

CLOAK OF DARK POWER

1st-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 10 minutes

Cloak of dark power creates a dusky haze around the subject. The haze does not interfere with vision, but the subject and anything it wears or carries is protected from the effects of full sunlight, even under the open, daytime sky of the surface world. A drow subject suffers no blindness or bright illumination combat penalties while under the effect of *cloak of dark power*.

The subject also gains advantage on saves against light or darkness spells or effects.

— *Spell Compendium*, p.48
— *Conversions to 5th Edition D&D*, p.4

KERAPTIS' FANTASTIC FAMULUS

1st-level conjuration (ritual)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bit of charred wood and a drop of water, which the spell consumes)

Duration: 1 hour

This spell creates a specialized type of *unseen servant*. The sole purpose of the *fantastic famulus* is to prevent flames from spreading within the area of effect. Any flame of campfire or less that begins to spread beyond its usual confines is immediately snuffed by the *famulus*, before any extensive damage can occur. For example, the flame of a candle would not be put out by the *famulus*, but if the candle fell over and ignited a stack of papers, the *famulus* would extinguish the resulting fire before it could grow into an inferno. Fires that are larger than a campfire are not affected by this spell, but small fires touched off by such blazes are extinguished. The *famulus* cannot affect magical fire.

When cast, the area of effect is centered on the caster, but he has the option to make the area remain stationary or move with him. Once the decision is made, however, it cannot be changed.

The *fantastic famulus* cannot undertake the tasks of a normal *unseen servant*; it is capable only of extinguishing flames. As such, it is typically used to protect the casters library or a similar location where combustible items are stored. Otherwise, it conforms to the characteristics of a normal *unseen servant*.

— *DRAGON Magazine* #241 November 1997, p.79
— *Conversions to 5th Edition D&D*, p.4

KERAPTIS' FLAMING MISSILES

1st-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

This spell is identical to the 1st-level spell *magic missile*, save that it inflicts fire damage.

— *DRAGON Magazine* #241 November 1997, p.79
— *Conversions to 5th Edition D&D*, p.4

KERAPTIS' FLAMECONE

5th-level evocation

Casting Time: 1 action

Range: Self (60-foot cone)

Components: V, S, M (a pinch of pure sulphur and a spark or flame)

Duration: Instantaneous

This spell duplicates the 5th-level spell *cone of cold*, save that it inflicts fire damage and a creature killed by this spell becomes an ashen statue until it crumbles.

— *DRAGON Magazine* #241 November 1997, p.79
— *Conversions to 5th Edition D&D*, p.4

QUINTESSA'S DWEOMERDRAIN

5th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous and 1 hour or until expended; see text

A magic item you target with a melee spell attack must succeed on a Charisma saving throw; on a failure you drain a pool of raw magic from the magic item and retain it for the purpose of casting spells that have a consumable material component cost. Each casting drains from a single magic item an amount of raw magic equivalent to an amount of gold pieces worth of consumable material components, dependent on the item's rarity (see table), and renders the item nonmagical.

You may draw from this pool whenever casting a spell that has a consumable material component cost, paying any leftover cost yourself. For example, if you touch a rare magic item you drain an average of 550 gp worth of raw magic with which to cast a spell such as *true seeing*. Drained magic is retained for 1 hour; any raw magic not spent when the spell's duration expires is wasted.

An item in a creature's possession uses its own Charisma save bonus or its possessor's Charisma save bonus, whichever is higher.

This spell does not work on artifacts.

Magic Item Rarity	Saving Throw Bonus	Die Roll
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

— Robert Whittaker, Schadenfreude Studios
— Conversions to 5th Edition D&D, p.4

RUNERFINGER

Illusion cantrip

Casting Time: 1 action

Range: Self (5-foot radius)

Components: V, S, M (a pinch of powdered glowworm, a live firefly, or a bit of phosphorescent fungus)

Duration: 8 hours

This spell causes one of the caster's fingers to appear to flicker with a blue-white flame (no actual heat or flame is produced). At will, the caster can cause patterns traced in the air or on a surface by the finger to glow, remaining in place for the spell duration either (chosen during casting) moving with breezes or the movement of an object its traced upon, or remaining stationary despite changing conditions around it. You can also dismiss the spell as an action.

