

# ARCHETYPAL SPELL COMPENDIUM: ARTIFICERS & ARCANISTS

A compilation of 101 new spells—ranging from original creations to selections from previous DM's Guild works—giving powerful new options to all spellcasting classes for the world's greatest roleplaying game.

Ver 1.2





# Archetypal Spell Compendium: Artificers & Arcanists

By Jeremy Forbing

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# How to Use This Book

This is a big book of spells! It also includes new archetype options for some of the main spellcasting classes—the cleric, sorcerer, and wizard, as well as three archetypes for Wizards of the Coast’s new artificer class, recently added to DM’s Guild by Mike Mearls from the *Unearthed Arcana* playtest article series on the D&D website.

In many cases, spells previously appearing in DM’s Guild works by this author or others have been tweaked or rewritten, for purposes of clarity or balance, or to provide additional guidance for certain situations that make come up in play.

In addition, several “Spell Lore” sidebars appear, presenting a sense of the origin and use of certain spells, giving a sense of the history and setting connections for each one. Most specific details are given for the Ravenloft and Forgotten Realms settings, but this document is not tied to any one universe, and can be used easily in any of the worlds of D&D—including the ones you invent yourself!

**A Note on Spells:** *Spells and cantrips marked with asterisks should be noted as follows:*

\*=This is a new spell described in this document.

\*\*=This spell appears in the *Elemental Evil Player's Companion*.

\*\*\*=This spell appears in the *Sword Coast Adventurers Guide*.

## CONTENT NOTE

Some spells appearing in this document are adapted from the works of other DM’s Guild authors, including *The Sterling Vermin Anthology* by Benjamin Huffman (*corpse mask*, *fungus bloom*), *Spells of Ravenloft* by Nathan England (*berserk*, *Strahd's baleful attraction*), and *Race Compendium Volume One* by Juan Marcano (*ashen reformation*). Special thanks to these authors for adding their work to the body of DM’s Guild’s community content!

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# New Spells

These new spells supplement those in the *Player's Handbook* or the *D&D Basic Rules*. Per the spell lists below, the spells detailed in this document can be cast by many of the existing classes. After each spell, its school of magic is listed in parentheses, as is whether it can be cast as a ritual.

## ARTIFICER SPELLS

### 1ST LEVEL

*create poison* (transmutation, ritual)\*  
*dead man's tell* (divination, ritual)\*  
*iron scarf* (transmutation)\*  
*soul homunculus* (conjunction, ritual)\*  
*speed of thought* (transmutation)\*  
*thundering armor* (abjuration)\*  
*weightless pursuit* (enchantment)\*

### 2ND LEVEL

*arcane springboard* (transmutation)\*  
*elemental blade* (transmutation)\*  
*greater acupuncture* (necromancy)\*  
*lifetap* (necromancy)\*  
*major telekinetic weapon* (conjunction)\*

### 3RD LEVEL

*four-winds bag* (conjunction)\*  
*magnetism* (transmutation)\*  
*predatory shards* (transmutation)\*  
*tattoo projectiles* (illusion)\*

### 4TH LEVEL

*eye for an eye* (abjuration)\*  
*forceful missile* (transmutation)\*  
*lesser water to poison* (transmutation)\*  
*thunderous reprisal* (evocation)\*

## BARD SPELLS

### CANTRIPS (0 LEVEL)

*create item* (conjunction)\*  
*echoing blow* (abjuration)\*  
*far hearing* (divination)\*  
*mindspeak* (divination)\*  
*project object* (conjunction)\*  
*remote viewing* (divination)\*  
*warning roar* (evocation)\*

### 1ST LEVEL

*alienated mind* (enchantment)\*  
*corpse mask* (transmutation, ritual)\*  
*create poison* (transmutation, ritual)\*  
*fortifying cry* (enchantment)\*  
*frightful strike* (enchantment)\*  
*misdirected mark* (illusion)\*  
*psychic shield* (abjuration)\*  
*shadow missile* (conjunction)\*  
*thundering armor* (abjuration)\*  
*undersong* (transmutation)\*

### 2ND LEVEL

*elemental blade* (transmutation)\*  
*unluck* (enchantment)\*

### 3RD LEVEL

*berserk* (enchantment)\*  
*control thoughts* (enchantment)\*  
*dread mercy* (enchantment)\*

*love's lament* (enchantment)\*  
*tattoo projectiles* (illusion)\*

### 4TH LEVEL

*lesser water to poison* (transmutation)\*  
*pain* (enchantment)\*  
*premonitory vision* (divination, ritual)\*  
*prescient sense* (divination)\*

### 5TH LEVEL

*greater water to poison* (transmutation)\*  
*servant army* (conjunction)\*

### 6TH LEVEL

*read object* (divination, ritual)\*  
*martyr's cry* (evocation)\*

## CLERIC SPELLS

### CANTRIPS (0 LEVEL)

*blood curse* (necromancy)\*  
*challenger's mark* (enchantment)\*  
*fortifying cry* (enchantment)\*  
*lesser acupuncture* (necromancy)\*  
*protection from aerial attack* (abjuration)\*  
*reaver's touch* (necromancy)\*

### 1ST LEVEL

*frightful strike* (enchantment)\*  
*shadow missile* (conjunction)\*  
*thundering armor* (abjuration)\*

### 2ND LEVEL

*bastion of clarity* (abjuration)\*  
*elemental blade* (transmutation)\*  
*greater acupuncture* (necromancy)\*  
*lifetap* (necromancy)\*  
*major telekinetic weapon* (conjunction)\*  
*unluck* (enchantment)\*

### 3RD LEVEL

*berserk* (enchantment)\*  
*control thoughts* (enchantment)\*  
*predatory shards* (transmutation)\*  
*redirect spell* (abjuration)\*

### 4TH LEVEL

*crown of light* (abjuration)\*  
*forceful missile* (transmutation)\*  
*thunderous reprisal* (evocation)\*

### 5TH LEVEL

*caging glaive* (conjunction)\*  
*lesser chainfire* (enchantment)\*  
*pocket cave* (conjunction)\*

### 6TH LEVEL

*gravedust cloud* (necromancy)\*  
*martyr's cry* (evocation)\*

### 7TH LEVEL

*mantle of the Slime Lord* (abjuration)\*  
*mark of the unfaithful* (enchantment, ritual)\*

### 8TH LEVEL

*brand of fire* (evocation)\*

### 9TH LEVEL

*anathema* (enchantment)\*

## DRUID SPELLS

### CANTRIPS (0 LEVEL)

*catfeet* (abjuration)\*  
*create item* (conjunction)\*  
*far hearing* (divination)\*  
*frostwind blade* (evocation)\*



*fungus bloom* (conjunction)\*  
*internal compass* (divination)\*  
*lesser acupuncture* (necromancy)\*  
*mindspeak* (divination)\*  
*punishing strike* (necromancy)\*  
*quickling step* (transmutation)\*  
*reaver's touch* (necromancy)\*  
*uncanny balance* (transmutation)\*  
*warning roar* (evocation)\*  
**1ST LEVEL**  
*create poison* (transmutation, ritual)\*  
*dead man's tell* (divination, ritual)\*  
*elemental burst* (transmutation)\*  
*enrage animals* (enchantment)\*  
*fiery wrath* (conjunction)\*  
*frightful strike* (enchantment)\*  
*frostwind blade* (evocation)\*  
**2ND LEVEL**  
*ashen reformation* (transmutation)\*  
*elemental blade* (transmutation)\*  
*greater acupuncture* (necromancy)\*  
*lifetap* (necromancy)\*  
**3RD LEVEL**  
*four-winds bag* (conjunction)\*  
*predatory shards* (transmutation)\*  
*sustaining meditation* (transmutation, ritual)\*  
*tattoo projectiles* (illusion)\*  
**4TH LEVEL**  
*lesser water to poison* (transmutation)\*  
*pain* (enchantment)\*  
*premonitory vision* (divination, ritual)\*  
*prescient sense* (divination)\*  
**5TH LEVEL**  
*hornet shot* (transmutation)\*  
*greater water to poison* (transmutation)\*  
*pocket cave* (conjunction)\*  
**6TH LEVEL**  
*acidic armor* (abjuration)\*  
*unleash instincts* (transmutation)\*  
**7TH LEVEL**  
*mantle of the Slime Lord* (abjuration)\*  
*mark of the unfaithful* (enchantment, ritual)\*  
**8TH LEVEL**  
*brand of fire* (evocation)\*  
**9TH LEVEL**  
*anathema* (enchantment)\*

## PALADIN SPELLS

**1ST LEVEL**  
*dread mercy* (enchantment)\*  
*dread provocation* (enchantment)\*  
*frightful strike* (enchantment)\*  
*thundering armor* (abjuration)\*  
*protection from aerial attack* (abjuration)\*  
*weightless pursuit* (enchantment)\*  
**2ND LEVEL**  
*bastion of clarity* (abjuration)\*  
*elemental blade* (transmutation)\*  
*major telekinetic weapon* (conjunction)\*  
**3RD LEVEL**  
*redirect spell* (abjuration)\*  
*ray of reprisal* (evocation)\*  
**4TH LEVEL**

*eye for an eye* (abjuration)\*  
*hero's defiance* (enchantment)\*  
**5TH LEVEL**  
*caging glaive* (conjunction)\*

## RANGER SPELLS

**1ST LEVEL**  
*create poison* (transmutation, ritual)\*  
*dread mercy* (enchantment)\*  
*enrage animals* (enchantment)\*  
*iron scarf* (transmutation)\*  
*shadow missile* (conjunction)\*  
*speed of thought* (transmutation)\*  
*weightless pursuit* (enchantment)\*  
**2ND LEVEL**  
*elemental blade* (transmutation)\*  
*tattoo projectiles* (illusion)\*  
**3RD LEVEL**  
*four-winds bag* (conjunction)\*  
*sustaining meditation* (transmutation, ritual)\*  
**4TH LEVEL**  
*forceful missile* (transmutation)\*  
*lesser water to poison* (transmutation)\*  
*premonitory vision* (divination, ritual)\*  
*prescient sense* (divination)\*  
**5TH LEVEL**  
*hornet shot* (transmutation)\*  
*greater water to poison* (transmutation)\*

## SORCERER SPELLS

**CANTRIPS (0 LEVEL)**  
*adept skill* (divination)\*  
*challenger's mark* (enchantment)\*  
*create item* (conjunction)\*  
*echoing blow* (abjuration)\*  
*far hearing* (divination)\*  
*fist of rage* (enchantment)\*  
*frostwind blade* (evocation)\*  
*lesser acupuncture* (necromancy)\*  
*mindspeak* (divination)\*  
*minor telekinetic weapon* (conjunction)\*  
*looming shadow* (illusion)\*  
*quickling step* (transmutation)\*  
*project object* (conjunction)\*  
*remote viewing* (divination)\*  
*shifting shadow* (conjunction)\*  
*steal speed* (necromancy)\*  
*punishing strike* (necromancy)\*  
**1ST LEVEL**  
*elemental burst* (transmutation)\*  
*fiery wrath* (conjunction)\*  
*frightful strike* (enchantment)\*  
*predictive focus* (divination)\*  
*protection from aerial attack* (abjuration)\*  
*psychic shield* (abjuration)\*  
*shadow missile* (conjunction)\*  
*soul homunculus* (conjunction, ritual)\*  
*speed of thought* (transmutation)\*  
*telekinetic slam* (evocation)\*  
*weightless pursuit* (enchantment)\*  
**2ND LEVEL**  
*bastion of clarity* (abjuration)\*  
*elemental blade* (transmutation)\*



*greater acupuncture* (necromancy)\*  
*major telekinetic weapon* (conjuration)\*  
*unluck* (enchantment)\*

#### 3RD LEVEL

*four-winds bag* (conjuration)\*  
*invasive id* (enchantment)\*  
*predatory shards* (transmutation)\*  
*redirect spell* (abjuration)\*  
*tattoo projectiles* (illusion)\*

#### 4TH LEVEL

*lesser water to poison* (transmutation)\*  
*pain* (enchantment)\*  
*premonitory vision* (divination, ritual)\*  
*prescient sense* (divination)\*  
*Strahd's baneful attractor* (evocation)\*

#### 5TH LEVEL

*greater water to poison* (transmutation)\*  
*lesser chainfire* (enchantment)\*

#### 6TH LEVEL

*read object* (divination, ritual)\*  
*unleash instincts* (transmutation)\*

#### 7TH LEVEL

*mantle of the Slime Lord* (abjuration)\*

#### 8TH LEVEL

*brand of fire* (evocation)\*

#### 9TH LEVEL

*Mycontil's last resort* (evocation)\*

## WARLOCK SPELLS

### CANTRIPS (0 LEVEL)

*blood curse* (necromancy)\*  
*challenger's mark* (enchantment)\*  
*echoing blow* (abjuration)\*  
*far hearing* (divination)\*  
*frostwind blade* (evocation)\*  
*fungus bloom* (conjuration)\*  
*looming shadow* (illusion)\*  
*project object* (conjuration)\*  
*punishing strike* (necromancy)\*  
*quickling step* (transmutation)\*  
*reaver's touch* (necromancy)\*  
*shifting shadow* (conjuration)\*  
*steal speed* (necromancy)\*  
*wall run* (transmutation)\*  
*warning roar* (evocation)\*

### 1ST LEVEL

*alienated mind* (enchantment)\*  
*corpse mask* (transmutation, ritual)\*  
*create poison* (transmutation, ritual)\*  
*dead man's tell* (divination, ritual)\*  
*dread provocation* (enchantment)\*  
*enrage animals* (enchantment)\*  
*frightful strike* (enchantment)\*  
*shadow missile* (conjuration)\*  
*speed of thought* (transmutation)\*  
*weightless pursuit* (enchantment)\*

### 2ND LEVEL

*ashen reformation* (transmutation)\*  
*elemental blade* (transmutation)\*  
*lifetap* (necromancy)\*

### 3RD LEVEL

*berserk* (enchantment)\*  
*four-winds bag* (conjuration)\*

*invasive id* (enchantment)\*  
*predatory shards* (transmutation)\*  
*tattoo projectiles* (illusion)\*

#### 4TH LEVEL

*forceful missile* (transmutation)\*  
*lesser water to poison* (transmutation)\*  
*pain* (enchantment)\*  
*Strahd's baneful attractor* (evocation)\*  
*thunderous reprisal* (evocation)\*

#### 5TH LEVEL

*caging glaive* (conjuration)\*  
*greater water to poison* (transmutation)\*  
*hornet shot* (transmutation)\*  
*pocket cave* (conjuration)\*  
*servant army* (conjuration)\*

#### 6TH LEVEL

*acidic armor* (abjuration)\*  
*gravedust cloud* (necromancy)\*  
*unleash instincts* (transmutation)\*

#### 7TH LEVEL

*Glasya's stride* (transmutation)\*  
*mantle of the Slime Lord* (abjuration)\*

#### 8TH LEVEL

*barbed construct* (conjuration)\*

## WIZARD SPELLS

### CANTRIPS (0 LEVEL)

*adept skill* (divination)\*  
*blood curse* (necromancy)\*  
*challenger's mark* (enchantment)\*  
*create item* (conjuration)\*  
*echoing blow* (abjuration)\*  
*far hearing* (divination)\*  
*frostwind blade* (evocation)\*  
*looming shadow* (illusion)\*  
*project object* (conjuration)\*  
*punishing strike* (necromancy)\*  
*quickling step* (transmutation)\*  
*reaver's touch* (necromancy)\*  
*shifting shadow* (conjuration)\*  
*steal speed* (necromancy)\*  
*uncanny balance* (transmutation)\*

### 1ST LEVEL

*alienated mind* (enchantment)\*  
*corpse mask* (transmutation, ritual)\*  
*create poison* (transmutation, ritual)\*  
*dead man's tell* (divination, ritual)\*  
*elemental burst* (transmutation)\*  
*fiery wrath* (conjuration)\*  
*frightful strike* (enchantment)\*  
*iron scarf* (transmutation)\*  
*protection from aerial attack* (abjuration)\*  
*shadow missile* (conjuration)\*  
*speed of thought* (transmutation)\*  
*telekinetic slam* (evocation)\*  
*thundering armor* (abjuration)\*  
*weightless pursuit* (enchantment)\*

### 2ND LEVEL

*arcane springboard* (transmutation)\*  
*ashen reformation* (transmutation)\*  
*elemental blade* (transmutation)\*  
*lifetap* (necromancy)\*  
*unluck* (enchantment)\*



### 3RD LEVEL

*berserk* (enchantment)\*  
*control thoughts* (enchantment)\*  
*invasive id* (enchantment)\*  
*magnetism* (transmutation)\*  
*predatory shards* (transmutation)\*  
*redirect spell* (abjuration)\*  
*tattoo projectiles* (illusion)\*

### 4TH LEVEL

*forceful missile* (transmutation)\*  
*lesser water to poison* (transmutation)\*  
*pain* (enchantment)\*  
*prescient sense* (divination)\*  
*Strahd's baneful attractor* (evocation)\*  
*thunderous reprisal* (evocation)\*

### 5TH LEVEL

*caging glaive* (conjuration)\*  
*greater water to poison* (transmutation)\*  
*hornet shot* (transmutation)\*  
*pocket cave* (conjuration)\*  
*servant army* (conjuration)\*

### 6TH LEVEL

*acidic armor* (abjuration)\*  
*gravedust cloud* (necromancy)\*  
*read object* (divination, ritual)\*

### 7TH LEVEL

*mantle of the Slime Lord* (abjuration)\*

### 8TH LEVEL

*barbed construct* (conjuration)\*

### 9TH LEVEL

*Mycontil's last resort* (evocation)\*

## SPELL DESCRIPTIONS

All new spells referenced in this document are listed alphabetically in this section.

### ACIDIC ARMOR

*6th-level abjuration*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

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

You conjure a layer of translucent green energy resembling plate armor, which emits noxious fumes and corrodes attacking enemies. Choose an ally you can see within range. That ally gains resistance against acid damage, and until the spell ends, any creature that touches that ally or hits it with a melee attack while within 5 ft. of it takes 1d10 acid damage.

**At Higher Levels.** When you cast this spell using a spell slot of 7th level or higher, the acid damage increases by 1d10 for each slot level above 5th.

### ADEPT SKILL

*Divination cantrip*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

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

Once before this spell ends, you can roll a die and add it to one ability check of your choice. You must roll this die before making the ability check.

If you do not already add your proficiency bonus to this ability check, the die rolled is a d4. If you are adding your proficiency bonus to the ability check, or if you are rolling an initiative check, you roll a different die depending on your level, as follows:

Level	Adept Skill Die Rolled
1st-4th	d4
5th-8th	d6
9th-12th	d8
13th-16th	d10
17th-20th	d12

The spell ends when the die is used.

## ALIENATED MIND

*1st-level enchantment*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 1 round

You garble your own thought processes into maddening chaos, then force those thoughts onto everyone around you. Each living creature (not a construct or undead) within a 15-foot sphere originating from you must make an Intelligence saving throw. On a failed save, a creature takes 2d10 psychic damage, and until the end of your next turn it forgets any languages that it knows and is incapable of meaningful communication. On a successful save, the creature takes half as much damage but suffers no other effects.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

### PSYCHIC SPELL LIST

*Alienated mind* is one of many sorcerer spells in this document which arose from arcane spellcasters with psionic potential, who harnessed that power into their spells rather than pursuing psychic abilities as a separate discipline. For players who wish to portray a psionic character without using a new class or archetype beyond the main D&D rule set (such as the mystic), a sorcerer who sticks to the list of psychic spells can provide most of the powers traditionally associated with psionic characters. A list of psychic spells—from both this document and the existing corpus of D&D spells—follows below:

**CANTRIPS (0 LEVEL)**

*adept skill* (abjuration)\*

*booming blade* (evocation)\*\*\*

*blade ward* (abjuration)

*catfeet* (abjuration)\*

*challenger's mark* (enchantment)\*

*control flames* (transmutation)\*\*

*create item* (conjuration)\*

*far hearing* (divination)\*

*fist of rage* (enchantment)\*

*friends* (enchantment)

*gust* (transmutation)\*\*

*internal compass* (divination)\*



*mage hand* (conjunction)  
*mindspeak* (divination)\*  
*minor illusion* (illusion)  
*minor telekinetic weapon* (conjunction)\*  
*mold earth* (transmutation)\*\*  
*quickling step* (transmutation)\*  
*project object* (conjunction)\*  
*psychic shock* (illusion)\*  
*resistance* (abjuration)  
*remote viewing* (divination)\*  
*shape water* (transmutation)\*\*  
*shifting shadow* (conjunction)\*  
*steal speed* (necromancy)\*  
*thaumaturgy* (transmutation)  
*thought blast* (enchantment)\*  
*thought projection* (enchantment)\*  
*thunderclap* (evocation)\*\*  
*true strike* (divination)  
*uncanny balance* (transmutation)\*  
*wall run* (transmutation)\*  
*warning roar* (evocation)\*

#### 1ST LEVEL

*absorb elements* (abjuration)\*\*  
*alienated mind* (enchantment)\*  
*animal friendship* (enchantment)  
*beast bond* (divination)\*\*  
*catapult* (transmutation)\*\*  
*charm person* (enchantment)  
*command* (enchantment)  
*comprehend languages* (divination, ritual)  
*dread mercy* (enchantment)\*  
*detect poison and disease* (divination, ritual)  
*earth tremor* (evocation)\*\*  
*ego lash* (enchantment)\*  
*expeditious retreat* (transmutation)  
*false life* (necromancy)  
*feather fall* (transmutation)  
*fiery wrath* (conjunction)\*  
*frightful strike* (enchantment)\*  
*jump* (transmutation)  
*longstrider* (transmutation)  
*predictive focus* (divination)\*  
*psychic shield* (abjuration)\*  
*silent image* (illusion)  
*speed of thought* (transmutation)\*  
*soul homunculus* (conjunction, ritual)\*  
*telekinetic slam* (evocation)\*  
*telepathic link* (divination, ritual)\*  
*weightless pursuit* (enchantment)\*

#### 2ND LEVEL

*aid* (abjuration)  
*alter self* (transmutation)  
*animal messenger* (enchantment, ritual)  
*augury* (divination, ritual)  
*bastion of clarity* (abjuration)\*  
*beast sense* (divination, ritual)  
*blindness/deafness* (necromancy)  
*blur* (illusion)  
*calm emotions* (enchantment)  
*crown of madness* (enchantment)  
*darkvision* (transmutation)  
*detect thoughts* (divination)  
*enhance ability* (transmutation)

*enthrall* (enchantment)  
*heat metal* (transmutation)  
*heroism* (enchantment)  
*hold person* (enchantment)  
*invisibility* (illusion)  
*lesser restoration* (abjuration)  
*levitate* (transmutation)  
*locate animals or plants* (divination, ritual)  
*major telekinetic weapon* (conjunction)\*  
*mirror image* (illusion)  
*phantasmal force* (illusion)  
*protection from poison* (abjuration)  
*pyrotechnics* (transmutation)\*\*  
*rope trick* (transmutation)  
*shatter* (evocation)  
*silence* (illusion, ritual)  
*spider climb* (transmutation)  
*suggestion* (enchantment)

