

MILANDO'S GUIDE TO

MAGICAL MARVELS



EVENTYR GAMES

5E



EVENTYR

FOREWORD

A heartfelt welcome to Milando's world of wondrous magic! What you have here in your hands – or on your screen, more likely – is a sample of one of the new magical concepts presented in *Milando's Guide to Magical Marvels*: **spellwarping!**

This sample doesn't cover anywhere near everything there is to the art of spellwarping nor even a fraction of the content that will be in *Milando's Guide to Magical Marvels*. What we hope it does, though, is give you a taste of what you can expect from Milando: refreshing new magical concepts explored through colorful characters, magical items, and exciting challenges.

Note also that this sample isn't final or finished – plenty of designing, writing, illustrating, and playtesting is still to be done. It is, however, an example of the content, style, and creative expression we're filling *Milando's Guide to Magical Marvels* with.

We hope that you like what you see and that you'll help us fund [Milando's Guide to Magical Marvels on Kickstarter](#). The more funding we get, the bigger and better we can make the final book – and the more we'll be able to help enhance your fifth edition campaign!

– J. A. Valeur & S. K. Valeur

CONTENT

This sample gives you a look into the unpredictable art of spellwarping and consists of the following parts:

- **Spellwarping.** A description and explanation of spellwarping and the creation of spellmarks.
- **Kîrr the Spellwarper.** A gnoll arcane artisan NPC who sells spellmarks and spellwarped items.
- **Spellmarks.** A selection of six mystical spellmarks that characters may acquire.
- **Magic Items.** Five new spellwarped magic items that enhance magic and causes unpredictable effects.

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KICKSTARTER

SPELLWARPING

Being a spellwarper isn't as much an occupation as it is an affliction – a dangerous and volatile condition that allows one to reshape and transform the raw essence of magic itself. Spellwarpers can use their power to warp magic, craft unique enchanted items, or even leave permanent spellmarks that grant others a sliver of their capricious magical abilities.

PRIMORDIAL MAGIC

Magic is everywhere. Though only few can command and shape it into powerful spells, magic permeates the material world, its invisible threads wrapping around and weaving between everything and everyone. Most of the time, this magical weave is dormant, docile, and wholly intangible when not manipulated by practitioners of the arcane art.

Like most other elements, however, magic can become unstable and volatile under the right circumstances. In rare cases, careless tampering with the magical weave causes patches of treacherous raw magic to form. Raw magic usually appears as writhing tendrils of glowing energy that warps the very essence of whatever it touches. A creature fully exposed to raw magic almost never survives, but if it is diligently contained and carefully applied, raw magic can be used to create spellmarks.

MARKED BY MAGIC

The nature and abilities of a spellmark are usually random, as the wild and untamed magic is notoriously unpredictable. All spellmarks have one thing in common, however: they grant magical powers and protections to their bearer, but also come with a significant drawback.

While most are, quite naturally, reluctant to expose themselves to the potentially deadly raw magic, there are those for whom great risk is just a necessary step toward great reward. And, if one can stomach the consequences of tampering with raw magic, there are few rewards greater than wielding the unbridled magic of a spellmark.

Spellmarks are permanent and can only be removed with the *wish* spell or similarly powerful magic.

DON'T BE DISCOURAGED BY ALL THIS TALK OF "RISKS" AND "CONSEQUENCES". NO SUCH THINGS EXIST!
ALL YOU GET ARE CHANCES AND IF YOU DON'T TAKE THEM, HOW ARE YOU GOING TO ACCOMPLISH ANYTHING OR – EVEN MORE IMPORTANTLY – HAVE FUN?

– MILANDO

THE SPELLWARPERS

Because raw magic is so dangerous and mercurial, an individual seeking to become spellmarked must strike a careful balance. Spellwarpers can help their patrons – or victims, as some would call them – tread that perilous line between power and annihilation.

Most spellwarpers are creatures who have been touched by raw magic themselves and who can now conjure and manipulate raw magic. Others have become resistant to the magic's dangerous effects and can harvest, contain, and apply it to others.

