DEEP MAGIC

8

BATTLE MAGIC

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5E

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Battle Magic

Any fool can swing a sword. It takes a rare individual to bend the forces of magic to his or her will. Rarer still are those who combine that talent with a study of war. While raining down fire and lightning can decimate an enemy's forces, even more damage can be done to a foe by a well-placed defensive structure, the quick movement of allies, or a curse that impedes the enemy's will to fight. Battle magic is not just about killing your enemy; its true power is in controlling the flow of a conflict so that the spellcaster's allies can seize the moment and win the day.

Feats

From its very beginnings, magic has been used to shift the tide of conflict, whether that's the conflict of man versus nature, man versus monster, or man versus man. Knowing a few spells is one thing; having the ability to manipulate arcane power in a multitude of ways is the real measure of might. Feats enable a battle mage to amplify his or her own effectiveness, or do the same for allies.

ARCANE CHARGER

Prerequisite: The ability to cast at least one cantrip.

When you use your action to Dash, you can cast a cantrip with a range of touch by using your bonus action. If you move at least 10 feet in a straight line and hit with your cantrip, you can either add a +5 bonus to the spell's damage roll or push the target 10 feet away from you.

ARMS BOOSTER

Prerequisite: The ability to cast at least one spell.

You can channel the power of your spells into an ally's weapon. By touching a weapon and expending a spell slot of 1st level or higher as an action, the weapon becomes temporarily magical for a number of rounds equal to the level of the spell slot expended. The weapon counts as magical and gains a +1 bonus to damage rolls but gains no bonus to attack rolls. This effect ends when the duration expires, when you lose your concentration, or when you cast a spell that requires your concentration.

   You must complete a short or long rest before you can use arcane infusion again.

BATTLECASTER

Prerequisite: The ability to cast at least one spell.

You are skilled at casting spells with a weapon in hand.

- You can use a weapon that you're proficient with as a spellcasting focus.

- When wielding a magical weapon that you're proficient with and that provides a bonus to hit and damage, you can also add that weapon's bonus to damage rolls for spells you cast.

- You gain proficiency with a simple or martial weapon of your choice.

ELDRITCH LIFESAVER

Prerequisite: The ability to cast at least one spell.

You've learned to cannibalize the power of your spells to reinvigorate your allies. As a bonus action, you can expend a spell slot of 1st level or higher to heal yourself or an ally within 30 feet. The number of hit points healed equals the level of the expended slot. In addition, the target gains temporary hit points equal to your spellcasting ability modifier.

   You must finish a long rest before you can use eldritch lifesaver again.

ELEMENTAL TRAPPER

Prerequisite: The ability to cast at least one spell.

Your spells that do elemental damage leave a lingering danger on the battlefield. When you gain this feat, choose one of the following damage types: acid, cold, fire, lightning, or thunder. When you cast a spell of 1st level or higher that does the chosen type of damage, you can choose to leave behind an elemental cloud that fills the same area as the original spell. Spells that target individuals create a 5-foot-diameter cloud in the target's space. The cloud is stationary and lasts until the start of your next turn. Creatures that end their turn inside an elemental cloud take damage of the cloud's type equal to your spellcasting ability modifier + the level of the spell slot expended when the spell was cast.

INSPIRATIONAL CASTER

Prerequisite: The ability to cast at least one spell and Charisma 13 or higher.

Your impressive and inspiring spells rally allies to your cause.

- You gain proficiency in your choice of Intimidation or Persuasion.

- If you target allies with a spell that does not cause damage, those allies gain advantage on saving throws to resist effects that cause charm or fear for a number of rounds equal to your Charisma ability modifier, in addition to the normal effect of the spell.

MERCIFUL CASTER

Prerequisite: The ability to cast at least one spell.

You are skilled at taking prisoners through the use of even deadly magic. When damage from one of your spells drops a creature to 0 hit points, you can choose to knock that creature unconscious instead of killing it. You must complete a long rest before merciful caster can be used again.

RESOLUTE CASTER

Prerequisite: The ability to cast at least one spell.

Your magic takes on a life of its own when it matters most. Your spells with a duration of concentration remain in effect after you lose concentration until the start of your next turn. This is true whether you lost concentration from taking damage, from being knocked unconscious, or even from being killed. (In the case of your death, the spell ends at the point when your next turn would have begun, if you were alive to take it.)