#### 3RD LEVEL

*clairvoyance* (divination)  
*control thoughts* (enchantment)\*  
*erupting earth* (transmutation)\*\*  
*fear* (illusion)  
*feign death* (necromancy, ritual)  
*fly* (transmutation)  
*haste* (transmutation)  
*intellect redoubt* (abjuration)\*  
*invasive id* (enchantment)\*  
*magnetism* (transmutation)\*  
*major image* (illusion)  
*protection from energy* (abjuration)  
*read object* (divination, ritual)\*  
*sending* (evocation)  
*slow* (transmutation)  
*sustaining meditation* (transmutation)\*  
*tongues* (divination)  
*water breathing* (transmutation, ritual)  
*water walk* (transmutation, ritual)

#### 4TH LEVEL

*arcane eye* (divination)  
*compulsion* (enchantment)  
*confusion* (enchantment)  
*control water* (transmutation)  
*dominate beast* (enchantment)  
*freedom of movement* (abjuration)  
*greater invisibility* (illusion)  
*hallucinatory terrain* (illusion)  
*locate creature* (divination)  
*pain* (enchantment)\*  
*phantasmal killer* (illusion)  
*premonitory vision* (divination, ritual)\*  
*prescient sense* (divination)\*  
*staggering smite* (evocation)

#### 5TH LEVEL

*antilife shell* (abjuration)  
*dominate person* (enchantment)  
*dream* (illusion)  
*geas* (enchantment)  
*hold monster* (enchantment)  
*legend lore* (divination)  
*lesser chainfire* (enchantment)\*  
*mislead* (illusion)  
*modify memory* (enchantment)



*Rary's telepathic bond* (divination, ritual)  
*scrying* (divination)  
*seeming* (illusion)  
*telekinesis* (transmutation)  
*wall of force* (evocation)  
**6TH LEVEL**  
*eyebite* (necromancy)  
*find the path* (divination)  
*globe of invulnerability* (abjuration)  
*investiture of fire* (transmutation)\*\*  
*investiture of stone* (transmutation)\*\*  
*magic jar* (necromancy)  
*mass suggestion* (enchantment)  
*move earth* (transmutation)  
*primordial ward* (abjuration)\*\*  
*true seeing* (divination)  
*unleash instincts* (transmutation)\*  
*wind walk* (transmutation)  
**7TH LEVEL**  
*etherealness* (transmutation)  
*forcecage* (evocation)  
*mirage arcane* (illusion)  
*Mordenkainen's sword* (evocation)  
*plane shift* (conjuration)  
*project image* (illusion)  
*regenerate* (transmutation)  
*reverse gravity* (transmutation)  
*sequester* (transmutation)  
**8TH LEVEL**  
*antipathy/sympathy* (enchantment)  
*control weather* (transmutation)  
*earthquake* (evocation)  
*feeblemind* (enchantment)  
*glibness* (transmutation)  
*mind blank* (abjuration)  
*power word stun* (enchantment)  
*telepathy* (evocation)  
**9TH LEVEL**  
*astral projection* (necromancy)  
*foresight* (divination)  
*power word kill* (enchantment)  
*storm of vengeance* (conjuration)  
*time stop* (transmutation)  
*weird* (illusion)

## ANATHEMA

*9th-level enchantment*

**Casting Time:** 1 action

**Range:** Special

**Components:** V, S, M (a book or scroll inscribed with the target's name and especially consecrated for this purpose, detailing the crimes (real or imagined) for which the subject is being condemned)

**Duration:** Permanent

You can permanently exclude a creature from the benefits of your faith. The chosen creature suffers the following effects:

- They can no longer cast any cleric, druid, paladin, or ranger spells gained from the worship of your deity.
- They can no longer use the Channel Divinity feature if it is derived from the worship of your deity.

- They cannot benefit from any of your faith's services, such as spellcasting provided by a temple of your faith, or naming, marrying, or burial services.
- If they die, their soul is barred from entry into your deity's plane, just as though they had never declared allegiance to your deity. (In the Forgotten Realms, faithless souls are condemned to eternally writhe in the Wall of the Faithless on the Fugue Plane.)

You can pronounce an anathema effect upon any creature, even if they are on a different plane. You cannot pronounce an anathema against someone who is already dead. Some deities do not allow an anathema to be pronounced against the innocent or against their chosen, while others grant their most powerful servants free use of this most terrible of divine curses.

On a more personal level, the anathema spell marks the subject as accursed to others of your faith. If they are aware that a creature is anathema, members of your faith feel instinctively that they will displease their deity if they speak to that creature, look at them, or even acknowledge their existence. The common members of the faith are only aware that the creature is anathema if so informed by a member of your church hierarchy; however, clerics, paladins, druids and rangers of your faith automatically detect an anathema effect simply by looking at the subject.

The effect is permanent until lifted, either by you or another member of your faith of higher level who can cast this spell. This spell is unaffected by *dispel magic* or *counterspell*, and it can be neither copied nor undone by a *wish* spell.

For less traditional faiths (such as the worship of whole pantheons or gods with multiple aspects), the DM determines how the effects of this spell will work and explains them before the spell is cast. Divine spellcasters or creatures with the Channel Divinity feature can regain their lost divine powers by choosing a new deity to worship.

## CHANGING DEITIES

It is possible for a cleric or paladin to abandon their chosen deity and take up the faith of another. In doing so, the divine spellcaster severs ties with the organized clergy of the abandoned deity, and must choose a new Domain or Oath appropriate to the new deity. (If the existing Domain or Oath is one the new deity provides, it may be retained, and the transition may be easier.)

Once this conversion is made, the cleric or paladin receives the powers of their new Domain or Oath on a provisional basis. Before the next time they gain a level, they must find a cleric of the new deity (this may be a paladin of the new deity if the character is a paladin) and perform a similar act of devotion to the absolution a paladin who breaks a vow must seek. This may be an all-night prayer vigil, a fast, or even a quest for the new church (often recovering a lost relic valued by the deity). After rites of devotion confirming the character's devotion to their new deity, the character starts fresh.

If the character does not receive this confirmation in their new faith before they accumulate enough experience to gain a new level, they have two choices: They may delay the process of leveling (continuing to accrue experience points but without the benefit of gaining a level) until they are confirmed in their new faith, or they



may continue adventuring without the benefits of a Domain or Oath until they attain confirmation. They can still cast spells as normal for their class, but do not gain the spells from their Domain or Oath, nor any other Domain or Oath features. If this continues too long, a paladin in this position may be forced to accept the Oathbreaker paladin option described in the *Dungeon Master's Guide*, and a cleric may be forced to convert to the Defier Domain (a new domain introduced in this document).

## ARCANE SPRINGBOARD

*2nd-level transmutation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a small square of specially prepared cloth)

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

You infuse a section of the ground with arcane energy, creating a bouncy surface that launches any who step on it in a desired direction. Choose a 5-foot square space within range. Any creature who enters that space can use immediately their reaction to make a Jump check. Their jump distance for that check is multiplied by 5.

## ASHEN REFORMATION

*2nd-level transmutation*

**Casting Time:** 1 reaction, which you take in response to being damaged by an attack

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

When part of you is subjected to harm, you can shed that part into a cloud of swirling ashes that reforms whole and intact. The attacker must make their damage roll twice. You take the lower of the two damage rolls. You can choose to cast this spell after the initial damage roll is made, but before it is applied to your hit points.

## BARBED CONSTRUCT

*8th-level conjuration*

**Casting Time:** 1 minute

**Range:** 90 ft

**Components:** V, S, M (a small knot of inscribed barbed wire)

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

You hurl a small knot of inscribed barbed wire, which grows and springs to life, attacking your foes and protecting you from harm. The magical construct you summon appears in an unoccupied space that you can see within range. The barbed construct has the same statistics as a shield guardian, except that it does not have the spell storing trait, its fist attacks inflict piercing damage, and the amulet to which it is bound appears as a temporary glowing tattoo around your neck. The barbed construct disappears when it drops to 0 hit points or when the spell ends.

The barbed construct obeys any verbal commands you issue to it. Roll initiative for the barbed construct, which has its own turns. If you don't issue any commands to the

celestial, it defends itself from hostile creatures and uses its Shield reaction to protect you but otherwise takes no actions. The DM has the barbed construct's statistics.

## BASTION OF CLARITY

*2nd-level abjuration*

**Casting Time:** 1 reaction, which you take when you roll an Intelligence or Charisma save

**Range:** 10 feet

**Components:** V, S

**Duration:** 1 round

You erect a psychic shield to protect your mind from assault, and you ward your allies as well. Choose any number of creatures within range of this spell. Until the end of your next turn, you and the creatures you choose have advantage on Intelligence and Charisma saves (including against the triggering effect).

### SPELL LORE: BASTION OF CLARITY

The mysterious race who first developed this technique were known as the kalashtar. They were said to be hybrid creatures, with their humanoid bodies providing refuge for bodiless refugees who fled the Plane of Dreams. They intended it as a defense against psionic attacks, especially those of the horrors who forced them to flee their home plane. They were able to teach their technique to certain psychically-gifted sorcerers, who developed it into a spell.

## BERSERK

*3rd-level enchantment*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a bear claw)

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

You drive an intelligent creature around you into a frenzied rage. Choose one creature within range, which must make a Wisdom saving throw. On a failure, the creature gains temporary hit points equal to your proficiency bonus + your spellcasting ability score, and is temporarily overwhelmed by an unreasoning battle fury. While berserk, the target has the following traits:

- They have advantage on Strength checks, Strength saving throws, and melee weapon attacks.
- When they make a melee weapon attack using Strength, they add their proficiency bonus to damage if the attack hits.
- They have resistance to nonmagical bludgeoning, piercing, and slashing damage.
- They are unable to cast or concentrate on spells.
- Attack rolls against them have advantage.

In addition, at the beginning of their turn, if the creature has no creatures within reach, they must move towards the nearest creature and attack it. Otherwise, the target must use its action before moving on each of its turns to make a melee attack against a creature other than itself. If, after moving at its full speed towards the nearest creature, the target still has no creatures within reach, it uses its action to dash towards the nearest creature. If it cannot do so, it attacks an object within range, which may be the



ground or a wall. Whenever there are multiple creatures equally close to the target, the DM randomly chooses which one they move towards or attack. At the end of each of its turns, if the target has made a melee attack since the end of its previous turn, it can make a Wisdom saving throw. On a success, the spell ends. It also ends early if the target is incapacitated.

## BLOOD CURSE

*Necromancy cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** 1 round

You gamble some of your own life force on a curse that bedevils your enemy but may empower you. You may not cast this spell if you currently have less than 5 hit points. Choose a target within range that can see or hear you. The target makes a Wisdom save. If it fails, the target takes 1d4 psychic damage. You also take the same amount of psychic damage, which cannot be reduced or redirected in any way. Before the beginning of your next turn, if the target is hit with an attack, it takes an additional 1d4 necrotic damage, and the spell ends. When this happens, you also gain temporary hit points equal to your spellcasting ability modifier plus the amount of necrotic damage the creature took.

The necrotic damage increases by an extra 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

### SPELL LORE: BLOOD CURSE

Depending on the source, the creation of this spell is variously attributed to one of two nomadic peoples: the Vistani tribes of Barovia and the other mysterious Domains of Dread, or the Gur people who travel the Western Heartlands and the Hordelands of the continent of Faerûn. However, while some members of the Vistani are skilled in the magic of curses, wise sages note that in many cases associating this kind of magic with traveling peoples is a vile slander. Such superstitions arise from a prejudiced attempt to paint entire human ethnicities as somehow innately villainous. Those who know these culture groups well will attest that they are no more worthy of general mistrust than any other human group that happens to include spellcasters.

## BRAND OF FIRE

*8th-level evocation*

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S

**Duration:** Instantaneous

Your solemn curse causes fire to leap at your enemies to brand them. Choose up to three creatures within range that you can see. Each creature must roll a Dexterity saving throw, taking 8d6 fire damage on a failed save or half as much on a success. The next time a creature who failed its saving throw against this spell is hit by an attack

roll before the end of your next turn, it takes 20 additional fire damage.

**At Higher Levels.** If you use a 9th-level spell slot to cast this spell, the fire damage increases to 10d6, the range increases to 150 feet, and you choose up to 5 creatures.

## CAGING GLAIVE

*5th-level conjuration*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

**Duration:** 1 round

An otherworldly polearm made of smoldering green iron appears in your two free hands. Both your hands must be empty when you cast this spell. The weapon is similar in size and shape to a glaive, and it lasts until the end of your next turn. You can use your action to make a melee spell attack with this unearthly polearm. Your reach for this spell attack is 10 feet. On a hit, the target takes 5d8 necrotic damage, its speed is reduced by half, and you pull it 5 feet closer to you. In addition, all melee attacks against it gain advantage until it starts its turn further than 5 feet away from you.

**At Higher Levels.** When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d8 for every two slot levels above 5th.

## CATFEET

*Abjuration cantrip*

**Casting Time:** 1 reaction, which you take when you would take damage from falling

**Range:** Self

**Components:** V

**Duration:** Instantaneous

You gain resistance to damage from falling. If you fall less than 30 feet, you land on your feet instead of falling prone unless you take damage from the fall equal to more than half your maximum Hit Points.

## CHALLENGER'S MARK

*Enchantment cantrip*

**Casting Time:** 1 action

**Range:** 5 feet

**Components:** V, S

**Duration:** 1 round

As part of the action used to cast this spell, you must make a melee weapon attack against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and you exchange a moment of silent, instinctive communication that expresses your personal challenge. Before the beginning of your next turn, the target has disadvantage on the next attack roll it makes that does not target you. Also, if the target willingly moves more than 30 feet away from you or makes an attack that suffers disadvantage from this spell, it immediately takes 1d8 psychic damage, and the spell ends.

This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8



psychic damage to the target, and the damage the target suffers for moving more than 30 feet away from you increases to 2d8. Both damage rolls increase by 1d8 at 11th level and 17th level.

#### SPELL LORE: CHALLENGER'S MARK

Many of those who can cast this cantrip have indicated they do not consider it a magical effect, but rather part of the training of a true warrior. The discipline required to master such martial techniques teaches one to recognize the presence of another warrior, and to respect the urgency of a personal challenge issued by such an opponent. Wizards learned in such things, however, say that this effect is at the very least magical enhancement of the phenomenon described.

### CONTROL THOUGHTS

*3rd-level enchantment*

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S, M (a metal ring)

**Duration:** 1 round

You project your thoughts into another creature's mind so completely that it takes on your intentions instead of its own for a few seconds. As an action, you target a creature within range that you can see or which has communicated with you since the beginning of your last turn. The target must make an Intelligence saving throw. On a failed save, the target is charmed until the end of its next turn, during which you choose its movement and action. On a successful save, the target is unaffected, and you can't target that creature with this spell again until you finish a long rest.

### CORPSE MASK

*1st-level transmutation, ritual*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 1 hour

Touching the corpse of a humanoid, you transform your physical appearance—including your clothing, armor, weapons, and other belongings on your person—to look like the corpse did in life minutes before its death. You retain all of your own ability scores, features, traits, and other abilities.

While disguised as the dead you also instinctively mimic its mannerisms. Creatures familiar with the deceased humanoid can attempt to ascertain if you are in fact the deceased by using its action to make an Intelligence (Investigation) check against your spell save DC.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the duration increases to 8 hours. When you cast this spell using a spell slot of 5th level or higher, the duration increases to 24 hours.

### CROWN OF LIGHT

*4th-level abjuration*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

Blazing light coalesces over your ally to form a crown whose radiance pierces surrounding foes. Choose an ally you can see within range. That ally gains temporary hit points equal to your proficiency bonus + your spellcasting ability score and is considered proficient with all saving throws until the end of its next turn. Also, every hostile creature within 5 feet of the ally must make a Dexterity saving throw. On a failure, they take 4d6 radiant damage, and on a success, they take half that much.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the radiant damage increases by 1d6 for each slot level above 4th.

### CREATE ITEM

*Conjuration cantrip*

**Casting Time:** 1 bonus action

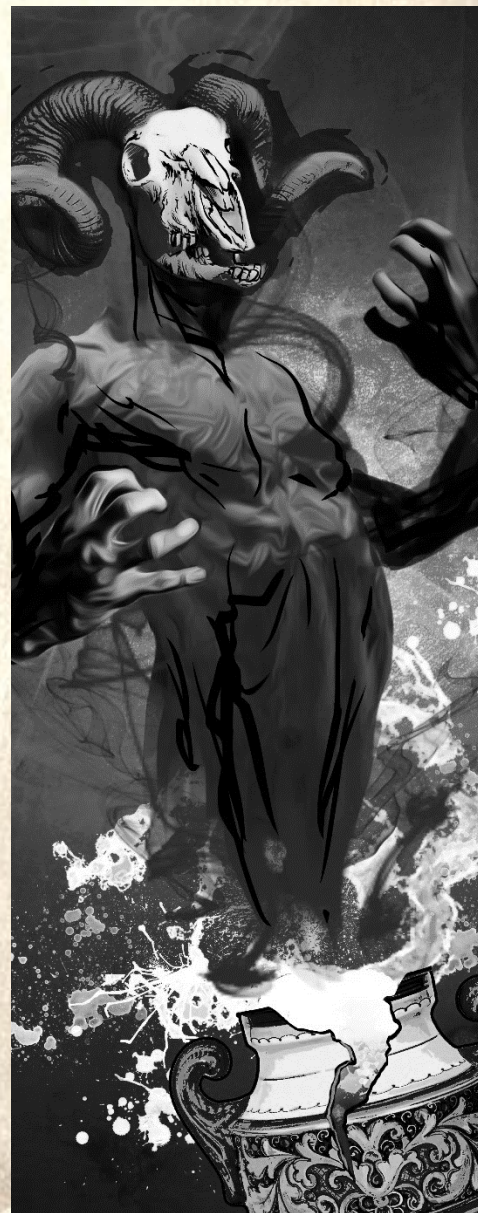
**Range:** Self

**Components:** V, S

**Duration:**

Concentration, up to 1 hour

From thought, you create matter, equipping yourself with the simple implement you need. You summon one piece of adventuring gear worth 2 gp or less which you can hold in one hand, and which must weigh less than 10 lbs. It cannot be a weapon or a piece of armor, and you cannot use it as an improvised weapon, or to attack or hinder another creature in any way. If the item is more than 10 feet away from you at the end of your turn, the spell ends if you are not touching it again by the end of the following turn. This object may simulate the effects of a tool or tool set which requires proficiency, but it can only be used to make one ability check, for a task that takes 1 round or less, after which time





the spell ends. Anyone who holds the item or examines it closely can tell it is not real. When the spell ends, the item disappears.

## CREATE POISON

*1st-level transmutation (ritual)*

**Casting Time:** 1 action

**Range:** Self (one vessel on your person)

**Components:** V, S, M (a small bottle or other container that can hold a draught of water)

**Duration:** Instantaneous

You use some combination of scavenged substances, focused meditation, and magic to transform the water in a container you have on your person into a one dose of improvised poison. This dose can be applied to one weapon, up to three pieces of ammunition, or up to three separate portions of food or drink. Once applied, the poison retains potency until someone must roll a saving throw against it, or for 1 minute, after which point it dries or dissolves. If a creature is struck with the poisoned weapon or ammunition, or if it ingests the poisoned food or drink, it must make a Constitution save or be poisoned for 1 minute and take 1d8 poison damage, or 2d8 if the poison is ingested). Creatures that succeed on their save take half damage, but suffer no other effects.

A poison you create can only be used by you, and has no value if you try to sell it. If you cast this spell again, any doses of poison you have previously created with this spell instantly become water again. Otherwise, poison doses created with this spell retain their potency until the next time you finish a long rest, at which point they return to being water.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, you create one additional dose of poison for every two levels above 1st. When you cast this spell using a spell slot of 4th level or higher, the poison gains an extra effect: if a creature fails the saving throw by 5 or more, its Constitution score is reduced by 1d4.

## DEAD MAN'S TELL

*1st-level divination (ritual)*

**Casting Time:** 1 minute

**Range:** Touch (one dead body part)

**Components:** V, M (one part of a criminal's corpse, which must be flexible in some way)

**Duration:** Until dispelled

You imbue a body part taken from a criminal's corpse—such as a hand, finger or head—with divination powers that cause it to react. Choose one of the categories of things it can detect and react to below. When something that falls within the chosen category or selected subcategories comes within 30 feet of the body part that has become the dead man's tell item, it activates. You can choose one of the following categories of things to activate the dead man's tell item:

- **Alignment.** Choose one of the following alignments: good, evil, lawful, or chaotic. The *dead man's tell* item

activates when it is within 30 feet of a creature that has such an alignment.

- **Consecration/Desecration.** The *dead man's tell* item activates when it is within 30 feet of a place or object that has been magically consecrated or desecrated (as with the *hallow* spell).
- **Creature.** Select one or more types of creatures from the following list: aberrations, beasts, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. You can also choose one or more races of humanoids (such as humans or goblins). You can choose as many or as few of these types as you like. The *dead man's tell* item activates when it is within 30 feet of one of the chosen creature types.
- **Disease.** The *dead man's tell* item activates when it is within 30 feet of an object or creature that carries a disease with which it can infect other creatures.
- **Magic.** Choose magic items, spellcasting, scrying attempts, or general magical effects. The *dead man's tell* item activates when it is within 30 feet of one of the chosen effects.
- **Poison.** The *dead man's tell* item activates when it is within 30 feet of poison or poisonous creatures.
- **Secret Door.** The *dead man's tell* item activates when it is within 30 feet of a secret door.
- **Trap.** The *dead man's tell* item activates when it is within 30 feet of a hidden trap or disguised pit or snare.

The first time the *dead man's tell* item detects one or more of the chosen category or subcategories of subjects within 30 feet, it activates. When activated, the item violently spasms for one round; a hand clenches, a finger jerks, jaws chatter and the like. The *dead man's tell* item does not indicate the power or location of the subject it has detected, merely its presence within 30 feet at the time of its activation. After being activated, the spell ends, and the body part rapidly decays and dessicates (meaning the same body part cannot be used for this spell again once it has been activated).

Subjects are not detected by the *dead man's tell* item if they are separated from it by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood of dirt, or if they are protected by an effect that prevents divination (such as a *nondetection* spell).

The same spellcaster cannot have multiple *dead man's tell* items affected with this spell at once. When you cast the *dead man's tell* spell again, any previous castings of this spell end immediately.

### SPELL LORE: DEAD MAN'S TELL

This is one of a handful of spells in this document said to have originated in the demiplane known as the Domains of Dread, which some call Ravenloft. Rumors say that a paranoid artificer in the domain of Darkon created it as a means of protecting himself from rivals.



## DREAD MERCY

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*1st-level enchantment*

**Casting Time:** 1 reaction, which you take when you reduce a creature within 60 feet to 0 hit points with a weapon attack

**Range:** 60 feet

**Components:** V

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

You offer an opponent mercy in exchange for their cooperation. Choose one creature within range that you have just reduced to 0 hit points. You instead reduce that creature to 1 hit point and immediately command their surrender. It must immediately make a Wisdom saving throw. On a success, the creature is frightened of you for the spell's duration, and suffers only the normal effects of being frightened. On a failure, the creature is still frightened, but rather than fleeing, the frightened creature stays where it is and does not move unless you tell it to. For the duration of the spell, the creature that failed its save will not attack you, and it fearfully obeys any instructions it can hear and understand that will not directly harm it (for example, it will not knowingly drink poison or walk off a cliff).