Those who work with raw magic are usually as unstable as their craft. More often than not, they're driven at least partially mad, either by the traumatic events that caused them to become spellwarped or by prolonged exposure to the primordial magic.

Most ordinary folk want nothing to do with spellwarpers or their mysterious craft. Spellwarpers who can't or won't hide their affliction are often recluses found on the fringes of civilization – in the city's seedy underbelly, in the mysterious tower outside the city walls, or in small frontier settlements.

THE COST OF SPELLWARPING

Spellwarpers' motivations are often as unpredictable as the raw magic they work with, which makes it hard to predict what they may ask in exchange for their services. Some spellwarpers have simple motivations such as wealth and power, while others want only obscure arcane relics or ancient magical research. Yet others are driven by an insatiable hunger for magic or seek a cure to end their dangerous affliction.

Only the most skilled spellwarpers can manipulate raw magic to create specific spellmarks – and even with decades of care and practice, the result is never certain. Most spellwarpers make certain that their payment is not contingent upon a specific result – nor even on their customer's survival!

THE CONSEQUENCES OF SPELLWARPING

If you want to make the process of obtaining a spellmark truly frightening, you can have a character who receives a spellmark roll a d20. If the roll is less than their proficiency modifier, you can choose one of the following consequences (or another consequence of your own choosing):

- The character takes 1d100 force damage. A character reduced to 0 hit points by this damage is disintegrated.
- The character suffers 1d6 levels of exhaustion.
- The character suffers a form of Indefinite Madness (see chapter 8 of the official 5E guide for gamemasters).

Be mindful that not all players will find such severe consequences entertaining. If you're in doubt, it's better to err on the side of caution and skip this option.



KÎRR THE SPELLWARPED

The hunchbacked gnoll lifts his head as you approach, fixing its glowing, pupilless eyes on you. A raspy cackle escapes the gnoll's lips as his head bobs from side to side. "Eh-eh, come to see old Kîrr, have you? Eh-eh, if you are old foes looking for a fight, I must disappoint – Kîrr has little fight left in him," the gnoll says, seemingly unfazed by the prospect of battle. "But if you're looking for, eh-eh, magic's touch, well, that old Kîrr can provide!"

Kîrr is a half-mad gnoll with a storied career as a daring wilderness guide behind him. The wily gnoll never set out to become a spellwarper but when he was touched by raw magic – an event that stole his sight and nearly his life – the choice was made for him. Shunned by most of society and no longer sought after as a guide, Kîrr has taken to sharing the raw magic that permeates him in return for gold.

Kîrr has learned from painful experience to stay out of the public's eye. He is usually found scuttled away in the back of a dark alley in a sprawling metropolis or hiding out in a small cave on a desolate plain.

FORGED IN SPELLFIRE

Fearless and strong-headed despite his gaunt and frail form, Kîrr never got along well with the other gnolls in his pack. Abandoning his kin in early adulthood, Kîrr began working as a wilderness guide, directing fresh-faced adventurers to ancient ruins and forgotten tombs.

On one such occasion, Kîrr was waiting for his employers outside the remains of a long-dead wizard's tower, when the adventurers' pilfering triggered something within the ruins. A terrible blast of powerful raw magic was unleashed, annihilating the adventurers along with the tower and its fabled treasures. Kîrr, who'd been waiting close by, fared little better as the raw magic swept over him.

But Kîrr didn't die. Instead, the gnoll, who was blinded in the blast, used his survival skills to stay alive while his gruesome injuries healed. Eventually, the gnoll made it back to relative civilization – alive, but far from the same.

ROLEPLAYING KÎRR

Kîrr's brush with raw magic wrought more than just physical changes. The gnoll, who was already eccentric before his ordeals, seems to be half-mad, often cackling at jokes only he seems to perceive, or answering questions that have yet to be asked.

Kîrr also possesses acute insight and perception, owed in part to his unnatural condition, and may make cryptic remarks such as, "Eh-eh, there is great power in your future, friend, best tread carefully!" or, "You don't much like Kîrr, no, not much at all, I see, eh-eh!"

