

Creature Components

Volume 1



PLAYGROUND
ADVENTURES

Creature Components

Volume 1



Credits

Author: Daniel Marshall

Developer: Dan Dillon, Stephen Rowe

Editor: BJ Hensley

Cover and Interior Artist: Jocelyn Sarvida

Playground Team Members

Head of Imagineering: BJ Hensley

Director of Design: Daniel Marshall

Master of the Mechanical Stuff: Stephen Rowe

Professor of Puzzles: James Gray

*For Steve Russell who encouraged us to do it our own way
and for Kaelyn Hensley, our in house component collector.*

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Table of Contents

Introduction	1	Couatl	17
Creature Components	1	Darkmantle	18
Harvesting Creature Components	1	Demons	18
Creature Component Guidelines	3	Demon, Balor	18
Enhancing Spells	4	Demon, Glebrezu	19
Lesser Components	5	Demon, Hezrou	19
Moderate Components	5	Demon, Marilith	19
Greater Components	6	Demon, Nalfeshnee	19
Magical Item Creation	6	Demon, Vrock	21
Modifying Magic Items	7	Devils	21
Lesser Components	7	Devil, Barbed	21
Moderate Components	7	Devil, Bearded	21
Greater Components	8	Devil, Bone	22
Reducing Item Cost	9	Devil, Chain	22
Creature Component Catalogue	10	Devil, Erinyes	22
Component Descriptions	10	Devil, Horned	22
Aasimar	11	Devil, Ice	23
Aboleth	11	Devil, Pit Fiend	23
Angels	11	Doppelganger	23
Angel, Astral Deva	11	Dragons	24
Angel, Planetar	13	Dragon Turtle	25
Angel, Solar	13	Drider	25
Ankheg	13	Dryad	25
Azer	15	Elementals	25
Basilisk	15	Ettercap	26
Behir	15	Genies	26
Bulette	15	Genie, Dao	26
Chimera	16	Genie, Djinni	26
Chuul	16	Genie, Efreeti	27
Cloaker	16	Genie, Marid	27
Cockatrice	16	Ghost	27





Ghoul	27	Remorhaz	36
Ghoul. Ghast	27	Roper	36
Gibbering Mouther	28	Rust Monster.....	36
Gorgon.....	28	Salamander.....	36
Grick	29	Satyr	37
Hag.....	29	Shadow	37
Hag, Green	29	Shambling Mound.....	37
Hag, Night	29	Skeleton	38
Hag, Sea	29	Spectre	38
Harpy	29	Sphinx.....	38
Hell Hound	30	Sprite	38
Hippogriff.....	30	Stirge	38
Hydra	30	Succubus.....	39
Invisible Stalker	30	Tiefling.....	39
Kraken	30	Treant.....	39
Lamia	31	Troll.....	39
Lich.....	31	Unicorn.....	39
Lycanthropes.....	31	Vampire	40
Magmin	32	Wight	40
Medusa	32	Will-O'-Wisp	41
Mephits.....	33	Wraith.....	41
Mimic.....	33	Wyvern	42
Minotaur	33	Xorn	42
Mummy	33	New Feats.....	43
Naga, Guardian.....	34	Angel Blooded.....	43
Naga, Spirit.....	34	Component Caster	43
Nightmare	34	Demonic Blooded.....	43
Oni	34	Component Crafter	43
Otyugh.....	34	Dragon Descended	44
Owlbear	35	Infernal Blooded	44
Pegasus.....	35	Magical Items	45
Pseudodragon	35	Elixir of Control	45
Purple Worm	36	Essence Vial, Improved	45
Rakshasa.....	36	Essence Vial, Greater	46





Lightning Cloak.....	46
Remorhaz Forge	47
Riddling Quill.....	47
Magical Weapons and Armor	47
Hammer of Sundering	48
Manticore Spike.....	48
Roper Whip	48
Salamander Spear.....	48

Weeping Blade	49
Wrappings of the Mummy Lord....	49
Magical Item Variants	49
Cloak of Protection.....	49
Potion of Giant's Strength	50
Potion of Healing	50
Wind Fan.....	50





Our existence is an amazing thing. We magic users have studied for centuries beyond counting, unlocked mysteries, and uncovered powers outside those any other mortal might imagine. Yet, in all our years of study, in the observation of the many wonders this reality has to offer, we have barely scratched the surface of the energies and incredible marvels available.

As a prestigious Alchemist, a pioneer in his own way, once said: "There is no wrong way to experience the universe" He was a Seeker of truth, and it is in the shadow of his teachings, and his experiences, that I have pursued my studies. I have traveled across the world and reached into others in search of the mysteries yet to be discovered by my fellow wizards. What I found was so beautifully simple in concept, though incredibly complex in implementation, that it is astonishing that so few others have followed their curiosity to the same ends.

There are creatures of this world imbued with energies beyond those of mortals. Horrid demons, blessed angels, dragons, giants, and even some who I have not yet managed to define, each possessing natural abilities that elevate them above others in Nature's circle of survival. Adventurers battle such creatures daily across the planes, unaware of the potential hidden within these beings.

I have discovered the means to utilize those magics—the power lying just beneath the surface. For more than two centuries, my students and I have journeyed further down this path, seeking ever greater knowledge of these powerful tools. We have catalogued our findings in the tome you now hold in your hand, for the betterment of all those who would endeavor to master the arts of magic and alchemy.

There is always more research to be done, and new creatures are discovered daily by travelers who journey to the lost places of the world. As we progress, I will continue to document the successes we experience, perhaps one day rivaling even the Alchemist himself in his knowledge of these mystical energies. Until then, I bid thee read on. Though take great care in the implementation of what lies within these pages, as alchemy, much like magic, often comes with a price.

Regards,

Lady Al'thein Fel'ethane

Master of Arcane Alchemy at the Illurian Academy of Malla Zhaunil





Introduction

Every spellcaster learns to use material components to channel magical power. Priests use the symbol of their gods to focus divine might. Wizards use everything from blood to bat guano to empower spells. Even sorcerers must occasionally employ a focus or a costly component.

The vast majority of components are relatively mundane in nature; a cocoon of a caterpillar to help a mage transform, a diamond to open a planar gate, or a glass rod to focus the power of a lightning bolt. The more powerful the spell, the costlier the components used in its casting. However, the material and foci components of magic are often overlooked or even ignored. Sorcerers need not use most at all, and everyone else is assumed to have what they need in almost any situation through the use of a component pouch.

What if that was not necessarily the case? What would happen if spellcasters were to incorporate components gathered from innately magical creatures into magic? Then, spell components become a commodity and an aspect of a creature's treasure. A caster could use the power of an elemental to augment a *fireball*, or the adhesive of a vanquished mimic to empower an *entangle* spell.

This concept could be taken a step further, affecting the enchantment of magical items. The blood of a fire-breathing dragon could quench the heat from a newly forged sword, or the hide of a blue dragon could become fashioned into a cloak. The addition of these variables to item crafting might open up entirely new dimensions, both in terms of mechanical potency and the stories that can be told. The crafting of a suit of armor or staff suddenly becomes part a quest to gather the perfect ingredients, rather than an action to be taken in downtime.

Creature Components explores both notions, giving rules and examples for using collected materials for spellcasting and item crafting.

Creature Components

Magical creatures embody the arcane and divine. It feels true on a deep level that there should be hidden value in the horns, hearts, and blood of wondrous creatures. Unfortunately, with rare

exceptions, there are no supporting mechanical benefits. The following sections outline guidelines on how the harvesting of creature components might be accomplished, what sort of powers they might lend to spellcasting or crafting, and then detail examples using iconic creatures.

Not all components share the same level of effectiveness. Typically, those harvested from weaker creatures don't have enough magic to enhance more powerful spells or more potent items as well as components gathered from mighty monsters. Additionally, many of these components are quite fragile, requiring great skill to harvest without damage. Creature components are broken into three general levels of potency: lesser, moderate, and greater. These categories are roughly defined based on the challenge rating of the creature, though exceptionally powerful abilities possessed by lower challenge rating creatures might act as more powerful components (at Dungeon Master discretion).

Harvesting Creature Components

The process of harvesting creature components is not as simple as hacking pieces off a dead monster for later use. The harvester must instead carefully seek to capture the magical creature's essence within some iconic portion of its anatomy. This is often a process to be undertaken with gravity and respect for the fallen foe. Many harvesters even view the claiming of components with a spiritual element—claiming a trophy from a worthy adversary or honoring the dead by not wasting anything of use. Many creature components for sale are worthless for any real magical purpose, and simply grisly prizes claimed by greedy hunters with little respect for their prey.

The benefits of a successfully harvested component can be determined with either an Intelligence (Arcana) or (Religion) check, for arcane and divine magic respectively. The DC of the check is dependent on how common the creature is in the campaign setting being used. Common creatures require a check of medium (DC 15) difficulty, while rarer monsters can necessitate a more difficult check (up to and including DC 30).

Through the use of the Medicine or Survival skills, a character can harvest portions of innately magical creatures, such as claws, blood, or eyes. The





difficulty of the skill check depends on the power of the strongest component harvested. Removing a weak creature's claws can only require a DC 15 skill check, while harvesting an ancient true dragon's enchanted blood is DC 25. Attempting to harvest components requires 1d6 x 10 minutes. The check can be retried on a failure, but not if the check is failed by 5 or more. A successful check or a failure by 5 or more drains the creature's inherent magic, and no further checks to harvest components can be attempted.

The character gains a single component on a successful check, with an additional component gathered for every 5 by which they beat the DC. The character can harvest multiple different types of components with a single successful check. Some components can be used more than once, or provide sufficient material for multiple spells. For example, a single horn when powdered might provide multiple doses useful as a material component. If the component can be used more than once (see Creature Component Catalogue), the DC increases by 5. The number of components that can be harvested from a single creature is limited by the creature's anatomy—a creature with only two eyes can never produce three or more eye components. Table 1-1: Component Harvesting Guidelines, serves as a guideline for the DCs of various components.

Some creature components can potentially be harvested from creatures without killing them, at DM discretion. However, the component represents an important piece of the creature's power, even if it is not an organ or limb necessary for life. The creature must be paralyzed, restrained, or unconscious in order to harvest a component (whether willing or otherwise). Each attempt to harvest a component without killing the creature increase the DC of any subsequent attempt by 5, whether or not the attempt is successful. The

creature must make a Constitution saving throw or suffer necrotic damage in accordance with the following table. Nothing can prevent this damage, and its hit point maximum is reduced by the amount of necrotic damage taken. This reduction lasts until the creature finishes a long rest, though permanent damage to organs (i.e. eyes) can cause other, more lasting effects. The creature dies if its hit point maximum is reduced to 0. A successful save halves the indicated damage.

Table 1-2:

Live Harvest Damage

Creature Component Category	Save DC	Necrotic Damage Afflicted
Lesser	10	15
Moderate	15	30
Greater	20	40

If the creature is willing (or even performs) the sacrifice, the difficulty of the ability check is not increased. Harvesting some components (such as eyes or tongues) can cause additional permanent negative effects to living creatures (like blindness and muteness). Harvesting some components (such as brains) without killing a creature are impossible.

Once the desired components are harvested, a character can incorporate them into spellcasting in order to significantly amplify a spell's potency or item's power. However, the best components are innately invested with the same type of energy the caster desires to use for their spells or items. For example, using the blood of a salamander from the Elemental Plane of Fire to inscribe a *spell scroll of fireball* or *burning hands* could make such a scroll

Table 1-1: Component Harvesting Guidelines

Creature Component Category	Challenge Rating	Ability Check DC	Base Cost/Price per Use (gp)
Lesser	1-5	15	50 gp / 100 gp
Moderate	6-11	20	250 gp / 500 gp
Greater	12+	25	500gp / 1,000 gp



Essence Vials

Not every creature has corporeal substance or anatomy. An *essence vial* can be used to collect the magical power of creatures with a less substantial nature, such as incorporeal undead or some elementals.

Essence Vial

Wondrous item, uncommon

DESCRIPTION

An *essence vial* appears to be a simple glass container with a cork stopper. You can use the *essence vial* to harvest the magical essence from the remains of a creature lacking definitive anatomy (such as an air elemental or ghost) within 5 feet. As an action, make a harvesting ability check (see Harvesting Creature Components). Once the creature's energy is contained within the *vial*, it can be used as a creature component. An *essence vial* can store one creature's essence at any one time, but can be reused after the essence is expended.

more powerful, while using the same blood to pen a *spell scroll of cure light wounds* would not.

While the thematic appropriateness of any harvested component toward specific spellcasting is subject to DM discretion, it can be handled in a few different ways by groups.

Trust: The mechanical aspects of creature components could be handled first and foremost by the characters collecting or using the components. They might propose a creature component's thematic and mechanical benefits. The DM can then approve or disapprove of the proposal. This puts the responsibility on the players rather than the DM, but can potentially result in abuse of the mechanical opportunities provided by creature components if the DM is not careful.