While affected, the creature will not deliberately say anything to you that it believes to be a lie, though it can simply remain silent if you do not ask any direct questions. If you ask it a direct question that can be answered in one or two sentences, it will not give you an answer that it considers false, though it may leave things out, especially if you ask a question that takes more than one or two sentences to answer. It may avoid answering questions to which it would normally respond with a lie by giving short or evasive answers, as long as what it does say remains within the boundaries of what it believes to be the truth.

Whenever you or one of your allies attempt to harm the creature, or if you give it instructions that would harm it or force it to make a saving throw against another effect, it repeats its Wisdom saving throw against this spell, ending the effects of the initial failed save on a success. You always know if a creature has succeeded or failed on a saving throw against this spell. When the spell's effect ends, the creature is unaware it was ever affected by this spell, knowing you could have killed it and believing its fear of you was merely natural.

**At Higher Levels.** When you cast this spell using a 3rd level or higher spell slot, the duration is increased to 1 hour. If you use a 6th level or higher spell slot, the duration is increased to 8 hours.

## DREAD PROVOCATION

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*1st-level enchantment*

**Casting Time:** 1 action

**Range:** 5 feet

**Components:** V, M (a weapon)

**Duration:** Instantaneous

After a feint and an attack against your foe, you appear defenseless, but otherworldly power disguises your cunning readiness to capitalize on their next move. As part

of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects and takes an additional 1d10 psychic damage, and until the start of your next turn, you and the target have advantage on attack rolls against each other, but disadvantage on attack rolls against all other creatures. In addition, the next time the target attacks you before the start of your next turn, it provokes opportunity attacks from you and any other allies of yours within 5 feet of it.

## ECHOING BLOW

---

*Abjuration cantrip*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** 1 round

As part of the action used to cast this spell, you must make an unarmed strike or weapon attack against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and if the target is concentrating on a spell when this attack hits, the attack deals an extra 1d6 thunder damage, which creates a loud noise that can be heard up to 100 feet away. In addition, the first time the target you hit with this cantrip makes a Constitution saving throw to maintain concentration on a spell before the end of your next turn (including against the damage of this cantrip), you roll 1d6 and subtract the number rolled from that saving throw.

This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d6 thunder damage to the target, and the damage the target suffers if they are concentrating on a spell increases to 2d6. Both damage rolls increase by 1d6 at 11th level and 17th level.

## EGO LASH

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*1st-level enchantment*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

You lash out with mental energy against a creature within range. Make a melee spell attack against the target. If the attack hits, the creature takes 3d8 psychic damage, and it must make an Intelligence saving throw. If it fails, it cannot take reactions until the end of your next turn.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

## ELEMENTAL BLADE

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*2nd-level evocation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a plum blossom)

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



When you cast this spell, a sword blade of elemental energy appears in the hand of the creature you touch (who must be a willing recipient). You choose one of the following damage types when you cast this spell: acid, cold, fire, lightning, or poison. The elemental blade is the size and shape of a normal shortsword, but is virtually weightless. If the wielder lets go of the blade, it disappears, but you can evoke it for them again as a bonus action.

Once on its turn while it holds the blade, the wielder can use its action to create one of two effects:

- The wielder can make a melee attack with the blade, rolling the attack as if they were attacking with a regular shortsword, but on a hit the target takes 5d4 damage of the type chosen when this spell was first cast, instead of the normal damage it would take from such an attack. Since the blade is immaterial, the wielder's Strength or Dexterity modifiers do not apply to the damage, nor does any extra damage from special abilities the wielder may possess (such as sneak attack).
- The wielder can unleash energy on a single target within 30 feet. The wielder's chosen target makes a Dexterity saving throw against your spellcasting DC. If the target fails, it takes 4d4 damage of the type chosen when this spell was first cast. If it succeeds, it takes half damage and can take reactions normally.

The blade sheds bright light in a 10 foot radius and dim light for an additional 10 feet. A creature who takes damage from this spell suffers an additional effect depending on the type of damage inflicted, as follows:

- **Acid.** The creature cannot take reactions until the beginning of the wielder's next turn.
- **Cold.** The creature's speed is reduced by half until the end of its next turn.
- **Fire.** The creature must choose to either fall prone to extinguish flames on its body or take 1d4 extra fire damage. Creatures wearing metal armor are immune to this effect.
- **Lightning.** The creature takes an extra 1d4 lightning damage if it is wearing metal armor.
- **Poison.** The creature is poisoned until the end of its next turn.

**At Higher Levels.** When you cast this spell using a 3rd level or higher spell slot, the damage increases by 1d4 for each slot level above 2nd.

## ELEMENTAL BURST

*1st-level evocation*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (burning incense for air, soft clay for earth, sulfur and phosphorus for fire, water and sand for water, or any kind of vegetable matter for wood)

**Duration:** Instantaneous

You release the magical energy in one of the five elements recognized in eastern cultures with a sudden, explosive burst. You choose a point within range that contains one of the five elements (wood, fire, water, earth (which can include metal or stone), or air) to release its energy. Each

creature within a 15-foot cone emanating from that point must make a saving throw or take 2d6 damage (half damage on a successful save). The type of saving throw required and damage inflicted depend on the element, as determined on the table below.

### Elemental Burst Effects

Element Type	Saving Throw	Damage Type
Air	Dexterity	Lightning
Earth	Strength	Acid
Fire	Dexterity	Fire
Water	Constitution	Cold
Wood	Constitution	Poison

In addition to taking damage, each creature that fails their saving throw suffers an additional effect, depending on the element type. These effects are detailed below, along with descriptions of each element's exact effect:

- **Air.** There is a sudden flash of light and peal of thunder as a gust of wind whips up out of nowhere, heavy with static electricity that shocks those nearby. Creatures who fail their save are knocked prone. Objects that aren't being worn or carried become electrified for 1 minute, inflicting 1d6 lightning damage on the next person who touches them within the next minute.
- **Earth.** Clumps of metal and rock spray out, oozing a corrosive substance. Creatures who fail their save are pushed back 10 feet away from the point at the center of the effect, as are objects weighing less than 100 lbs. that aren't being worn or carried.
- **Fire.** The fire shoots out glowing sparks. It ignites flammable objects in the area that aren't being worn or carried, and creatures who fail their save take an additional d6 damage at the beginning of their next turn.
- **Water.** Icy water pushes out in a freezing wave that crashes into those nearby. Creatures who fail their save reduce their speed by half until the end of their next turn, and objects weighing less than 100 lbs. that aren't being worn or carried are pushed back 15 feet away from the point at the center of the effect.
- **Wood.** The element throws off sharp slivers of the same material as itself, infused with a poisonous sap. Creatures who fail their save cannot take reactions until the end of their next turn. This effect inflicts piercing damage instead of poison damage on objects

The explosive noise of this spell can be heard up to 100 feet away. The spell does not noticeably affect the structure of the point or object that is the source of the elemental affect, unless it is an object that is not being worn or carried. If that is the case, the object suffers the same 2d6 damage a creature that failed its saving throw would take.

**At Higher Levels.** When you cast this spell using a 2nd level or higher spell slot, the damage increases by 1d6 for each slot level above 1st.

### SPELL LORE: ELEMENTAL BURST

This spell is said to have been created in the realms of Kara-Tur, where sages identify five elements instead of four. Scholars differ, however, as to whether the first user of this spell was a member of the mystic order known as the wu-jen or one of the sorcerers called the shugenja.



## ENRAGE ANIMALS

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*1st-level enchantment*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** 1 minute

This spell incites and enrages animals, making them hostile and vicious. Roll 6d10; the total is how many hit points of creatures this spell can affect. Eligible beasts within 30 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures, non-beasts, or beasts with an Intelligence score of 4 or higher, who are unaffected).

Starting with the creature that has the lowest current hit points, each creature affected by this spell enters a terrible rage for the spell's duration. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

A beast that is magically bound to a master or trained only to attack on order is allowed a Wisdom saving throw against this effect; other beasts are not. For example, you could enrage a normal bear or wolf with little trouble, but it's more difficult to drive a trained guard dog into a frenzy so that it attacks its master. Creatures who succeed on their saving throws are still deducted from the total number of hit points of creatures you can affect.

At the beginning of their turn, if a beast affected by this spell has no creatures within reach, they must move towards the nearest creature and attack it. Otherwise, each affected beast must use its action before moving on each of its turns to make a melee attack against a creature other than itself. If, after moving at its full speed towards the nearest creature, the beast still has no creatures within reach, it uses its action to dash towards the nearest creature. If it cannot do so, the beast attacks an object within range, which may be the ground or a wall. Whenever there are multiple creatures equally close to the beast, the DM randomly chooses which one they move towards or attack.

After you cast this spell, the first two attacks made by beasts you successfully enraged with it are made at advantage.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d10 for each slot level above 1st.

## EYE FOR AN EYE

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*4th-level abjuration*

**Casting Time:** 1 reaction, which you take when a creature within 30 feet of you hits one of your allies with an attack roll

**Range:** 30 feet

**Components:** V, S, M (a weapon)

**Duration:** Instantaneous

You raise your weapon defiantly and shout an imprecation to blind a foe that dares to assault your comrade. You

make a weapon attack against the attacker. If you attack with a melee weapon, that weapon's reach for this attack is increased to 30 feet. If the attack hits, it deals an extra 3d8 radiant damage to the target. Whether you hit or miss, the target must make a Constitution saving throw. On a failed save, it is blinded until the end of its next turn.

## FAR HEARING

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*Divination cantrip*

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Components:** S

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

For a moment, you hear even distant whispers. Choose one point within range that you can see. Until the effect ends, you hear as if you were at that point instead of where you actually are.

## FIERY WRATH

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*1st-level conjuration*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** S, M (a candlewick)

**Duration:** Instantaneous

You create fire with only the concentrated power of your inner rage. Choose any flammable object within range. If it is not on someone's person, it suddenly bursts into flames. Each creature within 5 feet of the point where the fire exploded must make a Dexterity saving throw. A creature takes 2d6 fire damage on a failed save, or 1 point of fire damage on a successful one. You then choose one creature within the affected area and make a ranged spell attack against the creature. On a hit, that creature takes 1d6 psychic damage and must choose to either immediately fall prone or take an additional 1d6 fire damage at the beginning of their next turn.

If a creature has the flammable object you ignite on their person, you must make the ranged spell attack first, and must choose to make the attack against that creature. If you hit, it suffers the same effects from your ranged spell attack described above, and the object bursts into flames. Each creature within 5 feet of the ignited object must then make the Dexterity saving throw as normal.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the fire damage increases by 1d6 for each slot level above 1st.

## FIST OF RAGE

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*Enchantment cantrip*

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S

**Duration:** Instantaneous

You focus your thoughts into a burst of aggressive emotion that you unleash as a blow of telekinetic force. Make a ranged spell attack against a target you can see within range. If the attack hits, the creature takes 1d6 psychic damage, and if the creature is Large or smaller, you push the creature up to 5 feet away from you.





This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

## FORCEFUL MISSILE

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*4th-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** S, M (a ranged weapon)

**Duration:** Instantaneous

You infuse a rune-inscribed projectile with magic, making it deliver an impact that belies its size. As part of the action of casting this spell, you must make a ranged weapon attack, otherwise the spell ends. If that attack hits, the target takes an additional 4d12 force damage, and it is pushed 15 feet away from you and knocked prone.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the force damage increases by 1d12 for each slot level above 4th.

## FORTIFYING CRY

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*Enchantment cantrip*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

You assume an empowering stance and give a loud shout, rousing your own fighting spirit and defying fear. (In lands where they make an advanced study of ki, such a battle cry

is often called a *kiai*.) Roll 1d6 when you cast this spell. You gain temporary points equal to the number rolled, and you add that same number as a bonus on the next saving throw against exhaustion or becoming frightened you make before the end of your next turn.

If you wish, when you cast this cantrip, you may also choose a creature within 5 feet of you and force it to roll a Wisdom saving throw. If it fails, it takes 1d4 psychic damage. The amount of psychic damage you inflict with this spell increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

## FOUR-WINDS BAG

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*3rd-level conjuration*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

You create a windstorm within a small cloth bag, and then you unleash the winds to move yourself and your allies. Choose any number of creatures within range. You and each chosen creature may immediately use a reaction to take the dash action. Any creature who does so may fly for some or all of the movement of that dash.



## FRIGHTFUL STRIKE

*1st-level enchantment*

**Casting Time:** 1 action

**Range:** 5 feet

**Components:** V, M (a weapon with at least one drop of blood on it)

**Duration:** 1 round

You bark or whisper a terrifying threat to the creature your weapon strikes. As part of the action of casting this spell, you must make a melee attack against one creature within the spell's range, otherwise the spell fails. On a hit, in addition to the attack's normal effect, the creature struck takes an additional amount of psychic damage equal to 1d4 plus your Charisma modifier (minimum of 1) and must make a Wisdom saving throw. On a failed save, it is frightened of you until the end of your next turn.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage is increased by 1d4 for each slot level above 1st.

## FROSTWIND BLADE

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** 5 feet

**Components:** V, S

**Duration:** 1 round

As part of the action used to cast this spell, you must make a melee weapon attack against one creature within the spell's range, otherwise the spell fails. Your weapon leaves a frosty trail as it cuts through the air, striking blows that inflict winter's wrath. On a hit, the target suffers the attack's normal effects, and the next time the target makes an attack roll before then, it must either accept disadvantage on that attack roll or take 1d10 cold damage and make the attack roll normally. A creature within 5 feet of you that takes cold damage from this cantrip reduces their speed by half until the end of your next turn.

This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d10 cold damage to the target, and the damage the target suffers for not taking disadvantage on their next attack increases to 2d10. Both damage rolls increase by 1d10 at 11th level and 17th level.

## FUNGAL BLOOM

*Conjuration cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, M (ranged weapon)

**Duration:** Instantaneous

You send a projectile towards an enemy in range and it explodes into a shower of fungal spores when it hits. As part of the action used to cast this spell, you must make a ranged attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and a fungal bloom appears in three unoccupied spaces of your choice adjacent to the creature. These fungal blooms remain until the end of your next turn. When a creature moves through

a fungal bloom the fungal bloom is destroyed and the creature takes 1d6 poison damage. If another fungal bloom created by this spell appears in a space that already has one, both are destroyed.

This spell's damage increases when you reach higher levels. At 5th level, the ranged attack deals an extra 1d6 poison damage to the target, and each fungal bloom deals an additional 1d6 poison damage when destroyed by a creature who moves through it. Both damage rolls increase by 1d6 at 11th level and 17th level.

## GLASYA'S STRIDE

*7th-level transmutation*

**Casting Time:** 1 action

**Range:** 5 feet

**Components:** V, S

**Duration:** Instantaneous

You summon the strength and horrific majesty of the terrifying Princess of the Nine Hells to wreak havoc among your enemies. As part of the action used to cast this spell, you can move up to 30 feet. For each new space you enter during this movement, you choose one creature within 5 feet of that space whom you have not yet attacked as part of this spell, and you make a melee spell attack against that creature. On a hit, the target takes 8d6 necrotic damage, and you push them up to 5 feet away from you.

**At Higher Levels.** When you cast this spell using a spell slot of 8th level or higher, the number of feet you move as part of this spell is increased by 10 feet for each slot level above 7th.

### SPELL LORE: GLASYA'S STRIDE

This spell is, of course, named for the devil Glasya, duchess of the Sixth, a Princess of the Nine Hells and the daughter of Asmodeus. It is said she first granted this spell to a warlock who served her via an infernal pact. Since that time, it has been adapted for the use of warlocks serving all patrons, though some good-aligned warlocks still prefer to avoid it for its diabolical associations.

## GRAVEDUST CLOUD

*6th-level necromancy*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

You direct a bag of ash at your foes, which explodes in a pale cloud that saps their life and transfers it to your allies. Each hostile creature of your choice in a 30-foot-radius sphere centered on that point must make a Constitution saving throw. A target takes 5d8 necrotic damage on a failed save, or half as much damage on a successful one. Choose up to six creatures in the same 30-foot-radius sphere. Each target regains hit points equal to the necrotic damage that creature failing its saving throw would take from this spell (whether any creature fails its saving throw or not). This spell has no effect on undead or constructs.



**At Higher Levels.** When you cast this spell using a spell slot of the 7th level or higher, the healing increases by 1d8 for each slot level above the 5th.

## GREATER ACUPUNCTURE

*2nd-level necromancy*

**Casting Time:** 1 minute

**Range:** Touch

**Components:** S, M (acupuncturist's needles)

**Duration:** Instantaneous

By carefully placing needles into precise centers of ki in a creature's body, you purge of it of negative energies. You can cure the target of one disease or neutralize one poison affecting it, and it regains a number of hit points equal to 2d10 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

**At Higher Levels.** When you cast this spell using a 3rd level or higher spell slot, for every slot level above 2nd you can choose to do one of the following:

- Increase the healing by an additional 1d10;
- Cure the target of one additional disease;
- Neutralize one additional poison affecting the target.

### SPELL LORE: GREATER AND LESSER ACUPUNCTURE

Acupuncture, the insertion of thin needles into the body, is a traditional healing technique that constitutes a key component of the spiritual medicine practiced in the nation of Shou Lung. It draws upon the study of ki, the same natural energy used by monks to fuel their preternatural martial techniques.

## GREATER WATER TO POISON

*5th-level transmutation*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a serpent's tooth)

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

You transform any large quantity of water within a 10-foot cube centered on a point you choose into a deadly poison. This spell only affects bodies of water of at least 10 gallons or more within the affected area, not separate smaller quantities of water. It can also be liquid that is mostly water (such as blood, sewage, or wine), but a living creature's vital fluids cannot be affected. Any creature with its head or one of its breathing passages (such as a humanoid's nose or mouth) currently submerged into water you have transformed with this spell must make a Constitution saving throw at the beginning of any turn in which they are so submerged. On a failure, the creature is poisoned for the duration, and they take 4d8 poison damage. If the creature fails the saving throw by 5 or more, its Constitution score is reduced by 1d4. On a success, the creature can choose to spit the water out and take no damage, or continue to swallow it and take half damage. If the creature failed its save, at the start of each of the creature's turns before the spell ends, it must succeed on a Constitution saving throw or take 3d10 poison damage. On a successful save, the spell ends.

Creatures who do not need to save against the spell but who are within 5 feet of the transformed water can use an action to apply poison to one weapon, piece of ammunition, or portion of food or drink. Once applied, the poison retains potency for the duration of the spell or until someone must save against it. If a creature is struck with the poisoned weapon or ammunition, or if it ingests the poisoned food or drink, it must make a Constitution save or be poisoned for the duration and take 1d8 poison damage, or 2d8 if the poison is ingested. If the creature fails the saving throw by 5 or more, its Constitution score is reduced by 1d4. Creatures that succeed on their save take half damage, but suffer no other effects.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, you can affect one additional creature who is drinking at the same time, and the damage increases by 1d8 for each slot level above 5th.

## HERO'S DEFIANCE

*4th-level enchantment*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a melee weapon)

**Duration:** 1 round

You demand that your foes meet you in battle, then strike fiercely against one of them. Choose any number of hostile creatures within range of this spell. You may pull each target up to 30 feet closer to you. At the end of this movement, if there is a hostile creature within reach of your melee weapon, you can make a melee weapon attack against it. If the attack hits, it deals an extra 3d6 psychic damage, and creature you hit has disadvantage on the next attack roll it makes against any creature other than you before the end of its next turn.

## HORNET SHOT

*5th-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** S, M (a ranged weapon)

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

Your weapon buzzes with toxic energy as you infuse it with magic, and when it strikes your target it emits a cloud of hornet-like motes that sting your foe and nearby enemies. As part of the action of casting this spell, you must make a ranged weapon attack, otherwise the spell ends. If that attack hits, the target takes an additional 3d10 piercing damage and attack rolls against it from further than 10 feet away are made with advantage. At the end of each of the target's turns before the spell ends, the target must succeed on a Constitution saving throw or take 2d10 poison damage. On a successful save, the spell ends.

For the duration of the spell, any creature that moves within 5 feet of the target for the first time during a turn or starts its turn there is attacked by the motes and must make a Constitution saving throw. It takes 2d6 poison damage on a failed save, or half as much damage on a successful one.



**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the piercing damage increases by 1d10 for each slot level above 5th.

## INTELLECT REDOUBT

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*3rd-level abjuration*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

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

You use the energies of your own disciplined mind to protect against psychic attack. Choose a number of creatures within range of this spell. You and the creatures you choose gain the following benefits for the duration of the spell:

- You have advantage on Intelligence, Wisdom, and Charisma saves.
- You gain resistance to psychic damage.

## INTERNAL COMPASS

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*Divination cantrip*

**Casting Time:** 1 bonus action

**Range:** 90 feet

**Components:** V, S

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

With a moment's concentration, you sense which way is true north. Until this cantrip ends, you always know which way is north and cannot become lost except by magical means. If you make a Wisdom or Intelligence check to navigate natural terrain, you may choose to roll a d6 and add the number rolled to your result. If you do so, the spell ends immediately.

## INVASIVE ID

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*3rd-level enchantment*

**Casting Time:** 1 action

**Range:** Self (30-foot cone)

**Components:** V, S

**Duration:** Instantaneous

You project the power of your own darkest thoughts against enemies in your path. Each creature of your choice within a 30-foot cone must make an Intelligence saving throw. A creature takes 4d8 psychic damage on a failed save, or half as much damage on a successful one. Creatures who fail the saving throw cannot take reactions until the end of your next turn.

### SPELL LORE: INVASIVE ID

A slave of the mind flayers, who found her sorcerous potential awakened when she was subjected to a hideous experiment, created this spell while still in bondage. She based it on the mind blasts of her illithid captors, and used it to turn the tables on them before escaping. It is unclear whether the mind flayers considered their experiment a failure or a success, as they did not survive their specimen's attack.

## IRON SCARF

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*1st-level transmutation*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a silk scarf)

**Duration:** Instantaneous

You seize a silk scarf and lash it towards one creature within range that you can see. The scarf magically extends and becomes as hard as iron on impact. Make a ranged spell attack against the target. On a hit, the target takes 3d6 bludgeoning damage, and is restrained until the end of your next turn by the scarf, which wraps around it like a constricting snake. A creature restrained by the scarf can use its action to make a Strength check against your spell save DC. On a success, it frees itself. The scarf snaps back onto your person and resumes its normal size as soon as it is no longer restraining its target.

**At Higher Levels.** When you cast this spell using a 2nd level or higher spell slot, the damage increases by 1d6 for each slot level above 1st. If the spell slot is 5th level or higher, the range increases to 60 feet.

## LESSER ACUPUNCTURE

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*Necromancy cantrip*

**Casting Time:** 1 minute

**Range:** Touch

**Components:** S, M (acupuncturist's needles)

**Duration:** Instantaneous

Inserting needles into precise centers of ki in the body, you energize a creature's natural healing abilities. The creature may spend 1 Hit Die, and it can roll 1d4 and add the result to any Constitution saving throws it makes before the end of its next turn. Once a creature benefits from this cantrip, it cannot be cast on them again until they finish a short or long rest.

As you gain levels, the number of Hit Dice the affected creature can spend increases. When you reach 5th level, the creature can spend up to 2 Hit Dice, when you are 11th level they may spend up to 3, and when you are 17th level they may spend up to 4. This spell has no effect on undead or constructs.