KÎRR'S SERVICES

A consummate survivor, Kîrr works as a spellwarper because it keeps his belly full and his purse heavy. He will apply spellmarks and sell his items to anyone who can pay his fees, though he has a specific fondness for outcasts and survivalists, to whom he usually extends huge discounts.

MAGIC ITEMS

Kîrr sells a small selection of spellwarped magic items he has personally crafted or collected.

Item	Rarity	Value
Raw Magic Potion	Rare	500 gp
Empowering Crystal	Rare	1,000 gp
Warping Longsword	Very Rare	6,000 gp

SPELLWARPING

Kîrr isn't a particularly skilled spellwarper but his condition allows him to handle raw magic with only minimal side effects. Once a month, Kîrr ventures back to the ruins where he got his own marks to gather the unstable energy in small flasks and containers.

During an hour-long ritual that involves rhythmic dancing and yipping – wholly unnecessary, but Kîrr enjoys the spectacle – the mad gnoll haphazardly dabs his customers with the dangerous substance. He offers only a casual warning before beginning: "Eh-eh, it might hurt a little, oh yes, but if Kîrr can handle it, surely a big fella like you will have no trouble, eh-eh!"

At your discretion, Kîrr can apply a specific spellmark to a character at a set price, as per the table below. Alternatively, Kîrr may charge a set fee of 1,000 gp to apply a random spellmark, determined by rolling a d6 on the table below.

d6	Spellmark	Value
1	Alloy	1,000 gp
2	Magesight	1,000 gp
3	Wildfire	1,000 gp
4	Conduit	1,500 gp
5	Spellmantle	1,500 gp
6	Omen	2,000 gp

KÎRR ISN'T CRAZY – WELL, AT LEAST NOT THE "I'LL RIP YOUR HEAD OFF AND DRINK YOUR BLOOD DIRECTLY FROM YOUR NECKHOLE" KIND OF CRAZY GNOLLS ARE KNOWN FOR. IT'S MORE LIKE A "I'LL POUR UNDILUTED RAW MAGIC ON YOU BECAUSE THE VOICES TOLD ME TO DO IT" KIND OF CRAZY. YOU KNOW – THE GOOD KIND OF CRAZY.

– MILANDO

KÎRR

Medium Humanoid (Gnoll), Chaotic Neutral

Armor Class 16 (natural armor)

Hit Points 102 (12d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	18 (+4)	12 (+1)	18 (+4)	11 (+0)

Saving Throws Dex +7, Wis +7

Skills Arcana +4, Perception +7, Sleight of Hand +7, Survival +7

Damage Resistances force

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 17

Languages Common, Gnoll

Challenge 8 (3,900 XP)

Proficiency Bonus +3

Aura Sensitivity. When Kîrr is the target of a spell or within a spell's area of effect, he must make a Constitution saving throw against a DC equal to 10 + the spell's level. On a failure, his blindsight doesn't work until the end of his next turn.

Magesight. Kîrr can sense a faint aura around any visible creature or object within 60 feet that bears magic, and learn its school of magic, if any.

ACTIONS

Multiattack. Kîrr makes two attacks.

Raw Magic Bolt. Ranged Spell Attack: +7 to hit, range 60 ft., one target. *Hit:* 18 (4d8) force damage plus 4 (1d8) force damage for each spell the target is concentrating on and each spell that is affecting it.

Warping Touch. Melee Spell Attack: +7 to hit, reach 5 ft., one target. *Hit:* 18 (4d8) force damage and the target must succeed on a DC 15 Charisma saving throw or suffer a randomly determined magical effect that lasts until the end of Kîrr's next turn (roll a d4):

1. The target has disadvantage on saving throws against spells and magical effects, and gains vulnerability to damage from spells.
2. The creature rises vertically 20 feet into the air and remains suspended there.
3. The creature is turned to stone and subjected to the petrified condition.
4. The target teleports in a random direction to the furthest away unoccupied space within 30 feet. To determine the direction, roll a d8 and assign a direction to each die face.

