

Book of the Ancients



Book of the Ancients

WARLOCK SPELL LIST

1st LEVEL

- | | |
|--------------------------|-------------------|
| 1. Armor of the Eldritch | 5. Hex |
| 2. Create Bonfire | 6. Minor Illusion |
| 3. Eldritch Blast | 7. Unseen Servant |
| 4. Hellish Rebuke | |

Armor of the Eldritch

Range: Self

Duration: One Hour

A protective magical force surrounds you, manifesting as a spectral frost that covers you and your gear. You gain 5 temporary hit points for the duration. If a creature hits you with a melee attack while you have these hit points, the creature takes 1 damage.

Create Bonfire

Range: 60 Feet

Duration: Up to One Hour

You create a bonfire on ground that you can see within range. Until the spells ends, the bonfire fills a 5-foot cube.

Eldritch Blast

Range: 120 Feet

Duration: Immediate

A beam of crackling energy streaks toward a creature within range. The target takes 1d6 of damage. At level 3 the target takes 1d8 of damage, and at level 6 the target takes 1d10.

Hellish Rebuke

Range: 60 Feet

Duration: Immediate

You point your finger, and the creature that damaged you is momentarily

surrounded by hellish flames. It takes 2d6 fire damage on a failed save, or half as much damage on a successful one.

Hex

Range: 90 Feet

Duration: Up to an Hour

You place a curse on a creature that you can see within range. Until the spell ends, you deal an extra 1d6 necrotic damage to the target when ever you hit it with an attack.

Minor Illusion

Range: 30 Feet

Duration: 1 Minute

You create a sound or an image of an object within range that lasts for the duration. If you create a sound, its volume can range from a whisper to a scream. If you create an image of an object, it must be no larger then a 5 ft cube.

Unseen Servant

Range: 60 Feet

Duration: One Hour

This spell creates an invisible, mindless, shapeless force that performs simple tasks at your command until the spell ends. It has AC 10 , 1 hit point, a Strength of 2 , and it can't attack.

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WARLOCK SPELL LIST

2nd LEVEL

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|----------------------------|----------------|
| 1. Cloud of Daggers | 4. Hold Person |
| 2. Crown of Madness | 5. Spiderclimb |
| 3. Darkness (15 ft Radius) | 6. Suggestion |

Cloud of Daggers

Range: 60 Feet

Duration: Up to One Minute

You fill the air with spinning daggers in a cube 5 feet on each side, centered on a point you choose within range. A creature entering the spell's area takes 2d6 damage.

Crown of Madness

Range: Up to 120 Feet

Duration: Up to One Minute

One humanoid of your choice that you can see must succeed on a saving throw or become charmed by you. While the target is charmed, a twisted crown of jagged iron appears on its head, and a madness glows in its eyes. It must attack something of your choice on each of its turns.

Darkness (15 ft Radius)

Range: 120 Feet

Duration: One Hour

Darkness falls within the spell's radius, impenetrable to even darkvision. A Light spell or Dispell Magic can be used to counteract the darkness.

Hold Person

Range: 120 Feet

Duration: One hour (+10 minutes/level)

The caster targets 1d4 persons (the same parameters of the Charm Person spell) who are completely immobilized (saving throws applies). The caster may also

target a single person, in which case the saving throw is made with a -2 penalty.

Spiderclimb

Range: Touch

Duration: Up to One Hour

One willing creature you touch gains the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving its hands free.

Suggestion

Range: Shouting Distance

Duration: One Week

The caster speaks a hypnotic suggestion to his intended victim. If the victim fails a saving throw, he will carry out the suggestion (as long as it can be performed within a week). The suggestion might not call for the action to be carried out immediately. A suggestion that the victim kill himself is only 1% likely to be obeyed.

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WARLOCK SPELL LIST

3rd LEVEL

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| 1. Eldritch Hunger | 5. Monster Summoning I |
| 2. Fear | 6. Remove Curse |
| 3. Fly | 7. Tongues |
| 4. Gaseous Form | 8. Vampiric Touch |

Eldritch Hunger

Range: 150 Feet

Duration: Up to One Minute

You open a gateway to the dark between the stars, a region infested with unknown horrors. A 20 ft radius sphere of blackness and bitter cold appears. Any creature that's in the area takes 2d6 damage as otherworldly tentacles rub against it. (if they fail the saving throw.)

Fear

Range: 240 Feet

Duration: One Hour

This spell causes the creature in its cone-shaped path to flee in horror (if they fail the saving throw). There is a 60% chance that they will drop whatever they are holding. The cone stretches 120 ft wide.

