

THAUMATURGE

A tiefling in black robes stands in the midst of the battle. He silently draws some lines in the air with his fingers, and then holds his hand in the middle of the invisible shape, as a spellcasting human keels over with a crippling headache.

A gnome stands in the center of a workshop. The last gold pieces on the desk evaporate as a suit of spiked plate mail appears. The gnome hops onto a stool and begins tracing a pattern onto the armour with chalk, tracing arcane patterns with their other hand.

A human walks down the corridor of a dungeon. She sits down and starts drawing wards onto the dungeon walls. As the final rune is completed, she and the rest of her party seem to disappear into thin air.

Thaumaturges are manipulators of reality, who are the sole class capable of using manifestations. By directly altering reality, Thaumaturges build wards, create tools, warp minds, and change worlds. While many of their manifestations can accomplish similar things to wizard spells, they fundamentally work differently, being unable to teleport, but being able to permanently create.

MASTERS OF NEW REALITY

While manifestations are similar to spells in many ways, they give one the power to change reality, which all spells cannot. As such, those that are ambitious are usually drawn towards Thaumaturgy, as a way of controlling their fate and their reality.

Without manifestations, thaumaturges are nothing. Similar to wizards, they develop new manifestations as they gain experience and learn new manifestations from other thaumaturges, old maps, and powerful supernatural beings.

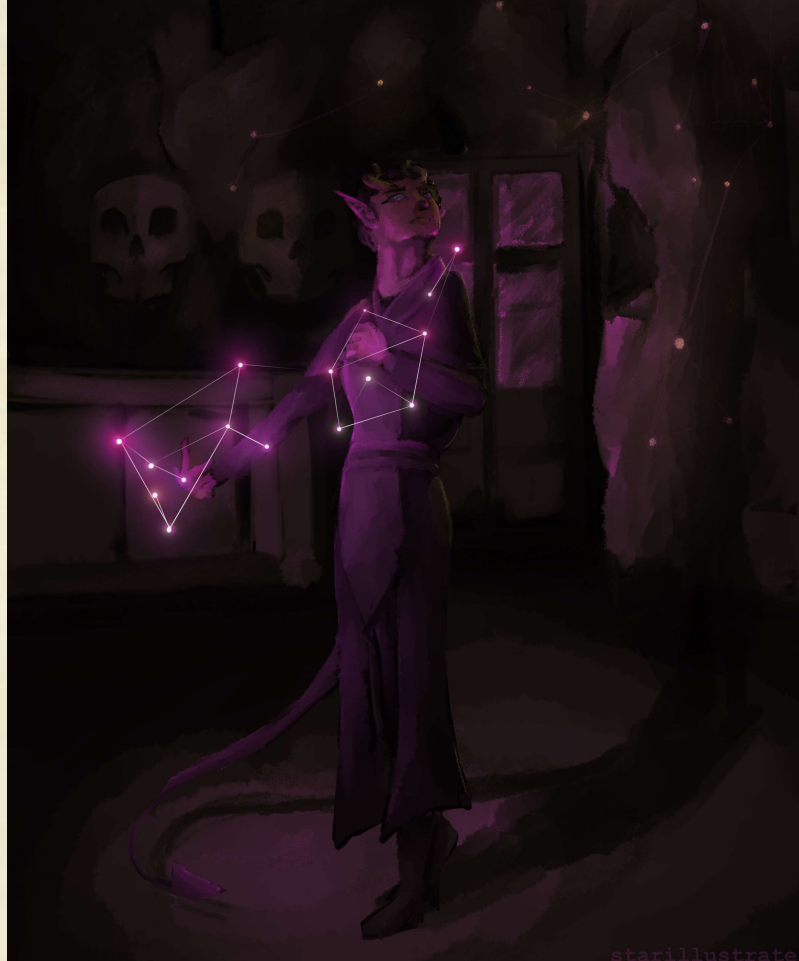
SUPERNATURAL BUT ORDINARY

Many people, especially the DEVILS, learn thaumaturgy as a way to get a minor foothold on the world. Low-level thaumaturges may otherwise go about their ordinary lives, working as farmhands, potion makers, chefs, or any other basic jobs.