Battle Magic Spells

1ST LEVEL
Adjust Positioning
Hobble Mount
Spur Mount

2ND LEVEL
Boiling Oil
Mass Blade Ward
Poisoned Volley
Shared Sacrifice
Trench
Warning Shout
Wresting Wind

3RD LEVEL
Curse of Incompetence
Mass Hobble Mount
Nightfall
Outflanking Boon
Sudden Dawn
Thunderous Wave

4TH LEVEL
By the Light of the Watchful Moon
Inspiring Speech
Instant Siege Weapon
Reposition

5TH LEVEL
Holy Ground
Instant Fortification

6TH LEVEL
Fault Line

7TH LEVEL
Walking Wall

8TH LEVEL
Costly Victory

New Spells

ADJUST POSITIONING

1st-level transmutation (bard, cleric, warlock, wizard)
Casting Time: 1 bonus action
Range: 30 feet
Components: V
Duration: Instantaneous

You adjust the location of an ally to a better tactical position. You move one willing creature 5 feet. This movement does not provoke opportunity attacks. The creature moves bodily through the intervening space (as opposed to teleporting or gating), so there can be no physical blockage (wall, door) between them.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target an additional willing creature for each slot level above 1st.

BOILING OIL

2nd-level conjuration (sorcerer, wizard)
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a vial of oil)
Duration: Concentration, up to 1 minute

You conjure a shallow, 30-foot-diameter pool of boiling oil centered on a point within range. The pool is difficult terrain, and any creature entering the pool or beginning its turn in the pool takes 3d8 fire damage and falls prone. Creatures that make a successful Dexterity saving throw take half damage and don't fall prone.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

BY THE LIGHT OF THE WATCHFUL MOON

4th-level divination (cleric, druid, paladin, ranger, sorcerer, wizard)
Casting Time: 1 action
Range: 90 feet
Components: V, S
Duration: Concentration, up to 1 minute

Regardless of the time of day or location of your battle, you command the watchful gaze of the moon to illuminate threats to your allies. Shafts of bright moonlight, each 5 feet wide, shine down from the sky (or from the ceiling if you are indoors), illuminating all threats within range, whether they're enemies seen or unseen, or traps or hidden hazards. An enemy creature that makes a successful Charisma saving throw resists the effect and is not picked out by the moon's soft glow.

The glow does not make invisible creatures visible, but it does mark the invisible creature's general location (somewhere within the 5-foot beam). The light moves with targets while the effect lasts, but targets that move out of the spell's range are no longer illuminated. New threats are not revealed as they enter the range or as you move; only those that were within 90 feet of you when the spell was cast are illuminated.

COSTLY VICTORY

8th-level evocation (cleric)
Casting Time: 1 action
Range: 90 feet
Components: V, S
Duration: 1 hour

You target ten enemies you can see that are within range. Each targeted enemy must make a Wisdom saving throw. If it fails, that creature is cursed to burst into flames if it reduces one of your allies to 0 hit points while this spell is in effect. The affected

creature takes 6d8 fire damage and 6d8 radiant damage immediately when it bursts into flame. If the affected creature is wearing (or is made of) flammable material, it also catches on fire and continues burning; it takes fire damage equal to your spellcasting ability modifier at the end of each of its turns until the burning creature or one of its allies within 5 feet of it uses an action to extinguish the fire.

CURSE OF INCOMPETENCE

3rd-level necromancy (bard, cleric, wizard, warlock)
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 minute
With mocking gestures, you leave the target incapable of performing at or even near its best. If the target fails an Intelligence saving throw, then for the spell's duration, it has disadvantage on Intelligence, Wisdom, and Charisma checks made to direct a battle, determine tactics, or give directions or orders to other creatures. Additionally, each time the target gives commands, directions, or orders to other creatures, those creatures must roll a d4 and subtract the result from their Initiative as they struggle to comprehend and implement the confusing new directions. This applies to command abilities such as the orc war chief's Battle Cry and the hobgoblin warlord's Leadership.
At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the maximum duration increases by 1 minute for each slot level above 3rd.

FAULT LINE

6th-level evocation (druid, sorcerer)
Casting Time: 1 reaction
Range: self
Components: V, S
Duration: Permanent
This spell thrusts the ground sharply upward along a 60-foot line that you designate. All spaces affected by the spell become difficult terrain. In addition, all creatures in an affected space are knocked prone and take 8d6 bludgeoning damaging. Creatures that make a successful Dexterity saving throw take half damage and are not knocked prone. This spell doesn't damage permanent structures.