Compromise: The benefits of creature components can potentially be a collaborative process between the players and DM. In this case, the players make a thematic recommendation of the sort of effect they'd like the component to apply to, based on the creature and component's nature. If the player makes any mechanical

recommendations, they should be relatively vague. For example, they believe the blood of a sphinx should aid in divinations. The DM then takes the recommendation into account, but defines any specific mechanical effects of the harvested component. This method is the one that is most often recommended, as it helps ensure that all parties are satisfied with the results.

Control: Creature component can be completely subject to DM discretion and control. The PCs might have no idea what the tongue of a gold dragon might be useful for, until they succeed on an Intelligence (Arcana) skill check, or harvest one and study the magic contained within. This puts all of the pressure on the DM to not only define appropriate thematic and mechanical elements, but to ensure that there is a consistency in both. In this way, the components act essentially as magic items to be discovered and investigated. This is most appropriate for games that desire to keep the components relatively rare and mysterious, or when there is a greater concern of the potential for abuse of the mechanical options.

Reward: The last way to employ creature components is for them to solely be relegated into the same category as treasure recovered or gained at the DM's discretion. Using this methodology, it is simply not possible for PCs to harvest or purchase creature components. They are rare, and only to be gained as discrete rewards. Perhaps the process is incredibly difficult, and only a specific NPC alchemist is capable of harvesting creature components. Maybe they just act as inspiration for the DM to put a unique twist on banal magical items. This likewise puts the work onto the Dungeon Master, but since they have complete control over the proliferation of creature components, there is less work required to keep track of how they operate.

Creature Component Guidelines

Creature components are defined as the various parts of a magical creature that can be used to augment a spell, or employed in the process used to create a magical item. While the dungeon master has the ultimate decision as to what could be used in this respect, there are a few guidelines to help define the multitude of possibilities.

The harvested creature must be of one of



Treasure

The risk in introducing creature components into any game is the players coming to see every opponent in terms of how it can be hacked up and sold for gold. This might be a hard mentality to completely evade, but it is certainly something for Dungeon Masters to discourage. It takes time to harvest creature components, which cuts into the active durations of spells, or puts characters at risk while they wait. The PCs might have to travel further away from the location where they fought the creature in order for it to be uncommon enough to sell for a reasonable profit. Additionally, for most monsters, the successful harvesting of one or two components could potentially increase the treasure per encounter for a creature of its challenge rating. If the DM feels that harvested components are significantly adding to the treasure gained, it is recommended that the cost of one or two components be subtracted from the treasure per encounter.

the following creature types: celestial, dragon, elemental, fiend, monstrosity, or undead. Creatures with different types can be used, but often these creatures must have either a unique nature or innately magical abilities not common to their race. For example, some humanoids with the shapechanger subtype could be used.

To augment a spell or magic item, the creature providing the component must have a type/tag, nature, powers, or theme fitting with the spell cast or item crafted. A troll's regenerative abilities complement restorative and healing magic, while an elemental's essence complements any associated energy damage. If a creature possesses spellcasting abilities, components harvested from the creature can be used to modify spellcasting it possesses. For example, a noble efreet's tongue would be appropriate for the empowering of a *wish*.

Enhancing Spells

The most common use for creature components is to enhance spells as they are being cast. When casting a spell in this manner, the creature's components can supplement or replace any other material components of a spell. If the spell lacks material components or the caster is capable



of casting spells without material components, the spell gains a material component in the form of the creature component. Creature components can be used to modify spells as they are cast in a variety of ways. The more potent the component, the more significant effect it has

Only a single creature component can be used per spell as it is cast, which is consumed during the casting (unless otherwise noted). Integrating a creature component into a spell increases the difficulty inherent to the casting. The DC of any Constitution saving throws made to maintain a spell that requires concentration are increased by 5.

As a general rule, if a component can be used on a wide range of spells, the abilities it grants should be less powerful. If a component focuses on a single spell or handful of spells, it can have stronger effects. Additionally, if a higher potency component is used in the casting of a lower level spell, it might have more powerful, or multiple enhancing effects. A number of options for each category are listed below, but DMs and players are encouraged to combine it with the examples featured in the Creature Component Catalogue for use as a guideline in the creation of novel mechanical effects. It is important to remember that in order to utilize certain augmentation effects a creature component must make sense for the desired ability.

Lesser Components

Lesser effects, in general, should have low mechanical benefits. Unique lesser component effects should be comparable to single-use items (such as *spell scrolls*) for cantrips, 1st-, or 2nd-level spells. If the effects appear similar or superior to a 3rd-level spell, then it is more appropriately classified as a moderate or greater component. A single lesser component can modify a spell in any of the following potential ways.

- Cast a low-level spell or group of spells as if using a spell slot 1 level higher than normal.
- The save DC of a single specific spell is increased by 1.
- A spell requiring concentration has its duration increased by 1 round after the caster ceases or loses concentration.
- Increase the duration of a low-level spell by up to 50%

- Add 1 additional damage die to spells that cause harm.
- The damage type of a spell changes from one option on the following list to another: Acid, cold, fire, or lightning.
- Any other lesser component effect (see the Creature Component Catalogue for examples).

The essence of a wizard's magic is the collection and reformation of energy to suit the needs of the caster. Even priests do this to some degree, though they primarily use divine energy rather than what some would call the less pure powers of arcane magic. That is a discussion for another time however... and we will be having that discussion... at length... as the high priest of Steelight is beginning to get on my nerves...

More to the point, the harvested components of certain creatures allow us to not only enhance the energy we channel by drawing upon their innate power, but change the way magic functions as it courses through us. Casting a spell is like an elegant dance, weaving delicate strands of power together with a series of gestures, to yield whatever effect we desire. What if those strands were thicker, filled with greater power? What if new strands were added to the pattern, what would happen to the spell's effect then?

Moderate Components

Moderate effects, in general, should have mid-range mechanical benefits. Unique moderate component effects should be comparable to single-use items (such as *spell scrolls*) for 3rd or 4th-level spells. If the effects appear similar or superior to a 5th-level spell, then it is more appropriately classified as a greater component. A single



moderate component can modify a spell in any of the following ways. A moderate component can have increased effects if used to modify a spell of 3rd-level or lower.

- Cast a low-level spell or group of spells as if using a spell slot 2 levels higher than normal.
- The save DC of a single specific spell is increased by 2, or of a school of magic by 1.
- Increase the die type of a damaging spell by one step (d6 to d8 or d10 to d12, to a maximum of d12).
- A spell requiring concentration has its duration increased by 2 rounds after the caster ceases or loses concentration.
- The spell is cast using any two of the lesser modifications.
- Any other moderate effect (see the Creature Component Catalogue for examples).

Greater Components

Greater effects, in general, should have significant mechanical benefits. Unique greater component effects should be comparable to single-use items (such as *spell scrolls*) for 5th or 6th-level spells. If the effects appear similar or superior to a 7th-level spell, then it is probably too powerful without increasing the greater component's cost and price accordingly. A single greater component can modify a spell in any of the following ways. A greater component can have increased effects if used to modify a spell of 6th-level or lower.

- Cast a low-level spell or group of spells as if using a spell slot 3 levels higher than normal.
- The save DC of a single specific spell is increased by 3, of a school of magic by 2, or of any spell by 1.
- Increase the die type of a damaging spell by two steps (d6 to d10 or d8 to d12, to a maximum of d12).
- A spell requiring concentration has its duration increased by 3 rounds after the caster ceases or loses concentration.

- The spell is cast using any two of the moderate modifications, or three lesser modifications.
- Any other greater effect (see the Creature Component Catalogue for examples).

Downsides

At DM discretion, some creature components might come with unexpected downsides or risks. This might be especially true for particularly potent creature components, or those with effects somewhat beyond normal limitations. For example, the nalfashnee's cerebral fluids are powerful but addictive, and using vampire blood allows arcane casters to truly heal damage with spells, but weakens them to the mind-controlling abilities of vampires.

Magical Item Creation

Creature components can be used during magical crafting to heighten the abilities of the item created, or reduce the cost of crafting. An empowered *wand of fireballs* might be carved from the bone of a red dragon, or a rakshasa's ashes could reduce the cost of creating a *deck of illusions*. However, the intimate process involved in the instilling an object with the caster's power, means the creator must have a personal connection to the materials.

A crafter can either modify the item's abilities or reduce its cost (but not both), and only one creature component can normally contribute benefits to an item's crafting, though if multiple casters are contributing to the creation of an item, they each might utilize a single component. To use a component in this manner, the crafter must personally harvest the component to be utilized (it cannot be purchased or harvested by an ally). Additionally, the utilization of specialized components into the formula for creating a magical item makes the creation process more difficult, requiring either an Intelligence (Arcana) or (Religion) check to successfully accomplish. The difficulty of these checks is dependent on the rarity of the item being created. Failure on an ability check to create a magical item results in the loss of the component, as well as the loss of time spent in the attempt.



Table 1-3:
Magic Item Modification

Item Rarity	Ability Check DC
Common	10
Uncommon	15
Rare	20
Very Rare	25
Legendary	30

Modifying Magic Items

Single use items (such as *spell scrolls* or *potions*) or charged items (such as *wands* or *staves*) duplicating a spell's effects function in the same manner as creature components used to modify a spell casting. The crafter must have sufficient harvested components per day of crafting the item, as if crafting any item with expensive material components.

Permanent multiple use and non-charged magical items can have comparable improvements in ability or potency using the spell modification options as a general guideline. They can additionally simply have unique abilities beyond a common item of the type crafted without the creature components. See *Magical Items* for some examples of how creature components can be incorporated into magical crafting or used to modify familiar items in unique ways. The additional options can also be appropriate depending on the item in question. At the DM's discretion, the additional benefits of incorporating these specialized components into the creation of an item can increase the effective rarity of the created item, requiring a greater investment of resources. In this case, it is suggested that the cost of the component, or a portion thereof, count against the item's creation cost.

Lesser Components

A single lesser component can modify an item of common or uncommon rarity in any of the following potential ways.

- Increase the effective spell slot by 1 level for a single spell used in the item's creation. This does not affect the item's cost or the component limitations.
- Increase the save DC of the item's effects by 1.
- An item with charges per day gains an additional charge per day.

Moderate Components

A single moderate component can modify an item of up to Very Rare rarity in the same manner has how a lesser component can affect items of common or uncommon rarity. If a moderate component is used to modify these more common items, it has the following potential affects.

- Increase the effective spell slot by 2 levels for a single spell or 1 level for two associated spells used in the item's creation. The created item is treated as if one step up on the rarity table (i.e. common becomes uncommon).

It is easier to attune oneself with the selected components when present at the time of the source creatures demise. However, connecting to components harvested by another individual, more suited for trekking around in blood and grime than the more upstanding academics of the arcane world, is a relatively simple process. One must simply meditate in proximity to the collected components, reach out to them with your senses (not touch, some of these things are less than pleasant to feel on your skin), and visualize their essence binding to yours.

What does essence look like? Well, you've got to figure some things out on your own I suppose.



Formula Research

While many of the creation methodologies used to craft the wondrously magical items of the world have been lost to time, it is possible for a studious arcanist or divinely inspired cleric to re-discover the necessary components and processes once again. With the proper devotion of resources, it is even possible to create such things for previously unknown items!

Researching such wondrous things takes time, and a significant amount of gold to accomplish; and the road to success is often wrought with failures. The rarer a recipe is, the more difficult it is to determine. As such, a craftsperson must spend days, weeks, or even months experimenting and researching in order to determine the correct sequence of processes and necessary components to craft a recipe. At the end of that time, an ability check (Arcana or Religion depending on the type of caster) is necessary to determine success or failure. A successful check yields a correct formula, that can be modified with the creature components found in this book. Failure means the character must start the process again, this time receiving advantage on their ability check due to the discoveries yielded by previous failures. The following table explains the costs, in time as well as gold, and the skill check DC associated with each rarity of magical item:

Table 1-4: Formula Research

Item Rarity	Research Time	Research Cost	Research DC
Common	4 + 2d4 days	200 gp	15
Uncommon	20 + 1d10 days	1,000 gp	20
Rare	200 + 4d20 days	10,000 gp	25
Very Rare	2,000 + 2d100 days	100,000 gp	30
Legendary	Quest reward only. Cannot be researched in this way.		

Research towards a completely new magic item (one not overly similar to an already existing item) takes 1.5x the gold and time requirements due to the nature of experimentation. However, utilizing a creature component in experimentation, with the goal of creating an item that utilizes the powers of that particular component reduces the ability check DC by 5. Formulas for Legendary items cannot be researched in this fashion, and should only be revealed as the result of a major quest of discovery (i.e. the whole point of the quest was to figure out how to create a specific item).

- Increase the save DC of the item's effects by 2.
- An item with charges per day gains an additional two charges per day.
- Any two lesser effects (the benefits of the same effects do not stack).

Greater Components

A single greater component can modify even legendary magic items in the same manner as how a lesser component can affect more common ones. If a greater component is used to modify a rare or very rare item, it can affect the item in the same manner as how a moderate component can affect common and uncommon



items. If a greater component is used to modify an item of common or uncommon rarity, it has the following potential affects.