## LESSER CHAINFIRE

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*5th-level enchantment*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** S

**Duration:** Instantaneous

A column of magical fire and light descends on your enemy, then spreads out to not only burn other foes physically, but burn away their ties to the ally you targeted. Make a ranged spell attack against one creature within range. On a hit, the target takes 3d8 radiant damage.

Whether the attack hits or misses, a column of psychic fire consumes it and the creatures around it. Each creature of your choice in a 10-foot-radius, 40-foot-high cylinder centered on the target (including the target) must make a Wisdom saving throw. A creature takes 2d6 fire damage



and 2d6 psychic damage on a failed save, or half as much damage on a successful one.

In addition, each creature besides the target who fails the Wisdom saving throw becomes indifferent towards the target and forgets the target ever existed, as if their memories were altered by a *modify memory* spell. This effect lasts for 1 minute. During that time, the creatures take no action to cooperate with the target and make no special effort to keep it from harm. If it is in a position of authority, affected creatures do not obey its orders. When the effect ends, all affected creatures regain their normal memories.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the psychic damage increases by 1d6 for each slot level above 5th.

#### SPELL LORE: LESSER CHAINFIRE

The *lesser chainfire* spell is said to have a more powerful variant, *greater chainfire*, which is capable of permanently erasing all memory of a target from their world's entire population. It is perhaps ironic that, according to sages, all memory of the plane where this spell was originally created has now been lost.

### LESSER WATER TO POISON

*4th-level transmutation*

**Casting Time:** 1 reaction, which you take when a creature within 30 feet drinks

**Range:** 30 feet

**Components:** S, M (a vessel of water or a beverage which is partially water, with which you make a toasting gesture to the target as you both drink)

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

Waiting for just the right moment, you transform the water someone is drinking into deadly poison. The quantity of water does not matter, just that the target drinks more than a sip. It can also be a beverage that is partially water (such as wine, beer, or juice). The creature who drinks makes a Constitution saving throw. On a failure, the creature is poisoned for the duration, and they take 4d8 poison damage. If the creature fails the saving throw by 5 or more, its Constitution score is reduced by 1d4. On a success, the creature can choose to spit the water out and take no damage, or continue to swallow it and take half damage. If the creature failed its save, at the start of each of the creature's turns before the spell ends, it must succeed on a Constitution saving throw or take 4d8 poison damage. On a successful save, the spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, you can affect one additional creature who is drinking at the same time, and the damage increases by 1d8 for each slot level above 4th.

### LIFETAP

*2nd-level necromancy*

**Casting Time:** 1 action

**Range:** Self

**Components:** S, M (two identical needles)

**Duration:** Instantaneous

You launch two magical darts, one at an ally and one at an adversary, and the foe's dart transfers life force to your friend in a golden flash. Make a ranged spell attack against a hostile creature. On a hit, the target takes necrotic damage equal to 2d10 plus your spellcasting ability modifier. On a hit, a friendly creature within range gains temporary hit points equal to the damage inflicted, otherwise that same friendly creature gains temporary hit points equal to your spellcasting ability modifier.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the necrotic damage increases by 1d10 for each slot level above 2nd.

### LOOMING SHADOW

*Illusion cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** 1 round

As part of the action used to cast this spell, you must make a thrown or ranged weapon attack against one creature within the spell's range, otherwise the spell fails. If the weapon or ammunition hits the target, a shadowy duplicate of it appears, hanging in the air just short of where the original struck, and you choose one of your allies within 30 feet of the target. The first time the target attacks the chosen ally or includes that ally in a harmful area of effect before the end of your next turn, the second weapon or piece of ammunition automatically strikes, inflicting 1d10 psychic damage.

This spell's damage increases when you reach higher levels. At 5th level, the ranged attack deals an extra 1d10 psychic damage to the target, and the damage the target suffers for attacking the chosen ally or including them in a harmful area of effect increases to 2d10. Both damage rolls increase by 1d10 at 11th level and 17th level.

### LOVE'S LAMENT

*3rd-level enchantment*

**Casting Time:** 1 standard action

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

**Components:** V, M (a musical instrument)

**Duration:** Instantaneous

The music created by this spell draws upon the sadness, guilt, and despair of those around you. Each creature in a 60-foot cone has disadvantage on Wisdom (Perception) checks related to hearing until the end of your next turn and must make an Intelligence saving throw. Those who fail take 3d10 psychic damage and are poisoned until the end of their next turn, as they call to mind memories of all their lost loves and disappointments in life.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each slot level above 3rd.



## MAGNETISM

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*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** S, M (a lodestone)

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

This spell allows you to draw iron or steel objects to yourself by projecting a magnetic ray at any object within range. Choose one object within range that is nonmagical and made of ferrous metal. This object must weigh less than 40 lbs. Each round the spell lasts, you can target one object you can see within range of the spell with this effect as an action,

If the object isn't being worn or carried, it immediately flies into your space, where you either catch it with your hand (requiring no action) or let it fall at your feet. If the object is being held or carried by a creature, that creature must roll a Strength saving throw. If it fails, the creature drops the object, and the object flies to your space, where you either catch it with your hand or let it fall at your feet, as above. If the object is being worn by the creature (like a helm or a chain shirt), the creature makes the same Strength saving throw, but has advantage on the roll.

If the item is secured in some way (such as being chained to a wall or tied down with rope), you make an ability check to break the restraint, as if you were making a Strength check to break or burst whatever is securing it with your own hands. Instead of making a Strength check, you make a check with your spellcasting ability score (adding your proficiency bonus). If the check succeeds, you free the item and it flies to your space as described above.

You can also attempt to move a metal creature that weighs less than your limit for this spell (such as some kind of tiny construct). The creature makes a Strength saving throw with advantage against this effect. If it fails, you can move it to you just as you would move an object with this spell.

Until this spell ends, your ability to carry, lift, push, or drag any objects you have moved to your space with this spell is calculated as if you had a Strength score of 20 (giving you a carrying capacity of 300 lbs. and allowing you to push, lift, or drag up to 600 lbs. if you are Small or Medium sized).

If you move during the spell's duration, you can choose for any object that you moved to your space with this spell which you are not carrying, lifting, pushing, dragging, or wearing to either move with you as you go (levitating just above the level of your feet) or remain in the square you moved it to.

Once you have moved an object to your space with this spell, you have advantage on saving throws and opposed rolls against effects that would cause you to drop it, and creatures seeking to move the item from your space have disadvantage on rolls to do so. When the spell ends, if you are holding, wearing, or carrying an object that is too heavy for you, it falls softly to the ground, landing harmlessly at your feet.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the weight limit of objects you can move with this spell increases by 10 lbs. for every spell level above 3rd. When you cast this spell using a spell slot of 5th or 6th level, you can choose up to two objects within range each time you use your action for this spell, instead of just one. If the spell slot is 7th level or higher, you can choose up to three objects instead.

## MAJOR TELEKINETIC WEAPON

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*2nd-level conjuration*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

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

You summon a simple or martial weapon weighing no more than 20 lbs that normally costs no more than 75 gp. It appears in your free hand, ready to be wielded, and lasts for the duration. It is a magical weapon made of your psychic energies. If you let go of the weapon, it disappears, but you can evoke the weapon again as a bonus action.

You can use your spellcasting ability instead of Strength or Dexterity for the attack and damage rolls of melee attacks using this weapon, and any damage the weapon inflicts is psychic damage instead of the normal damage type for that weapon. When the weapon hits a living creature (not an undead or construct), it inflicts an additional 1d6 psychic damage.

If the weapon normally has the ammunition property, this version does not have it, but you must go through the physical motions of loading it normally as part of the spell. Doing so creates temporary magical ammunition that you use normally as part of the attack, but that ammunition ceases to exist after the attack hits or misses and any damage is inflicted.

Though it is no more delicate than a common version of that weapon, it manifests as a semi-transparent solid the same color as your eyes. This weapon has the simplest possible geometric shape it can have while still functioning as the chosen type of weapon. At the end of the spell's duration, it dissipates harmlessly.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, it gains a magical +1 bonus to attack rolls and damage rolls and inflicts an additional 1d6 psychic damage (for a total of 2d6 psychic damage). When you use a spell slot of 6th level or higher, the magical bonus to attack and damage rolls increases to +2, and the additional psychic damage increases to 2d6 (for a total of 3d6).

## MANTLE OF THE SLIME LORD

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*7th-level abjuration*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M

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

You surround yourself with a glossy nimbus of energy that looks like a gelatinous layer of thick, dirty water to



observers, but does not hinder you in the least. For the duration of the spell, you gain the following benefits:

- Oozes with an Intelligence of 3 or lower will not attack you unless you attack them or force them to make a saving throw.
- You are immune to poison damage.
- You are immune to the paralyzed, poisoned, restrained, and stunned conditions.
- You are immune to any spell or effect that would alter your form.
- Magic can't put you to sleep.
- When you are subjected to critical hit or sneak attack damage, you gain resistance to that damage.

### SPELL LORE: MANTLE OF THE SLIME LORD

This spell began as a special gift given by Ghaunadaur (gone-ah-dowr), the god of oozes, slime, and abominations, to his clerics. He is sometimes known as the Elder Eye, though his relationship to the Elder Elemental Eye is unclear. Originally a member of the drow pantheon, the Elder Eye was touched by the Far Realm and chose to leave the Inner Planes and strike off on his own. Since that time, his only known allies have been two beings now believed dead, the mold god Moander and the archomental Bwimb. His enemies, however, are many, including all the gods of elves and all the other gods of the Underdark, as well as Malar and Gargauth. Some say that Lolth spurned Ghaunadaur's romantic interests, driving him to fit of fury in which he made his greatest worshipers mad or mindless. Certain sages note that if such an event did occur, it was fortuitous, since in ancient times some slimes and oozes possessed great intelligence, and they would be a far more terrible threat to mortal life today if this were still so.

## MARK OF THE UNFAITHFUL

*7th-level enchantment (ritual)*

**Casting Time:** 1 action

**Range:** Special

**Components:** V, S, M (a book or scroll inscribed with the target's name and especially consecrated for this purpose, detailing the crimes (real or imagined) for which the subject is being condemned)

**Duration:** Permanent

You permanently place a mark upon a character or creature that identifies it as an enemy of your faith. The chosen creature suffers the following effects:

- Any member of your faith feels innately hostile towards the chosen creature, even if they are disguised in some way. This hostility might not induce the viewer to attack, but they will instinctively distrust or disbelieve anything the marked one says.
- Members of your faith have advantage on Wisdom checks against the chosen creature.
- They cannot benefit from any of your faith's services, such as spellcasting provided by a temple of your faith, or naming, marrying, or burial services.

You can place the *mark of the unfaithful* upon any creature, even if they are on a different plane. You cannot pronounce cast this spell on someone who is already dead. Clerics, druids, paladins, and rangers of your faith

automatically detect this effect simply by looking at the subject.

The effect is permanent until lifted, either by you or another member of your faith of higher level who can cast this spell. This spell is unaffected by *dispel magic* or *counterspell*, though it can be copied or undone by a *wish* spell.

## MARTYR'S CRY

*6th-level evocation*

**Casting Time:** 1 reaction, which you take in response to an attack made by a creature within range that inflicts damage reducing you to half your maximum hit points or fewer

**Range:** 30 feet

**Components:** V

**Duration:** 1 minute

You cry out in pain at your wounds, and your suffering weakens the enemy who inflicted it. The creature who damaged you takes 2d12 thunder damage and must succeed on a Charisma saving throw or become poisoned and restrained for the duration. At the end of each of its turns, the target can make another Charisma saving throw. On a success, the spell ends on the target. It also ends if you regain hit points that bring your current total to higher than half your maximum.

**At Higher Levels.** When you cast this spell using a spell slot of 7th level or higher, the range increases by 30 feet for each slot level above 6th.

## MINDSPEAK

*Divination cantrip*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** 1 round

You send a telepathic message to one creature within range. The target (and only the target) receives the message as your voice whispering in their mind. They can send a telepathic message back in reply. This ability to communicate lasts until the start of your next turn. You can't communicate with an unwilling creature. Creatures with Intelligence scores of 2 or less aren't affected by this spell. You don't need to share a language with a creature for it to understand your telepathic utterances, but the creature must understand at least one language in order to communicate this way. If you cannot see or hear the target, you must be familiar with the target and know its approximate location with range. If the creature is not within range, the spell fails.

## MINOR TELEKINETIC WEAPON

*Conjuration cantrip*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

**Duration:** 1 round





## MISDIRECTED MARK

*1st-level illusion*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** S

**Duration:** 1 round

You conceal your arcane attack, mentally influencing your foe into both believing the attack came from one of your allies and focusing on that ally obsessively. Make a ranged spell attack against a target within range. On a hit, the target takes 4d6 psychic damage, and you choose one friendly creature who is within 30 feet of both you and the target. Until the end of your next turn, the target has disadvantage on attack rolls against all creatures except for the ally you chose.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

## MYCONTIL'S LAST RESORT

*9th-level evocation*

**Casting Time:** 1 action

**Range:** Self (30-ft.-radius sphere)

**Components:** V, S, M (a staff of wood capped with the fingerbone of an archmagi, which has been packed in diamond dust worth 5,000 gp for 1 week, and which you break over one knee or against a solid object)

**Duration:** Instantaneous

You unleash deadly explosive power, similar to the effects of the retributive strike created by breaking a staff of power or staff of the magi (as described in the *Dungeon Master's Guide*). The spell converts any remaining unexpended spell slots you have into a blast of magical energy, releasing your arcane power in an explosion that expands to fill a 30-foot-radius sphere centered on you.

You have a 50 percent chance to instantly travel to a random plane of existence, avoiding the explosion. If you fail to avoid the effect, you take force damage equal to 16 x the number of unexpended spell slots you had when you cast this spell.

Every other creature in the area must make a Dexterity saving throw. On a failed save, a creature takes an amount of damage based on how far away it is from the point of origin, as described below. On a successful save, a creature takes half as much damage.

All creatures within 10 feet of you take force damage equal to 8 x the number of unexpended spell slots you had when you cast this spell, creatures from 11 and 20 feet away from you take force damage equal to 6 x the number of unexpended spell slots you had when you cast this spell, and creatures between 21 and 30 feet away take force damage equal to 8 x the number of unexpended spell slots you had when you cast this spell.

### SPELL LORE: MYCONTIL'S LAST RESORT

This spell was created in the nation of Halruaa in the *Forgotten Realms*. It is widely thought that Mycontil and his assistants used this spell in a circle magic ceremony to defeat the Arkaiun barbarian chieftain, Reinhar I of Dambrath, during Dambrath's invasion of

You summon a simple or martial melee weapon weighing no more than 10 lbs that normally costs no more than 25 gp. It appears in your free hand, ready to be wielded, and lasts for the duration. It is not a magic weapon, but merely a concentrated extension of your own personal energies. If you let go of the weapon, it disappears and this spell ends. Otherwise, it lasts until the end of your next turn.

You can use your spellcasting ability instead of Strength for the attack rolls of melee attacks using this weapon, but unlike a normal weapon, you don't add your ability modifier to the damage of attacks with this weapon. However, when you inflict damage with an attack using this weapon, if that damage is inflicted on a living creature (not an undead or construct), it inflicts additional psychic damage equal to 1d4 + your spellcasting ability modifier.

Though it is no more delicate than a common version of that weapon, it manifests as a semi-transparent solid the same color as your eyes. This weapon has the simplest possible geometric shape it can have while still functioning as the chosen type of weapon. At the end of the spell's duration, it dissipates harmlessly.

This spell's damage increases when you reach higher levels. At 5th level, the psychic damage this weapon deals against living creatures increases by another 1d4. This damage roll increases by an additional 1d4 at 11th level and 17th level.



Halruua. Mycontil and his assistants vanished after the blast and were presumed destroyed. According to Elminster the Sage, there has been no other recorded use of the spell.

## PAIN

*4th-level enchantment*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a live leech)

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

This spell strikes creatures with wracking pains and agony. Roll 12d8; the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures and constructs, who are not affected by this spell). Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

Starting with the creature that has the lowest current hit points, each creature affected by this spell has disadvantage on attack rolls and ability checks until the spell ends. They can attempt to resist, but only at the risk of making their agony even worse. Each creature affected can choose whether or not to make a Constitution saving throw to try resisting this effect at the end of each of its turns, ending the effect on itself with a success. However, if the creature fails, it takes 3d6 psychic damage. A creature that fails this saving throw four rounds in a row is incapacitated with pain, in addition to the spell's other effects.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, roll an additional 2d8 for each slot level above 4th.

## POCKET CAVE

*5th-level conjuration*

**Casting Time:** 1 minute

**Range:** Touch

**Components:** V, S, M (a black piece of cloth shaped like an arched doorway)

**Duration:** 8 hours

You conjure up an extradimensional cave that has a single entrance on the plane from which the spell was cast. You can only cast this spell on a surface made of rock or some form of earth within range. The entry point looks like a dark cave entrance that is 5 feet wide and 10 feet high. Only those you designate can enter the cave, and all other creatures and objects are barred from passing through it. Spells and other magical effects can't extend through the entry portal or be cast through it. The entry portal is shut and made invisible behind you when you enter. You can open it again from your side at will.

You can choose the shape of the cave inside. You can form it into a hemispherical dome or a sphere with a radius of up to 30 feet. It takes the form of a dark, wet cavern. The place contains enough oxygen to sustain as many creatures as can fit in the area for the duration of

the spell. Edible fungus grows along the walls, and condensation drips down one wall into a pool of fresh, clean water that never seems to run dry. External conditions such as weather do not affect the pleasant atmosphere of the cave, and nothing except the designated creatures can pass through the portal in either direction. Until the spell ends, you can command the interior to become dimly lit or dark.

At the end of the spell's duration, all within the *pocket cave* return to the spot where they entered the cave or else to the nearest open space, if that spot is occupied.

## SPELL LORE: POCKET CAVE

One of the orc gods was the first to grant this spell to their clerics, and though shamans of the orc pantheon have argued with one another as to which deity first bestowed this power, most grudgingly agree that it was Gruumsh. This agreement has little to do with historical evidence however, and is generally based on fear of the one-eyed god as the most powerful deity of his pantheon.

## PREDATORY SHARDS

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** S, M (a ranged weapon)

**Duration:** Instantaneous

On impact, your rune-inscribed projectile creates a cloud of magical shards hostile to your enemies. As part of the action of casting this spell, you must make a ranged weapon attack, otherwise the spell ends. If that attack hits, the target takes an additional 2d10 piercing damage. Hit or miss, the area around the target is then filled with magical shards. The target and each creature within 5 feet of the target must succeed on a Dexterity saving throw or take 5d6 force damage.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the force damage increases by 1d6 for each slot level above 3rd.

## PREDICTIVE FOCUS

*1st-level divination*

**Casting Time:** 1 bonus action

**Range:** 90 feet

**Components:** V

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

You devote all your focus to understanding one particular opponent, tracking their surface thoughts and body language to predict what they will do next. Until the spell ends, you deal an extra 1d6 psychic damage to the target whenever you hit it with an attack, and the target has disadvantage on opposed Charisma and Dexterity checks against you. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to move your focus a new creature. If you roll a Constitution saving throw to maintain your concentration on this spell due to taking damage, you have disadvantage on that saving throw if some of that damage was psychic.



**At Higher Levels.** When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

## PREMONITORY VISION

*4th-level divination (ritual)*

**Casting Time:** 1 reaction, which you take when you finish a short rest or a long rest

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

You perceive a series of images which show you future events. You ask a single question concerning a specific goal, event, or activity to occur within 7 days. The DM offers a truthful reply. The reply might be short phrase, an explanation of your own emotional reaction, or a description of a single image you saw.

The spell doesn't take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion.

After you cast this spell, unless you treat yourself with a special calming tincture that uses 25 gp worth of ingredients, for 10 minutes you have disadvantage on Wisdom, Dexterity, and Intelligence checks, and on Constitution saves to maintain concentration.

If you cast the spell two or more times before finishing your next long rest, you receive increasingly confusing visions that muddle your mind. For each casting after the first, the duration of the negative effects for not imbibing a calming tincture increases by an additional (cumulative) 10 minutes, and there is a cumulative 25 percent chance that the information you perceive is random and possibly unrelated to the question asked. The DM makes this roll in secret.

## PRESCIENT SENSE

*4th-level divination*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

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

You extend your senses to perceive the near future. For the duration of the spell, you gain the following benefits:

- You have advantage on all Wisdom checks and initiative checks.
- Once per round, when you hit a creature that has not yet acted in this combat with an attack roll, that attack deals an extra 1d8 damage.
- If you are surprised, you can end this spell immediately to no longer be surprised.
- If you are attacked, you can use your reaction to end this spell immediately and give yourself a +5 to AC, including against the triggering attack, until the beginning of your next turn.
- If you roll a Dexterity save, you can use your reaction to end this spell immediately and give yourself advantage

on that Dexterity save and all other Dexterity saves until the beginning of your next turn.

## PROJECT OBJECT

*Conjuration cantrip*

**Casting Time:** 1 bonus action

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

Your force of will teleports an object a short distance away. You teleport an object you are holding to an unoccupied space within range. Alternatively, you can teleport the object to a willing creature within range. You can either cause the object to land at that creature's feet when it appears, or you can give the creature the option of grasping it with a free hand, requiring them to make a Dexterity (Acrobatics) check (DC 11). If they succeed, they are instantly holding the object; if they fail, it falls at their feet. This cantrip can only teleport objects that weigh 25 lbs. or less, and cannot affect objects you are not already holding.

## PROTECTION FROM AERIAL ATTACK

*1st-level abjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a heavy lead weight shaped like a shield)

**Duration:** Concentration up to 10 minutes

Until the spell ends, one willing creature you touch is protected against flying creatures. Creatures with fly speeds have disadvantage on attack rolls against the target, and when such a creature causes the target to make a Dexterity saving throw, the target has advantage on that roll. The target also can't be charmed or frightened by them. If the target is already charmed or frightened by such a creature, the target has advantage on any new saving throw against the relevant effect.

## MAGIC OF THE SHINING SOUTH

Some of the more unique magical effects described in this document (such as *protection from aerial attack* and *Mycontil's last resort*) were first practiced among the spellcasters of the area of Faerûn known as the Shining South. In this region of trade and commerce, many consider magic a commodity just like precious metals and foodstuffs. Ship arrive in every port along the coast of the Great Sea carrying strange and wondrous spells, items, and components from distant lands. Of course, the most prevalent magic of all is that of the wizards of Halruua, who do not sell their secrets, but are certainly interested in buying everyone else's. The clerics of the Adama in Durpar hold sway over their flock with a different kind of magic, but one that holds sway in the everyday practice of trade.



## PSYCHIC SHIELD

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*1st-level abjuration*

**Casting Time:** 1 reaction, which you take when you roll an Intelligence or Charisma save or when you would take psychic damage

**Range:** Self

**Components:** V, S

**Duration:** 1 round

You quickly fortify your mind against a sudden psychic attack. You gain 4 temporary hit points, and until the start of your next turn, you gain the following benefits, including against the triggering effect:

- You have advantage on Intelligence and Charisma saves
- You gain resistance to psychic damage.