HOBBLE MOUNT

1st-level necromancy (cleric, druid, paladin, ranger, warlock, wizard)
Casting Time: 1 action
Range: touch
Components: V, S
Duration: Concentration, up to 1 hour
When you cast *hobble mount* as a successful melee spell attack against a horse, wolf, or other four-legged or two-legged beast being ridden as a mount, that beast is disabled so that it can't move at its normal speed without incurring injury. An affected creature that moves more than half its base speed in a turn takes 2d6 bludgeoning damage.

This spell has no effect on a creature that your GM deems to not be a mount.
At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 2d6 for each slot level above 1st.

HOLY GROUND

5th-level evocation (cleric, paladin)
Casting Time: 1 action
Range: Self
Components: V, S, M (a vial of holy water that is consumed in the casting)
Duration: Concentration, up to 10 minutes
You invoke the divine powers to bless the ground within 60 feet of you. Creatures slain in the area of effect cannot be raised as undead by magic or by the abilities of monsters, even if the corpse is later removed from the area. Any spell of 4th level or lower that would summon or animate undead within the area fails automatically. Such spells cast with spell slots of 5th level or higher function normally.
At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the level of spells that are prevented from functioning increases by 1 for each slot level above 5th.

INSPIRING SPEECH

4th-level enchantment (bard, cleric, paladin)
Casting Time: 10 minutes
Range: 60 feet
Components: V
Duration: 1 hour
The verbal component of this spell is a 10-minute-long, rousing speech by you. At the end of the speech, all your allies within the area of effect who heard the speech gain a +1 bonus on attack rolls and have advantage on saving throws against charm and fear effects for 1 hour. Additionally, each recipient gains temporary hit points equal to your spellcasting

INSTANT FORTIFICATION

5th-level transmutation (ritual) (wizard)
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a stone statuette of a keep worth 250 gp which is consumed in the casting)
Duration: Permanent

Through this spell, you transform a miniature statuette of a keep into an actual fort. The fortification springs from the ground in an unoccupied space within range. It is a 10-foot cube (including floor and roof). The walls are made of stone (AC 15), have 120 hit points each, and are immune to necrotic, poison, and psychic damage. Reducing a wall to 0 hit points destroys it and has a 50 percent chance to cause the roof to collapse.

Each wall has two arrow slits. One wall also includes a metal door with an *arcane lock*. You designate at the time of the fort's creation which creatures can enter the fortification. The door has AC 20 and 60 hit points, or it can be broken open with a successful DC 25 Strength (Athletics) check.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can increase the length or width of the fortification by 5 feet for every slot level above 5th. You can make a different choice (width or length) for each slot level above 5th.

INSTANT SIEGE WEAPON

4th-level transmutation (ritual) (wizard)
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (raw materials with value in gp equal to the hit points of the siege weapon to be created)
Duration: Permanent

Through this spell, you instantly transform raw materials into a siege engine (see the *Dungeon Master's Guide* for details). You can collect the raw materials before casting this spell, or you can target other creatures that have the raw materials in their

ability modifier. If you move farther than 1 mile from your allies or you die, this spell ends. A character can be affected by only one *inspiring speech* at a time; subsequent, overlapping castings have no additional effect and don't extend the spell's duration.

possession, as long as everything needed is within the spell's range. The raw materials for the spell don't need to be the actual material a siege weapon is normally built from; they just need to be remotely like that and have a value in gold at least equal to the weapon's hit points. (For example, a mangonel has 100 hit points. *Instant siege weapon* will fashion any collection of raw material worth at least 100 gp into a mangonel, whether that's a small house, three wagons, or two heavy crossbows.) The siege weapon is limited to a maximum size of Large (no siege towers or trebuchets). The spell also creates enough ammunition for ten shots, if the siege engine uses ammunition.

At Higher Levels. When you cast this spell using a spell slot of 6th level, a Huge siege engine can be made; at 8th level, a Gargantuan siege engine can be made. In addition, for each slot level above 4th, the spell creates another ten shots' worth of ammunition.