- Increase the effective spell slot by 3 levels for a single spell or any combination of spells associated with the component for a total of 2 levels. The created item is treated as if one step up on the rarity table (i.e. rare becomes very rare).
- Increase the save DC of the item's effects by 3. The created item is treated as if one step up on the rarity table. (i.e. rare becomes very rare.)
- An item with charges per day gains an additional three charges per day. The created item is treated as if one step up on the rarity table (i.e. rare becomes very rare).
- Any two moderate effects or three lesser effects (the benefits of the same effects do not stack).

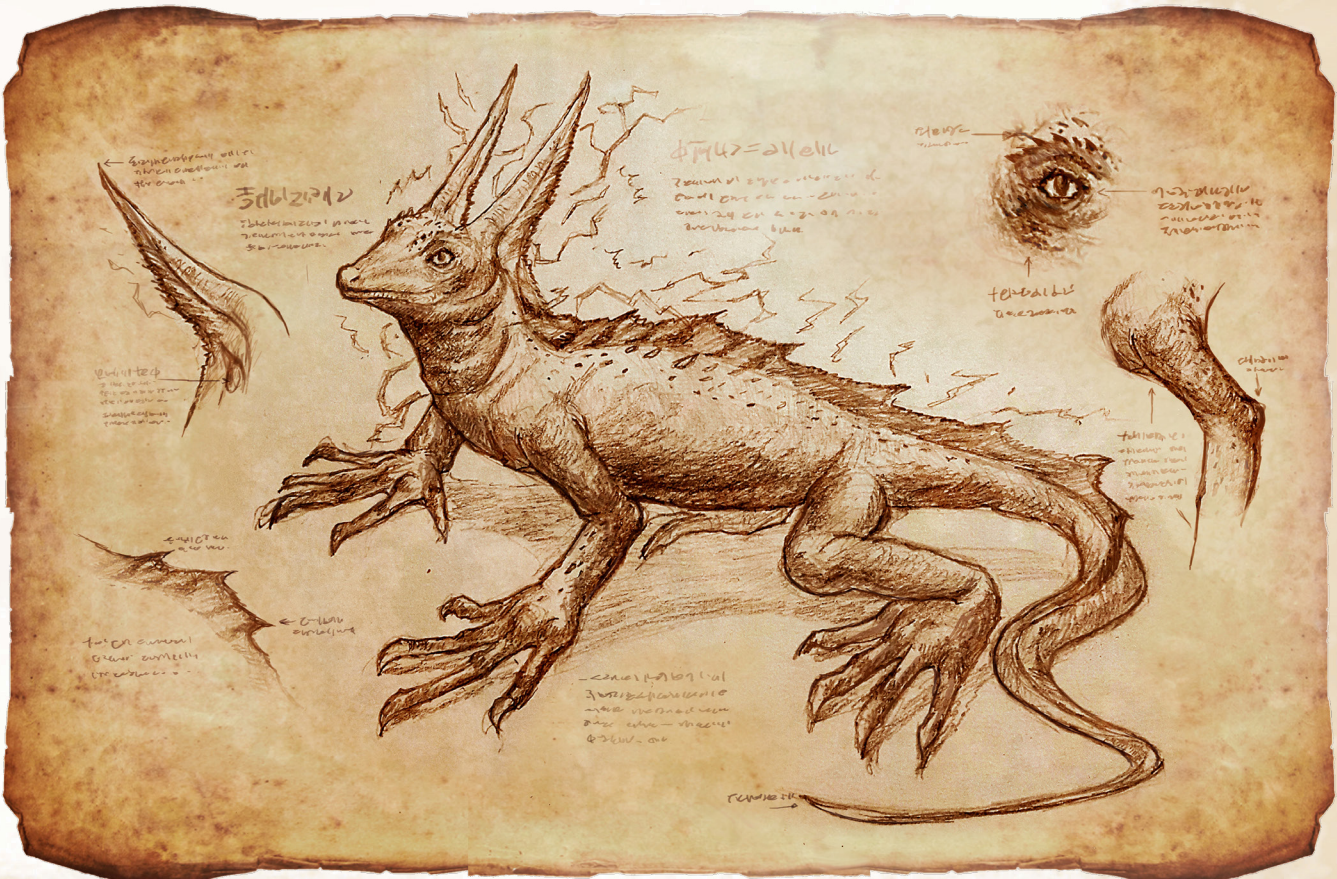
Reducing Item Cost

A crafter can incorporate lesser, moderate, or greater components to decrease an item's cost. A component is limited by potency on rarity of the items it can affect. A more powerful component can be used to reduce the cost of a powerful item by a lesser amount, or a less powerful item by a greater amount.

Lesser: A lesser creature component can reduce the cost of an item of common or uncommon rarity by 20%.

Moderate: A moderate creature component can reduce the cost of a rare or very rare item by 20%, or common or uncommon item by 40%.

Greater: A greater creature component can reduce the cost of legendary item by 10%, a rare or very rare item by 40%, or common or uncommon item by 60%.





Creature Component Catalogue

While not every creature can contribute valuable components to spellcasting or item crafting, there are a wide variety of opportunities for a creative caster. This section details many of the possibilities for many of the creatures found in the *System Reference Document*. Furthermore, this section can provide inspiration for the development of harvested components for creatures not listed within.

Component Descriptions

Creature component descriptions are summarized in the table below. The following format is used for all component descriptions:

Component: Here are listed the harvested ingredients that are most commonly used by spellcasters to enhance the power of their spells or magical items. Some creatures can yield multiple different types of components.

Potency: The potency (lesser, moderate, or greater) most commonly found when the respective creature is encountered. In rare cases, the potency of a particular component from a specific creature can be an exception to the normal rules.

Augmentation: This is a list of the spells or spell types that are affected by the harvested component. If a specific spell or spell type is listed, the augmentations discussed in the description affects similar spells as well. For example, if *invisibility* is listed, the augmentation would also be available for *greater invisibility*, provided that the component is of sufficient potency for the given spell. The mass or greater versions of any spell shown can be affected in a similar manner.

Cost: The cost for each component is generally 100 gp for a lesser component, 500 gp for a moderate component, and 1,000 gp for a greater component. The market price for the component is then double the cost. Specific costs might vary



based on the effects of a component, and in these cases can be compared to the effects of single-use spell completion magical items. The DM should feel free to modify these prices by up to 20% (increase or decrease) depending on how common a specific creature is in a particular area or terrain. If the component can be used more than once before being consumed, the cost should be increased by the number (or average number) of uses.

Description: Any types of magic that the particular creature is best suited for, the use of the component, and any notes with regards to exceptions to the hit dice requirements for component potency can be found here.

Aasimar

Component: Blood

Potency: Lesser

Augmentations: *Daylight* and similar spells

Cost: 100 gp; **Price** 200 gp

DESCRIPTION

The blood of an aasimar can be used to add a flaring effect to the casting of a *daylight* or similar evocation. Any creature within 20 feet of the spell's center at the time of casting must make a Constitution saving throw or be blinded for 1d4 rounds.

Aboleth

Component: Cerebral Fluid

Potency: Moderate

Augmentations: *Charm person*, *dominate person*

Cost: 500 gp; **Price** 1,000 gp

DESCRIPTION

This particular component is particularly versatile when augmenting mind affecting enchantments. Integrating the cerebral fluid into the casting of a spell makes it seem significantly more convincing, increasing the save DC by 2.

Component: Mucus

Potency: Lesser

Augmentations: *Water breathing*.

Cost: 100 gp; **Price** 200 gp

DESCRIPTION

Aboleth mucus normally mutates a subject so that they can breathe water, but not air. Refining such mucus and incorporating it in the casting of a *water breathing* spell increases its normal duration is doubled.

Angels

Component: Blood

Potency: Varies by CR

Augmentations: *Cure wounds*, *revivify*, and *raise dead*.

Cost/Price: Varies by CR

DESCRIPTION

A vial of angelic blood poured over the body of a creature to be raised extends the amount of time they can be dead and the spell still be successful (by one additional day per CR of the angel it was harvested from, minimum 1). In the special case of *revivify*, angelic blood only extends the spells effectiveness by 1 minute per CR of the angel. It can also be used when casting a *cure wounds* spell to increase effective spell slot used by an amount dependent on the blood's potency (1 for lesser, 2 for moderate, and 3 for greater).

Angel, Astral Deva

Component: Feather

Potency: Greater

Augmentations: Any abjuration spell.

Cost: 1,000 gp; **Price** 2,000 gp





DESCRIPTION

The duration of any abjuration spell is doubled and any numeric effects of the spell (such as bonuses to armor class or saving throws) are increased by half (+50%).

Angel, Planetar

Component: Feather

Potency: Greater

Augmentations: *Cure wounds*

Cost: 1,000 gp; **Price** 2,000 gp

DESCRIPTION

Brushing the feather of a planetar across a wound during the casting of a *cure wounds* spell heals 50% more damage than normal (roll x 1.5).



Component: Eye

Potency: Greater

Augmentations: Any detection spell, *true seeing*.

Cost: 1,000 gp; **Price** 2,000 gp

DESCRIPTION

The duration of detection spells (any spell with “detect” in the name) is doubled when an extract from the eye of a planetar is used to augment the spell. The duration of a *true seeing* spell, as well as its visual range, is increased by 50%. Alternately, the price of this extract contributes toward the cost of making any one of these spells permanent (see Making Magic Permanent sidebar).

Angel, Solar

Component: Blood

Potency: Greater

Augmentations: Any resurrection spell, *lesser restoration* and *greater restoration*.

Cost: 6,000 gp; **Price** 12,000 gp

Take great care with the eyes of angels. Not only are they always watching, which is a rather disconcerting thought on its own, but at times you can get more than you bargained for. One student, responsible for experimenting with celestial organs, was nearly overcome by the intensity of his divinations while utilizing a planetar eye. He later spoke of the experience with wonder, saying he had never seen such auras and colors before in his life. At times I wonder what else he placed in the mixture for his experiment...

DESCRIPTION

The recuperative effects of *lesser restoration* and *greater restoration* spells are doubled. This allows the lesser version of the spell to cure two conditions, and the greater to have two of the listed effects (the same effect may be selected twice). Alternately, the cost of this extract can be spent toward the material component cost of any resurrection magic (such as *raise dead* or *resurrection*). If used as part of any resurrection magic, it eliminates the penalties suffered by the recipient, providing a clear path for the soul to return to the body through the power of the angels.

Ankheg

Component: Saliva

Potency: Moderate

Augmentations: Any spell that inflicts acid damage.

Cost: 500 gp; **Price** 1,000 gp

DESCRIPTION

Incorporating the acidic saliva of an ankheg into the casting of a spell that inflicts acid damage to increase the damage die type by 1 (i.e. d6 becomes



Making Magic Permanent

Magic is a wondrous thing, but such a wonder generally takes intense practice to create and control, and is often fleeting. A clever spellcaster, however, might find a way to make certain spells more permanent in nature. Though accomplishing such an incredible feat is not easily accomplished, and is similar in nature to the creation of a magical item.

Firstly, the caster must discover a formula that provides a list of instructions, processes, and materials necessary to make a particular spell permanent. For reference, formulas for 1st-3rd level spells are considered Rare, 4th-6th are Very Rare, and 7th-9th are considered legendary. After the formula is acquired, be it through research and experimentation or reallocated from the library of an opposing caster, the materials must be gathered together.

The wealth requirements are equivalent to the creation of a magical item of appropriate rarity, 1st-3rd are considered uncommon, 4th-6th are rare, and 7th-9th very rare for this purpose. The normal material component of the spell is also required, should there be one. However, something special is necessary to convey such wondrous abilities to normally more mundane beings. The caster must have access to a piece of a creature that naturally possesses a similar ability (e.g. the eye of a planetar for a detection spell). While the listed cost of these components may also count towards the financial requirements of the process, they are absolutely necessary, and most are not easily acquired. Questing for these specialized components is necessary more often than not.

After all of the materials are gathered, the affected area or intended recipient must be prepared to receive the magical gifts to be bestowed upon them. This can take many forms, depending on the gift and the source of magic. Some may be required to pray to a deity for hours each day for weeks leading up to the ceremony, others might have to bathe in water treated with special oils or spell components. Areas might need to be washed in holy water daily, or etched with arcane runes. The length of time required depends on the spell level. Low-level spells (1st-3rd) required only 1 week of preparation. Mid-level spells (4th-6th) necessitates a full month, while higher level spells (7th-9th) require 2-3 months of time to prepare for. During this time, neither the caster or the recipient (if there is one) can participate in any other downtime activities. When enchanting a person, this time cannot be reduced by the use of multiple casters, since the recipient must also attune themselves to the magical energy they are to receive. Preparing an area for permanent magic can be sped up if others aid in the effort.

Once all preparations are complete, the ceremony takes place. Ritual magic of this sort requires 2 hours per level of the spell to complete, during which the caster must maintain concentration throughout. If it is interrupted, the process must begin again, as the energies used in preparation are drained away, though if multiple casters are used for the ceremony, the concentration of all of them must be broken for the ritual to fail. So long as at least a single caster maintains concentration the spell doesn't fail and can be rejoined, though the time required halts until at least half of the casters rejoin the ritual. Even then the time r. However, casters who break away from the ritual, but choice or by circumstance, can't rejoin the casting or cast a spell requiring concentration for 1d4 rounds due to the magical backlash from the disruption.

