

STASIS

2nd-level Abjuration

Casting Time: 1 reaction, which you take when a projectile moves within 15 feet of you or when you are targeted by a melee attack

Range: 15 feet

Components: S

Duration: Instantaneous

You attempt to put an attacking creature or a projectile moving near you into stasis.

Creature. If you target a creature, that creature must succeed on a Wisdom saving throw or enter stasis until the start of its next turn. A creature in stasis is incapacitated (see the condition), cannot be moved, and is immune to all damage. The creature appears semi-translucent and radiates arcane energy. When the stasis ends, the creature completes its attack, making an attack roll against any creature occupying the space you were in when you cast this spell. Then, its turn resolves normally.

Projectile. If you target a projectile, make an ability check using your spellcasting ability. The DC equals 10 for non-spell attacks, and 10 + the spell's level for spell attacks. On a success, the projectile enters stasis until the start of the next turn after its launch. A projectile in stasis cannot be moved and is immune to all damage. The projectile appears semi-translucent and radiates arcane energy. When the stasis ends, the projectile continues onward, potentially missing targets that moved out of its path.

Art by Kekai Kotaki