MASS BLADE WARD

2nd-level abjuration (paladin, wizard)
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 round

You make a protective gesture toward your allies. Choose three creatures that you can see within range. Until the end of your next turn, the targets have resistance against bludgeoning, piercing, and slashing damage from weapon attacks. If a target moves farther than 30 feet from you, the effect ends for that creature.

MASS HOBBLE MOUNT

3rd-level necromancy (cleric, druid, paladin, ranger, warlock, wizard)
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 hour

When you cast *mass hobble mount*, you make separate ranged spell attacks against up to six horses, wolves, or other four-legged or two-legged beasts being ridden as mounts within 60 feet of you. The targets can be different types of beasts and can have different numbers of legs. Each beast hit by your spell is disabled so that it can't move at its normal speed without incurring injury. An affected creature that moves more than half its base speed in a turn takes 4d6 bludgeoning damage.

This spell has no effect on a creature that your GM deems to not be a mount.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

NIGHTFALL

3rd-level evocation (ritual) (cleric, druid, warlock, wizard)
Casting Time: 1 action
Range: 100 feet
Components: V, S
Duration: Concentration, up to 10 minutes

You call upon night to arrive ahead of schedule. With a sharp word, you create a 60-foot-diameter cylinder of night centered on a point within range. The area inside the cylinder is normal darkness, heavily obscuring sight. Creatures inside the darkened cylinder can see illuminated areas outside the cylinder normally. The darkness stretches up into the sky for 100 feet or until it reaches an obstruction, such as a ceiling.

OUTFLANKING BOON

3rd-level illusion (bard, sorcerer, warlock, wizard)
Casting Time: 1 Action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

This spell targets one enemy, who must make a Wisdom saving throw. If it fails, you gain an illusory ally that appears to make melee attacks against the targeted enemy. Your allies get advantage on melee attacks against the target thanks to the distracting effect of the illusion. An affected target repeats the saving throw at the end of each of its turns, ending the effect on a success.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the spell targets one additional enemy for each slot level above 3rd.

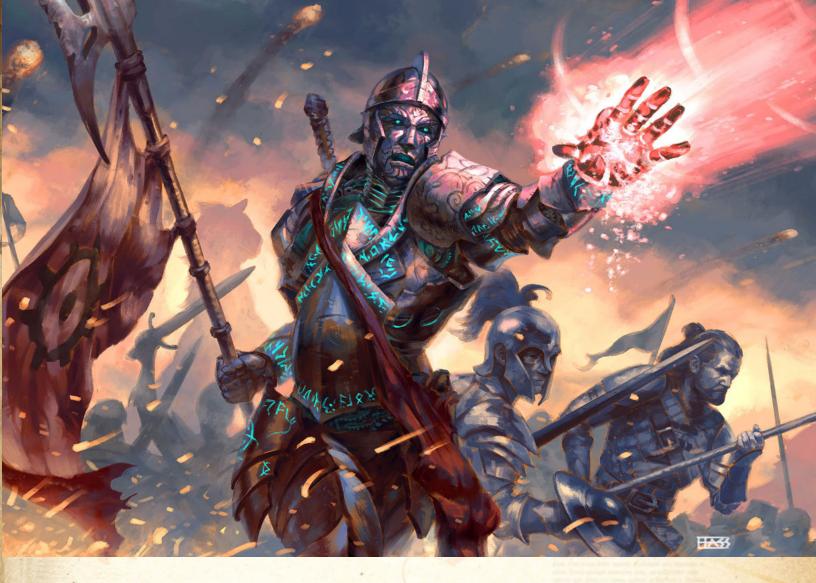## POISONED VOLLEY

2nd-level conjuration (druid, ranger, wizard)
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

Drawing back an imaginary bowstring, you summon forth dozens of glowing green arrows that shower onto your enemies. All creatures in a 20-foot-square within range take 3d8 poison damage and become poisoned; creatures that make a successful Constitution saving throw take half damage and are not poisoned.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

REPOSITION

4th-level conjuration (bard, sorcerer, warlock, wizard)
Casting Time: 1 bonus action
Range: 30 feet
Components: V
Duration: Instantaneous

You target up to three friendly creatures (one of which can be yourself) within 30 feet. Each target teleports to an unoccupied space of its choosing that it can see within 30 feet of itself.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the spell targets one additional friendly creature for each slot level above 4th.