However, once people take the step into thaumaturgy, they can easily be pulled over the edge into the adventuring life. As they seek to make more and more powerful manifestations to gain more and more control, they must encounter more dangerous situations in order to increase their power.

CREATING A THAUMATURGE

Thaumaturges may be ordinary, but usually some ambition drives them to leave their ordinary lifestyle and become an adventurer. Did you choose to become an adventurer or were you forced into it? Are you naturally inclined to thaumaturgy, or is it something you pursue because you feel you must? Were you taught by people around you or did you take control of reality yourself? Did you always practice thaumaturgy, or was your hold on unreality broken somehow so that thaumaturgy is all that's left?



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Why are you an adventurer rather than a citizen? Did you want more control over the world around you? Have you seen the world differently and now you can't go back? Or do you just want to test yourself against the dangers of the world?

QUICK BUILD

You can quickly build a thaumaturge by following these suggestions. First, put Intelligence as your highest ability score, followed by Constitution and Dexterity. Second, choose the Sage background. Third, choose the Create Assault, Mage Hand, and Light cantrips, along with the following first-level manifestations for your map: Charm Person, Gyre's Spiteful Hex, Mage Armor, Shield, Sleep, and Thunderwave.

CLASS FEATURES

As a thaumaturge, you gain the following class features

HIT POINTS

Hit Dice: 1d6 per thaumaturge level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per thaumaturge level after 1st

PROFICIENCIES

Armor: None

Weapons: Daggers, Darts, Quarterstaves, Slings, Light Crossbows

Tools: None

Saving Throws: Intelligence, Charisma

Skills: Choose 2 from Arcana, History, Insight, Investigation, Nature, and Religion

THE THAUMATURGE

Level	Proficiency Bonus	Features	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Remapping, Manifesting	3	2	—	—	—	—	—	—	—	—
2nd	+2	Manifesting Style	3	3	—	—	—	—	—	—	—	—
3rd	+2	—	3	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	4	4	3	—	—	—	—	—	—	—
5th	+3	—	4	4	3	2	—	—	—	—	—	—
6th	+3	Manifesting Style Feature	4	4	3	3	—	—	—	—	—	—
7th	+3	—	4	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	4	4	3	2	2	—	—	—	—	—
9th	+4	—	4	4	3	3	3	1	—	—	—	—
10th	+4	Manifesting Style Improvement	5	4	3	3	3	2	—	—	—	—
11th	+4	—	5	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	5	4	3	3	3	2	1	—	—	—
13th	+5	—	5	4	3	3	3	2	1	1	—	—
14th	+5	Manifesting Style Improvement	5	4	3	3	3	2	1	1	—	—
15th	+5	—	5	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	5	4	3	3	3	2	1	1	1	—
17th	+6	—	5	4	3	3	3	2	1	1	1	1
18th	+6	Upscale	5	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	5	4	3	3	3	3	2	1	1	1
20th	+6	Reality Surge	5	4	3	3	3	3	2	2	1	1

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a quarterstaff or (b) a dagger
- (a) a component pouch or (b) an arcane focus
- (a) a scholar's pack or (b) an explorer's pack
- a map

Alternatively, you may start with 4d4 x 10 gp in order to buy your own equipment.

MULTICLASSING

To qualify for a new class, you must meet the ability score prerequisites for both your current class and your new one.

- Ability Score Minimum: Intelligence 13

When multiclassing, a thaumaturge grants caster levels equal to their thaumaturge level for the purpose of determining slots.

REMAPPING

As an action while holding your map, you can change a number of manifestations you have prepared to a manifestation of an equal level you have mapped, up to a total number of levels equal to your thaumaturge level. This doesn't allow you to prepare more manifestations than you are normally allowed.

