

# Metropolitan Arcana

**S**CRUTINIZING THE HALF-ORC'S DOCUMENT carefully, the captain carefully analyzes every line of the supposed pardon until suddenly the writ explodes in a puff of scrap paper, the rapidly shrinking form of the criminal racing away and cackling mad as a hatter. He reaches for his sword but grasps at nothing, the illusion of his weapon disappearing just as he spots the fleeing half-orc raising the blade in triumph. The captain cracks a smile in response and concentrates on the invisible mark cast upon his sword, the location of the thieves' den finally about to be revealed.



**WRITING** ANDREW ENGELBRITE  
**COLOR ART** HÉCTOR RODRÍGUEZ  
**EDITING** MIKE MYLER  
**LAYOUT** ERIC LIFE-PUTNAM

Gleaming spires and bustling commerce conceal the treachery and danger that lies at the back of every alleyway and behind every crooked smile—a sprawling civic expanse can be just as dangerous to the unprepared traveler as any far-off dungeon. The spells found herein are the mainstays of the city-born caster, inuring them against the worst that the city has to offer.

*Metropolitan Arcana* is a series of spells for multiple classes useful for those who walk the urban streets. Each is not exclusive to cities but they come into their prime when used for evading guards, catching criminals, and navigating the darkened corners and gritty streets of the metropolis.

## ARCANE WRIT

Conjuration cantrip (bard, cleric, warlock, wizard)

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

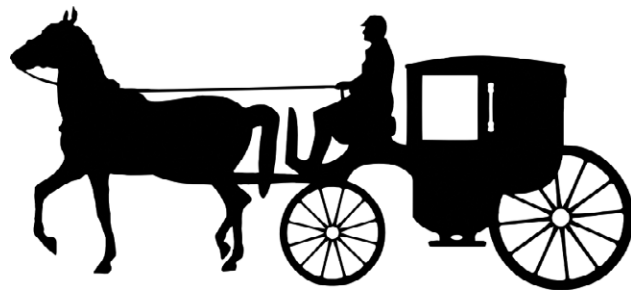
**Duration:** Instantaneous

This spell conjures a single page document into your hand. The document can contain any writing or information you choose but it must be information you know, and any styles, signatures, or marks must be ones that you have previously seen. The document can be made of any style of paper you've seen but no longer than 2 feet in any dimension.

When you cast this spell again, any document previously created with it disappears in a puff of shredded paper.

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## CAVEL'S CONVOKED CONVEYANCE

4th-level illusion (bard, ranger, sorcerer, warlock, wizard)

**Casting Time:** 1 minute

**Range:** 30 feet

**Components:** V, S

**Duration:** 1 hour

A large quasi-real vehicle appears on the ground or on the water in an unoccupied space of your choice within range. You decide the vehicle's appearance, and what form the vehicle takes, though you cannot select any vehicle able to carry more than 6 Medium-sized creatures. This vehicle can be a boat, wagon, cart, or any type of land or seafaring vehicle that is commonplace in the area. If the vehicle normally requires horses or other beasts of burden, quasi-real beasts with an appearance of your choosing are summoned along with it.

For the duration, you and up to 5 other Medium-sized or smaller creatures you choose can ride in the vehicle. The vehicle uses the statistics for whatever type of vehicle you chose. When the spell ends the vehicle gradually fades, giving the riders 1 minute to dismount. The spell ends if you use an action to dismiss it or if the vehicle takes any damage.

## CUTPURSE CHARM

1st-level illusion (bard, ranger, sorcerer, warlock, wizard)

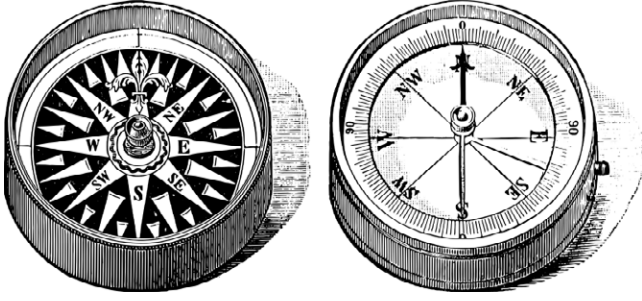
**Casting Time:** 1 bonus action

**Range:** Touch

**Components:** S

**Duration:** Up to 1 hour

This spell creates an illusionary copy of a touched object no heavier than 10 pounds. The illusion appears in the exact place the object currently is and remains there if the object is removed. If the object was being worn, the illusion moves with the wearer. The illusion is not tangible and disappears when interacted with (beyond the act of being worn).



### DETECTIVE'S TRICK

2nd-level divination (bard, ranger, wizard)

**Casting Time:** 1 bonus action

**Range:** Touch

**Components:** S, M (drop of ink)

**Duration:** 4 hours

This spell enchants a single object that can fit within the palm of your hand with a mark that is visible only to you. While an object is marked in this way, you sense the direction to the object's location as long as the object is within 1 mile of you. If the object is moving, you know the direction of its movement.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the duration increases by 4 hours for each slot level above 2nd.

### DUBIOUS AURA

2nd-level enchantment (bard, cleric, paladin, ranger)

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** S, M (a gram of any substance that is locally illegal)

**Duration:** 1 hour

This spell gives a target creature that you can see a highly suspicious aura, bringing the harsh scrutiny of any lawman that sees it. Any creature in authority or of lawful alignment that sees the target becomes immediately suspicious and suspects some form of nefarious activity or intent. When any guards or soldiers see the target they act appropriately according to their orders as if the target were a highly suspicious criminal. Creatures can see through this suspicious aura by making a Wisdom saving throw or after a thorough inspection of the target and its possessions (assuming they don't find anything that confirms their suspicions).