## PSYCHIC SHOCK

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*Illusion cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

You invade another creature's mind, and for one split second you cause them to perceive some image, noise, or memory that would cause them stress. Choose a target you can see or hear within range. The creature makes an Intelligence saving throw. If it fails, the creature takes 1d6 psychic damage, and it has disadvantage on the next Wisdom check it makes before the end of your next turn. If the creature has not yet acted this combat, it suffers an additional effect: it makes its next attack roll at disadvantage.

If the creature fails the saving throw by 5 or more, it does not realize a cantrip caused this effect, and believes the flash of emotional pain it experienced came from its own mind.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

## PUNISHING STRIKE

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*Necromancy cantrip*

**Casting Time:** 1 action

**Range:** 5 feet

**Components:** V, S

**Duration:** 1 round

As part of the action used to cast this spell, you must make an unarmed strike or melee weapon attack against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and also a black web of necrotic energy radiates across its skin from where it was struck until the start of your next turn. If the target willingly takes a reaction before then, it immediately takes 1d8 necrotic damage, and the spell ends.

This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 necrotic damage to the target, and the damage the target suffers for taking a reaction increases to 2d8. Both damage rolls increase by 1d8 at 11th level and 17th level.

## QUICKLING STEP

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*Transmutation cantrip*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** S

**Duration:** 1 round

You gain the speed of a magical creature. For the rest of the turn, your walking speed is increased by 10 feet, and you have advantage on Dexterity (Acrobatics) checks.

## RAY OF REPRISAL

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*3rd-level evocation*

**Casting Time:** 1 reaction, which you take when a creature within 30 feet of you hits one of your allies with an attack roll

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

You direct a beam of fierce radiance against an enemy and force it to feel the pain of the wounds it inflicted on your comrade. Make a ranged spell attack against the attacker. If the attack hits, it inflicts 4d6 radiant damage on the target.

## READ OBJECT

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*6th-level divination (ritual)*

**Casting Time:** 10 minutes

**Range:** Touch (1 object)

**Components:** V, S

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

You can concentrate on an object you are touching, reading psychic impressions left on it by recent events. At the end of the time you spend casting this spell, you learn of any events within the past 24 hours that occurred within 30 feet of the object. You see the events from the object's point of view, seeing and hearing and smelling those events as if you had been where it was at that time.

You also see a mental image of the last creature that handled the object, also from the object's perspective, no matter how long ago the object was last held. The only information you receive about the creature is their appearance at that time (including a sense of its size), whether it was alone (although you can't see any other creatures that might have been with it), and a one or two-word description from the DM describing that creature's emotional state the last time it touched the object (such as "Enraged", "Extremely Agitated", "Relaxed", "Satisfied", "Utterly Emotionless", etc.). If the creature was not capable of emotion, or if its mental state was too alien for you to understand, the DM will tell you that instead.

**At Higher Levels.** When you cast this spell using a spell slot of 7th level or higher, if the object has been handled by multiple creatures within the last week, you get the same information about each creature who handled it during that time that you would normally receive about the last creature who handled it.



## REAYER'S TOUCH

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*Necromancy cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

The touch of your hand drains a target's life energy, allowing you to sacrifice animals or sometimes other creatures to make their vitality your own. Make a melee spell attack against the target. You have advantage on the attack if your target is a beast. On a hit, the target takes 1d6 necrotic damage, and you gain temporary hit points equal to half the damage inflicted (rounded up). The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

## REDIRECT SPELL

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*3rd-level abjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

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

You create a magical connection between yourself and an ally, such that any spells that would harm the ally are redirected to you. Touch a willing creature when you cast this spell. Whenever you are within 15 feet of that creature, if they would roll a saving throw against a spell or they are targeted by a spell attack, the spell targets you instead. If the spell forced a saving throw, you make your own saving throw against it and undergo the effects of success or failure. If the spell is an attack, the attack roll is made against you.

This spell ends early if the chosen creature is ever more than a mile away from you.

## REMOTE VIEWING

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*Divination cantrip*

**Casting Time:** 1 bonus action

**Range:** 30 feet

**Components:** V, S

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

An image forms in your mind, revealing what you would see if you were standing some distance away. Choose one point within range that you can see. Until the effect ends, you perceive visually from that point instead of where you actually are. You determine line of sight from that point as well.

## SERVANT ARMY

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*5th-level conjuration (ritual)*

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S, M (a small stick crossbar to which many lengths of knotted thread are attached)

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

You create a number of invisible, mindless, shapeless forces that perform simple tasks at your command. Roll 3d4 to determine how many servants you create. They

obey any verbal commands that you issue to them (no action required by you), but if you don't issue any commands, they do nothing, waiting for your command.

Once you give a command, each servant performs the task to the best of its ability until it completes the task, then waits for your next command. They can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. They can also be used for common laboring tasks, provided that you carefully direct them. They are no better or faster at any particular task than a basic, unskilled commoner would be.

The servants can serve food or wine at a banquet, help dig earthworks, row a ship, act as porters, fold clothes, or assist in a farmer's fields. Each servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so, thus allowing you to command one servant to clean the floor and then turn your attention elsewhere as long as you remain within range. Servants can open only normal doors, drawers, lids, and so forth. They have an effective Strength score of 2 (so they can carry 30 pounds, and push, drag, or lift 60 pounds). They can trigger traps and such, but they can exert only 60 pounds of force, and that is not enough to activate certain pressure plates and other devices. Their speed is 15 feet.

The servants cannot attack in any way; they are never allowed to make an attack roll. They have AC 10 and 6 hit points. They cannot be killed, but they dissipate if they take 6 points of damage. (They do not make saving throws.) If you attempt to send a servant beyond the spell's range (measured from your current position), that servant ceases to exist.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, you create 1d4 additional servants for every level above 5th. When you cast this spell using a spell slot of 7th level or higher, the duration is increased to 8 hours.

## SHADOW MISSILE

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*1st-level conjuration*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** S

**Duration:** Instantaneous

When you cast this spell, a wickedly bladed dart or throwing star made of black metal appears in your hand, and you hurl it instantly. Make a ranged spell attack against the target. You have advantage on this attack if you are lightly or heavily obscured. The creature is considered to have half cover against this attack if it is standing in direct sunlight (half cover grants +2 AC). On a hit, the target takes 1d10 piercing damage. Hit or miss, the projectile breaks and explodes in a shower of shrapnel. The target and each creature within 5 feet of it must succeed on a Constitution saving throw or take one level of exhaustion and 1d8 necrotic damage. When a creature that already has one or more levels of exhaustion gains a new level of exhaustion from this spell, it becomes immune to gaining further levels of exhaustion from this spell for 24 hours.



**At Higher Levels.** When you cast this spell using a 2nd level or higher spell slot, the necrotic damage increases by 1d8 for each slot level above 2nd.

## SHIFTING SHADOW

*Conjuration cantrip*

**Casting Time:** 1 action

**Range:** Self

**Components:** S

**Duration:** Instantaneous

Too quickly for mortal eyes to perceive, you move no further than the reach of your shadow. Your movement doesn't provoke opportunity attacks for the rest of the turn, and you instantly move to an empty space within 5 feet.

## SOUL HOMUNCULUS

*1st-level conjuration (ritual)*

**Casting Time:** 1 hour

**Range:** 10 feet

**Components:** V, S, M (10 gp worth of mandragora root and other herbal supplies, which become the homunculus and are consumed, and a glass bottle with a tiny laboratory inside that costs 25 gp)

**Duration:** Instantaneous

You remove a portion of your soul to create an alchemical homunculus (see Appendix A) that resembles you. This is a complicated process, as it first requires the creation of special clear glass bottle, wide-mouthed and slightly larger than a wine bottle, that contains a miniature alchemical

laboratory. It costs 25 gp to obtain this, whether you create the bottle laboratory yourself or have it made. When you cast this spell, you mix an alchemical paste and use it to treat a fresh mandragora root, which then magically shrinks down to be inserted into the bottle. Over the course of the hour casting time, the treated root and inserted, and then transforms into a small version of an infant of your race. It then matures at an unnerving rate over, reaching the same age as you before the end of the ritual, its development ending when it becomes a smaller yet otherwise identical copy of you.

During that same hour, the magic of this spell adjusts the laboratory in the bottle to suit the needs of its inhabitant, including scribing basic references into the blank books within it and manifesting appropriate attire for the homunculus—generally the garb of a sage, student, or research scholar, but with extra protective layers for experimentation. The magic also strengthens the bottle, transforming it from glass into unbreakable crystal. Once this spell is cast, the bottle cannot be broken or destroyed while you are alive.

Upon creation, the homunculus is ready to work. While your soul homunculus is within 120 feet of you, you can communicate with it telepathically. It can always use the Help action for Intelligence (Arcana) or Wisdom (Medicine) checks you make, whether it is in its bottle or not, as long as it is within 120 feet of you.

The soul homunculus can leave the bottle, growing to its normal size (approximately one-tenth of your own height) and appearing in an unoccupied space adjacent to the bottle, or in a space occupied by you (if you are within 120 feet).

The statistics of a soul homunculus appear below. As a bonus action, you can summon your soul homunculus from out of its bottle, or you can send it back. It can also use a bonus action on its own to enter or leave the bottle, but will not do so against your will.

Your soul homunculus acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A soul homunculus can't attack unless you use your action telling it to do so, but it can take other actions as normal. When the soul homunculus drops to 0 hit points, it falls unconscious, but regains hit points at the beginning of its turn as long as you are alive. While you are alive, it is not destroyed unless it takes damage equal to twice its maximum hit points in a single turn. If it is destroyed, the bottle laboratory remains intact, and you can create a new soul homunculus by casting this spell again. If you do so, you can re-use the same bottle laboratory if you still possess it, but must purchase any other components again. You can't have more than one soul homunculus at a time. If you cast this spell while you already have a soul homunculus, you simply recreate a new version of the same one.

Finally, when you cast a spell with a range of touch, your soul homunculus can deliver the spell as if it had cast the spell. Your soul homunculus must be within 120 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.





## NEW MONSTER: SOUL HOMUNCULUS

Soul homunculi are small constructs the size of a squirrel, that function something like a wizard's familiar, but bear a greater resemblance to their creator than any beast. They appear as diminutive humanoids dressed like scholars, though their robes are thick and protective. They do not have an independent existence, but live as extensions of the soul of their creator. They are created by casting the *soul homunculus* spell.

**Flesh and Blood Duplicates.** The soul homunculus not only resembles its creator physically, but knows everything its creator knows, including all the languages the creator can speak and read. It thinks of itself as a sage, and is driven to solve mysteries with alchemy or scholarship, preferably within the safe confines of its laboratory (see below). It has no larger goals beyond obeying its master's will and discerning arcane secrets. Though it has no physical needs while its master is alive, it also likes to indulge in good food, beverages, and the like, though it enjoys them as luxuries rather than pursuing them actively. Generally, it likes the same cuisine and drinks as its creator, and it sleeps, breathes, and speaks much as its creator does, but it doesn't actually require food, water, air, or sleep. In many ways, it is a very sophisticated yet small flesh golem, but made of alchemical ingredients rather than corpses and enlivened by a spark of its master's essence.

**Researching Constructs.** Soul homunculi live in special bottles that contain tiny alchemical laboratories and libraries. The bottle is customarily carried or kept by the construct's creator. The tiny demiplane within the bottle has its own gravity, remains a comfortable temperature, and maintains a pocket of breathable air. The interior of the bottle is generally unaffected by the world outside of it, and can only be entered by a soul homunculus, which changes size to fit inside of it. The wax stopper at the mouth of the bottle opens and closes like a door when the homunculus passes through it, but a magical field around the bottle allows nothing else to enter or leave.

### SOUL HOMUNCULUS

Tiny construct, lawful neutral

**Armor Class** 13 (natural armor, padded)

**Hit Points** 7 (2d4+2)

**Speed** 20ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	13 (+1)	12 (+1)	14 (+2)	12 (+1)	9 (-1)

**Damage Vulnerabilities** fire

**Damage Resistances** necrotic, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** lightning, poison

**Condition Immunities** charmed, exhaustion, poisoned, unconscious

**Skills** Arcana+4, Medicine+4, Perception+3, Stealth+3

**Senses** passive Perception 13

**Languages** Primordial, all languages known by its creator, telepathy 120 ft. (creator only)

**Challenge** 1/2 (100 XP)

**Bottle Laboratory.** The bottle which the soul homunculus calls home cannot be broken or destroyed while the creator of the construct is alive.

**Grow/Shrink.** When entering or leaving the bottle laboratory it calls home, the soul homunculus changes size. When entering the

bottle, it shrinks down to one half of its normal height. When leaving the bottle, it resumes its normal size and appears in an unoccupied space adjacent to the bottle, or in a space occupied by its master (if the master is within 120 feet).

**Sustaining Bond.** As long as its creator is alive, the soul homunculus does not need to eat, sleep, breathe, or drink (though it likes to do all of those things as often as its creator does) and it regains 1 hit point at the start of its turn. If it takes fire damage, it doesn't regain the hit point at the start of its next turn.

**Innate Spellcasting.** The soul homunculus's innate spellcasting ability is Intelligence (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: vicious mockery, detect magic, invisibility (self only)  
Actions

**Syringe.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage and 1 poison damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned until the end of its next turn. If the saving throw fails by 5 or more, the target is instead poisoned for 1d4 minutes and unconscious while poisoned in this way.

**Acid Vial.** *Ranged Weapon Attack:* +3 to hit, range 15/30 ft., one target. *Hit:* 1 acid damage.

**Enter/Exit Bottle Laboratory.** As a bonus action, the soul homunculus enters or leaves the bottle laboratory.

## SPEED OF THOUGHT

*1st-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 1 minute

You marshal psychic energies to move with speed and acrobatic grace. When you cast this spell, you gain two *speed points*. For the duration, as a bonus action on your turn, you can expend a speed point, granting you the following benefits until the end of that turn:

- Your speed increases by 10 feet.
- You have resistance to falling damage.
- Difficult terrain does not reduce your speed.
- You have a climb speed equal to your walking speed.
- Opportunity attacks against you are made at disadvantage.
- You add 10 feet to your long jump distance and 3 feet to your high jump distance.
- You have advantage on Dexterity (Acrobatics) and Strength (Athletics) checks.
- You can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.
- You do not sink when moving over soft or brittle terrain, such as dust, silt, mud, snow, or thin ice. This effect does not allow you to move over actual liquid.
- If you move at least 20 feet straight toward a creature and then hit it with a melee weapon attack on the same turn, that attack inflicts an additional 1d4 damage.

At the end of your turn, the benefits fade entirely until you spend another speed point. If these benefits end while you are still on a vertical surface, or anywhere else where you



would normally be falling or sinking, you immediately fall or begin to sink unless you have some other means of remaining there.

This spell ends when its duration expires, when you cast this spell again, or when you have spent all your speed points. When the spell ends, any unspent speed points are lost.

**At Higher Levels.** If you cast this spell with a spell slot of 2nd level or higher, the extra damage you inflict with melee weapon attacks against opponents you moved 20 feet straight towards on that same turn increases by 1d4 for each slot level above 1st. In addition, if you cast this spell with a spell slot of 3rd level or higher, you gain one additional speed point for each two slot levels above 1st (giving you a total of three speed points with a 3rd level spell slot, four speed points with a 5th level slot, five with a 7th level slot, and six with a 9th level slot).

## STEAL SPEED

*Necromancy cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

You slow an opponent while making yourself faster. Make a melee spell attack against the target. On a hit, it takes 1d4 psychic damage, and its speed is reduced by 10 feet until the start of your next turn. Until the start of your next turn, you add a number of feet to your own speed equal to the number of feet by which you reduced the target's speed.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4). In addition, the speed you steal increases by 5 feet as well when you reach 5th level (15 feet), 11th level (20 feet), and 17th level (25 feet).

## STRAHD'S BANEFUL ATTRACTOR

*4th-level evocation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a few bits of broken glass)

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

You can cause spell effects to divert from their original paths, instead striking a creature you have selected. Choose a creature within range. When another creature within 15 feet of the chosen creature makes a successful saving throw against a spell or is missed by a spell attack misses you, the spell targets the chosen creature instead. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.

This spell ends early if the chosen creature is incapacitated, or if moves more than a mile away from you.

**At Higher Levels.** If you use a spell slot of 7th-level or higher to cast this spell, other creatures within 15 feet of the chosen creature gain advantage on saving throws

against spells, and spell attacks against creatures within 15 feet of the chosen creature are made at disadvantage.

## SPELL LORE: STRAHD'S BANEFUL ATTRACTOR

Those who dare speak of the true nature of Strahd von Zarovich, the lord of Barovia, woefully observe that in addition to being one of the most powerful vampires in existence, he is also a spellcaster of devilish ingenuity. He is known to have created many spells, with this one perhaps the most popular outside of his Realm. Its ability to turn a spellcaster's own power against themselves or their allies is perfect illustration of the perverse cunning and cruel humor of this infamous vampire lord. Dungeon Masters running the hardcover adventure *Curse of Strahd* are encouraged to add this spell to Strahd's repertoire.

## SUSTAINING MEDITATION

*3rd-level abjuration (ritual)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 24 hours

You enter a heightened state of consciousness in which you have complete awareness and control of your body's natural processes. Until this spell ends, you are able to heal yourself for a limited number of hit points. You gain a pool of 20 hit points worth of self-healing. As a bonus action on your turn, you can draw self-healing from the pool to restore a number of hit points to yourself, up to the maximum amount remaining in your pool. Once all the self-healing of the pool is expended, it does not replenish unless you cast the spell again. When this spell ends, any unused healing in the pool is lost.

Alternatively, if you have at least 5 hit points remaining in your self-healing pool, you can use a bonus action to neutralize one poison affecting you, or to cure yourself of one disease or one of the following conditions: blinded, deafened, paralyzed, or poisoned. When you do this, the spell ends immediately.

In addition, for the duration of this spell, you don't need to eat or sleep (though you still need to finish a long rest to prepare spells or regain any abilities that require a long rest) and whenever you hold your breath, you can do so for five times as long as normal. If you have at least 1 hit point remaining in your self-healing pool, you have advantage on saving throws against poison and resistance to poison damage.

This spell ends when you finish a long rest, or when you cast it again.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the pool of self-healing it confers is increased by 5 hit points for each slot level above 3rd.

## TATTOO PROJECTILES

*3rd-level illusion*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (the ink and needles of a tattoo artist)



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

When you cast this spell, your skin appears to be etched by glowing needles that manifest around your person for a few seconds before vanishing, leaving your limbs and/or torso with colorfully stylized tattoos of darts, daggers, or throwing stars. You have six of these phantasmal tattoos, which remain on your skin for the duration of the spell.

When you cast the spell—and as a bonus action on each of your turns thereafter—you can expend one or two of the tattooed weapons, appearing to snatch them off your skin and hurl them with deadly accuracy toward a point or points you choose within 120 feet of you. As one of these phantasmal tattoo weapons reaches its destination, it multiplies, becoming a swarm of razor sharp missiles. Each creature within 5 feet of the point you chose must make a Wisdom saving throw. A creature takes 2d6 psychic damage on a failed save, or half as much damage on a successful one.

A tattoo projectile vanishes when you expend it, decreasing your total number of tattoo projectiles. When you use up all your tattoo projectiles, this spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the number of phantasmal throwing star tattoos created increases by two for each slot level above 3rd.

## TELEKINETIC SLAM

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*1st-level evocation*

**Casting Time:** 1 action

**Range:** 120 Feet

**Components:** V, S

**Duration:** Instantaneous

You surprise an enemy with an unstoppable telekinetic impact. Choose one creature within range. It takes psychic damage equal to 1d4 + your spellcasting ability modifier and is moved up to 10 feet in a direction you choose (including up in the air, which may cause it to fall). You can only move it in a straight line through space unimpeded by creatures, objects, or obstacles.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the psychic damage increases by 1d4 for each slot level above 1st. If the spell slot is of 5th level or higher, you may target one additional creature within range for each slot level above 4th.

## TELEPATHIC LINK

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*1st-level divination (ritual)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

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

You establish a telepathic link with one willing humanoid you touch. Until the spell ends, the link is active while you and the humanoid are within line of sight of each other. Creatures with Intelligence scores of 2 or less aren't affected by this spell. You don't need to share a language with a creature for it to understand your telepathic utterances, and the creature understands you even if it lacks a language. The creature can respond to you

telepathically as well, but it must understand at least one language in order to communicate this way.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the duration is 10 minutes for each slot level above 2nd. When you cast this spell using a spell slot of 4th level or higher, while you are linked, if either you or the creature you are linked to is surprised, and the other creature including in that same link is not, neither one of you is surprised.

## THOUGHT BLAST

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*Enchantment cantrip*

**Casting Time:** 1 action

**Range:** Self (5-foot radius)

**Components:** V, S

**Duration:** 1 round

You unleash the psychic power of your mind in a wave that shocks nearby creatures' minds. Each living creature (not a construct or undead) other than you within 5 feet of you must make an Intelligence saving throw. On a failed save, a creature takes 1d6 psychic damage and has disadvantage on the next Intelligence or Charisma check it makes before the until the end of its next turn.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

## THOUGHT PROJECTION

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*Enchantment cantrip*

**Casting Time:** 1 bonus action

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

You broadcast a mental image or telepathic message to nearby allies. Choose any number of non-hostile creatures within range. These targets (and only the targets) mentally receive the image or message you chose to convey. If it is a message, it must be 10 words or fewer. Creatures with Intelligence scores of 2 or creatures unwilling to have you communicate with them aren't affected by this spell. You don't need to share a language with a creature for it to understand what you convey, but if you send a message rather than an image, a creature must understand at least one language in order to comprehend the message.

## THUNDERING ARMOR

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*1st-level abjuration*

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Components:** V, S, M (a tuning fork)

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

You infuse armor with pulsing energy, protecting that ally and knocking a single foe away with the intense reverberation. Choose a friendly creature within range that is wearing armor (if you choose yourself, you do not need to be wearing armor). They gain a +2 bonus to AC until the end of their next turn. You also choose a hostile creature within 5 feet of the first creature. That hostile creature must make a Strength saving throw. On a failure, it takes



2d8 thunder damage and is pushed 10 feet away from the friendly creature you chose.

**At Higher Levels.** If you use a spell slot of 2nd-level or higher to cast this spell, the thunder damage is increased by 1d8 for each spell level above 1st.

## THUNDEROUS REPRISAL

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*4th-level abjuration*

**Casting Time:** 1 reaction, which you take in response to being damaged by a creature within 30 feet of you that you can see

**Range:** Self (30-foot radius)

**Components:** V, S

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

You blast your enemies away in a wave of thunder and destruction. Each creature within 30 feet of you must make a Dexterity saving throw, taking 4d8 thunder damage on a failed save, or half as much damage on a successful one. In addition, creatures that fail their saving throw are pushed 10 feet away from you and become deafened until the end of your next turn.

**At Higher Levels.** If you use a spell slot of 5th-level or higher to cast this spell, the thunder damage is increased by 1d8 for each spell level above 1st.

## UNCANNY BALANCE

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*Transmutation cantrip*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V

**Duration:** 1 round

You sense how to shift your weight from step to step, staying atop a tricky surface. For the rest of the turn, you have advantage on Dexterity (Acrobatics) and Strength (Athletics) checks, and you do not sink when moving over soft or brittle terrain, such as dust, silt, mud, snow, or thin ice (though you cannot walk on actual liquid with this effect). While this spell is active, difficult terrain of those types does not require extra movement.