Upon completion, the recipient gains a new innate spell (Charisma is the spellcasting ability)! This doesn't mean the spell is always active however. They must enact such newfound abilities normally, and maintain concentration on them to keep them active just as if they had cast the spell themselves. However, they no longer need to prepare the imbued spell, nor is there a limit to how often it can be used between rest periods. In the case of an enchanted area, it gains a permanent effect from the spell made permanent.



Making Magic Permanent (cont.)

A list of spells that might be made permanent on an individual: *barkskin*, *darkvision*, *detect evil and good*, *detect magic*, *detect poison and disease*, *detect thoughts*, *enlarge/reduce*, *expeditious retreat*, *fly*, *protection from energy*, *protection from evil and good*, *protection from poison*, *telepathy*, *tongues*, *water breathing*

A list of spells that might be made permanent on an area follows: *alarm*, *antilife shell*, *aura of life*, *aura of purity*, *aura of vitality*, *circle of power*, *dancing lights*, *entangle*, *fog cloud*, *zone of truth*

d8) to a maximum of d12. If the spell cast is 3rd-level or lower, the caster also gains immunity to any acid damage (including any damage caused by the spell the component is cast with) until the start of its next turn.

Azer

Component: Blood

Potency: Moderate

Augmentations: Any spell that inflicts fire damage.

Cost: 500 gp; **Price** 1,000 gp

DESCRIPTION

The fiery blood of an azer can be used to enhance the damage of any spell that inflicts fire damage by one die type to a maximum of d12. If the spell is 3rd level or lower, the spell explodes at its target point, inflicting half damage (or one quarter with a successful Dexterity saving throw against the caster's spell save DC) to all creatures within 5 feet of the target. In cases where the spell already has an explosive effect, such as a *fireball*, the radius expands by 10 feet (e.g. from a 20-foot-radius to a 30-foot-radius).

Basilisk

Component: Eye

Potency: Moderate

Augmentations: *Flesh to stone*.

Cost: 500 gp; **Price** 1,000 gp

DESCRIPTION

Using the eye of a basilisk to enhance the power of a *flesh to stone* spell increases the save DC of the spell by 1. Alternatively, it can be used to allow the spell to endure for 2d6 rounds after the caster breaks their concentration. Unlike with other creature components, up to two basilisk eyes can be used during the casting of a single *flesh to stone* spell, and the benefits stack.

Behir

Component: Teeth

Potency: Greater

Augmentations: Any spell that causes lightning damage.

Cost: 500 gp; **Price** 1,000 gp

DESCRIPTION

A behir's teeth can be used to increase the damage inflicted by a spell that inflicts lightning damage by one die type (to a maximum of d12). If the spell is 6th-level or less, it also increases the effective spell slot level used for the casting by 1.

Bulette

Component: Armor plates

Potency: Moderate

Augmentations: *Stoneskin*.

Cost: 500 gp; **Price** 1,000 gp



DESCRIPTION

The powdered armor plates of a bullette can replace the material component of a *stoneskin* spell. If used in addition to the material component of *stoneskin*, the caster gains resistance to all bludgeoning, piercing, and slashing damage for the duration of the spell, instead of only damage from nonmagical attacks.

Chimera

Component: Elemental gland

Potency: Moderate

Augmentation: Any spell that inflicts fire damage.

Cost: 500 gp; **Price** 1,000 gp

DESCRIPTION

After using the chimera's elemental gland as part of the casting of any spell that inflicts fire damage, a portion of the magical energy is at once enhanced and siphoned off to grant the caster a single fire breath attack that affects a 15-foot-cone, usable as an action within 1 round per level of the spell cast. Each creature in the affected area must make a Dexterity saving throw or suffer damage relative to the power of the enhanced spell. (1d8 per spell level) of fire damage. A gland harvested from a chimera with a breath weapon of a different element grants a breath attack of the appropriate elemental damage type.

Chuul

Component: Paralytic enzyme

Potency: Moderate

Augmentation: Any spell that causes paralysis.

Cost: 500 gp; **Price** 1,000 gp

DESCRIPTION

Weaving a dose of the paralytic enzyme produced by the tentacles of a chuul increases the save DC of a spell designed to cause paralysis by 1. If the spell allows saves to negate the paralysis each round, the save DC is increased by an additional 1 on each round following the first.

Cloaker

Component: Vocal cords

Potency: Moderate

Augmentation: Any spell that inflicts the frightened condition.

Cost: 2,000 gp; **Price** 4,000 gp

DESCRIPTION

When the incantation for any spell inflicting the

Any harvested armor plates must be undamaged from battle. Those damaged by weapons are unable to channel the necessary energy to enhance magic. Evocations can also alter the power of these plates in a way that makes them unusable. As such, to defeat one of these creatures with the intent to utilize its natural armor as a component is a particularly deadly task indeed. Experiments involving damaged plates are still ongoing, and have yet to provide any notable results.

frightened condition is chanted across the prepared vocal cords of a cloaker, the chilling tones of the creature's natural sound adds 2 to the save DC. If the spell is 3rd-level or lower, the creature is still at disadvantage for ability checks and attack rolls for 1 round even on a successful save. This component can be used 1d4 times before being expended.

Cockatrice

Component: Feathers

Potency: Moderate



Augmentation: *Flesh to stone.*

Cost: 100 gp; **Price** 200 gp

DESCRIPTION

When casting *flesh to stone* spell, using a cockatrice feather reduces the number of failed saves before the target turns to stone by 1.

Couatl

Component: Feather

Potency: Greater

Augmentation: *Conjure celestial.*

Cost: 1,000 gp; **Price** 2,000 gp

DESCRIPTION

When used as the material component of a *conjure celestial* spell, the feather automatically summons

the couatl it was taken from to perform one service. While doing so, the creature gains advantage on all ability checks for the duration of the service. Note, the couatl must be alive and can refuse to perform the task.



Component: Scale

Potency: Moderate

Augmentation: *Nondetection.*

Cost: 500 gp; **Price** 1,000 gp

DESCRIPTION

If the scale of a couatl is ground up and mixed with the diamond dust component of a *nondetection* spell, the spell's duration is increased by 50%.

Darkmantle

Component: Blood

Potency: Lesser

Augmentation: Any spell that creates magical darkness.

Cost: 100 gp; **Price** 200 gp

DESCRIPTION

If a vial of darkmantle blood is shattered as a part of casting a spell that creates magical darkness, the spell will last 1d4+1 rounds after the caster's concentration on it ceases. Alternatively, the radius of the darkness can be increased by 5 feet.

Demons

Component: Blood

Potency: Varies by CR

Augmentation: *Dispel evil and good, protection from evil and good*

Cost/Price: Varies by CR

DESCRIPTION

When incorporated into the casting of a spell such as *dispel good*, demon blood amplifies the power of the caster. Any attempt made to dismiss a celestial increases the save DC proportionately to the blood's power (1 for lesser, 2 for moderate, and 3 for greater). If the blood is used as part of the binding or summoning of a demon, (as by a *planar binding* spell) the DC for any allowed save increases as well. Additionally, if the blood used belongs to the summoned demon itself, the save DC increases by an additional 2. Spells such as *protection from evil and good* last for 1 minute beyond their concentration, but during this extension the spell is only useful against celestials and other good or lawfully aligned creatures.

Demon, Balor

Component: Blood

Potency: Greater

Augmentation: *Protection from evil and good*

Cost: 2,000 gp; **Price** 4,000 gp

DESCRIPTION

The potent nature of a balor's blood adds even greater fuel to dark magic. In addition to the effects of normal demon blood, when used in the casting of a *protection from evil and good* spell, it grants magic resistance against any spell cast by celestials or good aligned aberrations, elementals, fey or undead. The target of the spell gains advantage on saving throws against spells and other magical effects from such creatures.

Component: Horn

Potency: Greater

Augmentation: Any spell that deals fire damage.

Cost: 5,000 gp; **Price** 10,000 gp

DESCRIPTION

Incorporating the powdered horn of a balor into a spell that deals fire damage significantly increases the damage inflicted, and causes it to penetrate fire resistance. The die type of the damage inflicted is increased by two (to a maximum of d12). If the spell is 6th-level or lower, it affects creatures with fire resistance as if they had none. If the spell is 3rd-level or lower, even creatures normally immune to fire can be affected as if they only had resistance to fire damage. A single horn yields 2d4 doses of powder.

Component: Essence

Potency: Greater

Augmentation: *Magic weapon*

Cost: 4,000 gp; **Price** 8,000 gp

DESCRIPTION

When a *magic weapon* spell is cast on a slashing



weapon, a portion of the captured essence of a balor can be used to enchant the target weapon. For 1 round per caster level, the affected weapon is treated as a *vorpai sword*. Additionally, it increases the effective spell slot used by 2 (a 2nd level spell slot used has an effect as if a 4th level spell slot was used).

Demon, Glebrezu

Component: Eye

Potency: Moderate

Augmentation: *True seeing*.

Cost: 500 gp; **Price** 1,000 gp

DESCRIPTION

Gel from the eye of a glabrezu can replace the material component for the *true seeing* spell. Additionally, the visual range of the spell is doubled (to 240 feet).

Demon, Hezrou

Component: Sweat

Potency: Moderate

Augmentation: Any spell that causes the poisoned condition.

Cost: 500 gp; **Price** 1,000 gp

DESCRIPTION

The nauseating effects of a hezrou can be used to enhance the potency of spells that cause the poisoned condition. The save DC of the spell is increased by 2. If the spell is 3rd-level or lower, creatures with the Keen Smell trait lose that trait on a failed save for 1 minute per level of the spell.

Demon, Marilith

Component: Ichor

Potency: Greater

Augmentation: *Magic weapon*.

Cost: 1,000 gp; **Price** 2,000 gp

DESCRIPTION

When a vial of marilith ichor is poured over a weapon being enchanted using the *magic weapon* spells, it grants the enchanted weapon additional special abilities. In the case of *magic weapon*, the enhancement bonus is increased as if cast using a spell slot 2 levels higher, and the weapon inflicts 1d6 of either acid, fire, or cold damage with each hit (selected during casting).

Nalfeshnee Addiction

For every vial consumed the imbiber must make a Wisdom save. Failure causes obsession with the fluid, and an ever increasing need for it. One day after a creature uses a vial of nalfeshnee cerebral fluid, they must succeed on a Wisdom saving throw (DC 15 + the cumulative number of vials ever used). On a failed save, the target takes a -2 penalty to Intelligence, Wisdom, and Charisma and gains one level of exhaustion. The creature can attempt a new save each day thereafter at the same DC to remove the penalties. Each failed save increases the level of exhaustion by 1. Otherwise, they can only be removed for 1 day by using nalfeshnee cerebral fluid, which resets the exhaustion level to 1 once the effects expire.

Demon, Nalfeshnee

Component: Cerebral fluid

Potency: Greater

Augmentation: Any *enhance ability* spell used to augment Intelligence, Wisdom or Charisma.

Cost: 1, 000 gp (5,000 for a brain); **Price** 2,000 gp (10,000 for a brain)

DESCRIPTION

Nalfashnee's brain fluids contain a portion of their insane intellect. Spells that enhance mental ability scores (Intelligence, Wisdom, and Charisma) cause all saving throws, ability checks and skills related to the affected ability score to be treated as if the target





was proficient, gaining their proficiency bonus in all cases. It also allows such spells to endure 1d4 minutes after concentration is broken. However, the fluid can prove addicting (see sidebar). The brain of a nalfeshnee yields 2d4 vials of usable fluid.

Demon, Vrock

Component: Spores

Potency: Moderate

Augmentation: Any spell that inflicts the poisoned condition.

Cost: 500 gp; **Price** 1,000 gp

DESCRIPTION

The spores of a Vrock increase the save DC of any spell that inflicts the poisoned condition by 2. A creature poisoned by the spell takes 1d6 poison damage at the start of its turn. If there is no repeat save allowed to end the poisoned condition, the creature can repeat the save at the end of its turn, ending the ongoing poison damage on a success. If the augmented spell does not normally allow a save, the target must make a Constitution save.

Devils

Component: Blood

Potency: Varies by CR

Augmentation: *Dispel evil and good, protection from evil and good, planar binding*

Cost/Price: Varies by CR

DESCRIPTION

When incorporated into the casting of a spell such

as *dispel good*, devil blood amplifies the power of the caster. Any attempt made to dismiss a celestial increases the save DC proportionately to the blood's power (1 for lesser, 2 for moderate, and 3 for greater). If the blood is used as part of the binding or summoning of a devil, (as by a *planar binding* spell) the DC for any allowed save increases as well. Additionally, if the blood used belongs to the summoned devil itself, increase the save DC by an additional 2. Spells such as *protection from evil and good* last for 1 minute beyond their concentration, but during this extension the spell is only useful against celestials and other good or chaotically aligned creatures.

Devil, Barbed

Component: Barbs

Potency: Moderate

Augmentation: Any spell that adds to armor class.