Spellcasting. Kîrr casts one of the following spells requiring no material components and using Wisdom as the spellcasting ability (spell save DC 15):

1/day each: *confusion*, *dispel magic*, *fire storm*, *polymorph*, *reverse gravity*

BONUS ACTIONS

Truesight (3/Day). Kîrr gains truesight out to a radius of 60 feet until the end of his next turn.

SPELLMARKS

The marks created by a spellwarper are as varied as magic itself and can come in many different shapes, sizes, and colors. The magical attributes they imbue the subject with are even more varied, with the only common denominator being that a spellmark always comes with both a boon and a drawback.

If an effect created by a spellmark requires a saving throw, the DC is equal to 8 + your proficiency bonus + your Constitution modifier, unless otherwise noted.

ALLOY

This spellmark usually manifests as crisscrossing blue lines that cover large areas of the body. This spellmarked skin is much harder than regular skin but is also sensitive to magical attacks.

Spell's Alloy. You have resistance to nonmagical bludgeoning, piercing, and slashing damage.

Spell Sensitivity. When you take acid, cold, fire, force, lightning, necrotic, psychic, radiant, or thunder damage from a spell of 1st level or higher, you must make a Constitution saving throw against a DC equal to 10 + the spell's level. On a failure, you suffer one level of exhaustion that is removed when you finish a short or long rest.

Absorb Blows. When you take nonmagical bludgeoning, piercing, or slashing damage, you can use your reaction to capture some of the incoming energy. You take no damage and until the end of your next turn, your attacks deal an extra 1d6 force damage on a hit. You can use this property a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.

CONDUIT

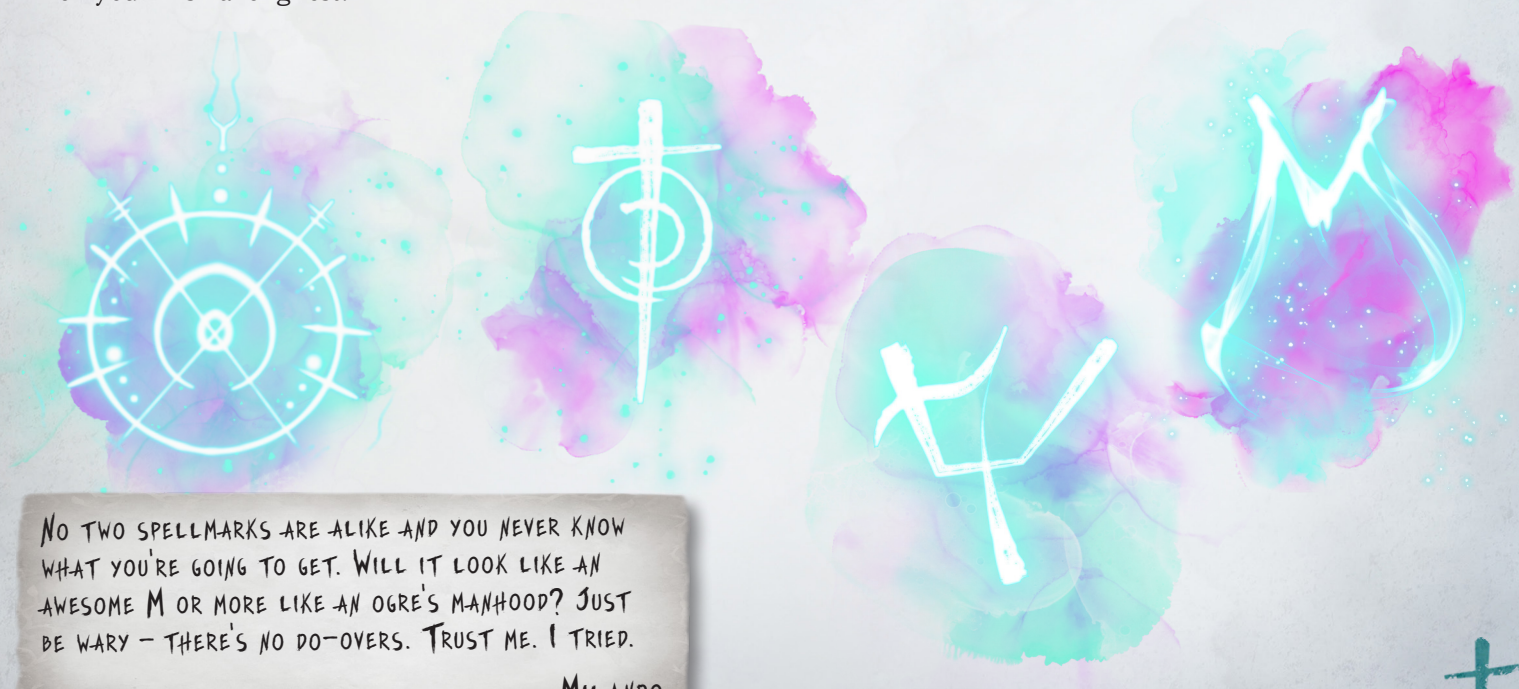
This spellmark usually manifests as a chaotic pattern of glowing lines and rivulets across the chest or back. Much like a magnet attracts metal, you seem to draw in and absorb magical energy.