For example, if you are a 4th level thaumaturge who has Fog Cloud, Mage Armor, and Shatter prepared, you could exchange them for the Thaumaturgic Weapon and Darkness manifestations that you already have mapped.

Once you use this feature, you must finish a long rest before you can use it again.

MANIFESTING

At 1st level, you have an arcane map that you have used to begin mapping out reality. See Chapter 10 for the general rules of Spellcasting, and the attached list for the thaumaturge manifestation list.

CANTRIPS

At 1st level, you know 3 cantrips of your choice from the thaumaturge spell list. You learn an additional cantrip of your choice at 4th and 10th level, as shown in the Cantrips Known column of the Thaumaturge table.

MAP

At 1st level, you have a map showing six 1st-level thaumaturge manifestations of your choice. Your map is the repository of the thaumaturge manifestations you know, except your cantrips, which are fixed in your mind.

PREPARING AND MANIFESTING MANIFESTATIONS

The Thaumaturge table shows how many slots you have to manifest your manifestations of first level and higher. To manifest one of these manifestations, you must expend a slot of the manifestation's level or higher. You regain all expended slots when you finish a long rest.

You prepare the list of thaumaturge manifestations that are available for you to manifest. To do so, choose a number of thaumaturge manifestations from your map equal to your intelligence modifier + your thaumaturge level (minimum of one manifestation). The manifestations must be of a level for which you have slots.

For example, if you're a 3rd-level thaumaturge, you have four 1st-level and two 2nd-level slots. With an intelligence of 16, your list of prepared manifestations can include six spells of 1st or 2nd level, in any combination, chosen from your map. If you prepare the 1st-level manifestation magic missile, you can manifest it using a 1st-level or 2nd-level slot. Manifesting the manifestation doesn't remove it from your list of prepared manifestations.

You can change your list of prepared manifestations when you finish a long rest. Preparing a new list of thaumaturge spells requires time spent studying your map and memorizing how to remake them on the spot: at least 1 minute per level for each manifestation on your list (maximum of 1 hour).

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your Thaumaturge manifestations, since you learn new manifestations through dedicated practice and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a thaumaturge manifestation you manifest and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier
Spell attack modifier = your proficiency bonus + your intelligence modifier

RITUAL CASTING

You can manifest a thaumaturge manifestation as a ritual if that spell has the ritual tag and you have the manifestation on your map. You don't need to have the spell prepared.

MANIFESTING FOCUS

You can use an arcane focus (found in chapter 5) as a manifesting focus for your thaumaturge spells.

LEARNING MANIFESTATIONS OF 1ST-LEVEL AND HIGHER

Each time you gain a thaumaturge level, you can add 2 thaumaturge manifestations of your choice to your map. Each of these manifestations must be of a level for which you have slots, as shown on the Thaumaturge table. On your adventures, you may find other manifestations that you can add to your map (see "Your Map")

YOUR MAP

The manifestations that you add to your map as you gain levels reflect the stronger grasp on reality you can gain without the help of others, and intellectual breakthroughs you have had about the workings of reality. You might find other manifestations during your adventures. You could discover an old map recorded in an ancient lich's lair, or purchase a map scroll from a broker.

A map does not contain cantrips, but cantrips may be recorded onto maps at the expense of the owner. There is no purpose to this other than having too much time and money on your hands, or for the DM to introduce new cantrips into the campaign.

COPYING A MANIFESTATION ONTO THE MAP

When you find a thaumaturge manifestation of 1st level or higher, you can add it to your map if it is of a level you can prepare and you can spare the time to decipher and copy it.

Copying a manifestation onto your map involves reproducing the basic form of the manifestation, then deciphering the unique system of notation used by the mapmaker who scribed it. You must practice the manifestation until you understand the gestures required, then transcribe it onto your map using your own notation.