Cost: 500 gp; **Price** 1,000 gp

DESCRIPTION

The barbs of a hamatula increase the effectiveness of protective spells that add to a target's armor class (such as *mage armor* or *shield*), causing the magic to harm attacking creatures. Any creature successfully hitting the target of the spell with a melee attack from within 5 feet of it takes 1d8 piercing damage per 2 spell levels above 1st.

Devil, Bearded

Component: Beard

Potency: Lesser

Augmentation: Any spell that inflicts poison damage or diseases the target.

Cost: 100 gp; **Price** 200 gp

I have recently begun researching a theory that hamatula barbs may be used as effective quills when scribing spells based in abjurative magic. While the theory of doing such seems sound, and all experiments completed using other materials would support this, the last hamatula barbs were used in previous experiments several fortnights ago, and adventurers willing to battle a barbed devil are not so common.



DESCRIPTION

Using the beard tentacle of a barbazu while casting a poison- or disease-inflicting spell allows the caster to multiply the damage inflicted by half. Additionally, the affected target cannot regain hit points for 1 round per level of the spell slot used for casting.

Devil, Bone

Component: Horn

Potency: Moderate

Augmentation: *Darkvision*.

Cost: 1,250 gp; **Price** 2,500 gp

DESCRIPTION

When the ground powder from an osyluth horn is incorporated into a *darkvision* or similar spell, it eliminates the need for any verbal or somatic components. Additionally, the spell is enhanced such that magical darkness does not block the granted darkvision. A single horn yields 1d4 doses of usable powder.

Devil, Chain

Component: Perdition gland

Potency: Moderate

Augmentation: Any spell of the Illusion school.

Cost: 1,750 gp; **Price** 3,500 gp

DESCRIPTION

The use of a chain devil's perdition gland in the use of an illusion spell that includes a person alters the image for each person to look upon it. One of the people in the illusionary image appears to be a lost loved one, or a bitter enemy. This effect increases the saving throw DC of the spell by 1, and anyone failing the saving throw gains the frightened condition for 1d4 rounds, or until the image is proven to be an illusion.

Devil, Erinyes

Component: Eye

Potency: Moderate

Augmentation: Any ray spell.

Cost: 1,750 gp; **Price** 3,500 gp

DESCRIPTION

The keen eyesight of an erinyes can aid a caster, making ranged spell attacks strike with greater precision. The caster gains advantage on ranged spell attacks, and they are cast as if using a spell slot 1 level higher. An erinyes eye can be used 1d4+1 times before losing its power.



Component: Hair

Potency: Lesser

Augmentation: *Animate objects*.

Cost: 100 gp; **Price** 200 gp

DESCRIPTION

The hair of an erinyes can be used to greatly empower the casting of an *animate objects* spell intending to affect a rope or similar object. Instead of the spell's normal effects, the rope becomes a *rope of entanglement* for the duration of the spell.

Devil, Horned

Component: Tail spike

Potency: Greater

Augmentation: Any spell that inflicts slashing or piercing damage.

Cost: 5,000 gp; **Price** 10,000 gp

DESCRIPTION

Incorporating the sharpened tip of a cornugon tail spike into the casting of a spell that inflicts piercing or slashing damage instills the spell with



the ability to inflict infernal wounds. If the target creature is of any type other than an undead or construct that fails its saving throw loses 2d6 hit points due to the infernal wound at the beginning of its turn. This wound continues unless stanching with a successful DC 12 Wisdom (Medicine) check, or through magical healing. A single tail spike can be used 1d4+1 times before losing its ability to enhance a spell.

value, etc. However, the heart of a pit fiend always taints the wish in some way. Granting creatures resistance to fire, but giving them minor physical traits that resemble a devil with a similar resistance might be an example of such a taint. DM's have great latitude with the use of a *wish*, and they are encouraged to be creative with the outcome.



Devil, Ice

Component: Antenna

Potency: Greater

Augmentation: Any spell that inflicts cold damage.

Cost: 1,000 gp; **Price** 2,000 gp

DESCRIPTION

Gelugons embody the icy layer of Hell known as Stygia, and their antenna assist in channeling a portion of that numbing cold. Spells that inflict cold damage are cast as if using a spell slot 1 level higher. If the spell is 6th-level or lower, it affects creatures with resistance to cold as if they had none. If the spell is 3rd-level or lower, even creatures normally immune to cold can be affected, and are treated as if they only possessed resistance.

Component: Horn

Potency: Greater

Augmentation: Any *enhance ability* spell that augments Strength, Dexterity, or Constitution.

Cost: 2,500 gp; **Price** 5,000 gp

DESCRIPTION

Drinking a tincture made from the horn of a pit fiend as a part of the casting of any *enhance ability* or similar spell that adds a bonus to one or more physical ability scores (Strength, Dexterity, and/or Constitution) cause all saving throws, ability checks and skills related to the affected ability score to be treated as if the target was proficient, gaining their proficiency bonus in all cases.. The tincture made from one horn creates 1d4+1 doses.

Devil, Pit Fiend

Component: Heart

Potency: Greater

Augmentation: *Wish*.

Cost: 14,000 gp; **Price** 28,000 gp

DESCRIPTION

The heart of a pit fiend can be used in place of the diamond material component for a *wish* spell. If used as the material component for a *wish* spell, any spell duplicated can be of 9th level or lower. Alternatively, it increases the effects of the other listed possibilities by 50%, therefore affecting a larger number of people, creating an item of greater

Doppelganger

Component: Skin flakes from its natural form

Potency: Moderate

Augmentation: *Polymorph*.

Cost: 1,000 gp; **Price** 2,000 gp

DESCRIPTION

While shapechangers normally aren't affected by a *polymorph* spell, enhancing such a spell with skin flakes from a doppelganger makes the outcome significantly less certain. Not only does it increase the DC of the saving throw by 1, but it makes shapechangers susceptible to the spell's effects as well, requiring a normal saving throw.

Dragons

Component: Scales

Potency: Varies by CR

Augmentation: *Protection from energy* and similar spells.

Cost/Price: Varies by CR

DESCRIPTION

Any *protection from energy* spell enhanced with the scales of a dragon who is naturally resistant to the selected damage type grants the caster the same resistance imbued upon the spell's target. Additionally, if a greater component is used for enhancement, both the target and the caster gain immunity to the selected damage type rather than resistance, for the spell's duration.

Component: Breath gland

Potency: Varies by CR

Augmentation: Any spell that inflicts the same type of damage as the dragon's breath weapon.

Cost/Price: Varies by CR

DESCRIPTION

The breath gland can be used to alter spells that deal the same damage type inflicted by the dragon's breath. A lesser potency gland causes the range of the spell to be doubled. A moderate potency gland causes the spell's damage to be increased by 50%. A greater potency gland causes either the range to be doubled and the damage to be increased by 50%, or the area affected to be doubled.





Component: Blood

Potency: Varies by CR

Augmentation: Any spell.

Cost/Price: Varies by CR

DESCRIPTION

The blood of true dragons acts as the most versatile creature component known. When used as a material component in spellcasting, dragon's blood can increase the saving throw DC of any spell based on the blood's potency (1 for lesser, 2 for moderate, and 3 for greater). True dragon blood is more expensive than normal components of its potency (double both cost and price) because of its versatility.

Dragon Turtle

Component: Breath gland

Potency: Lesser

Augmentation: Any spell that inflicts fire damage.

Cost: 250 gp; **Price** 500 gp

DESCRIPTION

A serum made from the breath gland of a dragon turtle transform spells that inflict fire damage into blasts of steam. This allows the spell to function normally underwater, ignoring fire resistance gained from being immersed in water. The breath gland can be used to craft 1d4 doses of the serum.

Drider

Component: Spinneret gland

Potency: Lesser

Augmentation: *Web*.

Cost: 250 gp; **Price** 500 gp

DESCRIPTION

The juices from the spinneret gland of a drider make the webs associated with certain spells stronger. Any saving throw or Strength check DC is increased by 2. A single spinneret gland can make 1d4 vials of the required component.

Dryad

Component: Hair

Potency: Lesser

Augmentation: *Charm person, entangle*.

Cost: 100 gp; **Price** 200 gp

DESCRIPTION

Charm person or *entangle* spells that utilize the hair of a dryad are more difficult to resist. The saving throw DCs of such spells are increased by 1.

Elementals

Component: Essence

Potency: Varies

Augmentation: Spells that inflict damage of the appropriate elemental type or are invested with the appropriate elemental energy.

Cost: Varies

DESCRIPTION

The harvested essence of elementals acts as a versatile material component when used with spells fitting with the elemental's affinity. An air elemental's essence modifies spells that inflict lightning damage, while an earth elemental's essence modifies spells that inflict acid damage. A fire elemental's essence modifies spells that inflict fire damage and a water elemental's essence modifies spells that inflict cold damage. Spells augmented by these essences inflict damage of one die type larger than normal. Additionally, other spells invested with the appropriate elemental energy type can have their duration extended



Do not blend the paste of an ettercaps spinneret gland with the juices from a drider. Though they bear similar enhancement abilities, something in the twisted magic used to create a drider reacts with the ettercap paste, causing undesired effects. My final attempt to combine the two resulted in the majority of my lab exploding into thick, tacky, webs. These too were harvested for experimentation of course. Currently they are being woven into an attempt at a modified rope of entanglement.

by 50% (or 1 round beyond concentration per category of the component), can be cast as if using a spell slot of higher level (1 level per component category), or have their range extended by 50% per component category.

Ettercap

Component: Spinneret gland

Potency: Lesser

Augmentation: *Web.*

Cost: 100 gp; **Price** 200 gp

DESCRIPTION

A *web* spell enhanced with a paste made from the spinneret gland of an ettercap increases the affected area by 50% (to a 30-foot-radius).

Genies

Component: Blood

Potency: Greater

Augmentation: *Wish.*

Cost: 1,000 gp; **Price** 2,000 gp

DESCRIPTION

While it is difficult to distil, even the weakest genies hold the power of wish magic within their blood. Incorporating the blood of a genie into any reality altering magic (such as a *wish* spell) empowers the spell beyond its normal limits. If used as the material component, any spell duplicated can be of 9th level. Additionally, any wish dealing with the element associated with the genie whose blood is used increases its effected area by 50%. The genie's blood does not count toward the base material components cost of any associated spell.

Genie, Dao

Component: Essence

Potency: Lesser

Augmentation: *Conjure elemental, conjure minor elemental or elemental weapon.*

Cost: 500 gp; **Price** 1,000 gp

DESCRIPTION

Incorporating the dao's essence into the casting of an any spell intended to summon an elemental increases the effective spell slot used by 1. If used to augment an *elemental weapon* spell that inflicts acid damage, the damage inflicted is increased by 1 die type for a normal genie, 2 if the essence of a noble is used.

Genie, Djinni

Component: Essence

Potency: Moderate

Augmentation: *Conjure elemental, conjure minor elemental or elemental weapon.*

Cost: 500 gp; **Price** 1,000 gp



DESCRIPTION

Incorporating the djinn's essence into the casting of an any spell intended to summon an elemental increases the effective spell slot used by 1. If used to augment an *elemental weapon* spell that inflicts lightning damage, the damage inflicted is increased by 1 die type for a normal genie, 2 if the essence of a noble djinni is used.

Genie, Efreeti

Component: Essence

Potency: Moderate

Augmentation: *Conjure elemental, conjure minor elemental or elemental weapon.*

Cost: 500 gp; **Price** 1,000 gp

DESCRIPTION

Incorporating the efreet's essence into the casting of an any spell intended to summon an elemental increases the effective spell slot used by 1. If used to augment an *elemental weapon* spell that inflicts fire damage, the damage inflicted is increased by 1 die type for a normal genie, 2 if the essence of a noble djinni is used.

Genie, Marid

Component: Essence

Potency: Moderate

Augmentation: *Conjure elemental, conjure minor elemental or elemental weapon.*

Cost: 500 gp; **Price** 1,000 gp

DESCRIPTION

Incorporating the marid's essence into the casting of an any spell intended to summon an elemental increases the effective spell slot used by 1. If used to augment an *elemental weapon* spell that inflicts cold damage, the damage inflicted is increased by 1 die type for a normal genie, 2 if the essence of a noble is used.

Ghost

Component: Essence

Potency: Varies by CR

Augmentation: Any spell that creates undead.

Cost: Varies by CR

DESCRIPTION

When incorporated into any spell that creates undead, the essence of a ghost grants one undead created greater resistance to divine channeling. If the spell creates multiple undead with a single casting, only one of the undead is affected. Essence with lesser potency grants advantage on Wisdom saving throws against being turned. Essence with moderate potency grants an additional +2 bonus to one creature or advantage to two newly created undead. Essence with greater potency grants a +4 bonus to Wisdom saving throws to resist the effects of being turned to a single creature, or advantage to three separate undead creatures.

Ghoul

Component: tongue

Potency: Lesser

Augmentation: *Protection from good and evil or magic circle* spell that affects undead.

Cost: 100 gp; **Price** 200 gp

DESCRIPTION

When incorporated into the casting of a *protection from good and evil* or *magic circle* spell, affected creatures are also affected as if by an *invisibility* spell that only masks them from undead creatures for the spell's duration.