### ENRAGE ARCHITECTURE

7th-level transmutation (cleric, sorcerer, warlock, wizard)

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a stone or timber removed from a structure at least 100 years old)

**Duration:** Concentration, up to 1 minute

You animate and enrage a building that lashes out at its inhabitants and surroundings. Choose an artificial non-magical structure with a foundation area of no more than 3,000 square feet. As a bonus action you may command the structure open, close, lock, or unlock any non-magical doors or windows, or to thrash about and attempt to crush its inhabitants. While the structure is thrashing, any creature inside or within 30 feet of it must make a Dexterity saving throw, taking  $2d10+5$  bludgeoning damage on a failed save or half as much on a successful one. When the spell ends, the structure returns to its previous state, magically repairing any damage it sustained during the spell's duration.

### HELLISH HANDSHAKE

3rd-level conjuration (ritual) (cleric, paladin, warlock, wizard)

**Casting Time:** 1 minute

**Range:** Touch

**Components:** V, S, M (drop of blood from two willing participants)

**Duration:** Up to 13 days

Some bargains are too important to simply take on words alone and this spell forms an infernal pact to ensure an agreement is kept. Both you and another willing creature commit to a mutual agreement to the best of your abilities, clearly declaring your parts of the agreement as the spell is cast.

If for any reason either participant breaks the agreement or fails to uphold their part of the bargain before the end of the spell's duration,  $1d6+1$  imps appear within unoccupied spaces as close as possible to the participant who broke the bargain and the spell ends. The imps are hostile towards the deal-breaking participant and attempt to kill them, as well as any creatures that defend them.

When the deal-breaking participant is killed, the imps disappear in a flash of infernal smoke.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the number of imps summoned increases by 1d6 for every 2 slot levels above 3rd.

## RABBLE ROUSE

6th-level enchantment (bard, cleric, paladin, sorcerer)

**Casting Time:** 1 action

**Range:** Self (60-foot cube)

**Components:** V, S, M (lock of hair or other small part of a person)

**Duration:** Concentration, up to 10 minutes

This spell enrages bystanders and forms an angry mob around you. Any creature that starts its turn within range must make a Wisdom saving throw. On a failed save, a creature becomes hostile to the creature whose part was used as the material component of the spell, now called the enraging creature. Creatures who consider the enraging creature an ally automatically pass this saving throw, and creatures who are friendly or respectful of the enraging creature make their saving throw with advantage.

You can use your bonus action to verbally instruct any creatures who've become hostile, but they only follow instructions that can lead to harming the enraging creature or its property. This can include instructions such as "tear down the gate," "block the exits," or as simple as "get him."

Whenever a hostile creature deals damage or is dealt damage, it may make an additional Wisdom saving throw, ending the spell's ability to effect it on a success. A creature who successfully saves against this spell is immune to it for 24 hours.

## SALVATOR'S SEWER CIPHER

4th-level divination (ritual) (druid, ranger, wizard)

**Casting Time:** 1 minute

**Range:** Self

**Components:** V, S, M (handful of fresh breadcrumbs)

**Duration:** Concentration, up to 8 hours

This spell allows you to find the shortest path to the surface while in any underground complex or structure, such as sewers, caves, or crypts. While concentrating on this spell, you know what direction will physically lead to the surface the fastest. Whenever you are presented with multiple paths along the way, you automatically determine which path is the shortest and most direct route (but not necessarily the safest route) to the surface.

## SHATTERING BARRAGE

2nd-level evocation (bard, cleric, sorcerer, warlock, wizard)

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (handful of clean sand)

**Duration:** Instantaneous

You create three orbs of jagged broken glass and hurl them at targets within range. You can hurl them at one target or several.

Make a ranged spell attack for each orb. On a hit, the target takes 2d4 slashing damage and the shards of broken glass remain suspended in midair, filling the area they occupy (or 5 feet of the space they occupy if the creature is Large-sized or larger) with shards of suspended broken glass. Whenever a creature enters an area of broken glass for the first time or starts its turn there, it must succeed on a Dexterity saving throw or take 2d4 slashing damage. The shards of broken glass dissolve into harmless wisps of sand and blow away after 1 minute.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, you create one additional orb for each slot level above 2nd.

## TRAVELER'S WARD

1st-level abjuration (bard, cleric, paladin, ranger, wizard)

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (well-polished ball bearing)

**Duration:** 8 hours

Urban exploration can be a decidedly dangerous endeavor thanks to pests and this spell creates a magical ward against pickpockets and other ne'er-do-wells. Creatures have disadvantage when making Dexterity (Sleight of Hand) checks to steal from the warded creature. If a creature fails a Dexterity (Sleight of Hand) check to steal from the warded creature, the ward creates a loud noise and a flash of bright light, alerting the warded creature and bystanders to the attempted theft.

## VERMINOUS SHROUD

8th-level conjuration (druid, ranger, sorcerer, warlock)

**Casting Time:** 1 action

**Range:** Self (20-foot sphere)

**Components:** V, S, M (freshly killed rat)

**Duration:** Concentration, up to 10 minutes

This spell collects the pests of the surrounding area into a protective biting swarm. Insects, rats, and whatever other vermin are native to the area swarm in a 20-foot sphere around you. The sphere remains around you for the duration and is difficult terrain for creatures other than you. Whenever another creature enters this area for the first time or starts its turn there, it must make a Constitution saving throw. A creature takes 4d10 piercing damage on a failed save, or half as much on a successful one. While within this sphere, all creatures other than you have disadvantage on ability checks and attack rolls. 🐭