For each level of the manifestation, the process takes 2 hours and costs 50 gp. The cost represents material components you expend as you experiment with the manifestation, as well as the fine inks you need to record it. Once you have spent the time and money, you can prepare the manifestation just like your other manifestations.

A manifestation stored in the form of a scroll can be copied just as manifestations on other maps can be copied. When you copy a spell from a scroll, you must succeed on an Intelligence (Arcana) check with a DC equal to 10 + the manifestation's level. If the check succeeds, the manifestation is successfully copied. Whether the check succeeds or fails, the map scroll is destroyed.

REPLACING YOUR MAP.

You can copy a manifestation from your own map to another map - for example, if you want to make a backup copy of your map or if you want to share your findings with a colleague. This is just like copying a new manifestation onto your map, but faster and easier, since you understand your own notation and already know how to manifest the manifestation. You need spend only 1 hour and 10 gp for each level of the copied spell. Transcribing a cantrip requires the same amount of effort as transcribing a 1st level spell.

If you lose your map, you can use the same procedure to transcribe the manifestations that you have prepared onto a new map. Filling out the remainder of the map requires you to find new manifestations to do so, as normal. For this reason, many thaumaturges keep their backup map in a safe place.

THE MAP'S APPEARANCE

Your map is a unique compilation of manifestations, with its own decorative flourishes and filling designs. It might be a plain canvas map that you keep in a scroll tube, a weathered tome you took off of a dead wizard and repurposed, or even a rough sketch on a large bar napkin after you lost your previous map in a mishap.

BLANK MAPS

A blank map is a mundane piece of adventuring equipment that can be purchased for 50 GP. It weighs 2 pounds.

MANIFESTING STYLE

When you reach 2nd level, you choose a manifesting style from the list of available styles, changing your way of manifesting. Your choice grants you additional features at 2nd level and again at 6th, 10th, and 14th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

UPSCALE

At 18th level, you have achieved a special kind of mastery over reality, allowing you to cause certain manifestations to have a much more powerful effect than the energy you put into them. Choose 2 thaumaturge manifestations that are on your map. Whenever you manifest one of those manifestations, it is manifested as if you had used a slot 2 levels higher (up to a maximum of 9th-level).

By spending 8 hours studying and working on your map, you can exchange one or both of the manifestations you chose for different manifestations.

REALITY SURGE

When you reach 20th level, you can call forth a burst of energy in order to manifest any manifestation that you know. As an action, you can manifest any manifestation on your map of 8th level or lower, requiring no components. Once you do, you can't do so again until after a long rest.

MANIFESTING STYLES

REALITY SHAPER

Reality Shapers focus on making their thaumaturgy, and therefore their reality, bend to their will. Flexibility and readiness are valued above raw power. The ability to hit your enemies at their weak points is better than the ability to hit your enemies hard, and being prepared for any situation is valued most of all.

FLEXIBLE SELF

Starting at 2nd level when you select this style, you are always able to shift into a position to act first. You may add your proficiency bonus to your initiative rolls. If another feature would let you add an ability score to your initiative rolls, such as a War Wizard's Tactical Wit, you choose whether to apply your bonus from your ability score or your bonus from proficiency (but not both).

MINOR CREATION

Starting at 2nd level when you select this style, you gain the ability to temporarily create any object. As an action, you can expend an amount of currency equivalent to the cost of a non-consumable item in order to create it. The item is real and functions as normal, but loses cohesion and melts into nothingness if you lose concentration or after 1 hour (as if concentrating on a manifestation). Any currency expended cannot be recovered.

Once you use this feature, you can't do so again until after a short or long rest.

REALITY SHIFT

Starting at 6th level, you gain the ability to twist manifestations to fit your needs. When you manifest a thaumaturge manifestation that deals bludgeoning, piercing, slashing, psychic, fire, cold, acid, lightning, or poison damage, you may change one of those damage types to another one of those types.

Alternatively, when you manifest any thaumaturge manifestation that requires a saving throw, you can change the type of saving throw for the initial save against the spell to a Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma saving throw.