Ghoul. Ghast

Component: tongue

Potency: Lesser

Augmentation: *Protection from good and evil or magic circle* spell that affects undead.

Cost: 200 gp; **Price** 400 gp

DESCRIPTION

The tongue of a ghastr can be used for similar augmentations as their weaker cousins the ghouls. However, spells enhanced through the use of ghastr components are cast as if using a spell slot one level higher.

Gibbering Moulder

Component: Spittle

Potency: Lesser

Augmentation: Any spell that inflicts acid damage.

Cost: 100 gp; **Price** 200 gp

DESCRIPTION

The spittle of this aberration empowers the acid within a spell, making it explode with a blinding flash on impact. A creature failing its saving throw is blinded until the caster's next turn. If the spell doesn't normally allow a saving throw, a creature targeted by the spell must succeed on a Dexterity saving throw or become blinded.

Gorgon

Component: Horn

Potency: Greater

Augmentation: Any area of effect spell that allows a Dexterity save.

Cost: 2,500 gp; **Price** 5,000 gp

DESCRIPTION

When incorporated into an area of effect spell that allows a Dexterity save, the gorgon's powdered horn causes targets to also calcify on a failed save. If the spell is 3rd-level or lower, the affected creatures take 2d6 necrotic damage. If the spell is 4th- to 6th-level, the affected creatures take 4d6 necrotic damage. If the spell is 7th-level or higher, the affected creatures take 4d6 necrotic damage and must succeed on an additional Constitution saving throw or turn to stone (as the *flesh to stone* spell). Necrotic damage inflicted by this effect ignores resistance or immunity to necrotic damage, and instead has no effect on a creature that can't be petrified. The damage can't be healed by normal means, requiring magical healing to recover. One horn can make 1d4 uses worth of powder.





Grick

Component: Scales

Potency: Lesser

Augmentation: Any Illusion spell to imitate a stone surface.

Cost: 100 gp; **Price** 200 gp

DESCRIPTION

The stone-like appearance of grick-scales can be used to make any illusion that incorporates elements of stone (i.e. walls, statues, etc.) more believable. The DC to determine the true nature of the enhanced illusion is increased by 1.

Hag

Component: Eye

Potency: Varies

Augmentation: *Darkvision*, *arcane eye*

Cost: Varies; **Price** Varies

DESCRIPTION

The visual range of a *darkvision* spell is doubled when incorporating the eye of any hag into the casting. Alternatively, using a hag's eye to enhance the casting of an *arcane eye* triples the spell's visual range.

Hag, Green

Component: Dried skin flakes

Potency: Lesser

Augmentation: *Disguise self*, *minor illusion*

Cost: 150 gp; **Price** 300 gp

DESCRIPTION

Sprinkling dried and ground flakes of skin from a green had over the recipient of a *disguise self* spell, or flinging them into the air during the casting of a *minor illusion* makes the phantasm seem much

more realistic and vivid. The save DC to see through the illusion is increased by 1.

Hag, Night

Component: Dried skin flakes

Potency: Moderate

Augmentation: *Polymorph*

Cost: 500 gp; **Price** 1,000 gp

DESCRIPTION

Grinding the dried skin of a night hag into powder and then sprinkling it over oneself during the casting of a *polymorph* or similar spell doubles the maximum duration, up to 2 hours. Throwing the powder on an unwilling recipient of the spell increases the save DC by 2.

Hag, Sea

Component: Eyes

Potency: Lesser

Augmentation: Any spell that inflicts necrotic damage.

Cost: 150 gp; **Price** 300 gp

DESCRIPTION

Using the eye of a sea hag as a focal point for death magic (magic that deals necrotic damage) can either increase the save DC of the spell by 1, or inflict an additional 1d8 points of necrotic damage.

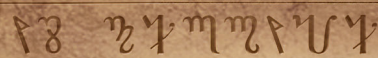
Harpy

Component: Voice box

Potency: Lesser

Augmentation: *charm person* or similar spells.

Cost: 100 gp; **Price** 200 gp





Component: Blood

Potency: Greater

Augmentation: *Freedom of movement*

Cost: 1,000 gp; **Price** 2,000 gp

DESCRIPTION

Using a kraken's blood with a *freedom of movement* spell not only allows for 1 additional willing creature to be affected by the spell when cast normally, but another additional creature for each higher-level spell slot spent in its casting (i.e. 3 at 5th level, etc.). Additionally, the duration of its effects is increased by 50%, to 90 minutes.

Lamia

Component: Claws

Potency: Moderate

Augmentation: Any low or mid-level spells that require a Wisdom saving throw.

Cost: 500 gp; **Price** 1,000 gp

DESCRIPTION

A lamia's claws can be ground up and incorporated into the casting of numerous spells. When performed properly, the target must make a Wisdom saving throw (in addition to any other saving throws normally required by the spell) or suffer disadvantage for any future Wisdom saving throws made in the next hour.

Lich

Component: Bone dust

Potency: Greater

Augmentation: *Magic circle*

Cost: 1,000 gp; **Price** 2,000 gp

DESCRIPTION

When a lich's bone dust is sprinkled around the

circle meant to defend against undead while casting, the spell functions as if cast using 1 spell slot higher than normally. Additionally, any undead attempting to enter the circle suffer 1d6 points of lightning damage as the lich's innate magic lashes out.

Component: Phylactery shards

Potency: Greater

Augmentation: *Imprisonment*

Cost: 15,000 gp; **Price** 30,000 gp

DESCRIPTION

The broken shards of a lich's phylactery can trap the souls of others. These shards replace the gemstone requirements of the spell when using the minimus containment version of the *imprisonment* spell. Additionally, the life force of those trapped within the shards becomes a power component all their own, gaining 1 use for every 2 character levels or challenge rating (minimum of 1) of the creature trapped within. Each charge can be used to cast a spell as if it were 1 spell slot level higher than normal. When all of the charges are depleted, the trapped individual is slain, their soul energy run out.

Lycanthropes

Component: Blood

Potency: Moderate

Augmentation: *Enhance ability*

Cost: 250 gp; **Price** 500 gp

DESCRIPTION

The blood of a lycanthrope empowers spells that augment the physical attributes of other creatures. When used to augment the effects of bear's endurance, bull's strength, or cat's grace, the spell also grants a +2 bonus to the affected ability score (Constitution, Strength, or Dexterity respectively) for the duration of the spell. Specific lycanthrope



types can grant additional bonuses when paired with the appropriate ability enhancement at the DM's discretion. Whenever lycanthrope blood is used however, there is a 25% chance that the recipient of the spell must make a Constitution saving throw (DC 12) or contract lycanthropy from whatever lycanthrope that's blood is being used.

Magmin

Component: Fragment of magma skin

Potency: Lesser

Augmentation: Any low-level spell that inflicts fire damage.

Cost: 100 gp; **Price** 200 gp

DESCRIPTION

Any spell that inflicts fire damage can be empowered by the stone skin fragment. Doing so inflicts and additional 2d6 points of fire damage.

However, there is a 50% chance of the spell flaring uncontrollably with the pyromaniacal essence of a magmin. The result is a small burst of flame that inflicts 1d6 points of fire damage to the spellcaster.

Medusa

Component: Eyes

Potency: Moderate

Augmentation: *flesh to stone*

Cost: 500 gp; **Price** 1,000 gp

DESCRIPTION

The eyes of a medusa hold a strange power within them. Using them as a focus for the casting of a *flesh to stone* spell makes it significantly more powerful, petrifying the target instantly on a failed saving throw instead of allowing a second Constitution save.



Component: Serpent poison

Potency: Greater

Augmentation: Any spell that inflicts poison damage.

Cost: 750 gp; **Price** 1,500 gp

DESCRIPTION

The poison of a medusa's snake hair can be used to augment any spell that also inflicts poison damage, compounding their potency. Such spells are much more potent, increasing the spell save DC by 2 and deal an additional 2d6 poison damage.

Mephits

Component: Essence

Potency: Lesser

Augmentation: Any low-level spell that inflicts damage of the same type as the mephit.

Cost: 150 gp; **Price** 300 gp

DESCRIPTION

The essence of a mephit can form a stronger connection to the elemental plane the mephit hails from. When used as a material component in any spell that inflicts damage of the same energy type as the mephit, the caster can ignore resistance (but not immunity) to damage of that type.

Mimic

Component: Adhesive

Potency: Lesser

Augmentation: Any spell or affect that grants a target an armor bonus to AC or resistance to physical damage.

Cost: 100 gp; **Price** 200 gp

DESCRIPTION

Including a vial of mimic slime as a material

component for any spell that adds an armor bonus to the target's AC or grants the target damage resistance also grants the target advantage on any roll made to initiate a grapple or prevent a grappled opponent from escaping for the duration of the spell.

Minotaur

Component: Horn

Potency: Moderate

Augmentation: *Enhance ability*, and *find the path*

Cost: 500 gp; **Price** 1,000 gp

DESCRIPTION

If used in conjunction with an *enhance ability* spell, the horn of a minotaur also increases the enhanced ability score by 2, regardless of the version of the spell cast. It also grants advantage to the recipient on any rolls made to prevent getting lost (including saving throws against magical effects) for the duration of the spell. When used to augment a *find the path* spell, a full horn can take the place of the normal material component of the spell. If used properly, it also allows the spell to function even if the destination moves (such as a castle in the clouds).

Mummy

Component: Wrappings

Potency: Moderate

Augmentation: Any spell that inflicts a curse.

Cost: 500 gp; **Price** 1,000 gp

DESCRIPTION

The wrappings of a mummy are can be used to make spells that inflict curses worse for the target. For the duration of the curse, anyone casting a low or mid-level spell intended to cure wounds on the afflicted creature must succeed on a saving throw associated with their casting ability score (i.e. Wisdom, Intelligence, or Charisma) with a DC equal to 15 + the spell's level, or the spell is wasted and the healing has no effect.



Naga, Guardian

Component: Cerebral fluid

Potency: Greater

Augmentation: *Cure wounds, regeneration, and similar spells.*

Cost: 1,500 gp; **Price** 3,000 gp

DESCRIPTION

One dose of a guardian naga's cerebral fluid has incredible healing properties. If poured over the wounds of a recipient of a *cure wounds* spell, the spell acts as if a spell slot of two levels higher than normal was used in the casting. Additionally, if the target has been deceased for less than five minutes, the magic still functions! The target regains hit points normally, and its life is restored! The recipient of such powerful healing magic suffers the same penalties as if affected by a *raise dead* spell. If used to augment a *regenerate* spell, the target instantly heals an additional 15 hit points.

Naga are very dangerous creatures. Those of the deep and spirit sorts are exceedingly cunning, and very talented deceivers. More than one of my gatherers has fallen victim to some ill-conceived bargain or other deception. Gathering components from them for experimentation has proven troublesome over the years. If hiring others to secure such things, ensure they possess not only intellect, but strength of will.

Naga, Spirit

Component: Eyes

Potency: Moderate

Augmentation: *Charm person*

Cost: 500 gp; **Price** 1,000 gp

DESCRIPTION

The entrancing eyes of a spirit naga carry within them their favorite tactic. Using them to augment a *charm person* spell increases the saving throw DC by 1 and treats the spell as if cast using a spell slot of one level higher.

Nightmare

Component: Hooves

Potency: Lesser

Augmentation: *Find steed.*

Cost: 200 gp; **Price** 400 gp

DESCRIPTION

Powdered nightmare hooves can be used in the casting of a *find steed* spell, but only if a mount of the fiend type is summoned. In addition to the normal effects of the spell, it grants the steed resistance to fire.

Oni

Component: Horn

Potency: Moderate

Augmentation: *Alter self*

Cost: 750 gp; **Price** 1,500 gp

DESCRIPTION

When the horn of an oni is incorporated into an *alter self* spell, you gain the ability to regenerate 2 hit points at the start of its turn for the duration of the spell, as long as you have at least 1 hit point. Additionally, you can assume the form of a Large giant, gaining a +4 to your Strength and Constitution score for the duration of the spell.

Otyugh

Component: Stomach lining



Potency: Greater

Augmentation: *Protection from poison*

Cost: 1,000 gp; **Price** 2,000 gp

DESCRIPTION

The durable stomach lining of an otyugh makes spells that make the recipient more resilient to poisons much more potent. A *protection from poison* spell amplified with this component makes the target completely immune to poison (both poison damage and the poisoned condition) for the duration of the spell.

Augmentation: *Fly*

Cost: 150 gp; **Price** 300 gp

DESCRIPTION

As one of the fastest creatures ever to grace the sky, the feather of a pegasus can be used to enhance spells that grant similar abilities. A *fly* spell, so enhanced, imbues the recipient with a fly speed of 90 ft. rather than the normal speed granted by the spell.

Owlbears are fierce predators when encountered in the wild, their claws and beak able to rend flesh and most mundane materials with frightening ease. It is much more advisable to purchase a juvenile creature, providing you with a great deal of materials for magical enhancement, but with training, a potent pet and guardian as well! While the purchase and training of a young owlbear, if available, can cost several thousand gold coins, they are well worth the expense. As a side note, I would also recommend keeping students and apprentices lacking in common sense away from such creatures. Even "tamed" they have little tolerance for juvenile stupidity.