Fly

Range: Touch

Duration: 1d6 Turns (+1 turns/level)

This spell imbues the Warlock with the power of flight, with a movement rate of 120 ft per round. The Referee secretly rolls 1d6 additional turns; the player does not know exactly how long the spell will last.

Gaseous Form

Range: Touch

Duration: Up to One Hour

You transform a willing creature you touch, along with everything on it's person, into a misty cloud. The spell ends if the creature drops to 0 hit points. The target's only method of movement is a flying speed of 10 feet. The target cannot attack or cast spells.

Monster Summoning I

Range: N/A

Duration: 6 Rounds (Minutes)

The caster summons allies, who serve him until slain (or until the duration of the spell expires). The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear. Evil casters may get the monster in parenthesis, at the Referee's discretion. (The Warlock may summon creatures from the realm that their patron hails from with appropriate power level.)

Die Roll	Monster Summoned
1	1d6 Giant Rats
2	1d3 Dwarves (Goblins)
3	1d3 Elves (Hobgoblins)
4	1d6 Kobolds
5	1d3 Orcs
6	1d3 Skeletons

Remove Curse

Range: Very Close

Duration: Immediate

This spell removes one curse from a person or object.

Tongues

Range: Touch

Duration: One Hour

This spell grants the creature you touch the ability to understand any spoken language it hears. Moreover, when the target speaks, any creature that knows at least one language and can hear the target understands what it says.

Vampiric Touch

Range: Self

Duration: Up to One Minute

The touch of your shadow-wreathed hand can siphon life force from others to heal your wounds.

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WARLOCK SPELL LIST

4th LEVEL

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|-------------------|--------------------------|
| 1. Banishment | 4. Disembodied Hand |
| 2. Blight | 5. Hallucinatory Terrain |
| 3. Dimension Door | 6. Monster Summoning II |

Banishment

Range: 60 Feet

Duration: Up to One Minute

You attempt to send one creature that you can see within range to another plane of existence. (If they fail the saving throw.) The target remains there until the spell ends. The spell has a 5% chance of sending the Warlock to the other plane instead, never to return.

Blight

Range: 30 Feet

Duration: Immediate

Necromantic energy washes over a creature of your choice that you can see within range, draining moisture and vitality from it. The target takes 5d6 damage on a failed save, or half as much damage on a successful one. This spell has no effect on undead or constructs.

Dimension Door

Range: 10 ft (360 ft teleport distance)

Duration: One Hour

Dimension door is a weak form of teleportation, a spell that can be managed by lesser magicians who cannot yet manage the Teleportation spell. The caster can teleport himself, an object, or another person with perfect accuracy to the stated location, as long as it is within the spell's range.

Disembodied Hand

Range: Self, 50 Feet

Duration: Up to One Minute

One of your hands drops off at the wrist and floats in the air. You can use the hand in all ways as if it were still attached—Manipulating items, delivering attacks with a light or one-handed weapon, or even delivering a touch attack with a spell or invocation that you cast before it detaches.

Hallucinatory Terrain

Range: 240 Feet

Duration: Until touched (other than by ally) or dispelled

This spell changes the appearance of the terrain into the semblance of what the caster desires. A hill can be made to disappear, or could be replaced with an illusory forest, for example.

Monster Summoning II

Range: N/A

Duration: 6 Rounds (Minutes)

The caster summons allies, who serve him until slain (or until the duration of the spell expires). The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear. (The Warlock may summon creatures from the realm that their patron hails from with appropriate power level.)

Die Roll	Monster Summoned
1	1d2 Hobgoblins
2	1d2 Zombies
3	1d2 Gnolls
4	1d2 Bugbears
5	1d6 Orcs
6	1d6 Skeletons

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WARLOCK SPELL LIST

5th LEVEL

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|------------------------|--------------------------|
| 1. Contact Other Plane | 4. Monster Summoning III |
| 2. Dream | 5. True Seeing |
| 3. Hold Person | 6. Warlock's Call |

Contact Other Plane

Range: None

Duration: Number of “Yes/No” questions

The caster creates a mental contact with the planes, forces, powers, and geometries of the beyond, in order to gain affirmative or negative answers to the questions he contemplates. The caster must decide how “far” into the planes of existence he wishes to make contact.

Plane of Existence	Max # of Questions	Available Knowledge	Wrong Result	Temporary Insanity
3rd	3	25	70.00%	1.00%
4th	4	30	60.00%	10.00%
5th	5	40	50.00%	20.00%
6th	6	50	40.00%	30.00%
7th	7	60	30.00%	40.00%
8th	8	70	25.00%	45.00%
9th	9	80	20.00%	55.00%
10th	10	85	15.00%	65.00%
11th	11	90	10.00%	75.00%
12th	12	95	1.00%	85.00%

Dream

Range: Special

Duration: 8 Hours

This spell shapes a creature’s dreams. Choose a creature known to you as the target of this spell. You, or a willing creature you touch, enters a trance state, acting as a

messenger. If the target is asleep, the messenger appears in the target's dreams and can converse with the target as long as it remains asleep. You may create a nightmare for the target, and on a failed save the target will go insane.

