





AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0 CANTRIPS

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SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

1

PREPARED

SPELL NAME

Table for spell preparation with checkboxes and lines

2

Table for spell preparation with checkboxes and lines

3

Table for spell preparation with checkboxes and lines

4

Table for spell preparation with checkboxes and lines

5

Table for spell preparation with checkboxes and lines

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Table for spell preparation with checkboxes and lines

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Table for spell preparation with checkboxes and lines

SPELLS KNOWN

# Player's Guide to Saltmarsh

advantage on the saving throw and creatures with lightning vulnerability have disadvantage on the saving throw. The second form has no effect on constructs, oozes, plants, or undead.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage of the first form increases by 1d4, or the paralyzation duration increases by 1 round, for each slot level above 2nd.

## Quintessa's Dweomerdrain

*5th-level abjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Special

Choose a magic item within your reach and make a melee spell attack against it. On a hit, the magic item must make a Charisma saving throw. If the magic item fails this save, it is drained of its power. A non-sentient magic item has a Charisma modifier of +0, and the magic item receives a proficiency bonus to its saving throw depending on its rarity (see table). An item in a creature's possession uses its own Charisma save bonus or its possessor's, whichever is higher. An item in your own possession may forgo this saving throw.

TABLE 32: QUINTESSA'S DWEOMERDRAIN

<i>Magic Item Rarity</i>	<i>Saving Throw Bonus</i>	<i>Die Roll</i>
Common	+2	1d4 × 5 gp
Uncommon	+3	1d4 × 25 gp
Rare	+4	1d10 × 100 gp
Very Rare	+5	1d10 × 1,000 gp
Legendary	+6	1d10 × 10,000 gp

On a failed save, you drain a pool of raw magic from the item and retain it for the purpose of casting spells that require a material component. The raw magic drained has a gold piece value dependent on the item's rarity (see table), and the

item is rendered nonmagical. You may draw from this pool whenever you cast a spell that requires a material component, such as the powder of a crushed black pearl needed for *circle of death*, paying any leftover cost yourself; however, the material component to be substituted may not be one that is required for the spell to function, such as the inscribed sapphire needed for *Drawmij's instant summons*, or the vessel needed for *clone*. Drained magic is retained for 1 hour; afterwards, any raw magic that was not spent will vanish.

This spell does not work on artifacts.

## Quintessa's Dweomerguard

*1st-level abjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a diamond worth at least 100 gp per level of the spell slot expended, set into a piece of jewelry to be worn by the warded subject)

**Duration:** 24 hours

You touch a willing creature. Until the spell ends, the subject ignores the effects of one common or uncommon magic item, either on hand or specified by name, history, description, or the like (such as a "*circlet of blasting*" or "*the sword of Kimbertos Scotti of House Lizhal, King of Keoland*"). *Dweomerguard* does not remove a cursed item from the subject's possession, but it will nullify its effects. Magic weapons still deal damage as a nonmagical weapon of the same type.

Only one casting of *dweomerguard* can affect a subject at a time; if a second is cast, the first (if still active) is dispelled.

**At Higher Levels.** When you cast this spell using a spell slot of a higher level, you can guard the subject from the effects of a rare magic item with a spell slot of 3rd level or higher, a very rare magic item with a spell slot of 5th level or higher, a legendary magic item with a spell slot of 7th level or higher, and an artifact with a 9th level spell slot.