

Tavnis

ITEMS

SKYBLINDER STAFF

Staff, uncommon (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic quarterstaff. While holding it, you gain a +1 bonus to spell attack rolls.

If a flying creature you can see within 30 feet of you makes an attack roll against you, you can use your reaction to hold the staff aloft and cause it to flare with light. The attacker has disadvantage on the attack roll, and it must succeed on a DC 15 Constitution saving throw or be blinded until the start of its next turn.

SPELLS

EYE OF ANUBIS

Necromancy cantrip

Casting Time: 1 action

Range: 60 feet

Components: M (a holy symbol)

Duration: Instantaneous

A beam of tenebrous moonlight streaks from your left eye toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 necrotic damage and can't take the Disengage action until the end of your next turn. This spell creates an additional beam and deals more damage at higher levels. At 5th level, you fire a second beam originating from your right eye. Your first beam's damage increases by 1d8 (2d8) when you reach 11th level, and your second beam's damage increases by 1d8 (2d8) when you reach 17th level.

HOCUSPOCUS

Conjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 minute

You conjure minor paranormal phenomena and other ominous effects. You create one of the following magical effects within range for 1 minute:

- You cause all candles, torches, and other open flames to darken and flicker.
- You create a quiet sound that originates from a point of your choice within range, such as ominous whispers, the drone of insects, or the sound of crying.
- You create up to four torch-sized spectral, glowing orbs, which float around within range. The orbs do not provide light, apart from a dim glow.
- You can chill or warm the air in a 10-foot cube by 10 degrees.

- You cause small, unattended objects to rattle or levitate an inch off the ground. If you cast this spell multiple times, you can have up to three of its effects active at a time, and you can dismiss such an effect as an action.

BLOOD PRINT

1st-level necromancy (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (an ounce or more of blood)

Duration: Instantaneous

At your touch, wet blood on a surface shifts and reforms into a pattern of crimson blotches. This blood print is unique to the particular creature to whom the blood belongs, but you can determine the creature's kind (such as human, gnoll, deer, or fire giant) by examining the general shape. A print can be preserved by pressing a sheet of paper against it. If this spell is cast twice, it is possible to match samples of blood originating from the same creature by comparing the prints.