Hold Monster

Range: 120 Feet

Duration: One Hour (+10 minutes/level)

The caster targets 1d4 creatures, which are completely immobilized (saving throw applies). The caster may also target a single creature, in which case the saving throw is made with a penalty of -2.

True Seeing

Range: Touch

Duration: One Hour

This spell gives the willing creature you touch the ability to see things as they actually are. For the duration, the creature notices secret doors hidden by magic, can see invisible creatures, and see through illusions.

Warlock's Call

Range: Special

Duration: Up to 30 Seconds

You contact a particular creature with which you are familiar and send a short message of twenty-five words or less to the subject. The target recognizes you if it knows you. It can answer in like manner immediately.

Monster Summoning III

Range: N/A

Duration: 6 Rounds (minutes)

The caster summons allies, who serve him until slain (or until the duration of the spell expires). The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear. (The Warlock may summon creatures from the realm that their patron hails from with appropriate power level.)

Die Roll	Monster Summoned
1	1d4 Bugbears
2	1d2 Harpies
3	1d2 Ochre Jelly

4	1d2 Were-rats
5	1d2 Wight
6	1d2 Wild Boar

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WARLOCK SPELL LIST

6th LEVEL

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|------------------------|-------------------------|
| 1. Dark Discorporation | 4. Monster Summoning IV |
| 2. Eyebite | 5. Repulsion |
| 3. Mask of Flesh | 6. Stone to Flesh |

Dark Discorporation

Range: Special

Duration: Up to 2 Hours

When you cast this spell, you becomes a swarm of batlike shadows that fills two 10-foot squares. Your STR score drops to 1 but you get +1 to DEX. You lose all AC bonuses. You gain a fly speed of 40 feet with perfect maneuverability. All of your carried equipment and items become nonfunctional, absorbed into your new form. You deal 3d6 damage when attacking.

Eyebite

Range: Self

Duration: Up to 1 Minute

Your eyes become an inky void imbued with dread power. One creature of your choice within 60 feet of you that you can see must succeed on a saving throw or be affected by one of the following effects of your choice for the duration. On each of your turns until the spell ends, you can use your action to target another creature. Affected creatures fall asleep, panic, or become sick.

Mask of Flesh

Range: Touch

Duration: Up to 1 hour +/-warlock level

Make a touch attack against a living creature of your size category. If you succeed, your physical appearance (including garb) changes to match his. A creature that successfully saves can't be affected by your mask of flesh for 24 hours.

Repulsion

Range: 120 Feet

Duration: One Hour

Any creature trying to move toward the caster finds itself moving away, instead.

Stone to Flesh

Range: 120 Feet

Duration: Permanent Until Reversed

This spell transforms flesh into stone or stone into flesh, as desired by the caster. A saving throw is permitted to avoid being turned into stone, but if the spell succeeds the victim is transformed into a statue (until the stone-to-flesh version of the spell is cast).

Monster Summoning IV

Range: N/A

Duration: 6 Rounds (Minutes)

The caster summons allies, who serve him until slain (or until the duration of the spell expires). The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear. (The Warlock may summon creatures from the realm that their patron hails from with appropriate power level.)

Die Roll	Monster Summoned
1	1 Gargoyale
2	1 Ogre
3	1 Owlbear
4	1 Shadow
5	1 Werewolf
6	1 Wraith

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WARLOCK SPELL LIST

7th LEVEL

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|--------------------|----------------------|
| 1. Eldritch Gate | 4. Forcecage |
| 2. Etherealness | 5. Hurl Through Hell |
| 3. Finger of Death | 6. Plane Shift |

Eldritch Gate

Range: Near the Caster

Duration: See Spell

This spell creates an opening to another plane of existence, and summons forth the Warlock's Eldritch mentor. The caster must know the name of the creature he is attempting to summon, or the spell will fail. There is a 5% chance that they will kill the Warlock.

Etherealness

Range: Self

Duration: Up to 8 Hours

You step into the border regions of the Ethereal Plane, in the area where it overlaps with your current plane. You can see and hear the plane you originated from, but everything there looks gray, and you can't see anything more than 60 feet away. While on the Ethereal Plane, you can only affect and be affected by other creatures on that plane.

Finger of Death

Range: 120 Feet

Duration: Immediate

This spell kills a single creature (saving throw applies). Misusing the spell is an evil act that will likely invoke divine retribution of some kind.