If you are already sinking into soft terrain when you cast this spell, the spell instantly moves you up to 5 feet to the surface. When this spell ends, if you are standing in a place where you would normally fall or sink, you do so unless you have some other means of remaining there.

## UNDERSONG

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*1st-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V

**Duration:** 8 hours

When you cast this spell, a familiar and soothing song wells up in your mind. The song does not distract you from any task at hand—on the contrary, by humming along to the tune you can focus your mind with ease. For the duration, whenever you make a Constitution saving throw to maintain your concentration on a spell, you can choose to make a Charisma (Performance) check instead.

## UNLEASH INSTINCTS

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*6th-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a piece of animal skin large enough to be worn over both shoulders)

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

Until this spell ends, you unlock the primal nature of your body and mind, and you gain the following benefits:

- You can substitute your spellcasting ability score for your Strength score for purposes of unarmed strikes (including both attack and damage rolls), ability checks, and determining your jump distance or carrying capacity (including maximum load and maximum lift).
- You add your spellcasting ability modifier to Dexterity checks and Wisdom checks.
- When you make an unarmed strike, the damage you inflict is psychic damage, and you can roll a d8 in place of the normal damage.
- Your speed increases by 10 feet.
- You can use your bonus action to make an unarmed strike or take the Dash action.
- You gain darkvision up to a distance of 30 feet.
- You can track other creatures while traveling at a fast pace, and you can move stealthily while traveling at a normal pace.

If you end your turn wearing heavy armor, you must roll a Constitution saving throw against a DC equal to your own spellcasting DC. If you fail, you lose concentration and the spell ends.

If you roll initiative before this spell ends, if the remaining amount of time you can maintain your concentration on this spell is greater than 1 minute, that duration is reduced, and you can only maintain your concentration on the spell for up to 1 minute after making the initiative roll.

In addition, when you make a Strength, Dexterity, or Constitution saving throw, if the number rolled on the die is 16 or lower, you can use your reaction to treat the number rolled on the d20 as a 17. If you do so, you gain advantage on all Strength, Dexterity, or Constitution saving throws until the beginning of your next turn, at which time the spell ends.

## UNLUCK

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*2nd-level enchantment*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, M (a broken horseshoe)

**Duration:** 1 round

You manipulate what was once an ode to fate, speaking it in reverse and warping the weave of fortune. Choose one target within range, which must make a Charisma saving throw. On a failure, the target takes 3d6 psychic damage and has disadvantage on the next attack roll it makes before the end of its next turn. On a success, that target takes half as much damage but suffers no other effects.

In addition, whether the target fails or succeeds, choose one ally within 60 feet when you cast this spell; that ally



gains advantage on the next attack roll it makes before the end of its next turn.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 1st.

## WALL RUN

*Transmutation cantrip*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

**Duration:** 1 round

For a brief moment, you treat the law of gravity as a suggestion rather than a rule. For the rest of the turn, you have a climb speed equal to your walking speed and advantage on Dexterity (Acrobatics) and Strength (Athletics) checks, and you can move up, down, and across vertical surfaces while leaving your hands free. This does not allow you to move upside down along ceilings. If you are on a vertical surface when you no longer have a climbing speed, you immediately fall unless you have some other means of remaining there.

## WARNING ROAR

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V

**Duration:** 1 round

Menacing psychic energies transform your voice into a louder version of the natural threat of a predatory beast (such as the growl of a hunting dog, the rattle of a rattlesnake, or the roar of a lion) that is audible out to 60 feet. Choose one creature within this spell's range, which must make an Intelligence saving throw. If the target fails, it takes 1d8 thunder damage, and until the start of your next turn it has disadvantage on the next saving throw it makes against being frightened. If that target willingly moves closer to you or attacks you before the start of your next turn, it immediately takes 1d6 psychic damage, and the spell ends.

The psychic damage from this spell increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

## WEIGHTLESS PURSUIT

*1st-level enchantment*

**Casting Time:** 1 reaction, which you take when a creature that started its turn within 30 feet of you ends its turn more than 30 feet away from you

**Range:** Self

**Components:** S

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

You can make supernatural jumps or run up walls to pursue your opponent. Choose one creature within 60 feet of you that has just ended its turn more than 30 feet away after starting its turn within 30 feet of you. Until this spell ends, you gain the ability to move up, down, and across vertical surfaces and upside down along ceilings (while

leaving your hands free), you gain a climb speed equal to your walking speed, your jumping distance is doubled, and as part of the reaction used to cast this spell, you can immediately fly a number of feet equal to or less than your walking speed, using one or more of your various modes of movement, ending this movement in an empty space within 30 feet of the creature. This space cannot be above the creature, and you cannot end your movement farther away from your original space than the creature is.

In addition, while this spell is active, you have resistance against all damage from falling, and take no damage when you fall less than 100 feet.

**At Higher Levels.** When you cast this spell using a spell slot of the 2nd level or higher, the duration increases to 10 minutes (with concentration still required). If the spell slot is 3rd level or higher, you gain a flying speed equal to your walking speed for the duration of the spell.





# New Archetypes

The first three archetypes in this section are intended for the Artificer class, as presented in the *Unearthed Arcana* series of articles on the D&D website, now available on DM's Guild at: [http://www.dmsguild.com/product/213032/Unearthed-Arcana-The-Artificer-Class-5e?affiliate\\_id=925821](http://www.dmsguild.com/product/213032/Unearthed-Arcana-The-Artificer-Class-5e?affiliate_id=925821)

## New Artificer Specialist

### ARCANE SLEUTH

You are adept at magically crafting tools that help you find clues and unravel mysteries around you. The combination of these implements with your deductive reasoning, encyclopedic education, and deep understanding of magic make you more than a mere investigator or detective. You have an uncanny ability to read people and situations, allowing you to predict your opponent's moves before they happen, uncover complex conspiracies with a bare handful of clues, and act with preternatural quickness before anyone else realizes what has happened.

#### Detective Skills

When you choose this artificer specialist type at 1st level, you gain proficiency in the Insight, Investigation, and Perception skills. You are also able to use a magnifying glass as a spellcasting focus for your artificer spells.

#### Investigator's Kit

At 1st level, you create an *investigator's kit*, a satchel of arcane foci, magical tools, and well-crafted implements you use to discover clues and solve mysteries. Bearing your kit focuses your mind and grants you magical power, allowing you to cast certain spells. This kit always includes a magnifying glass, as well as many other items such as a dust brush, tweezers, small jars for evidence collection, or a small journal with an attached charcoal pencil for taking notes. While you have your investigator's kit on your person, you gain the following advantages:

- You double your proficiency bonus when adding it to Intelligence (Investigation), Wisdom (Insight), or Wisdom (Perception) checks.
- Whenever you make an Intelligence (Insight), Intelligence (Investigation), or Wisdom (Perception) check, after you see the number rolled, but before the DM determines the result, you can expend one spell slot to gain an additional bonus to that roll. The bonus is equal to 10 + the level of the expended spell slot.
- You can cast the following cantrips: *create item\**, *far hearing\**, *guidance*, *internal compass\**, *remote viewing\**, and *vicious mockery*.
- You can cast *detect thoughts* once per day, without spending a spell slot. You must finish a long rest before you can do so again.
- When you need a piece of adventuring gear or set of tools that neither you nor your allies possess, you can make a DC 15 Intelligence check. If you succeed, the needed gear or tool is in your investigator's kit, provided it is worth 50 gp or less and small enough to fit (less than 1 foot long or wide). You must immediately pay the gp cost of the item to use this ability, otherwise

it does not work—you previously thought ahead and purchased this item when you last had the opportunity to do so. Once you successfully gain an item with this feature, you cannot do so again until you finish a short or long rest.

If you lose your investigator's kit, you can create a new one over the course of three days of work (eight hours each day) by expending 100 gp worth of glass, metal, wood, and other raw materials.

#### Sleuth's Focus

At 3rd level, you learn the *hunter's mark* spell as an artificer spell, which does not count against the number of artificer spells you know. If you reduce a creature who is the subject of your *hunter's mark* spell to 0 hit points with any attack roll (melee or ranged), you can choose to knock the creature out instead of killing it. Make this choice the instant damage is dealt. A knocked out creature falls unconscious and is stable at 0 hit points.

In addition, if you have your investigator's kit, any attack roll you make against the target of your *hunter's mark* spell is a critical hit on a roll of 19 or 20 on the d20.

#### Deductive Interaction

At 9th level, you can use your bonus action to make a Wisdom (Insight) check against a creature you have spent at least 1 minute interacting with or observing outside of combat during the past hour. This roll is opposed by the target's Charisma (Deception) check. If you succeed, you learn something about that creature. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:

- An ability score of your choice
- Armor Class
- Current hit points
- Total class levels (if any)
- Levels in a particular class (if any)
- At the DM's option, you might also realize you know a piece of the creature's history or one of its personality traits, if it has any.

In addition, when you inflict a critical hit against any creature on which you have used this feature in the last 24 hours, you gain advantage on all other attack rolls you make against that creature until the end of your next turn.

#### Sleuth's Insight

At 14th level, all Charisma (Deception) checks against you are made at disadvantage. In addition, once per day, if you have your investigator's kit, you can cast *true seeing* (on yourself only) without spending a spell slot. You must finish a long rest before you can do so again.

#### Implacable Investigator

Beginning at 17th level, once per day, if you have your investigator's kit, you can cast *foresight* (on yourself only) without spending a spell slot. You must finish a long rest before you can do so again.

In addition, when a creature that has failed a Charisma (Deception) check against you with the last 24 hours makes an attack roll against you, it provokes an opportunity attack from one creature of your choice that can hear you.



## New Artificer Specialist

### CLOCKWORK ENGINEER

Artificers attain a deep understanding of how to infuse magic into inanimate objects. Although most artificers train in the creation of mechanical servants and animate devices, you elevate the practice to an art form. As a clockwork engineer, you are a master of creating imitations of life from inanimate objects. The mechanical automatons you create are more durable and deadly than those created by your artificer peers.

You fashion minions and artifices to aid your companions, although you probably feel as much kinship to the automatons as you feel toward your fellow adventurers. You might dote on your creations, lamenting when they become damaged, and even avenging their destruction.

As you become more powerful, harmless clockwork creations surround you. They twitter and buzz, fluttering near you, keeping you company. Many are also helpers, and through their adroit appendages, you can construct other minions more quickly.

#### Clockwork Armor

At 1st level, you can take a suit of armor of any kind and transform it into a mix of leather, cloth, or metal festooned with gears, cogs, and clockworks, as well as pockets and compartments containing even more materials. Only you can wear this armor freely, anyone else attempting to wear it has their speed halved and suffers disadvantage on all ability checks, saving throws, and attack rolls while wearing it. Your first Clockwork Armor must be made from a suit in your possession, but requires no additional cost. Once you modify it, this armor need not look like traditional armor, it just needs to include enough protective material and clockwork pieces to function.

(For example, clockwork armor based on leather or studded leather could include a large hat, a pair of goggles, a belt with several pouches and compartments, along with a long leather coat with many pockets, all reinforced with metal pieces in what might appear at first glance to simply be a clockwork motif.)

If you lose your Clockwork Armor, or want to change to a different armor type, you can create a new suit over the course of three days of work (eight hours each day) using existing armor along with 100 gp of additional metal and other raw materials. If you wish, you may use this process to transform magical armor into your Clockwork Armor.

#### Clockwork Weapons

While wearing your Clockwork Armor, you can also make use of special weapons concealed in the suit. When you use this function, it acts as a melee weapon attack, but you may substitute your Intelligence modifier for your Strength modifier on attack rolls with it, it deals bludgeoning damage equal to 1d6 plus your Intelligence modifier, and it has a reach of 10 feet.

The damage of your Clockwork Weapons increases by 1d6 when you reach certain levels in this class: 3rd level (2d6), 5th level (3d6), 7th level (4d6), 9th level (5d6), 11th level (6d6), 13th level (7d6), 15th level (8d6), 17th level (9d6), and 19th level (10d6).

#### Inventive Enhancements

Starting at 1st level when you choose this specialization, you gain two *invention points*, which you use to fuel clever devices called *inventive enhancements*. An invention point is expended when it is used. Your base number of invention points increases to 3 at 5th level, 4 at 11th level, and 5 at 17th level. You regain all expended invention points when you finish a long rest.

At 1st level, you learn two of the inventive enhancements below. You learn an additional inventive enhancement at 5th level, 11th level, and 17th level. If an inventive enhancement requires a saving throw, that save is made against your artificer spell DC. You must be wearing your Clockwork Armor to use an inventive enhancement. Unless otherwise stated, you can only use one inventive enhancement per turn.

**Clockwork Stinger.** When you hit with a ranged weapon attack or an attack with your Clockwork Weapon feature, you can spend 1 invention point to inflict an extra 2d6 poison damage against the target. If the target takes at least 1 point of this poison damage, the next attack roll made against the target has advantage if the attack is made before the start of your next turn.

**Entangling Device.** When you hit with a ranged weapon attack or an attack with your Clockwork Weapon feature, you can spend 1 invention point to inflict an extra d6 bludgeoning damage against the target, and the target must make a Dexterity saving throw or become restrained until the end of its next turn. The creature can use an action to escape this effect early.

**Firebreather** When you hit with a ranged weapon attack or an attack with your Clockwork Weapon feature, you can spend 1 invention point to inflict an extra 1d6 fire damage against the target, inflicting the same amount of fire damage against all creatures within 5 feet of the target. Any creature that takes this damage must roll a Strength saving throw. On a failure, you can push each creature up to 10 feet away from you.

**Freezing Breath.** When you hit with a ranged weapon attack or an attack with your Clockwork Weapon feature, you can spend 1 invention point to inflict an extra 2d6 cold damage against the target, and the target's speed is reduced by half until the end of its next turn.

**Magnetic Talon.** When you hit with a ranged weapon attack or an attack with your Clockwork Weapon feature, you can spend 1 invention point to inflict an extra 2d6 lightning damage against the target, and the target must make a Strength saving throw. On a failed save, it drops an object you choose. If the object weighs less than 25 pounds, you can move it up to 10 feet closer to you before it lands harmlessly on the ground. If you are within 10 feet, you can choose to have the object fall at your feet.

**Mechanized Tentacles.** When you make an attack using a natural weapon, an unarmed strike, or your Clockwork Weapons feature, you can extend your reach for that attack to 20 feet. If the attack hits, it inflicts an additional 1d6 bludgeoning damage, and may pull the target up to 15 feet closer to you.

**Ranged Clockwork.** When you use your Clockwork Weapons feature to make an attack during your turn, you



can spend 1 or 2 invention points to make your Clockwork Weapons attack into a ranged attack instead of a melee attack until the end of the turn. If you spend 1 invention point, the range is 30 feet; if you spend 2 invention points, the range is 120 feet. This inventive enhancement does not count against any limitation on the number of inventive enhancements you can use per turn.

**Shrapnel Swarm.** When you hit with a ranged weapon attack or an attack with your Clockwork Weapon feature, you can spend 1 invention point to inflict an extra 2d6 piercing damage against the target and all creatures within 5 feet of it.

**Thunderous Ram.** When you hit with a ranged weapon attack or an attack with your Clockwork Weapon feature, you can spend 1 invention point to inflict an extra 2d6 thunder damage against the target, and the target must make a Strength saving throw. On a failed saving throw, you can either knock it prone or push it up to 15 feet away from you.

**Tinker's Clockworks.** You can spend 1 invention point to make a single use of the rock gnome's Tinker racial ability, spending 1 hour and 10 gp of materials to create one Tiny clockwork device. You may add your Intelligence modifier to the clockwork device's base Armor Class of 5. You can only have three clockwork devices at once, which all work as per the Tinker ability description. If you already possess the Tinker ability (such as from being a rock gnome), you gain an additional bonus when you use this exploit: you may add your artificer level to the clockwork device's base 1 hp.

**Wondrous Automaton.** If there is an empty space within 10 feet of you, you can spend 1 invention point as an action to unfold and activate a clockwork automaton from previous assembled components. This automaton uses the statistics of a monodrone modron (as described in the *Monster Manual*), but it cannot fly, it does not have truesight, it can understand only your verbal commands instead of the Modron tongue, and it cannot speak. The automaton appears in an empty space of your choice within 10 feet of you. It is friendly to you, but indifferent to all other creatures except those which are hostile to you, to which it is also hostile. Roll initiative for the automaton, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to it, the automaton defends itself from hostile creatures, but otherwise takes no actions.

An active automaton created with this inventive enhancement deactivates at once if you use this inventive enhancement again. You cannot activate the automaton if you are concentrating on a spell, and if you cast a concentration spell while the automaton is active, it becomes incapacitated until you are no longer concentrating on a spell. The automaton can only remain active for 1 minute, then it deactivates into a smaller form which you can store in your clockwork armor. (You do not need to do so in order to use this inventive enhancement again.)

As you gain artificer levels, your automaton uses the statistics of a more powerful type of modron: a duodrone at 2nd level, a tridrone at 3rd level, a quadrone at 4th

level, and a pentadron if you are 5th level or higher in your artificer class.

## Inventive Resurgence

Beginning at 3rd level, you learn the *mending* cantrip, and you regain all your expended invention points whenever you finish a short or long rest.

## Clockwork Servant

At 9th level, you can spend 1 or more invention points to perform a 1 hour ritual that makes the servant acquired from your Mechanical Servant artificer feature more powerful. The servant gains the following benefits:

- It uses your proficiency bonus instead of its own.
- In addition to the areas where it normally uses its proficiency bonus, your mechanical servant also adds its proficiency bonus to its AC and to its damage rolls.
- It is considered proficient with all saving throws while it can see you.
- Whenever you make an attack roll or cast a spell on your turn, if your mechanical servant can see you, it can use its reaction to make a melee attack.
- Your mechanical servant gains a number of additional hit dice equal to the number of invention points you spent on this ritual, and increases its hit points accordingly.
- A mechanical servant improved with this ritual can expend invention points from your pool to use any inventive enhancements you know on its own attacks. You do not need to be wearing your Clockwork Armor for the servant to use this effect.

The benefit of this ritual last until you perform this ritual again, until your mechanical servant is killed, or until you build a new mechanical servant.

## Improved Clockwork Weapons

At 14th level, when you hit a creature with your Clockwork Weapons attack, you can spend 2 invention points to choose up to 7 other creatures within 30 feet of that creature. The number of creatures chosen must be equal to your proficiency bonus or less. You then make the same attack roll against each separate creature. Each creature hit suffers the same damage and effects as the first creature you struck, including any inventive enhancements you applied.

## Reactive Devices

At 17th level, the sophisticated automation of your Clockwork Armor and mechanical servant allow for instantaneous responses in battle. When a creature attacks you or your mechanical servant while you are wearing your clockwork armor, you can use your reaction to impose disadvantage on that attack roll. If the attack still hits, you can spend 1 invention point to decrease the damage inflicted by half. If the attack misses, you can attack that creature with your Clockwork Weapons feature as part of the same reaction if the creature is within 10 feet of you.



## New Artificer Specialist

### ERADICATOR

As a plague takes hold of the body, a darkness has infested the land. It takes many forms: undead, lycanthropes, hags, fiends, unclean spirits, and the like. You do not view these horrors superstitiously, but clinically. They are a disease that must be cured. Like a naturalist cataloging plant and animal specimens, you use a variety of techniques to discern the secrets of the infection. How does mortal flesh sustain a zombie's unlife? Why is silver better than steel against a werewolf? How does a mummy infect its victims with rot? You use such knowledge to create the tools needed to eradicate these unnatural predators for the good of all mortals. Your weapons in this fight are not only magic and martial prowess, but rationality and self-control. You cannot give in to fear.

Of all artificers, eradicators are the most likely to have deep religious beliefs. Seeing the way divine power can be channeled to defeat their worst foes leaves a lasting impression. Whatever you believe, you tend to be just as rational about faith as you are about everything else. Eradicators always find a way to reconcile science and religion, and they have a natural suspicion of zeotry. In many ways, your drives to understand divinity and expose the forces of darkness are two sides of the same coin.

### Monster Hunter's Implements

At 1st level, you craft a *focusing symbol*, a wooden sigil that concentrates your magical might and strength of will. This can be anything from a holy symbol to an ancient cerulean sign of power, but it must either be carved of wood or inscribed on a piece of wood. You can use your focusing symbol as an arcane focus or holy symbol, and can also use it as your choice of either a club or quarterstaff.

As long as you have your focusing symbol in hand, whenever you inflict damage on one or more creatures who are currently the subject of a concentration spell you cast, one of the damaged creatures takes extra psychic damage equal to your Intelligence modifier. Any creature that takes this damage cannot benefit from advantage on any Intelligence or Wisdom saving throw until the end of your next turn.

Whenever you have your focusing symbol in hand, you can cast the *shillelagh* cantrip on it. When you do so, you can choose for one end of your focusing symbol to sharpen, becoming a piercing weapon for the duration of the spell (this allows such a weapon to be used as a wooden stake for the purpose of defeating vampires and similar creatures).

If you lose your focusing symbol, you can create a new one over the course of three days of work (eight hours each day) by expending 100 gp worth of metal, wood, or other raw materials.

### Species Focus

Starting at 1st level, you choose a type of monster you know more about than any other. You can choose one species focus from the following: aberrations, constructs, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can choose shapechangers of all types as your species focus. Work with your DM to

determine an appropriate type of monster for the campaign. You have advantage on Intelligence and Wisdom checks to discern information about the type of creature chosen, and when you inflict damage with an artificer spell or with a magical weapon on a creature that is your species focus, that creature's speed is reduced by half until the end of its next turn.

### Exorcism Spells

At 3rd level, you learn the *detect evil and good*, *protection from evil and good*, and *predictive focus\** spells as artificer spells. You learn additional spells from this feature as you gain levels, as follows:

- At 7th level, you learn the *darkvision* and *gentle repose* spells.
- At 13th level, you learn the *daylight* and *intellect redoubt\** spells.
- At 19th level, you learn the *locate creature* and *staggering smite* spells.

Spells learned from this feature do not count against your normal number of artificer spells or cantrips known.

Whenever you cast a spell gained from this feature with your focusing symbol in hand, if that spell has a casting time of 1 action, you may choose to expend 1 hit die to change the casting time to 1 bonus action for this casting.

### Repel Horrors

Starting at 9th level, you can attempt to repel dark forces with the strength of your convictions. As an action, you present your focusing symbol, and each creature within 30 feet of you that is undead or your species focus must make an Intelligence saving throw against your Artificer spell DC. On a failed save, such a creature is repelled for a number of rounds equal to your Intelligence modifier (minimum of 1), though the effect ends if the creature takes damage. A repelled creature must spend its turns trying to move as far away from you as it possibly can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Once you use this feature once, you cannot use it again until you finish a short or long rest.

### Serenity of Spirit

At 14th level, you are an island of calm resolution in a sea of fear and aggression. You cannot be charmed or frightened, and if you have your focusing symbol in hand, you can cast the *calm emotions* spell at will.

### Hunting the Hunters

At 17th level, you are immune to psychic damage. Hostile creatures you choose who take psychic damage during your turn must roll Intelligence saves against your Artificer spell DC or become frightened of you until the end of your next turn.



