the storm on disadvantage until they spend at least one hour sheltered from it entirely.

Dust Storm. The area of the spell's effect becomes heavily obscured by a 50mph storm filled with coarse sandy dust. A creature that is not wearing appropriate protective clothing

takes 1d4 slashing damage for each minute spent inside the storm. A creature without protective eye covering that is relying on sight must make a constitution saving throw at the end of each of its turns, becoming blinded on a failure. It can repeat the saving throw on disadvantage at the end of each of its turns, ending the effect on a success.

Ember Storm. The area of the spell's effect becomes lightly obscured by downward drifting smoke and red hot embers. Creature's exposed to the storm take 1 fire damage for every minute they spend within it. Wooden items and structures not being worn or carried within the spell's area of effect eventually ignite.

VITALITY ATTACK

5th-level necromancy

Warlock, Wizard

Casting Time: 1 Action

Range: 60ft

Components: V, S

Duration: Concentration, up to 1 minute

You target a creature within range and force the damage and failure of some of their most vital internal assets. The targeted creature must make a constitution saving throw or be subjected to an effect of your choosing from the list below:

Brain. The targeted creature takes 3d12 necrotic damage, and for the spell's duration: makes all Intelligence checks and saving throws on disadvantage. Each time it takes an action it takes 2d4 psychic damage. It can repeat the saving throw again at the end of its next turn, ending the spell on a success.

Eyes. The targeted creature takes 5d10 necrotic damage and becomes blinded for the spell's duration. It can repeat the save again at the end of its next turn, ending the spell and the condition on a success.

Heart. The targeted creature takes 6d6 necrotic damage and must make the save again at the end of its next turn as long as the spell is still being concentrated on, being subjected to the damage again on a failure. If it fails the save three times in a row, it drops 0 hit points, is dying and the spell ends.

Lungs. The targeted creature takes 6d8 necrotic damage, begins suffocating and runs out of breath for the duration. It can repeat the save at the end of each of its turns, ending the spell on a success.

VORTEX

6th-level evocation

Bard, Cleric, Sorcerer, Warlock, Wizard

Casting Time: 1 Action

Range: 120ft

Components: V, S, M (a black pearl worth at least 150 gp that the spell consumes)
Duration: Concentration, up to 1 minute

You gesture to a point on the ground that you can see within range, a tiny black hole appears that collapses in on itself creating a massive purple vortex that pulls everything towards its core. The vortex is a 60ft sphere centred on the point you chose. Creatures must make a strength saving throw when they enter the area of effect on their turn or start their turn there, on a failed save they are pulled 20ft towards the center of the vortex, but only half as much on a success. The spell's area of effect is considered difficult terrain. Any creature that starts its turn as close as 5ft from the vortex core take 3d12 force damage.

At Higher Levels. When you cast this spell using slots of 7th level or higher, increase the size of the sphere by 10ft for each spell slot used above 6th level.

WRATH OF THE BEHOLDER

8th-level conjuration
Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: self

Components: V, S M (10 different gemstones, each with a value of at least 50gp which the spell consumes)

Duration: Concentration, up to 10 minutes.

You invoke the power of an infamous aberrational being and allow it manifest in you, causing 10 phantasmal eye stalks to sprout out from behind you and follow your glances. You can use your bonus action to target a creature within 30 feet and use any of the below listed effects. Once you have used one of them, it cannot be used again for this casting, and one of the eyestalks recedes. Once all ten effects have been used and no eyestalks remain the spell ends.

Charm Ray. The targeted must succeed a Wisdom saving throw or be charmed by you for one minute. It can repeat the save at the end of each of its turns, ending the condition on a success. It also ends if you damage the creature.

Paralyzing Ray. The target must succeed a Constitution saving throw or be paralyzed until the end of its next turn.

Fear Ray. The target must succeed a Wisdom saving throw or become frightened of you until the end of its next turn.

Slowing Ray. The target must succeed a Dexterity saving throw or its speed becomes halved for one minute and it cannot take reactions. It can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Enervation Ray. The target must make a Constitution saving throw, taking 4d8 Necrotic damage on a failed save and half as much on a success.

Telekinesis Ray. The target must succeed a Strength saving throw or you can move it up to 30ft in any direction. The target is restrained by the telekinetic grip until the start of your next turn, or if you are incapacitated.

Sleep Ray. The targeted creature must make a Wisdom saving throw or fall asleep and remain unconscious until the end of its next turn. The target awakens early if it takes any damage or if another creature uses its action to wake it. This has no effect against constructs and undead.

Petrification Ray. The target must succeed a Dexterity saving throw or begin to turn to stone and become restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until *Great Restoration* or similar magic is used to free it. This has no effect against constructs or undead.

Disintegration Ray. The target must succeed a Dexterity saving throw or take 6d8 force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine great dust.

Death Ray. The target must succeed a Dexterity saving throw or take 6d10 necrotic damage. The target dies if this damage reduces it to 0 hit points.

WEAPONS

Serrated. When you use your action to attack a creature using a weapon with this property, you can use your bonus action to deal the extra damage included after the tag.

Name	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Barbed Dagger	1 gp	1d4 piercing	1 lb.	Finesse, light, serrated (1d4)
Barbed Spear	2 gp	1d6 piercing	3 lb.	Serrated (1d4), versatile (1d8)
<i>Martial Melee Weapons</i>				
Chain	2 sp	1d6 bludgeoning	5 lb.	Reach, two-handed
Scythe	3 gp	1d8 slashing	5 lb.	Two-handed
Serrated Longsword	15 gp.	1d8 slashing	3 lb.	Serrated (1d4), versatile (1d10)
Spiked Knuckles	5 gp.	1d6 piercing	1 lb.	Light, unarmed
Studded Knuckles	5 gp.	1d6 bludgeoning	1 lb.	Light, unarmed