Forcecage

Range: 100 Feet

Duration: One Hour

An immobile, invisible, cube-shaped prison composed of magical force springs into existence around an area you choose within range. The prison can be a cage or a solid box, as you choose. A creature inside the cage can't leave it by nonmagical means. A prison in the shape of a cage can be 20 ft.

Hurl Through Hell

Range: 50 Feet

Duration: See Spell

Exile one target enemy from this existence. An enemy succeeding on a saving throw is instead paralyzed and helpless with fear.

Plane Shift

Range: Touch

Duration: Immediate

You and up to eight willing creatures who link hands in a circle are transported to a different plane of existence. You can specify a target destination in general terms.

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ALCHEMIST POTION INGREDIENTS LIST

1. Satyr Leaves (common) An essential foundation for any potion
2. Alether Berry (common)
3. Rose Dracomatus (common)
4. Warden's Redcap (common)
5. Dried Quick-Lichen (Uncommon)
6. Bloodkeeper (Uncommon)
7. Gibbnut Oil (Uncommon)
8. Wormflower Petals (Uncommon)
9. Olchen Tree Root (Uncommon)
10. Lady's Embrace (Rare)
11. Banroot (Rare)
12. Pale Wrackleaf (Rare)
13. Alether Berry - Masks Taste (Common)
14. Olchen Tree Root - Double Longevity of Potion (Uncommon)
15. Blisterwart- Double effect of potion (Uncommon)



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ALCHEMIST POTION LIST

- Potion of Disenchantment - (Satyr Leaves + Pale Wrackleaf) Remove number of magical effects on drinker equal to that of the alchemist's level.
- Potion of Fear - (Satyr Leaves + Bloodkeeper) Fear for 4 rounds
- Potion of Paralysis - (Satyr Leaves + Lady's Embrace) Paralysis for 4 rounds
- Potion of Sleep - (Satyr Leaves + Dried Quick-Lichens) Tires afflicted, make save against falling asleep for an hour
- Potion of Good Will - (Satyr Leaves + Bloodkeeper + Pale Wrackleaf) +2 to all rolls
- Potion of Healing (Satyr Leaves + Gibbnut Oil + Warden's Redcap) Gain 1d6 + 1 hitpoints
- Potion of Wall Climbing - (Satyr Leaves + Warden's Redcap + *Giant Spider's Web) Climb Like a Spider for 10 minutes.
- Potion of Etheriality - (Satyr Leaves + *Dryad Hair) Walk Through walls for 5 minutes
- Potion of Flight - (Satyr Leaves + Gibbnut Oil + *Faerie Dust) Flight for 3 minutes
- Potion of Giant Growth - (Satyr Leaves + Warden's Redcap + Crushed Giant's Tooth) Growth 2x normal size, double str. 4 minutes
- Potion of Shrinking - (Satyr Leaves + *5 Mouse Hearts) Shrink to 6" 4 minutes
- Potion of Speed - (Satyr Leaves + *Unicorn Horn Shavings) Move Twice as Fast, double attacks 4 rounds
- Potion of Invisibility - (Satyr Leaves + Lady's Embrace + Vampire Dust) Invisible for 10 minutes
- Potion of Longevity - (Satyr Leaves + *Elf Ears + *Ground Dragon Scale + Pale Wrackleaf) Reduce age by 10 years
- Potion of Love - (Satyr Leaves + *Hair of the target + Pale Wrackleaf + Alether Berry) In love with target, permanently
- Potion of Polmorph - (Satyr Leaves + *An empty cacoon x2 + Pale Wrackleaf) Polymorph spell for 10 minutes
- Potion of Invulnerability - (Satyr Leaves + *minced Pegasus winged + Pale Wrackleaf) Invincibility for 4 rounds
- Potion of Water Breathing - (Satyr Leaves + *Kraken Eye + Gibbnut Oil) Water Breathing for 10 minutes
- Dragonfire - (Satyr Leaves + Rose Dracomatus + Wormflower Petals) Explodes on impact when thrown. Deals 1d6+1 fire damage.
- Antidote - (Satyr Leaves + Warden's Redcap + *Troll's Nail) Cures Poison
- Acid- (Satyr Leaves + Wormflower Petals) Suffer an amount of poison damage equal to level of alchemist
- Poison - (Satyr Leaves + Wormflower Petals + Lady's Embrace + *Witch Tears) Saving Throw or Die
- Harpy Spittle - (Satyr Leaves + Rose Dracomatus) Sets flammable items alight
- Wild Ale - (Satyr Leaves + Warden's Redcap) Intoxication, -2 on all rolls