## New Artificer Specialist

### PRODIGY

Unlike other artificers, the main project of your life is not the crafting of a separate item—your triumph is crafting yourself. You infuse your own person, perhaps unconsciously, with magic, and rely on your expansive intellect and personal discipline to make yourself formidable both physically and mentally. Unlike other artificers, you consider yourself a scholar studying magic from the outside, rather than a true user of magic. In fact, some prodigies don't claim to have any magical powers, believing they are simply well-educated and extremely practiced in certain techniques (though other artificers believe such prodigies are simply in denial).

You believe rigorous logic can explain anything, and rigorous education can achieve anything. You know the universe is not an inexplicable game played with dice by unknowable gods. Rather, it is a place of deep yet comprehensible wonder, where some creatures and forces are so great and powerful that they currently *seem* beyond mortal ken. In time, however, if enough knowledge is collected, analyzed, and understood, the scientific method will yield understanding of everything. You do your part to bring that future closer, and make yourself an example to others, demonstrating what you believe anyone can achieve if they attain the proper knowledge and discipline.

### Deep Proficiency

When you choose this archetype at 1st level, you attain a deep level of mastery in some pursuits. You learn two new languages, gain proficiency with two tool or vehicle types of your choice (you could choose thieves' tools and water vehicles, disguise kits and calligrapher's supplies, etc.), and choose one of the following Deep Proficiency options:

- **Cautious.** You gain proficiency with heavy armor. When wearing medium or heavy armor, you gain +1 to AC.
- **Cerebral.** You gain proficiency in one Intelligence-based skill, and you can add half your proficiency bonus, rounded down, to any Intelligence check you make, whether it already includes your normal proficiency bonus or not.
- **Influential.** You gain proficiency in one Charisma-based skill, and you can add half your proficiency bonus, rounded down, to any Charisma check you make, whether it already includes your normal proficiency bonus or not.
- **Intuitive.** You gain proficiency in one Wisdom-based skill, and you can add half your proficiency bonus, rounded down, to any Wisdom check you make, whether it already includes your normal proficiency bonus or not.
- **Tactical.** You gain proficiency with all martial weapons. Weapon attacks you make outside of your own turn inflict +2 damage.

### Genius Intellect

Beginning at 3rd level, whenever you finish a short or long rest, you may convert any number of your remaining artificer spell slots into *intellect dice*, special dice you use

to perform prodigious acts that mark your genius. These dice fuel many of your other abilities from this archetype. Each spell slot becomes one intellect die, but the type of dice gained from this conversion depends on the level of spell slot converted, as follows:

Spell Slot Level	Intellect Die Gained
1st	d6
2nd	d8
3rd	d10
4th	d12

You can expend these intellect dice for a variety of *exploits*, stunning demonstrations of your mental discipline. An exploit die is expended when you use it. Exploits are listed at the end of this archetype. If an exploit requires a saving throw, it uses your artificer spellcasting save DC. You can never spend more than one intellect die during the same turn.

**Exploits.** You learn three exploits of your choice, which are detailed under "Exploits" below.

You learn one additional exploit of your choice at 9th, 14th, and 17th level. Each time you learn new exploits, you can also replace one exploit you know with a different one.

**Re-conversion.** As a bonus action, you can convert an intellect die back into a spell slot of the same level it was converted from. If you use the Infuse Magic feature all artificers receive at 4th level, you can perform this conversion as part of the minute of spellcasting used for that feature, without needing to use a separate bonus action. If you do so, you must use the converted spell slot to cast the spell you are infusing into an object.

### Reflexive Action

At 9th level, you can take a bonus action on each of your turns in combat. This bonus action can be used only to take the Disengage action, to make an unarmed strike, to make an Intelligence check of any kind, or to make a Wisdom (Perception or Insight) check. You can use Intelligence instead of Strength for the attack and damage rolls of unarmed strikes made with this feature.

In addition, whenever you make an unarmed strike against a creature who has not yet acted in the combat, you can roll a d6 in place of your normal unarmed strike damage, and if the unarmed strike hits, the target must succeed on a Dexterity saving throw against your artificer spell DC or be knocked prone.

### Unexpected Response

At 14th level, you are always one step ahead of danger. When you roll initiative, before anyone else can act, you can immediately take an extra turn. During this turn, you can only take one action, and you can only use it to take the Dash or Hide action, to use the Marked Quarry exploit, or to take any one of the bonus actions permitted by your Reflexive Action feature.

If more than one creature in an encounter has a feature that allows them to take an extra turn before anyone else can act, then all creatures with such abilities act first, in order of initiative, then the regular initiative order begins.

If you would normally be surprised at the start of an encounter, you do not gain this extra turn, but you are also not surprised.



## Foreseen Possibilities

At 17th level, your ability to predict events and actions around you is psychically infallible and practically omniscient, allowing you to predict your near future like moves on a chessboard and change your own choices in response. Once per day, at the end of your turn, before anyone else acts in the combat, you can announce that what just happened during your turn was not what actually occurred, but was simply your character visualizing what might happen and psychically sharing that information with their comrades. At that point, everything that has happened since the beginning of your turn—including dice rolls, any damage inflicted or healed, movement, conversation, spellcasting, even death and the passage of time itself—is undone, because in the world of the game, it *never actually happened*. That turn never took place at all.

You then immediately take your turn again, making new

choices or similar ones as you wish, with entirely new actions, responses, dice rolls, effects, and outcomes. In game terms, you have effectively taken a “mulligan” on that turn, ignoring what occurred and playing it over again. You must use the results of the re-played turn, even if at the end of it you realize you prefer the previous version.

Every player character that had perceived your original turn in-game still remembers what might have been, because they are also magically aware of what would have happened if that turn had actually taken place. In order to make such an accurate prediction, your character had to psychically reflect his own observations to and from his allies’ minds as well as his own. Non-player characters, however, do not know what the turn that never happened was like, unless they are Friendly towards you and you choose for them to have seen it. Once you use this feature, you cannot use it again until you finish a long rest.

## EXPLOITS

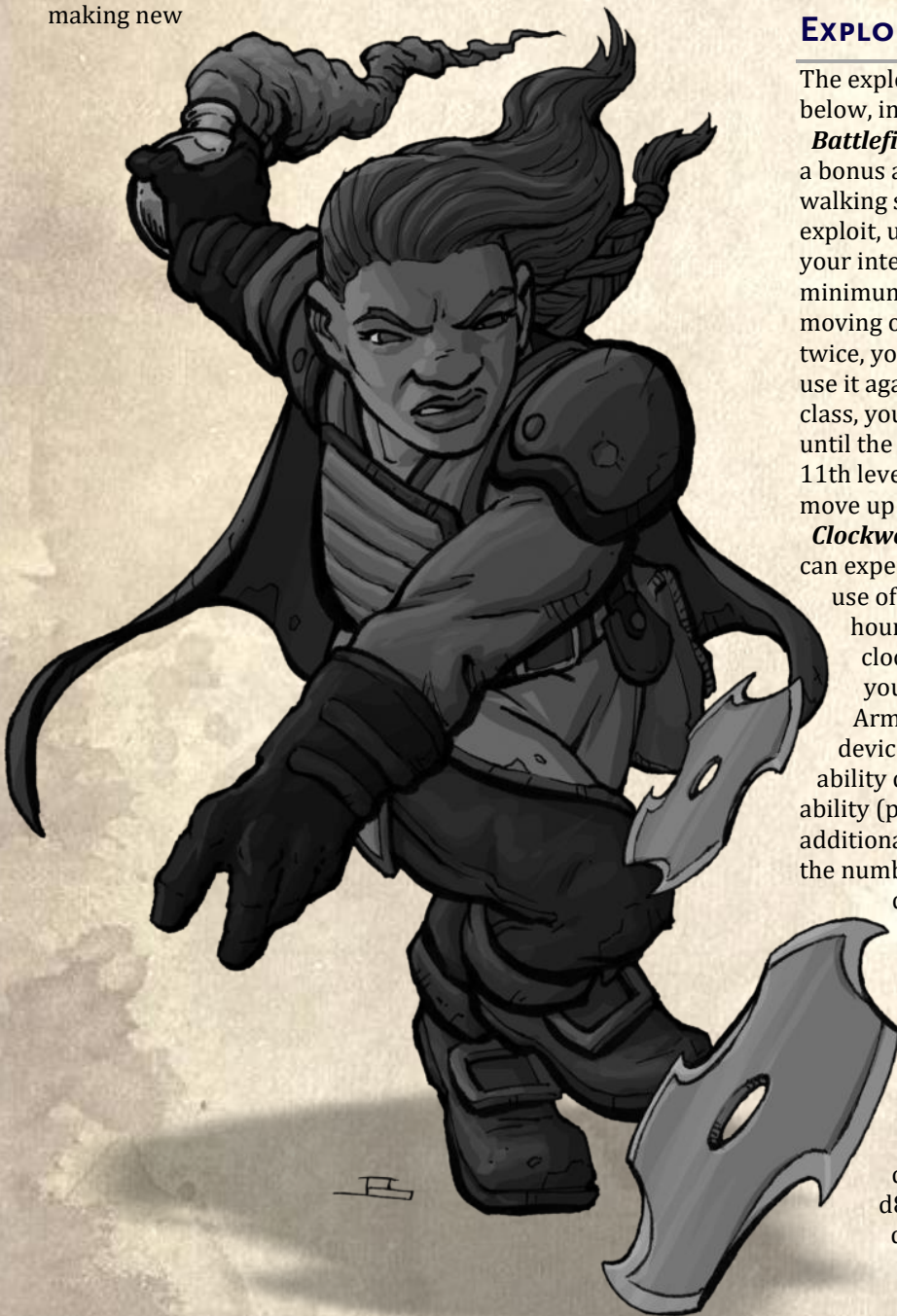
The exploits available to this archetype are described below, in alphabetical order.

**Battlefield Geometry.** You can expend an intellect die as a bonus action during your turn to move up to half your walking speed. When you expend an intellect die for this exploit, until the end of your turn you add half the result of your intellect die roll to your AC (rounded down to a minimum of 1) and do not expend extra movement when moving over difficult terrain. Once you use this exploit twice, you must finish a short or long rest before you can use it again. When you reach 7th level in your artificer class, you add the full roll of your intellect die to your AC until the end of your turn, instead of half. When you reach 11th level in your artificer class, you can use this exploit to move up to your full walking speed, instead of half.

**Clockworks.** If you are proficient with tinker’s tools, you can expend one intellect die to use them to make a single use of the rock gnome’s Tinker racial ability, spending 1 hour and 10 gp of materials to create one Tiny clockwork device. You may add the number rolled on your Intellect die to the clockwork devices’ base Armor Class of 5. You can only have three clockwork devices at once, which all work as per the Tinker ability description. If you already possess the Tinker ability (probably from being a rock gnome), you gain an additional bonus when you use this exploit: you may add the number rolled on your Intellect die to the clockwork devices’ base 1 hp, as well as to its base Armor Class.

**Discern Vulnerability.** When you make a weapon attack, you can expend one intellect die to inflict extra damage if the attack hits. You must choose to do this before you make the attack roll. This extra damage of the same type as the weapon damage. The extra damage inflicted is determined by the size of the intellect die you spend, as follows: d6 = 3d6 extra damage, d8 = 3d8 extra damage, d10 = 3d10 extra damage, d12 = 3d12 extra damage.

**Marked Quarry.** You choose one opponent and devote nearly all your mental faculties to







defeating them. As a bonus action, you expend one intellect die, and choose one creature. For 1 minute, whenever you hit the target with an attack, that target takes additional damage equal to your intellect die roll. If the target drops to 0 hit points before 1 minute has passed, you can use a bonus action on a subsequent turn of yours to move your mark to a new creature.

**Read Evidence.** While you or a companion are tracking or about to begin tracking one or more other creatures, you can spend an Intellect die as an action to touch an imprint or mark left on your environment by the touch of one of the creatures you are tracking and sense information about them. When you do so, you get an image of that creature's appearance, its relative size, whether it was traveling alone, and a sense of its emotional state, as if you had used the *read object\** spell on an object it had touched. For the next 10 minutes, you add your Intellect die roll to all Wisdom checks you make to find that creature or gain insight into its motivations.

**Tactical Command.** By imparting advice or instruction to an ally, you allow them to move and make an extra attack. When you take the Attack action on your turn, you can forgo one of your attacks and use a bonus action to direct one of your companions to strike. When you do so, choose a friendly creature who can see or hear you and expend one intellect die. That creature can immediately use its reaction to make one weapon attack, adding the intellect die to the attack's damage roll. You choose whether the extra damage is psychic damage or damage of the same type as the weapon. The creature can also move up to half its walking speed as part of the same reaction.

When you reach 7th level in your artificer class, when you use this exploit, the ally may move up its full walking

speed as part of its reaction, instead of half. When you reach 11th level, you add your Intelligence modifier to the extra damage. When you reach 17th level, all extra damage from this exploit is doubled.

**Warning Insight.** When a creature you can see attacks another creature you can see, you can use your reaction to expend an intellect die and give the attacker disadvantage on that attack roll. If the attack still hits, the damage is reduced by an amount equal to the number rolled on your intellect die.

#### THE CHALLENGE OF THE PRODIGY

If you choose to play a prodigy, you get to play a kind of character often depicted in fantasy and historical fiction: the intellectual hero of reason, often skeptical of superstition (and magic) but trusting absolutely in knowledge and education. This type of protagonist or ally includes types as diverse as George R.R. Martin's Maesters of the Citadel, Vizzini and Miracle Max in *The Princess Bride*, Leonard of Quirm in Terry Pratchett's *Discworld* series (paralleled by his Roundworld counterpart, Leonardo da Vinci), the Craftsmasons in the role-playing game *Mage: The Sorcerer's Crusade*, and Cid in the *Final Fantasy* video game series.

#### AN ADDED CHALLENGE

Players who don't mind the extra effort and enjoy the particular roleplaying opportunities may wish to play one of those prodigies who believes even their own powers to not be truly magical. Given the added difficulty, it should always be entirely up to you whether your character believes they don't use magic but actually does (and thereby must have a nonmagical explanation for every spell they do cast), or if your spells only appear to be magic to the superstitious, and are in fact merely astounding feats of physical training and mental discipline.

If you choose to play such a character, most who see you still consider your extraordinary capabilities to be magic, but you believe otherwise. You are certain that even your most miraculous leaps of intuition or uncanny feats of prediction are merely byproducts of a level of education, intuition, and self-discipline any person of intelligence could achieve—magic need have nothing to do with it! Whatever the case, you need a logical rationale for any spells you do cast.

Some are more easily explained than others: the *expeditious retreat* spell is just a display of your uncanny athletic ability, *sanctuary* is using your knowledge of human nature to convince others you are harmless, *false life* is merely the result of your strict regimen for personal health, *cure wounds* is the application of advanced medical knowledge or alchemical salves, etc. Others are harder to explain—perhaps you describe your character as hurling some tiny clockwork device into the air as part of casting *shield of faith*, or applying a cunning combination of make-up and an extremely detailed mask before you cast *disguise self*. This added level of creativity is part of the fun, but it's also a bit of extra effort, so when choosing this archetype—and choosing your spells—make sure flexing those extra imaginative muscles is part of the experience you want in play.



## New Divine Domain

### DEFIER DOMAIN

Clerics of this domain are not true clerics, though they have similar abilities. They are disillusioned or heretical and have disavowed the worship of any deities they once believed in. Most consider the divine mysteries of the gods (who they often refer to only as "powers") to be elaborate scams. Many come to believe that the creatures called "gods" are not changeless, ineffable beings, but merely entities that have achieved a greater level of power—and are still as fallible as mortals. Such "clerics" often work tirelessly to discredit the gods, interfering with their clergy and attempting to liberate their congregations from what they consider false faith.

To maintain spellcasting abilities that equal those of faithful clerics, some defiers enter into some kind of arrangement with a powerful being, like the otherworldly pact of a warlock. There are no delusions of divinity or worship involved in these arrangements; the defiers know what they are getting into, and are willing to pay the price.

Other defiers instead align themselves with the supreme force they call "the Great Unknown," which transcends the alleged gods (who they consider to be powerful beings but not divine creators worthy of worship). After all, some force must've created the planes of reality and given mortals their innate sense of good and evil. Such a force could not merely be one of the petty powers, however, wrangling with rivals and driven by greedy narcissism to seek worship. Rather, the force behind all creation must be unequalled and beyond such temporal concerns. Defiers aligned with the Great Unknown call themselves the Athar, and they are a very influential faction in some parts of the Outer Planes.

### Defier Domain Spells

Cleric Level	Spells
1st	<i>detect evil and good, dissonant whispers</i>
3rd	<i>calm emotions, silence</i>
5th	<i>counterspell, dispel magic</i>
7th	<i>aura of purity, Mordenkainen's private sanctum</i>
9th	<i>banishing smite, planar binding</i>

### Bonus Proficiency

When you choose this domain at 1st level, you gain proficiency with heavy armor and with all martial weapons.

### Disillusionment

At 1st level, you may choose to make Intelligence your cleric spellcasting ability score, instead of Wisdom. If your DM uses the optional multiclassing rules, you can substitute your Intelligence score for your Wisdom score when determining if you can be a multiclass cleric.

### Otherworldly Patron

At 1st level, you have an alternate source for your clerical powers, one that is not a deity. Choose one of the two following options for this feature:

**Pactkeeper.** Choose the 1st-level feature granted by any Otherworldly Patron option for the warlock class. You gain that feature, replacing any references to the warlock class with the cleric class and replacing any reference to Charisma with your cleric spellcasting ability score.

**Great Unknown.** When you hit a target with an attack roll, you can expend a spell slot to attempt to free that target from the influences of planar powers—whether they want that freedom or not. The target you hit takes extra psychic damage equal to twice the level of the spell slot you expended for this feature, and any spell that is on the target ends if it is of a level equal to or lower than that spell slot. In addition, if the damaged creature is concentrating on a spell, the DC of the saving throw it makes to maintain its concentration is equal to your cleric spell save DC or half the damage inflicted, whichever is higher.

### Channel Divinity: Skeptic's Rebuke

Starting at 2nd level, you can use your Channel Divinity to repel those you see as representative of the so-called gods. As an action, you proclaim your disbelief and one celestial, fiend, or humanoid spellcaster of your choice with 30 feet of you must make a Wisdom saving throw, provided it can see or hear you. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

After you reach 5th level, when a creature fails its saving throw against your Skeptic's Rebuke feature, the creature is banished for 1 minute (as the *banishment* spell, no concentration required) if it isn't on its plane of origin and its challenge rating is at or below a certain threshold, as shown on the table below.

Cleric Level	Challenge Rating
5th	1/2
8th	1
11th	2
14th	3
17th	4

### Defiant Mind

Starting at 6th level, your defiant nature grants you a number of special abilities:

- You gain resistance to psychic damage and radiant damage.
- When you hit a celestial or fiend with an attack, or any creature that has regained hit points since the end of your last turn, you deal additional psychic damage to it equal to your cleric level.

### Divine Strike

At 8th level, you add your cleric spellcasting ability modifier to the damage you deal with any cleric cantrip.

### Defiant Mind

At 17th level, you gain immunity to radiant damage and psychic damage, and you have advantage on all saving throws against enchantment or illusion spells.



## New Sorcerous Origin

### SHUGENJA

Unlike many sorcerers, these masters of the elements were not born to their power. Rather, they experience a spiritual calling that enables them to tap into holy forces and balance natural elements through their own bodies.

The divine forces that imbue shugenja with their power vary. Some may be gods or even entire pantheons acting in concert. Others are nature spirits, the souls of venerated ancestors, or the personifications of a sacred philosophy. For example, in the Forgotten Realms, the shugenja of the nation of Shou Lung—on the eastern continent of Kara-Tur—are known as *dang-kai*. They are adherents of an elaborate religious philosophy known as The Way. As part of their belief system, they reject notions of good, evil, chaos, and law and instead focus on manipulating universal energies toward a desired end.

Across Kara-Tur and other lands like it, shugenja are a community's priests, spiritual guardians who teach the rituals of piety, keep the lore of their religion, and even measure the passage of time. Though this spiritual vocation emanates from divine forces that keep their own counsel, it is seldom unexpected. In nearly all cases, the calling comes at the end of a long period of training and preparation in a special academy, monastery, or temple. Apprentice shugenja study for years to learn even the fundamental elements of their magical practice, and are the most literate social class of in all of Kara-Tur (and given that region's sophistication, perhaps the world). In their omniscient wisdom, the holy ones who choose shugenja find those who have excelled in this training worthy of acting as their earthly agents.

A shugenja's spells are written on *ofudas* (nonmagical prayer scrolls) that the shugenja carries on their person, serving as a divine focus for casting these spells. Shugenja usually come from the noble class, but some are also orphans adopted inducted into the priesthood at a young age.

Unlike samurai, shugenja are not bound by a strict code of morals. They do not need to serve a particular master, thus they can travel the world as they see fit. They are drawn to disturbances in the elemental balance of the world. This leads them on adventures to right environmental wrongs, destroy blights on the land, and keep the balance of the elements.

### SHUGENJA IN THE FORGOTTEN REALMS

It is becoming more and more common to find shugenja in the company of Western adventurers from the continent of Faerûn. In recent years, shugenja have been drawn toward the disturbances caused by cataclysmic events (such as the draconic machinations of the Cult of Tiamat, the return of lost nations to Faerûn, the plague of demonic madness in the Underdark, etc.). Given their beliefs and duties, they were especially concerned with the perversion of natural harmony represented by the incursions of Elemental Evil, and many shugenja were haunted by dreams that drew them to the Moonsea or the Dessarin Valley. While still uncommon, the proliferation of Shou settlements along with a shugenja's inherent attraction to natural imbalances has greatly increased the presence of this class in the realms of the West.

### SHOU TOWNS

In the Forgotten Realms, small "Shou Towns", enclaves of immigrants and traveling merchants from Kara-Tur, have sprung up in a number of major metropolitan areas in the Realms, and these are often the first stops for shugenja who travel to the western realms of Faerûn. Shugenja also act as priests and spiritual advisors to nobles along the Golden Way. When travelers from Kara-Tur found Shou Towns, shugenja bring the old ways to the new world. They help to make small oases of tradition in very foreign environments.

These communities of immigrants from Shou Lung and other Kara-Tur nations, somewhat akin to real-world Chinatowns. The most well known of these is found in Elversult, but there are enclaves or embassies in Zindalankh (Murghôm), Shussel (Unther), Vaalen (Var the Golden), and Sheirtalar.

The newest of the established enclaves are in the Moonsea ports of Mulmaster and Ylraphon, and the Dessarin Valley trade settlement of Yartar. These were established by shugenja who felt drawn to these regions by dreams of evil extra-planar forces corrupting the elemental harmony of Faerûn. Ever-enterprising Shou are also busy with intrigues behind the scenes to establish enclaves or embassies in Athkatla (Amn), Chavyondat (Estagund), and the island-nation of Tharsult (in the Shining Sea).

