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About This Content

Creature Components Volume 1

For generations wizards have sought ways to augment their already substantial magical abilities. Centuries of research has yielded countless new spells, metamagic practices, and even the discovery of cooperative spellcasting as a means for making existing spells more powerful. Now you can add even more power to your arsenal with Creature Components!

Harvest the essence of elementals, the scales of dragons, and the blood of genies for use in augmenting your own spells or take it a step further with mods to magic items, weapons, and armor.

Creature Components is a rule supplement surrounding the harvesting of specialized components, and their use in the augmentation of both arcane and divine magic.

This book includes:

- Rules for identifying and harvesting creature components
- Over 100 creatures in the component catalogue

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- Variant Magical Items
 - New Magical Weapons and more

Within these pages are options for both players and DMs to add variety to treasure hoards, day to day spell casting, and even item creation. Magic has evolved...

Released on October 08, 2017. Designed for Fantasy Grounds version 3.2.2 and higher.

Requires: An active subscription or a one time purchase of a Fantasy Grounds Full or Ultimate license and the included 5E Ruleset.

Title: Fantasy Grounds - Creature Components Volume 1 (PFRPG)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 18 Oct, 2017

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Minimum:

OS: Windows 7x , 8x or 10x

Processor: 1.6 GHz or higher processor

Memory: 1 GB RAM

Graphics: Graphics card recommended

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 500 MB available space

Sound Card: a sound card is required for voice communication using external programs like Google Hangouts, Skype or Discord.

Additional Notes: Requirements vary by the add-ons installed and the number of players connecting to your game.

English

Chimera

04.014 Chimera - Elemental Gland

Image:

- Chimera

Item:

- Chimera Elemental Gland

Spell:

- Chimera Elemental Gland

Effect: Yes

Potency: Moderate

Augmentations: Any spell that inflicts fire damage

Cost: 500 gp

Price: 1,000 gp

Description

After using the chimera's elemental gland as part of the casting of any spell that inflicts fire damage, a portion of the magical energy is at once enhanced and siphoned off to grant the caster a single fire breath attack that affects a 15-foot cone, usable as an action within 1 round per level of the spell cast. Each creature in the affected area must make a

Chimera Elemental Gland

Type: Elemental Gland

Subtype: Moderate

Rarity: Any spell that inflicts fire damage

Cost: 500 gp

Weight: 0.01

After using the chimera's elemental gland as part of the casting of any spell that inflicts fire damage, a portion of the magical energy is at once enhanced and siphoned off to

Chimera Elemental Gland

Spell

After using the chimera's elemental gland as part of the casting of any spell that inflicts fire damage, a portion of the magical energy is at once enhanced and siphoned off to grant the caster a single fire breath attack that affects a 15-foot cone, usable as an action within 1 round per level of the spell cast. Each creature in the affected area must make a

Chimera Elemental Gland (Creature Component)

Cast Alk Save Dex DC 10

150 fire

04.039 Devil, Pit Fiend - Horn

Item:

- Devil, Pit Fiend Horn

Spell:

- Devil, Pit Fiend Horn

Effect: Yes

Potency: Greater

Augmentations: A spell that augments Dexterity, or Constitution

Cost: 2,500 gp

Price: 5,000 gp

Description

Drinking a tincture of a pit fiend horn of a pit fiend casting of any *enhance* similar spell that adds or more physical ability (Strength, Dexterity, Constitution) causes...

04.044 Dragon Turtle - Breath

Item:

- Dragon Turtle Breath Gland

Spell:

- Dragon

Effect: Yes

Potency: Lesser

Augmentations: Inflicts fire

Cost: 250 gp

Price: 500 gp

Effect: No

Potency: Lesser

Augmentations: Web

Cost: 100 gp

Price: 200 gp

Description

A web spell enhanced with a paste made from the spinneret gland of an ettercap increases the affected area by 50% (to a 30-foot-radius).

Do not blend the paste of an ettercaps spinneret gland with the juices from a drider. Though they

04.054 Ghast - Tongue

Item:

- Ghast Tongue

Spell:

None

04.062 Hag, Night - Skin Flak

Item:

- Hag, Night Skin Flakes

Spell:

- Hag, Night Skin Flakes

Effect:

Grinding into powder over on polymorph maximum Throw recipient save DC

04.077 Medusa - Serpent Pois

Item:

- Medusa Serpent Poison

Spell:

- Medusa Serpent Poison

04.081 Mummy - Wrappings

Item:

- Mummy Wrappings

Spell:

None

Effect:

04.067 Hydra - Blood

Item:

- Hydra Blood

Spell:

- Hydra Blood

Effect: Yes

Potency: Moderate

Augmentations: Cure Wounds

Cost: 1,000 gp

Price: 2,000 gp

Description

Incorporating the blood of a hydra into a cure wounds spell gives the target a taste of their incredible healing abilities. The recipient continues to heal 5 hit points at the start of its turn for a number of rounds equal to the level of the spell slot used to cast the spell.

04.113 Wraith - Essence

Image:

- Wraith

Item:

- Wraith Essence

Spell:

None

Effect: No

Potency: Moderate

Augmentations: Any touch spell that inflicts necrotic damage

Cost: 500 gp

Price: 1,000 gp

Description

The essence of a wraith can be incorporated into any spell that has both a range of touch, and inflicts necrotic damage. If the spell allows a save, on a failed save the creatures hit point maximum is reduced by the

Creature component catalog

05.01 Angel Blooded

Prerequisite: Angel, or aasimar

Feat:

- Angel Blooded

The blood of angels runs in your veins. You gain the following benefits:

- Increase your Wisdom or Charisma score by 1, to a maximum of 20.
- You have advantage on ability checks made to harvest creature components from celestials.

06.07 Hammer of Sundering

Weapon, Rare

Item:

- Hammer of Sundering

Spell:

- Hammer of Sundering

Description

A hammer of sundering is carefully carved from the sturdy branch of a treant, with runes of green and gold covering its haft. It functions as a +2 warhammer that deals double damage against objects and structures.

You can speak a command word as part of an attack to additionally affect any object struck with a shatter spell effect (Constitution DC 14). The wielder is protected from the effects of this ability by the hammer's magic. You can't use this ability again until the next dawn.

Angel Blooded

Feat

Prerequisite: Angel, or aasimar

Spell:

- Angel Blooded

The blood of angels runs in your veins. You gain the following benefits:

- Increase your Wisdom or Charisma score by 1, to a maximum of 20.

Hammer of Sundering

Type	Weapon
Rarity	Rare
Weight	2
Bonus	+2
Damage	1d8 bludgeoning
Properties	Versatile (1d10), magic

A *hammer of sundering* is carefully carved from the sturdy branch of a treant, with runes of green and gold covering its haft.

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