Owlbear

Component: Feather and fur

Potency: Lesser

Augmentation: *Enhance ability*

Cost: 150 gp; **Price** 300 gp

DESCRIPTION

The feather and fur of an owlbear is symbolic of its strange dual nature. If used to augment either the *bear's endurance* or *owl's wisdom* versions of the spell, the recipient gains the benefits of both for the spell's duration.

Pegasus

Component: feather

Potency: Lesser

Pseudodragon

Component: Scale

Potency: Lesser

Augmentation: *Alter self*

Cost: 100 gp; **Price** 200 gp

DESCRIPTION

By including a pseudodragon scale in the casting of an *alter self* transmutation, the resulting form gains small scales over their skin. While these scales are difficult to notice by a casual observer, they become obvious to anyone examining the spell's recipient more closely. The target gains +1 to their armor class due to these scales, in addition to any effects the spell would normally have.



Cost: 500 gp; **Price** 1,000 gp

DESCRIPTION

The scales of a salamander can impart a portion of their skill at enchantment and wielding flame to an empowered weapon. The weapon inflicts an additional 1d6 fire damage for the duration of the spell, as it channels the power of the salamander. If the scale of a salamander noble is used, the wielder of such a weapon also gains resistance to fire damage for the duration of the spell.

Satyr

Component: Pipes

Potency: Moderate

Augmentation: Any enchantment spell requiring a Wisdom saving throw.

Cost: 500 gp; **Price** 1,000 gp

DESCRIPTION

When the harvested pipes of a satyr are incorporated into any enchantment spell, the spell is cast as if using 1 spell slot higher than normal. If the spell is of low level (1st-3rd) it is treated as if cast using a spell slot 2 levels higher than normal.

We stumbled upon a place called the Illurian wasteland in our many travels, a desolate and barren area that proved to be a prime gathering ground for shadow essences. Thousands of the creatures haunt the region, threatening anywhere not protected by magical totems. Hunters wishing to gather components from these creatures should come well supplied with essence vials, for like many incorporeal undead, there is little remaining of a shadow once it is slain. Shadows are not the only threat to prowl the wastelands however, so it is best to employ a large group of competent adventurers rather than a single hunter.

Shadow

Component: Essence

Potency: Lesser

Augmentation: *Vampiric touch.*

Cost: 150 gp; **Price** 300 gp

DESCRIPTION

The essence of a shadow can be incorporated into touch spells that inflict necrotic damage, such as *vampiric touch*. Doing so reduces the target's Strength by 1d2 on a successful melee spell attack, as well as the normal effects of the incantation. This reduction lasts until the target finishes a short or long rest. Should the target's Strength be reduced to 0 through the effects of this spell, it dies. Any non-evil humanoid that dies from this effect gives rise to a shadow 1d4 hours later. There is no innate communication with or control over shadows created in this manner.

Shambling Mound

Component: Sap

Potency: Lesser

Augmentation: *Protection from energy*

Cost: 100 gp; **Price** 200 gp

DESCRIPTION

While difficult to harvest, the sap of a shambling mound is an incredibly potent component, if singular in its application. When utilized in the casting of a *protection from energy* spell intended

to protect the recipient from lightning damage, they instead gain immunity for the duration of the spell. Additionally, the spell's beneficiary regains hit points equal to half the amount of lightning damage they would otherwise take.



made to stabilize the target increases to 15. The penalty lasts until the creature stabilizes.

Succubus

Component: Heart

Potency: Moderate

Augmentation: *Charm monster, suggestion.*

Cost: 500 gp; **Price** 1,000 gp

DESCRIPTION

The heart of an enrapturing succubus can make certain enchantments almost impossible to resist. If used in the casting of a certain enchantments, the power of the heart increases the save DC by 2. If the spell is 3rd-level or lower, the duration of the spell is doubled.

Tiefling

Component: Blood

Potency: Lesser

Augmentation: *Darkness*

Cost: 100 gp; **Price** 200 gp

DESCRIPTION

The blood of a tiefling used as a spell component when casting a *darkness* or similar spells empowers it. Increase the effective spell slot used in the casting by one level. Additionally, it dispels any light-creating spell of a maximum level one higher than normal (e.g. *darkness* dispels light-producing spells of 3rd level or lower).

Treant

Component: Sap

Potency: Moderate

Augmentation: *Animate object*

Cost: 500 gp; **Price** 1,000 gp

DESCRIPTION

Treant sap can be used to animate trees and other wooden objects with using the *animate object* spell. Enhancing the spell in this way not only allows it to affect living trees, but increases the effective spell slot used in the casting by two levels.

Troll

Component: Blood

Potency: Moderate

Augmentation: *Cure wounds*

Cost: 250 gp; **Price** 500 gp

DESCRIPTION

A troll's natural regenerative abilities can be conveyed to the recipient of a *cure wounds* spell by incorporating the creature's blood in the casting. Not only is the spell then cast as if using a spell slot one level higher than normal, but the target regains two hit points at the start of its turn for the next minute. The target only dies if it starts its turn at 0 hit points and doesn't regenerate. If the target takes acid or fire damage, this effect doesn't function during its next turn.

Unicorn

Component: Alicorn powder

Potency: Greater

Augmentation: *Cure wounds, regenerate*

Cost: 1,000 gp (2,000 gp horn); **Price** 2,000 gp (4,000 gp horn)

DESCRIPTION

Powder from a unicorn's horn can be consumed in the casting of *cure wounds* spell to greatly amplify the spell's effects. The caster can purge the target of either the poisoned condition or a single disease that afflicts it. Additionally, the spell is cast as if using a spell slot one level higher than normal. A single unicorn's horn produces two doses of powder.



The use of components sourced from a unicorn is considered very bad form in many parts of the world, particularly in elven lands, or other nations that pay homage to the forests and nature as a whole. In fact, it is such an offense in some nations that it is punishable by death, and may draw a large number of less than amiable villagers, perhaps even a druid or two... I can neither confirm nor deny the truth of this experience, though I admit that angry druids taking the form of ancient, and exceedingly large, bears tends to put a damper on any peaceful harvesting endeavor.



When augmenting a *regenerate* spell, the healing power of the unicorn's horn triples the number of hit points regained at the beginning of each round (totaling 3).

Vampire

Component: Blood

Potency: Lesser

Augmentation: *Vampiric touch*.

Cost: 100 gp; **Price** 200 gp

DESCRIPTION

The harvested blood of a vampire can be used to augment the *vampiric touch* spell. The necrotic damage inflicted by the spell is increased by 1d6 for the spell's duration. However, the caster takes a cumulative -2 penalty to Wisdom saves against the Charm ability of vampires for 24 hours after using this creature component.

Component: Eye

Potency: Greater

Augmentation: *Charm monster* and similar spells.

Cost: 1,000 gp; **Price** 2,000 gp

DESCRIPTION

A vampire's eye can be used to augment spells

intended to manipulate the mind of an opponent. The spell is cast with no verbal or somatic components when incorporating this component. If the spell normally requires your target to understand you, it loses this requirement and any communication between you and the target can be performed telepathically. The DC of any Wisdom (Insight) checks to sense enchantment is increased by the spell's level.

Wight

Component: Ichor

Potency: Lesser

Augmentation: Any spell that inflicts necrotic damage.

Cost: 100 gp; **Price** 200 gp

DESCRIPTION

A single humanoid creature killed by a spell that inflicts necrotic damage incorporating a wight's ichor arises as a zombie 1d4 rounds later. Zombies created in this fashion are under the spellcaster's control for 24 hours, after which the zombie stops obeying commands. An *animate dead* spell can be used to reassert control over the undead creature, per the normal use of the spell.



Will-O'-Wisp

Component: Essence

Potency: Lesser

Augmentation: Any spell intended to create light (i.e. *daylight* or *light*)

Cost: 150 gp; **Price** 300 gp

DESCRIPTION

Will-o'-wisps feed on fear and despair. Using the essence of one of these undead creatures to augment the casting of a spell intended to create light, such as a *daylight* spell, imbues the magic with a portion of that fear. The light generated becomes otherworldly, and radiates an unnatural dread and despair. Any sighted creature within the radius of bright light creates by such a spell must make a Wisdom saving throw or become frightened. A successful save renders the creature immune to the frightening effect of that particular spell for its entire duration.

Wraith

Component: Essence

Potency: Moderate

Augmentation: Any touch spell that inflicts necrotic damage.

Cost: 500 gp; **Price** 1,000 gp

DESCRIPTION

The essence of a wraith can be incorporated into any spell that has both a range of touch, and inflicts necrotic damage. If the spell allows a save, on a failed save the creatures hit point maximum is reduced by the amount of damage inflicted. If the carrying spell does not allow a save, the target's maximum hit points are reduced automatically. This effect lasts until the creature finishes a long rest. The target dies if this effect reduces its maximum hit points to 0.





New Feats

The following player options aid in the use or harvesting of creature components.

Angel Blooded

Prerequisite: Angel, or aasimar

The blood of angels runs in your veins. You gain the following benefits:

- Increase your Wisdom or Charisma score by 1, to a maximum of 20.
- You have advantage on ability checks made to harvest creature components from celestials.
- You can harvest your blood as a creature component without requiring an ability check, or causing negative effects. It acts as either aasimar or angel blood (chosen when harvested). This component has an effective CR equal to your level minus 1 to determine its potency. You can have a number of vials of your blood harvested at one time equal to your Charisma modifier (minimum of 1). Any additional vials attempted release the magic sustaining the originals.

Component Caster

Prerequisite. The ability to cast at least one spell

You are adept at incorporating creature components into your spellcasting. You gain the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- Incorporating creature components into your spells does not increase the DC of your concentration checks.

Demonic Blooded

Prerequisites: Demon, tiefling, or Fiend Otherworldly Patron

Your bloodline runs rich with the blood of demons, or abyssal power due to a pact with a demonic lord.

- Increase your Intelligence or Charisma score by 1, to a maximum of 20.
- You have advantage on ability checks made to harvest creature components from a demon.
- You can harvest your blood as a creature component without requiring an ability check, or causing negative effects. It acts as either tiefling or demon blood (chosen when harvested). This component has an effective CR equal to your level minus 1 to determine its potency. You can have a number of vials of your blood harvested at one time equal to your Charisma modifier (minimum of 1). Any additional vials attempted release the magic sustaining the originals.

Component Crafter

Your understanding of the inner magic of eldritch creatures is wondrous! You gain the following benefits:

- You can add double your proficiency bonus instead of any you would normally add to an ability check made to harvest creature components, or to determine a creature component's effects.
- When you incorporate any creature component into item crafting, you have advantage on the ability check required to successfully create the item.
- When you successfully harvest components, you gain an additional component as if ability check result exceeded the DC by 5 or more. This does not allow you to harvest more components than a creature has available.

Dragon Descended

Prerequisite: Dragon, dragonborn, kobold or draconic sorcerous origin.

Your draconic ancestry carries the pure power of their magic in your blood. You gain the following benefits:

- Increase your Constitution or Charisma score by 1, to a maximum of 20.
- You have advantage on ability checks made to harvest creature components from dragons.
- You can harvest your blood as a creature component without requiring an ability check, or causing negative effects. It acts as dragon blood with an effective CR equal to your level minus 1 to determine its potency. You can have a number of vials of your blood harvested at one time equal to your Charisma modifier (minimum of 1). Any additional vials attempted release the magic sustaining the originals.

Infernal Blooded

Prerequisite: Devil, tiefling, or Fiend Otherworldly Patron.

The power of Hell is within you, coursing through your body. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You have advantage on ability checks made to harvest creature components from a devil.
- You can harvest your blood as a creature component without requiring a skill check, or causing negative effects. It acts as either tiefling or devil blood (chosen when harvested). This component has an effective CR equal to your level minus 1 to determine its potency. You can have a number of vials of your blood harvested at one time equal to your Charisma modifier (minimum of 1). Any additional vials attempted release the magic sustaining the originals.





Magical Items

Each of the items catalogued here is a creation of either myself, or one of my students. Many have earned not only the privilege of graduating the Academy with honors, but great acclaim through their innovative thinking based on the principles of arcane alchemy. I greatly anticipate expanding this catalogue soon, as several more of my protégés are on the verge of their own incredible accomplishments in this area.

The following magical items are specifically crafted incorporating harvested creature components.

Elixir of Control

Potion, rare

DESCRIPTION

Consuming an *elixir of control* enables the imbiber to strongly influence creatures of a given type (i.e. a frost giant). You can cast *charm monster* on any creature of the given type within a 50-ft. radius for 1 hour (Wisdom DC 22 negates). On a successful save, the creature is immune to the *elixir*. You don't need to maintain concentration for this use of the spell.

When the duration expires, all influenced creatures instantly become hostile towards the *elixir's* user.

CONSTRUCTION

Creature Components: Brain of the type of creature wishing to be controlled.

Essence Vial, Improved

Wondrous Item, rare

DESCRIPTION

This small metal *essence vial* is lined with

runes that glow softly when an essence is trapped within. The *improved essence vial* functions as an *essence vial*, except it can contain the essence of up to four different creatures at once.