These glowing patterns can't be active magical runes, sigils, symbols, or glyphs, but they can have the appearance of genuine magic, either as instructions to another spellcaster (to cast or use a particular spell, perhaps, or to draw a symbol exactly like this one), or as a ruse to fool intruders. This spell is often used to draw directing arrows or spell out clear (or misleading) inscriptions. Its magic enables the caster to cause the lines made by certain finger movements to glow and other tracers not to, so clear and concise symbols can be created, not an endless squiggly line that "builds up" into one symbol after another.

— DRAGON Magazine #246 April 1998, p.90
— Conversions to 5th Edition D&D, p.4

SLEROTIN'S FORTITUDE

9th-level abjuration/transmutation

Casting Time: 1 action

Range: Touch

Components: V, M (a diamond of at least 1,000 gp value, one ounce of powdered steel or other strong and hard metal, and a drop of water, which the spell consumes; these components are necessary for every 5 cubic feet to be fortified, but the quantity of components should be modified if lesser amounts of material are to be affected)

Duration: Until dispelled; see text

By means of this spell, the caster can alter the molecular structure of nonmagical, inorganic matter so as to make it impervious to harm from both physical and magical attacks.

The caster is able to affect a Large or smaller object (contained within a 10-foot cube, or eight connected 5-foot cubes), though the mater in question must be of the same general type. For example, a stone wall could be rendered invulnerable to damage, but not an iron door set into the wall. A second casting would be necessary to include the door. Note that if several doors exist in the same wall, several *fortitude* spells would be needed. Furthermore, the frame, hinges, locks, etc., are protected only if they are of the same material as the door.

Slerotin's fortitude can be removed only by a full *wish*. However, more than one *fortitude* can be cast on a single area so as to make it more difficult to bring down. Thus, a wall that is under the effects of three *fortitude* spells requires three separate *wish* spells to return it to a normal wall. No other spell or force can harm such a protected area. Materials subject to this spell are impervious even to spells like *disintegrate* or *earthquake*.

An area affected by *Slerotin's fortitude* spell will radiate magic if detected.

— *DRAGON Magazine* #241 November 1997, p.81
— *Conversions to 5th Edition D&D*, p.4

THUNDAERL'S UNIVERSAL TASTER

2nd-level divination/illusion

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S, M (a berry from any poisonous plant [e.g., deadly nightshade] and a piece of snakeskin)

Duration: Concentration, up to 10 minutes

This spell allows the caster (only) to look at foods and see any substance harmful to the caster outlined in luminous purple flames (in the quantities present). The magic penetrates darkness, sauces, and such solid objects such as container lids and layers of meat. If a harmful substance is present, the caster can will the food to emit illusory, hissing black serpents visible to all. This can alert the provider of the food to the caster's awareness of the thread—or give the caster an excuse for destroying the tainted material along with the dangerous snakes!

— *DRAGON Magazine* #185 September 1992, p.62
— *Wizard's Spell Compendium: Volume IV*, p.936
— *Conversions to 5th Edition D&D*, p.4

VERRAKETH'S SHADOW CROWN

3rd-level enchantment

Casting Time: 1 action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

Created by the legendary Shadowking of the Talfir, *Verraketh's shadow crown* cloaks the top of your head in a crown of magical shadow. For the duration of this spell, your Bardic Inspiration abilities tap the Shadow Weave instead of the Weave. You receive advantage on Performance checks while under the effects of this spell.

— *Races of Fearûn*, p.191
— *Conversions to 5th Edition D&D*, p.4