SUDDEN DAWN

3rd-level evocation (ritual) (cleric, druid, warlock, wizard)
Casting Time: 1 action
Range: 100 feet
Components: V, S
Duration: Concentration, up to 10 minutes

You call upon morning to arrive ahead of schedule. With a sharp word, you create a 60-foot-diameter cylinder of light centered on a point within range. The area inside the cylinder is brightly lit. The light stretches up into the sky for 100 feet or until it reaches an obstruction, such as a ceiling.

SHARED SACRIFICE

2nd-level evocation (cleric, paladin)
Casting Time: 1 minute
Range: 60 feet
Components: V, S
Duration: 1 hour

You join your life force to that of up to five allies. Each target takes 5 necrotic damage that can't be reduced but can be healed normally, as they channel their energy into a pool of life essence containing the donated hit points. As an action, any creature who contributed to the pool of hit points can heal another creature by touching it and channeling hit points from the pool into the injured creature. The injured creature heals hit points equal to your spellcasting ability modifier, and the hit points remaining in the pool decrease by the same amount. This can be repeated until all the hit points in the pool are gone or the spell's duration expires.

SPUR MOUNT

1st-level transmutation (paladin, ranger)

Casting Time: 1 bonus action
Range: Touch
Components: V, S, M (an apple or sugar cube)
Duration: 1 round

You urge your mount to greater speed. Until the beginning of your next turn, your mount can Dash or Disengage as a bonus action. This spell has no effect on a creature that you are not riding or that your GM deems is not a mount.

THUNDEROUS WAVE

3rd-level evocation (druid, sorcerer, wizard)

Casting Time: 1 action
Range: 90 feet
Components: V, S
Duration: Instantaneous

You initiate a shockwave centered at a point you designate within range. The shockwave explodes outward through a 30-foot-radius sphere. This does no damage directly, but every creature the shockwave passes through must make a Strength saving throw. Those that fail are pushed 30 feet and knocked prone; if they strike a solid obstruction, they also take 5d6 bludgeoning damage. Those that succeed on the save are pushed 15 feet and are not knocked prone; they take 2d6 bludgeoning damage if they strike an obstruction. The spell also emits a thunderous boom that can be heard within 400 feet.

TRENCH

2nd-level transmutation (bard, cleric, druid, paladin, sorcerer, wizard)

Casting Time: 1 minute
Range: 60 feet
Components: V, S
Duration: Permanent

With scooping gestures, you cause the ground to slowly sink into a trench 5 feet deep, 5 feet across, and 60 feet long. The trench forms slowly enough that enemies have no chance of falling into it.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the trench's width increases by 5 feet or the length by 30 feet for each slot level above 2nd. You can make a different choice (width or length) for each slot level above 2nd.

WALKING WALL

7th-level transmutation (sorcerer, wizard)

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (100 miniature axes)
Duration: Concentration, up to 10 minutes

This spell creates a wall of swinging axes from the pile of miniature axes you provide when casting the spell. The wall fills a rectangle 10 feet wide, 10 feet high, and 20 feet long. The wall has a base speed of 50 feet, but it can't Dash. It can make up to four attacks per round on your turn, using your spell attack modifier to hit and with a reach of 10 feet. You direct the wall's movement and attacks as a bonus action. If you choose not to direct it, the wall continues executing the last command you gave it. The wall can't use reactions. Each successful attack does 4d6 slashing damage, and the damage is considered magical.

The *walking wall* can be attacked. It has AC 12, 200 hit points, and is immune to necrotic, poison, psychic, and piercing damage. If reduced to 0 hit points or when the spell's duration ends, the wall disappears and the 100 miniature axes fall to the ground in a tidy heap.

WARNING SHOUT

2nd-level divination (bard, cleric, paladin, wizard)

Casting Time: 1 reaction
Range: 30 feet
Components: V
Duration: Instantaneous

You sense danger before it happens and call out a warning to an ally. One creature you can see and that can hear you gets advantage on an initiative check made before your next turn.

WRESTING WIND

2nd-level evocation (druid, ranger, sorcerer)

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a handful of paper confetti)
Duration: Instantaneous

By blowing a pinch of confetti from your cupped hand, you create a burst of air that can tear weapons out of the hands of your enemies. Each enemy within 20 feet of the point you target must make a successful Strength saving throw or drop everything held in their hands. The objects land 10 feet away from the creatures who dropped them, in a random direction.

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