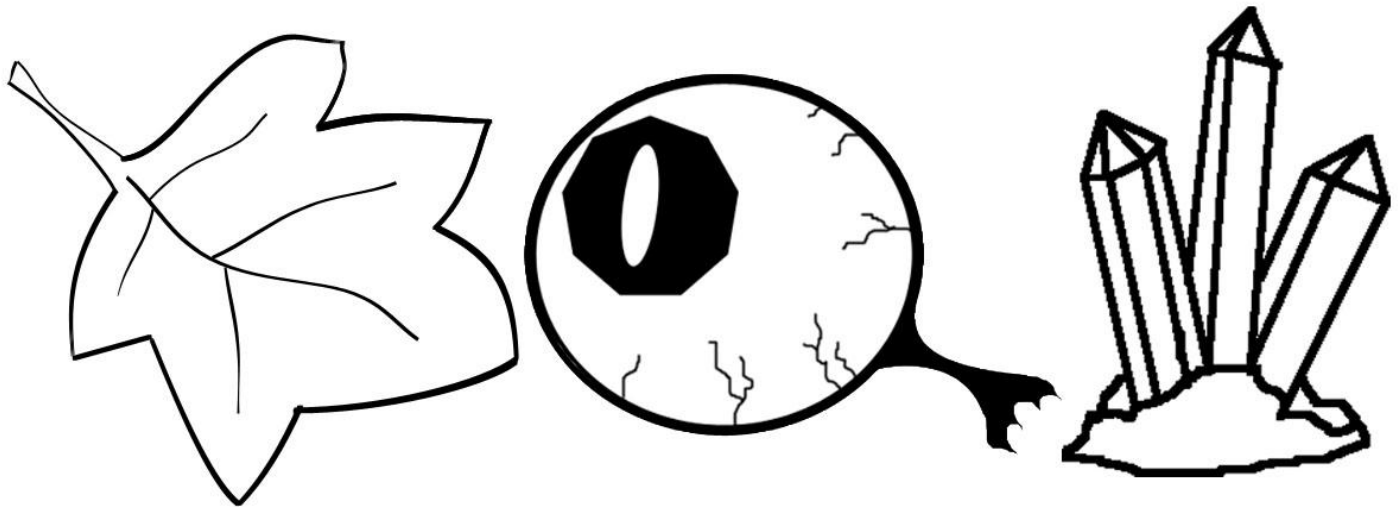


Spellcasting Reagents



By Robert Tobler



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SPELLCASTING REAGENTS

As the party dumped out the contents of the lich's pouch, they searched greedily for gold and gems. You quietly pocket the slimy odds and ends they cast aside; a withered piece of tongue, a cracked piece of horn, and a large, inhuman eyeball.

Spellcasting Reagents are rare materials and substances found in the world that enhance the powers of some spells. They are intended to be used as a sort of lesser category of magic item, useful to spellcasters that want more options or that have a little too much gold. The DM can feel free to sprinkle a handful of these reagents into the player's path as a reward, without fear of unbalancing the game.

When used as a material component for a spell that meets the requirements listed in a reagent's description, that spell requires no other material component for that casting, unless the component has a gp cost that is not equaled by the gp value of the reagent. Only one reagent can be used to enhance any given spell.

You must be holding a reagent to use it (which might require you to retrieve it from your component pouch).

Like a scroll or a potion, the reagent is consumable. Whenever you use a reagent to cast a spell, the reagent is expended. The purchase value of a reagent is typically one-fourth the value of a permanent item of the same rarity.

REAGENT LIST

BLACK CAVE PEARL

Reagent, very rare

This rare black pearl is found in small predatory mollusks that live in subterranean lakes and underwater caves in tropical climates. These pearls are favored by mesmerists and hypnotists.

When used as a material component for an enchantment spell, it imposes disadvantage on the saving throw of that spell.

CREEPING GATEVINE

Reagent, uncommon

This red-flowering vine grows on the stones of magical gates and menhirs.

When used as a material component for *misty step* or *dimension door*, double the distance you can teleport.

DESERT ROSE

Reagent, uncommon

Growing only in remote desert oases, this yellow flower helps to maintain arcane and divine powers.

When used as a material component for a spell with a duration that includes concentration, you have a +3 bonus to maintain concentration on that spell.

DRAGON BLOOD

Reagent, rare

When used as a material component for a spell that requires a target to save, the spell's saving DC is increased by +2.

GLASSTEEL SHARD

Reagent, rare

This tempered glass is as strong as steel.

When used as a material component for a spell that would deal force damage, each affected target must make a DC 16 Strength saving throw or be pushed 5 feet back.

(*Bigby's Hand*, *Mordenkainen's Sword*, *Disintegrate*, *Eldritch Blast*, *Magic Missile*, or *Spiritual Weapon*)

MIND DUST

Reagent, very rare

This dust is composed of the powdered remains of a mindflayer's brain.

When used as a material component for a spell that would deal psychic damage, increase the spell attack bonus and spell save DC by +3.

(*Feeblemind*, *Phantasmal Killer*, *Vicious Mockery*, and *Weird*)

TERROR ICHOR

Reagent, rare

This vial of viscous pixie blood enhances fear-inducing spells.

When used as a material component for a spell that would impose the frightened condition, increase the spell save DC by +2. You monster.

VORTEX STONE

Reagent, very rare

Small nearby objects slowly gravitate toward this multicolored stone.

When used as a material component for a conjuration spell that summons another creature, it grants the following trait to that creature for the spell's duration:

Void Aura. At the start of each of the conjured creature's turns, each creature within 5 feet of it takes 1d6 necrotic damage.