### Favored Element

When you choose this sorcerous origin at 1st level, though much of your focus is on harmony between the elements, you must choose a favored element: air, earth, fire, water, or wood. As described on the Favored Element Table below, each element has a damage type with which it is associated as well. This choice affects your other class abilities. It also gives you an opposing element, another element that you find difficult to control due to its destructive nature towards your favored element. (For convenience, the damage type associated with the

FAVORED ELEMENT TABLE

Favored Element	Favored Damage Type	Opposing Element (Opposing Damage Type)	Bonus Cantrips	Divine Domain Spell Options	Associated Movement
Air	Lightning	Wood (Poison)	<i>gust**</i> , <i>shocking grasp</i>	Tempest	Fly
Earth	Acid	Air (Lightning)	<i>mold earth**</i> , <i>shillelagh</i>	War	Burrow
Water	Cold	Earth (Acid)	<i>frostwind blade*</i> , <i>shape water**</i>	Life	Swim
Fire	Fire	Water (Cold)	<i>control flames**</i> , <i>greenflame blade***</i>	Light	Climb
Wood	Poison	Fire (Fire)	<i>druidcraft</i> , <i>shillelagh</i>	Nature	Climb



opposing element is listed below as well). The effects of the other columns of the table are described here or under the individual features of this Sorcerous Origin.

**Bonus Cantrips.** You learn the cantrips listed under the Bonus Cantrips column of the Favored Element table for your chosen favored element, and you also learn the *guidance* cantrip. These do not count against the maximum number of cantrips you can know as a sorcerer.

**Divine Spells.** The domain spells provided by the cleric Divine Domain listed under the Divine Domain Spell Options column of the Favored Element table for your chosen favored element are added to the sorcerer spell list for you.

**Elemental Martial Arts.** Whenever you inflict damage with an unarmed strike, or with a quarterstaff, you can choose for that damage to be of the type associated with your favored element, instead of bludgeoning damage.

**Language.** In addition to the other benefits of your Favored Element, it also grants you the ability to speak, read, and write Primordial.

## Shugenja Stances

At 1st level, you train in the rudiments of the sacred power monks refer to as *ki*, and use it to attune to your favored elemental force in a special fighting stance that grants you special abilities. Entering a stance or changing stances requires a bonus action, and you can only be in one stance at a time. At 1st level, your available elemental stances are:

- **Jade Sorcery Stance.** In this elemental stance, when you cast a spell that deals damage of the type associated with your favored element, add your Charisma modifier to one damage roll of that spell. However, if you cast a spell that deals damage of the type associated with your opposing element while in this stance, you take psychic damage equal to half your sorcerer level. This damage cannot be reduced or redirected in any way. Finally, while in this elemental stance, you can use bonus action to cause an aura of elemental force to blossom forth from your person, immediately before or after you cast

a spell of 1st level or higher. Doing so causes creatures within 5 feet of you must make a Dexterity saving throw. On a failure, they are pushed back 5 feet and take damage of the type associated with your favored element. This damage is equal to your Charisma modifier.

- **Harmonious Defender Stance.** In this elemental stance, you have resistance to the damage type associated with your favored element, but whenever you take damage of the type associated with your opposing element while in this stance, that damage cannot be reduced by any means, and it is increased by an amount equal to your sorcerer level. Finally, while in this elemental stance, you can use a bonus action to cause a whirling burst of your element to whirl about you, protecting your movements, immediately before or after you cast a spell of 1st level or higher. Doing so allows you to move up to 10 feet without provoking opportunity attacks. You can choose to move normally with this movement, or you can choose to use the Associated Movement Form listed on the Favored Element Table.

While you are in any stance granted by this archetype, your AC equals 13 + your Dexterity modifier, you can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and weapon attacks with a quarterstaff, and you can roll a d4 in place of the normal damage of your unarmed strike.

## Elemental Disciplines

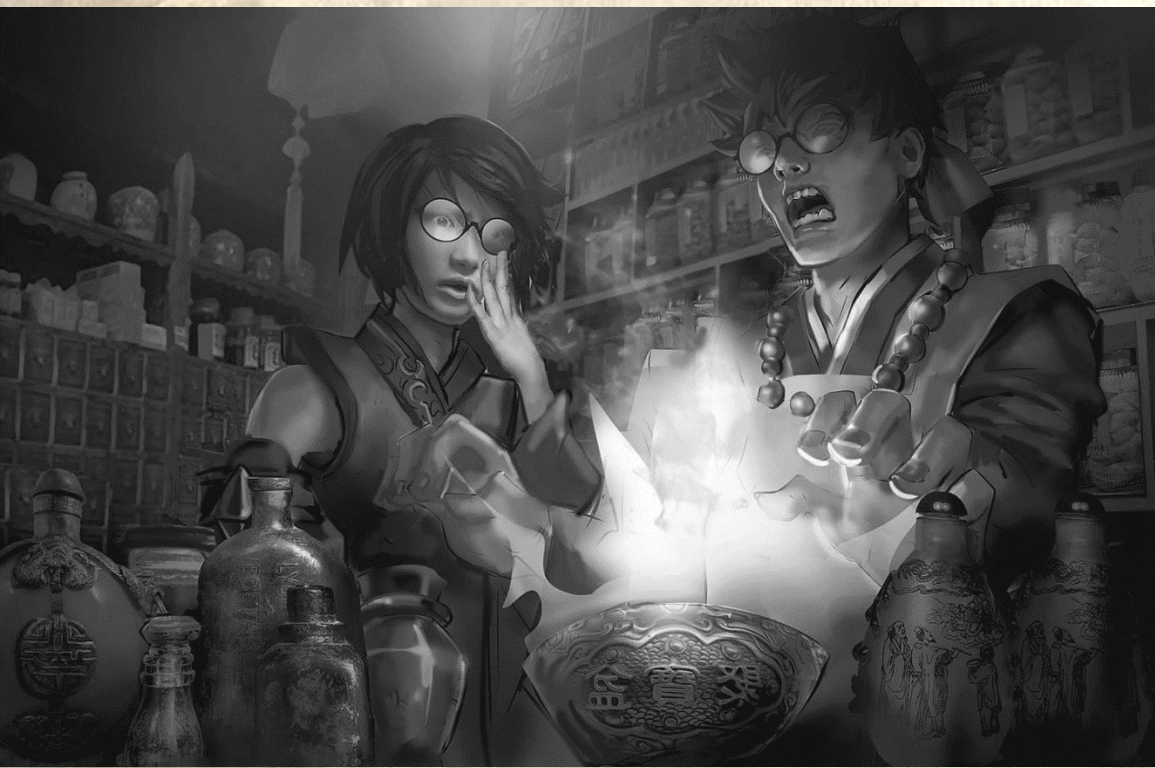
Beginning at 6th level, you learn variations on the magical disciplines some monks use to harness elemental power with *ki*. You learn two special elemental disciplines similar to those used by monks of the Way of the Four Elements monastic tradition. You spend sorcery points to fuel these disciplines, which are listed under “Shugenja Elemental Disciplines” at the end of this section. If you deal damage with an elemental discipline that is of the type associated with your favored element, you inflict extra damage against one target equal to your proficiency bonus.

In addition, when you take the Attack action or use your action to cast a spell or use an elemental discipline, you can use a bonus action to make an unarmed strike or an attack with a quarterstaff.

## Elemental Spirit Mastery

At 14th level, your use of your elemental stances has been perfected. When you are in an elemental stance granted by this archetype, you gain a movement speed for your favored element’s associated movement form (a fly speed, a burrowing speed, a swimming speed, or a climbing speed) equal to your walking speed.

In addition, whether or not you are in a stance,





whenever you inflict damage of the type associated with your favored element during your turn, each target of that damage also takes an additional 1d6 radiant damage.

## Perfected Elemental Stance

Starting at 17th level, you gain a new elemental stance: **Elemental Form Stance**. You must spend 3 sorcery points to enter this elemental stance. While in this stance, you transform into a new form, made entirely of your favored element. In this form, you gain the following traits:

- You have immunity to damage of the type associated with your favored element
- You have resistance to all damage except force damage and the damage type associated with your opposing element
- You have vulnerability to the damage type associated with your opposing element
- You can move through a space as narrow as 1 inch wide without squeezing
- You can enter a hostile creature's space and stop there
- You gain all the benefits of both Jade Sorcery Stance and Harmonious Defender stance.

You can only remain in this stance for 1 minute. At the end of that time, or if you choose to end the stance early, you immediately change into your choice of your other elemental stances without using a bonus action. You must spend 3 sorcery points and use a bonus action to enter this stance again.

## SHUGENJA ELEMENTAL DISCIPLINES

The elemental disciplines available to a shugenja sorcerer are listed here in alphabetical order.

**Bleeding Earth Stomp.** As an action, you can spend 2 sorcery points to cause acid to spray up from the ground in a line 20 feet long and 5 feet wide leading away from you in a direction you choose. Solid ground in that area becomes difficult terrain until the end of your next turn, and one creature in the line must make a Dexterity saving throw. If it fails, the creature takes 3d10 acid damage, plus an extra 1d10 acid damage for each additional sorcery point you spend, and it cannot take reactions until the end of your next turn. On a successful save, the creature takes half as much damage, and it can take reactions normally.

**Fangs of the Fire Snake.** When you use the Attack action on your turn, you can spend 1 sorcery point to cause tendrils of flame to stretch out from your fists and feet. Your reach with your unarmed strikes increases by 10 feet for that action, as well as the rest of the turn. A hit with such an attack deals fire damage instead of bludgeoning damage, and if you spend 1 sorcery point when the attack hits, it also deals an extra 1d10 fire damage.

**Fist of Unbroken Air.** You can create a blast of compressed air that strikes like a mighty fist. As an action, you can spend 2 sorcery points and choose a creature within 30 feet of you. That creature must make a Strength saving throw. On a failed save, the creature takes 3d10 bludgeoning damage, plus an extra 1d10 bludgeoning damage for each additional sorcery point you spend, and you can push the creature up to 20 feet away from you and knock it prone. On a successful save, the creature takes half as much damage, and you don't push it or knock it prone.

**Five Deadly Venoms Fist.** As an action, you can spend 2 sorcery points to cause your fists and feet to blacken with a devastating poison that harms only those you choose. Choose one or two creatures within 5 feet, and roll an attack roll against each target as if you were attacking with your unarmed strike. On a hit, instead of your normal unarmed strike damage, the target takes 2d10 poison damage and must make a Constitution saving throw. On a failed save, it is also poisoned until the end of your next turn. You can spend 1 extra sorcery point when each attack hits to cause that particular target to take an extra 1d10 poison damage.

**Shape the Flowing River.** As an action, you can spend 1 sorcery point to choose an area of ice or water no larger than 30 feet on a side within 120 feet of you. You can change water to ice within the area and vice versa, and you can reshape ice in the area in any manner you choose. You can raise or lower the ice's elevation, create or fill in a trench, erect or flatten a wall, or form a pillar. The extent of any such changes can't exceed half the area's largest dimension. For example, if you affect a 30-foot square, you can create a pillar up to 15 feet high, raise or lower the square's elevation by up to 15 feet, dig a trench up to 15 feet deep, and so on. You can't shape the ice to trap or injure a creature in the area.

**Sheltering Mist.** As an action, you spend 1 sorcery point to create a sphere of thick vaporous mist or black wood-smoke centered on yourself. The radius of this sphere is 15 feet, plus an additional 15 feet for every sorcery point you spend. It spreads around corners, and its area is heavily obscured. It lasts for one minute, or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

**Sliding Frost Strike.** When you use the Attack action on your turn, you can spend 1 sorcery point to cause a veneer of frost to cover your fists and feet. For the rest of the turn, your speed is increased by 10 feet, and when you make an unarmed attack roll against a creature, that creature cannot make opportunity attacks against you until the end of your turn. A hit with an unarmed attack during this turn deals cold damage instead of bludgeoning damage, and if you spend 1 sorcery point when the attack hits, it also deals an extra 1d10 cold damage.

**Stance of Unyielding Stone.** As a reaction, when you are subjected to an effect that would move you, knock you prone, or both, you can spend 1 sorcery point to be neither moved nor knocked prone.

**Water Whip.** You can spend 2 sorcery points as a bonus action to create a whip of water that shoves and pulls a creature to unbalance it. A creature that you can see that is within 30 feet of you must make a Dexterity saving throw. On a failed save, the creature takes 3d10 bludgeoning damage, plus an extra 1d10 bludgeoning damage for each additional sorcery point you spend, and you can either knock it prone or pull it up to 25 feet closer to you. On a successful save, the creature takes half as much damage, and you don't pull it or knock it prone.

**Wrath of the Tempest.** When a creature within 5 feet of you that you can see hits you with an attack, you can spend 2 sorcery points as a reaction to cause the creature to make a Dexterity saving throw. The creature takes 2d8 lightning damage on a failed saving throw, plus an extra 1d8 lightning damage for each additional sorcery point you spend. On a successful save, the creature takes half as much damage.



## New Wizard Arcane Tradition

### GUILD WIZARDRY

Natural talent and a quick mind are only the bare beginning of being able to wield the arcane arts. Achieving true mastery requires personal dedication and self-discipline, rigorous training, and access to libraries full of ancient grimoires and crumbling scrolls. In many places no special organizations or traditions exist to guide wizards and other arcane spellcasters along their way; magic-users come to their full powers and wield their spells as they see fit. But in other lands, magic is regarded as too important—or too dangerous—to be left in the hands of the self-taught dabblers. In these lands, magic is taught and practiced by members of special orders, guilds, societies, brotherhoods, and cabals who jealously guard access to their powers and seek to control their use.

These guilds arise for many reasons. Some exist to preserve arcane traditions and instruct new spellcasters in arcane powers. Others organize the efforts of their members in the service of a worthy (or sometimes not so worthy) cause. For example, the Cloaks of Mulmaster are sworn to serve the High Blade Selfaril Uoumdolphin, and are granted extensive authority as officers of the city and enforcers of the Arcane Edict. The Watchful Order of Magisters and Protectors in Waterdeep is more independent, just one of many guilds in the city, and it does aid in many municipal matters, unlike the Cloaks it does not have an exclusive legal monopoly on arcane spellcasting. Luskan's Arcane Brotherhood seems to have no larger agenda other than the advancement of its members' grasping ambitions, though many whispers suggest a secret purpose pursued by its leadership. In all cases, part of their purpose is to pool their resources to more quickly advance in the Art.

Some guilds are large, formal hierarchies in which members are expected to obey the orders of their superiors, while others are small fellowships in which no one member is considered superior to his or her fellows.

A wizard's guild might operate openly or exist as a hidden society. Members of openly active orders typically proclaim their allegiance with a highly recognizable garment or symbol; for example, wizards of the Arcane Brotherhood wear robes of similar cut and style, but each is a different color or special pattern. Many organizations in Faerûn—wizardly and otherwise—mark the membership with special pins, brooches, or clasps, whether they are worn openly or in a hidden place. Other orders favor such identifiers as tattoos, unique hairstyles or grooming, or implements of a particular design. Members of secret orders avoid any outwardly distinguishing marks, of course, but often have secret signs they can use to prove their identity to others of their group—for instance, a pendant worn under one's shirt, a ring that isn't very obvious to a casual viewer, or a brand hidden beneath robes.

#### VARIANT: ACADEMIC WIZARDRY

The same archetype presented here can also easily create a graduate alumni or faculty member from a formal school of wizardry. In the Forgotten Realms, a good academy of magic to which such a

character might be connected is Master Salvar's Academy of Spellcraft and the Arcanist's Art, known by the nickname "Brixmarsh", which stands on the swampy outskirts of the rough-and-tumble rebuilt frontier town of Ylraphon, just south of the Moonsea. Master Salvar Brix was formerly an influential member of Mulmaster's guild of mages, the Cloaks. Brix had the foresight to flee the city with many resources intact before its recent undoing by elemental cultists. As more and more refugees from Mulmaster crowd around Ylraphon's gates each day, Salvar sees training a new generation of arcanists as vital to their safety, and his experience with the Cloaks serves him well in organizing such an endeavor.

#### Arcanist's Education

At 2nd level when you choose this arcane tradition, you gain proficiency in the Arcana and History skills. Choose one of those two skills. When making ability checks for the chosen skill, you add twice your proficiency bonus to the roll in place of your normal proficiency bonus.

#### Grimoire Library

Beginning when you select this arcane tradition at 2nd level, your guild membership allows you to access to its vast library. Whenever you gain a wizard level, in addition to the normal spells you learn, you can choose any wizard spell listed in the *Player's Handbook* and copy it into your spellbook for half the usual price in gold.

#### Signature Technique

Starting at 2nd level, you know an especially impressive spellcasting technique that is either distinctive to your guild or your own method for distinguishing yourself within it. When you gain this feature, choose one wizard spell of 1st-level or higher you know that has a casting time of 1 action. Whenever you use your action to cast the chosen spell, as a bonus action, you can cause each creature in a 10-foot cube originating from you to make a Wisdom saving throw against your wizard spell save DC. The creatures that fail their saving throws are all charmed or frightened by you (your choice) until the end of your next turn.

Whenever you gain a level, you can change the spell you use for this technique, choosing a new spell of 1st-level or higher to replace the old one.

#### Far Reaching

At 6th level, when you cast a spell that has a range of touch or a range of 5 feet or greater, you can extend the range of that spell beyond its normal limit. If the spell that has a range of touch, you make the range of the spell 30 feet. If it has a range of 5 feet or greater, you double the range of that spell. Once you use this feature, you cannot use it again until you finish a short or long rest.

#### Spellpool

At 10th level, when you prepare your spells each day, you can make use of a *spellpool*, a magical reservoir of spells - that can be drawn upon by members of your wizardly



guild or magical academy. To do so you must purchase a special arcane focus, which can be of any type you wish, but for which the cost is 25 gp higher than normal. This arcane focus allows you (and only you) to access the spellpool from any distance.

When accessing the spellpool, you attempt to prepare a spell that is not in your spellbook. To do so, you must use an action to check to see if the spell is available by making rolling percentile dice. The chance of a particular spell being available is 65% minus 5% per level of the spell. If the spell is available, you may prepare it normally, even if it is not in your spellbook; if not, you cannot prepare that particular spell using this feature until the next time you finish a long rest, at which point you must check for this spell's availability again. There is no limit to the number of spells you can check for availability, but the maximum number of spells you can prepare with this feature at one time is equal to your proficiency bonus. For each spell you prepare with this feature, you must loan out a spell of the same level or higher from your spellbook to the spellpool. A spell you loan out is treated as if it were not in your spellbook at all until the next time you finish a long rest.

### **Arcane Analysis**

Starting at 14th level, you've spent so much time interacting with other mages that you can quickly analyze situations and bring your past experience to bear on solving problems. Whenever you make an Intelligence check that does not include your proficiency bonus (such as the ability check for *counterspell* or *dispel magic*), you can add half your proficiency bonus, rounded down, to that roll.

### **Master Wizard**

At 14th level, you are elevated to your guild's trusted inner circle of wise, experienced masters. As a master, you can speak for your order; your order backs you to the greatest extent possible. You are expected to be careful about taking stands or making promises that are difficult for your guild to support, but your fellow members trust you to know when difficult tasks are necessary.

Many arcane guilds are arranged as hierarchies, with adepts of greater seniority and status holding important offices in the organization. High-ranking masters often have the authority to assign missions to lesser members and review their activities. Holding an office gives you significant power to influence your order's actions, but requires your time and commitment. Many masters choose to avoid these responsibilities and prefer to busy themselves with their own affairs. Whether you agree to take a position in your order's leadership or remain a free agent is up to you.

Every tending, if you wish to maintain your office, you must spend 1 day dealing with guild business. (When you spend downtime, you must spend 1 extra day of downtime for every 10 downtime days you spend.) If you do so, for the next ten days, you gain a bonus on all your Charisma checks with other spellcasters equal to half your Intelligence modifier (rounded down, minimum 1).



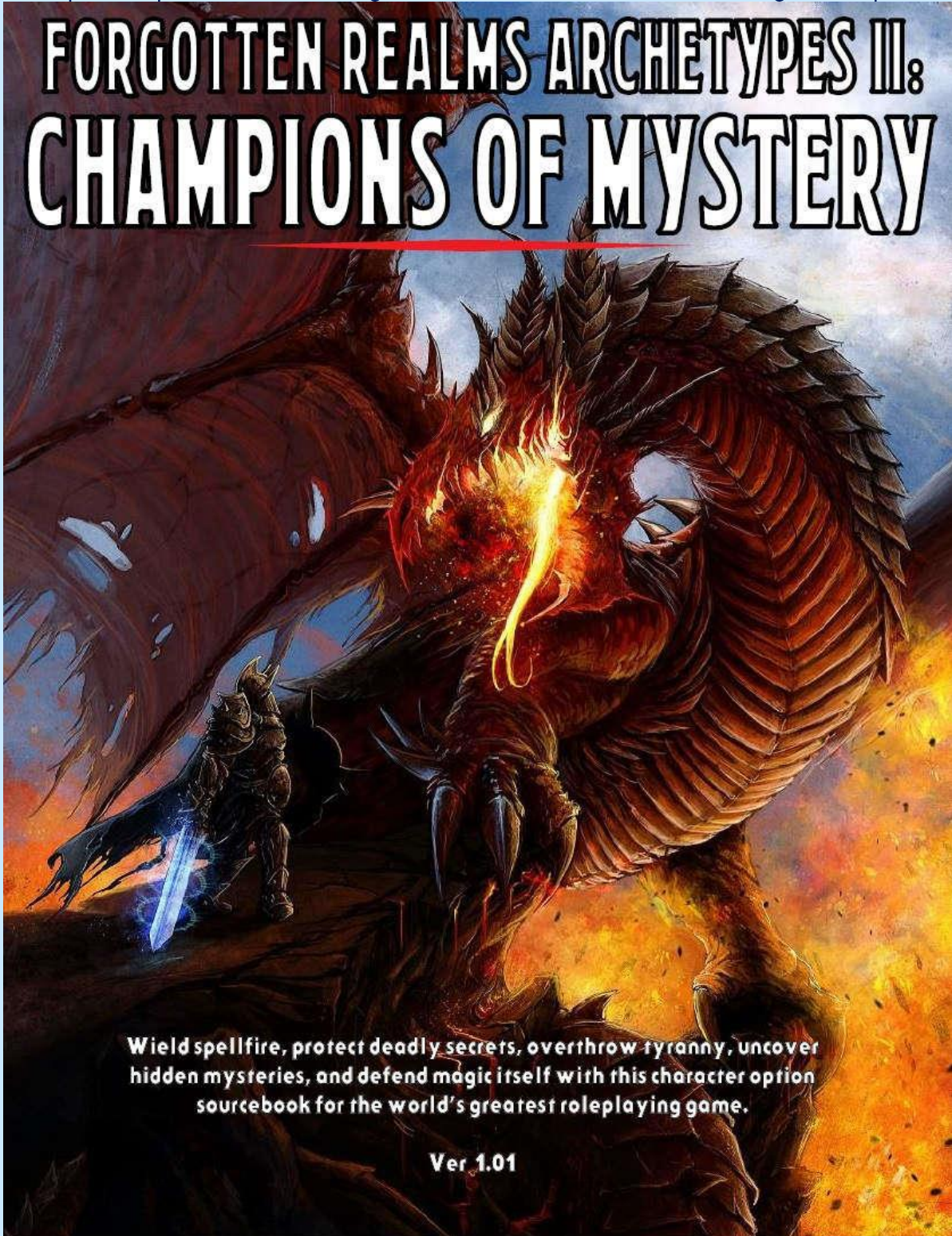


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