Arcane Absorption. When you become the target of a spell of 1st level or higher, the spell has an additional random effect on you, determined by rolling a d4 on the table below.

d4 Effect

- 1 You have advantage on ability checks, saving throws, and attack rolls until the end of your next turn.
- 2 You recover an expended spell slot of a level equal to or lower than the spell's level or gain temporary hit points equal to twice the spell's level (your choice).
- 3 Until the end of your next turn, your attacks deal an extra 1d6 force damage on a hit.
- 4 Make a Constitution saving throw against a DC equal to 10 + the spell's level. On a failure, you are incapacitated until the end of your next turn.

Attract Magic. When a creature within 30 feet of you is the target of a spell or magical effect that doesn't target you, you can use your reaction make a Constitution (Arcana) check against a DC equal to 10 + the spell's level, or 15 if it isn't a spell. On a success, that spell or magical effect targets you instead of that creature. You can use this property a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.



NO TWO SPELLMARKS ARE ALIKE AND YOU NEVER KNOW WHAT YOU'RE GOING TO GET. WILL IT LOOK LIKE AN AWESOME M OR MORE LIKE AN OGRE'S MANHOOD? JUST BE WARY - THERE'S NO DO-OVERS. TRUST ME. I TRIED.

- MILANDO

MAGESIGHT

This spellmark usually manifests as glowing lines around the eyes – and on the eyeballs themselves. Your eyesight is replaced with a piercing, otherworldly perception that allows you to see magic itself.

Magesight. You have blindsight out to a distance of 60 feet. You can also sense a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. You are blind beyond this radius.

Aura Sensitivity. When you are the target of a spell, you must make a Constitution saving throw against a DC equal to 10 + the spell's level. On a failure, your blindsight doesn't work until the end of your next turn.

Truesight. As a bonus action, your blindsight becomes truesight until the end of your next turn. While you have this benefit, you can use an action to focus on a creature you can see and learn one of the following pieces of information, at the GM's discretion:

- The creature's AC and maximum Hit Points
- The creature's Damage Vulnerabilities, Damage Resistances, and Damage Immunities
- The creature's surface thoughts and demeanor toward you and your allies

You can use this property a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.

OMEN

This spellmark usually manifests as glowing, tattoo-like lines on the forehead and temples. You have an almost prescient view of the future, as if you're always peering just a few seconds ahead in time.

Limited Foresight. You can't be surprised and you gain a bonus to initiative equal to your proficiency bonus.

Inevitable Doom. When a friendly creature within 30 feet of you is reduced to 0 hit points, you become incapacitated until the end of your next turn.

Alter Fate. As a reaction, after you or a creature you can see within 30 feet of you makes an attack roll, ability check, or saving throw, you can force the creature to reroll. You make this decision after you see whether the roll succeeds or fails. The target must use the result of the second roll. Once used, this property can't be used again until the next dawn.

NOTE: SPELLMARKS

The spellmarks presented here are still being playtested and the design may change. *Milando's Guide to Magical Marvels* will include additional spellmarks.