The vial grants a +5 competence bonus to any skill check made to harvest a creature component in the form of essence. Additionally, instead of harvesting any creature component in the normal form, the wielder can harvest the creature's magical essence directly. This in all ways acts as harvesting a normal material component from the creature.

A successful Intelligence (Arcana) skill check (DC 25) can determine what type of essence and how many are currently contained within.

Essence Vial, Greater

Wondrous Item, very rare

DESCRIPTION

Usually crafted of mithral, these *essence vials* are covered on all sides with runes. The *greater essence vial* functions as an *improved essence vial*, except it can contain the essence of any number of creatures at once. The essences contained within can be used as creature components in spellcasting as a free action.

The vial grants a +10 competence bonus to any skill check made to harvest a creature component in the form of essence.

A successful Intelligence (Arcana) skill check (DC 25) can determine what type of essence and how many are currently contained within.

Lightning Cloak

Wondrous item, very rare (requires attunement)

DESCRIPTION

This blue leather cloak is crafted from the hides of a blue dragon or other lightning-wielding creature of great power. Intricately woven patterns, bearing the semblance of electrical arcs seem to dance across the surface when the wearer moves. While wearing the cloak, you are immune to lightning damage.

The cloak has 3 charges. It regains all expended charges daily at dawn. As an action, you can expend a charge to unleash a bolt of lightning in a line 30 feet long, and 5 feet wide. Each creature in the area must make a DC 15 Dexterity saving throw, taking 5d6 lightning damage on a failed save, or half as much damage on a successful one.

If you would take lightning damage while wearing the cloak, for every 10 full points of lightning damage you would otherwise take, the cloak gains 1 charge to a maximum of 6. Any charges beyond 3 fade away after 1 hour.

CONSTRUCTION

Creature Components: Blue dragon hide or similar material of appropriate size.





Remorhaz Forge

Wondrous Item, Legendary

DESCRIPTION

A *remorhaz forge* is crafted from the innards of the feared polar worm. Without fuel it can heat itself enough to melt any known metal, or instantly absorb white-hot heat without harming the cooled object. Using this allows you to work more efficiently when producing metallic creations such as metal weapons and armor. Double normal progress is made each day when utilizing this forge for such tasks, both magical and mundane.

Additionally, the cost to craft magical items containing either fire or cold energy (i.e. a *flametongue* or *ring of resistance*) requires fewer special materials thanks to the magic contained within the forge, reducing the creation cost by 10%.

CONSTRUCTION

Creature Components: 4 remorhaz heat glands.

Riddling Quill

Wondrous Item, rare

DESCRIPTION

This wondrous quill has the ability to seal doors, chests, and other items that can normally be opened and closed behind the power of a riddle.

The quill allows you to cast the *arcane lock* spell. When you do so, you can use the quill to write the words of a riddle and its answer in the air before a door or object you wish to seal. The power of the quill increases the DC to break it or pick any locks on it by 20.

Whenever anyone approaches the sealed item with the intent to open it, the words of the riddle

appear on its surface. Speaking the answer temporarily suspends the magic for 1 minute, before the seal becomes active again. The *knock* spell does not suppress the magic of a *riddling quill*. A *riddling quill* can only have one active *arcane lock* at a time, and using it to seal a different door or object dispels any previous *arcane lock*.

CONSTRUCTION

Create Components: Sphinx feather





While all those educated in the arcane arts know definitively that they are the most versatile, beautiful, and powerful tool mortals have ever been blessed with by the gods, there are others that are not yet as illuminated. Included among these are many of the hunters employed to harvest components for the experiments we conduct. As such, I have developed a number of simpler, though admittedly no less wondrous, tools for their use. Each of these tools represents the powers utilized from a particular creature, putting their abilities to great use by those not born with such power.

Hammer of Sundering

Weapon, rare

DESCRIPTION

A *hammer of sundering* is carefully carved from the sturdy branch of a treant, with runes of green and gold covering its haft. It functions as a +2 *warhammer* that deals double damage against objects and structures.

You can speak a command word as part of an attack to additionally affect any object struck with a *shatter* spell effect (Constitution DC 14). The wielder is protected from the effects of this ability by the hammer's magic. You can't use this ability again until the next dawn.

CONSTRUCTION

Creature Components: Branch from a treant.

Manticore Spike

Weapon, uncommon

DESCRIPTION

A *manticore spike* functions as a +1 *dagger*, except the tip is incredibly sharp, enabling it to

inflict greater damage (1d6 piercing) than a normal dagger. The remainder of the blade is etched with a spiraling design that narrows at its hilt. When thrown, the dagger has a range of 180 feet. After drawing the dagger, until the end of your turn, you can cause the dagger to disappear and grow painlessly from your hand.

CONSTRUCTION

Creature Components: Manticore's tail spike.

Roper Whip

Weapon, rare

DESCRIPTION

Made from a roper's strand, this +1 *whip* inflicts weakness upon the wielder's enemies. Any creature damaged by a *roper whip* must succeed on a DC 20 Constitution saving throw or suffer disadvantage on all Strength checks and Strength-based melee attack rolls until it finishes a long rest. When a creature fails its save against the whip, you gain advantage on the next Strength check or Strength-based melee attack roll you make in the next minute.

CONSTRUCTION

Creature Components: Tentacle of a roper.

Salamander Spear

Weapon, rare

DESCRIPTION

The spear of a salamander can be re-forged, combining scales of the creature into the spear's haft and tip. The result of this process, aided by very specific enchantments, is a +2 *spear* that inflicts an additional 1d6 points of fire damage on a successful attack.

Whenever you critically hit a creature with the spear, you can choose to gain the salamander's heat or incinerate nearby enemies with fire. Either for the next 1d4 rounds the spear deals an additional



1d6 fire damage (in addition to the normal fire damage), or you can cast *scorching ray* with a range of 30 feet. You don't suffer disadvantage on the ranged spell attacks due to a hostile creature being within 5 feet of you with this spell.

CONSTRUCTION

Creature Components: the spear and scales of a matured salamander.

Weeping Blade

Weapon, rare

DESCRIPTION

A *weeping blade* is a +1 longsword that consumes and then exudes poison.

As a bonus action when you damage a creature that can deal poison damage with an attack using the blade, it gains a dose of the absorbed poison. The poison remains for a single strike before being expended. The blade can only have one poison absorbed at any one time, and an absorbed poison must be used before the blade can absorb a different poison.

As an action, you can touch a creature with the *weeping blade* to end the poisoned condition on that creature. You can't use this ability again until the next dawn.

CONSTRUCTION

Creature Components: Poison glands harvested from at least four different creatures.

Wrappings of the Mummy Lord

Armor, rare (requires attunement)

DESCRIPTION

This suit of armor is composed of the treated wrappings of a mummy lord, and serves as +1 *studded leather armor*. However, the tattered wrappings the have absorbed so much of the mummy lord's power, also protect the wearer from many forms of magic. While wearing the armor,

you have advantage on saving throws to resist spells and other magical effects, with the exception of those that deal fire damage.

CONSTRUCTION

Creature Components: the wrappings of a mummy lord.

Over the years I have unraveled a large portion of the mysteries surrounding the abilities possessed by a vast array of creatures. I have led my students to create incredible, original items, that have blossomed from these revelations. Others have taken my teachings another direction, applying the principles to the creation of items whose recipe for creation is already well defined. By doing so, they have opened up a new door in the art of arcane alchemy, learned to modify such items, and make them much more interesting.

Magical Item Variants

The following are examples of ways common wondrous and single-use items can be modified by including harvested creature components.

Cloak of Protection

Cloaks of protection can be crafted from the hide of any magical creature to reduce their creation cost, or grant the wearer a portion of the creature's resistance or immunities. The cost reduction varies by the creature's potency (see Magical Item Creation).

Alternately, if the creature possesses any energy resistance or immunity, the cloak can grant the wearer resistance or immunity at an increased cost. Resistance to a single energy type increases the creation cost by 500 gp, and the item becomes rare. Granting an additional energy resistance further increases the cost by 1,000 gp, becoming a very rare item. Should the creator wish to imbue



the cloak with the ability to grant immunity to a single energy type to the wearer, the cloak becomes a legendary item, with all associated cost implications. The creation cost increases further by 5,000 gp for each additional immunity to be granted. The cloak can grant any number of the immunities and resistances of the creature, with a cumulative cost. However, these resistances must have been possessed by the original creature. The hide of a balor, for instance, could grant immunity to fire, and resistance to cold and lightning. It could not, however, offer resistance to acid damage.

Potion of Giant's Strength

The harvested blood of a giant can either reduce the cost to craft a *potion of giant's strength* (by a value depending the blood's potency), or enhance the power of the potion. If the mixture is enhanced, the effects of the potion last for three hours, instead of the normal one.

Potion of Healing

The harvested blood of a troll can either reduce

the cost to craft a *potion* of any cure spell (by a value depending the blood's potency), or grant the imbibing creature the ability to regenerate 2 hit points per round for one minute. The target only dies if it starts its turn at 0 hit points and doesn't regenerate. If the target takes acid or fire damage, this effect doesn't function during its next turn. The regeneration is in addition to the normal healing granted by the potion.

Wind Fan

A *wind fan* can be empowered with the essence of an air elemental to either reduce the creation cost (by a value depending on the essence's potency), or increase the power of the *gust of wind* effect. If a lesser air elemental essence is incorporated, any Strength saving throws against the *gust of wind* are made at a disadvantage. If a moderate air elemental essence is incorporated, the DC of the saving throw is increased by 2. If a greater air elemental essence is incorporated, the saving throw DC is further increased by 2 (totaling a DC 17 Strength saving throw, made at a disadvantage).

In the centuries in which I have pursued my studies, I have taught hundreds of fledgling wizards the hard fought lessons I have learned. I have been honored to count among them acolytes of several religious faiths, talented arcanists, and even those with innate power, sourced in their blood, rather than acquired through study.

Hundreds of years have passed and the countless hours spent in pursuit of these mysteries has barely scratched the surface of their potential. While my time has unfortunately limited me to cataloguing but a few of the discoveries made in that time, there are countless more yet to be discovered. With every stroke of the quill, another legacy is forged, another idea brought to fruition, another experiment yielding great achievement, or perhaps great failure, is completed.

If you are one of the blessed few who can decipher the notes, formulas, and discoveries I have recorded here, then it is your privilege, and duty, to continue this work. Seek your own experiments, develop your own ideas, and leave your own legacy standing in your wake.

I, for one, look forward to the day we can sit among friends, and share our revelations.

Lady Al'thein Fel'ethane



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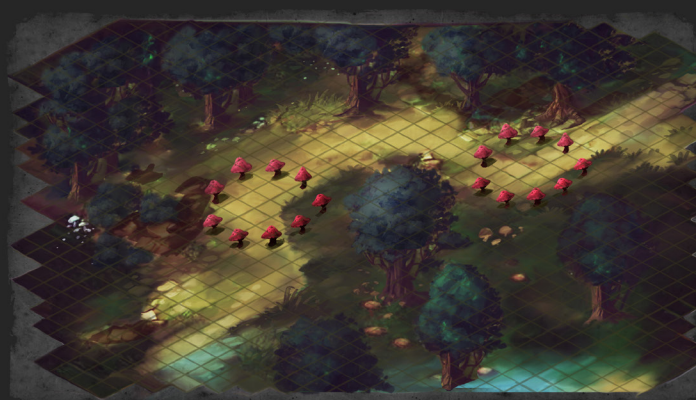
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The Pixie Parade is a time-honored event, drawing tourists to the small town of Glavost every year. For these peaceful folk it is a grand feast and excuse for fun, but centuries of tradition leave the origins shrouded in mystery. The citizens are soon to discover all their fairy tales are true.

A brave group of pixies keep the Nightmare King at bay as part of an ancient pact. Now, the bogeyman has set his heir against the defiant fey. When the long-lost boy returns home to lead a final parade, only the town's children have a hope of victory. Can they turn the fey lord's magic against him? Can they stand against fear and free an innocent boy?

Pixies on Parade is a stand-alone 5th Edition adventure for 1st - 6th level characters-recommended for all ages



"This is a must-have, perfect module for kids, a great module for adults, and a book that should be considered simply inspired in all the right ways..."
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Magic Has Evolved

For generations wizards have sought ways to augment their already substantial magical abilities. Centuries of research have yielded countless new spells, metamagic practices, and even the discovery of cooperative spellcasting as a means for making existing spells more powerful. Now you can add even more power to your arsenal with Creature Components!

Harvest the essence of elementals, the scales of dragons, and the blood of genies for use in augmenting your own spells or take it a step further with mods to magic items, weapons, and armor.

Creature Components is a 58-page rule supplement surrounding the harvesting of specialized components, and their use in the augmentation of both arcane and divine magic. This book includes:

- Rules for identifying and harvesting creature components
- Over 100 creatures in the component catalogue
- Variant Magical Items
- New Magical Weapons and more

Within these pages are options for both players and DMs to add variety to treasure hoards, day to day spell casting, and even item creation. Magic has evolved...



Recommended for
ages 12 and up