SPELLMANTLE

This spellmark usually manifests as shimmering marks down the back, arms, and legs. You have an innate resistance to magic that repels most spells – harmful or otherwise.

Magic Resistance. You have advantage on saving throws against spells and other magical effects.

Magic Repellent. You must always attempt to resist spells or magical effects, even if they are beneficial, and can never be considered a willing target of a spell or magical effect. If you are the target of a beneficial spell or magical effect that has no saving throw, roll a d20. On a roll of 10 or less, the spell or magical effect has no effect on you.

Reflect Spell. When you succeed on a saving throw against a spell that affects only you, or a spell attack targeting only you misses you, you can use your reaction to turn the spell back on its caster. The spell has no effect on you and instead targets the caster, using the slot level, spell save DC, attack bonus, and spellcasting ability of the caster. If the spell requires concentration, it lasts until the end of the caster's next turn, even if they choose not to maintain their concentration on it. Once used, this property can't be used again until the next dawn.

WILDFIRE

This spellmark usually manifests as marks on the legs and feet that causes flame-like tendrils of magic to wrap around the lower body. You have an unnatural quickness and a constant urge to move that leaves you sluggish when resisted for too long.

Swiftfire. Your walking speed increases by 10 feet and any creature that makes an opportunity attack against you has disadvantage on the attack roll.

Restless Flame. If you end your turn without having moved at least half your speed (minimum of 10 feet) that turn, you have disadvantage on attack rolls, ability checks, and saving throws until the end of your next turn.

Blazing Dash. As an action, you can move up to your walking speed. Any unoccupied square you move through during this movement becomes filled with a 5-foot cube of magical flames for 1 minute. A creature that enters the flames for the first time on its turn or starts its turn there must make a Dexterity saving throw, taking force damage equal to 1d8 × your proficiency bonus on a failed save, or half as much on a success. You can use this property a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.

MAGIC ITEMS

Below are magic items infused with raw magic.

EMBLAZON ERRATICA

Armor (Shield), Rare (Requires Attunement)

When you are the target of a spell that targets only you, you can use your reaction to roll a d8. If the result is higher than the level of the spell slot used to cast the spell, the spell has no effect on you and instead targets another random creature within 30 feet of you. If no other creatures are near, the spell has no effect.

EMPOWERING CRYSTAL

Wondrous Item, Rare (Requires Attunement)

This crystal amulet has 7 charges and regains all expended charges daily at dawn. When you cast a spell of 1st level or higher while wearing it, you can expend 1 charge to roll a d6. If the result is higher than the level of the spell slot used to cast the spell, the spell is enhanced in one of the following ways (your choice):

- The spell takes effect as if it were cast using a spell slot of one level higher than the one used to cast it.
- You can give one target of the spell disadvantage on the first saving throw made against the spell.
- You can add 1d10 to one damage roll of the spell.

If the result is equal to or lower than the level of the spell slot used to cast the spell, you take 1d6 force damage per level of the spell slot and the spell has no additional effect.

RAW MAGIC POTION

Potion, Rare

This glass flask contains a small amount of heavily diluted raw magic. When you drink this potion, you gain the following benefits for 1 minute:

- You have advantage on saving throws against spells and other magical effects.
- When you cast a spell of 1st level or higher, you can treat the spell as if it were cast using a spell slot one level higher than the one used to cast it.
- At the start of each of your turns, you gain the benefits of a random magical effect that lasts until the start of your next turn, determined by rolling a d6 on the table below:

d6 Effect

- 1 You can add a d4 to any attack roll or ability check you make.
- 2 You have a flying speed equal to your walking speed.
- 3 Your walking speed is doubled.
- 4 You have truesight out to a range of 60 feet.
- 5 Your attacks deal an extra 1d6 force damage on a hit.
- 6 You immediately teleport to an unoccupied space you can see within 30 feet.



EMBLAZON ERRATICA



EMPOWERING CRYSTAL



RAW MAGIC POTION

SPELLWARPERS TOUCH

Wondrous Item, Rare (Requires Attunement)

These magic gauntlets have 7 charges and regain all expended charges daily at dawn. When you hit with a melee weapon attack roll while wearing these gloves, you can expend 1 charge to create a random magical effect, determined by rolling a d6 on the table below:

d6 Effect

- 1 The target takes an extra 1d10 acid damage immediately and 1d10 acid damage at the end of its next turn.
- 2 The target takes an extra 1d10 cold damage and its speed is reduced to 0 until the end of its next turn.
- 3 The target takes an extra 2d8 fire damage.
- 4 The target takes an extra 1d10 lightning damage and can't take reactions until the end of your next turn.
- 5 The target takes an extra 1d10 thunder damage and must succeed on a DC 15 Strength saving throw or be knocked prone.
- 6 The target takes an extra 1d10 force damage. Roll an additional d6 on this table.



SPELLWARPERS TOUCH

YOU MAY ASK: "WHY MAKE UNSTABLE MAGIC ITEMS THAT BEHAVE UNPREDICTABLY?" TO THAT I'LL ANSWER WHAT I ALWAYS ANSWER WHEN SOMEONE ASKS WHY...

WHY NOT?

- MILANDO

WARPING BLADE

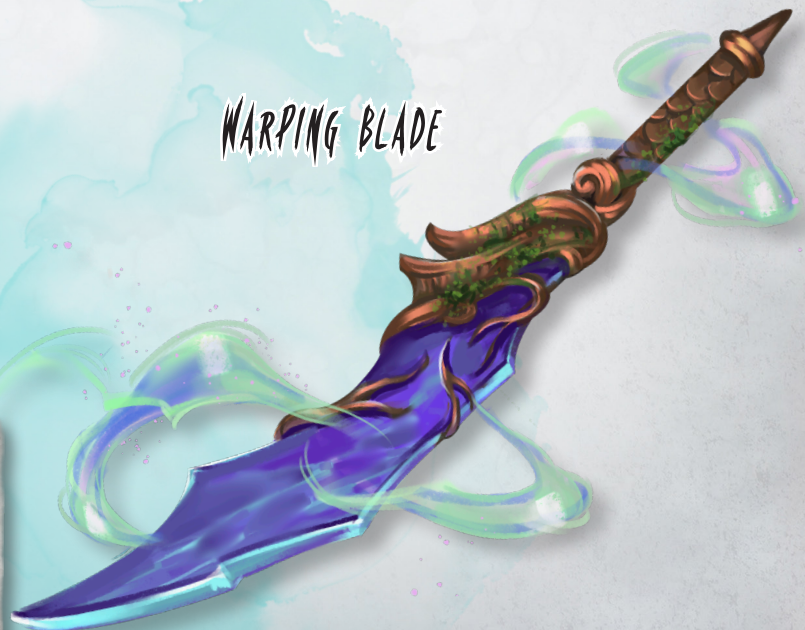
Weapon (Any Sword), Very Rare (Requires Attunement)

This magic sword is fashioned from crystal infused with raw magic. When you hit with an attack roll using the sword, the target takes an extra 1d8 force damage.

Spellwarping. The sword has 3 charges and regains all expended charges daily at dawn. When you hit a creature with an attack roll using the sword, you can expend 1 charge to imbue the target with raw magic for 1 minute. Immediately when it becomes affected and at the end of each of its turns for the duration, the target must make a DC 17 Charisma saving throw. On a failure, the creature suffers a random effect that lasts until the end of its next turn, determined by rolling a d6 on the table below:

d6 Effect

- 1 The target has disadvantage on saving throws against spells and magical effects, and gains vulnerability to damage from spells.
- 2 The target is transformed into a random creature as with the *polymorph* spell. Roll a d4 to determine the creature it transforms into (1: **bat**; 2: **cat**; 3: **raven**; 4: **snake**).
- 3 The creature rises vertically 20 feet into the air and remains suspended there.
- 4 The target takes 2d8 force damage and its speed is halved.
- 5 The creature is turned to stone and subjected to the petrified condition.
- 6 The target teleports in a random direction to the furthest away unoccupied space within 30 feet of it. To determine the direction, roll a d8 and assign a direction to each die face.



WARPING BLADE