When you use this feature multiple times before finishing a long rest, you take a -1 penalty to any attack roll that is a part of the manifestation and the target gets a +1 bonus to any saving throw made against the manifestation for each other time you have used this feature since your last long rest.

GREATER CREATION

Starting at 10th level, you can forge anew items you make from your Minor Creation feature. As an action while you are concentrating on a Minor Creation, you can transform it into a new non-consumable item of equal or lesser value. The maximum duration you can concentrate on a Minor Creation is increased to 8 hours.

FLOW WITH TIME

Starting at 14th level, you can reshape your manifestations as the need arises. As a bonus action, you may change a manifestation you are concentrating on targeting one creature you can see into another manifestation on your map that requires concentration. The new manifestation must have a casting time of 1 action, and its level must be less than or equal to the original manifestation's level. It targets only the creature affected by the changed manifestation, even if it can normally have other targets. If the new manifestation allows the target a saving throw to resist the effect, they may make one if they so choose. Any gold required for the new manifestation must be expended as part of changing the manifestation. If the new manifestation was not prepared before, it becomes prepared until you regain usage of this feature.

Once you use this feature, you cannot do so again until you finish a long rest.

BATTLEMAGES

Battlemages focus as much as they can on combat effectiveness. The main goal of a battlemage is to inflict as much damage as possible and to protect themselves and others from harm. They fight side-by-side with the battlespheres they create.

CREATE BATTLESHERE

Starting from 2nd level when you select this style, you gain the ability to create a tiny, floating, glowing sphere to assist you in combat. As a bonus action, you can create your battlesphere in an unoccupied space within 15 feet of you. A battlesphere is tiny, indestructible, can fly and hover, and sheds dim light in a 15 foot radius. You have a maximum number of battlesphere charges equal to 3 times your thaumaturge level. If you ever run out of battlesphere charges while your battlesphere is active, it loses cohesion and falls apart.

Once per turn on your turn, when you make an attack roll against a creature, you can have your battlesphere fire a bolt of energy, making a ranged spell attack at the target using your spell attack bonus. Doing so costs 1 battlesphere charge. On a hit, the target takes 2d6 damage of your choice of bludgeoning, fire, lightning, or psychic damage. The damage increases by 1d6 when you reach certain thaumaturge levels: levels 5 (3d6), 11 (4d6), and 17 (5d6).

As a bonus action on your turn, you can move your battlesphere up to 15 feet, or you can spend 2 battlesphere charges to move your battlesphere up to 60 feet.

You must expend 1 battlesphere charge every minute it is present. As a bonus action, you can dismiss your sphere. When you do, you lose half of your remaining battlesphere charges. You regain all battlesphere charges when you finish a long rest.

COMBAT TRAINING

When you select this style at 2nd level, you gain proficiency in light armour, medium armour, and shields. Additionally, you gain proficiency in two simple or martial weapons of your choice.

NEUTRALIZE

Starting at 6th level, when a creature within 30 feet of you takes bludgeoning, piercing, slashing, or psychic damage, you can use your reaction to give that creature resistance to that instance of the damage.

You can use this feature a number of times equal to your intelligence modifier (minimum 1). You regain any expended uses when you finish a long rest.

UNMAKING BOLTS

Starting at 10th level, your bolts can unmanifest thaumaturgical effects on those struck by them. When you fire a bolt from your battlesphere, instead of spending 1 charge to fire a damaging bolt, you can expend 3 charges in order to fire an unmaking bolt. A target hit by an unmaking bolt takes no damage, but has one thaumaturgical effect on the creature (chosen at random) unmanifested, as if by the Unmanifest manifestation.

QUICKCHARGE

Starting at 14th level, when you finish a short rest, you regain one third of your total battlesphere charges.

MASTER CARTOGRAPHER

Master Cartographers focus on mapping the world as well as their manifestations. They map more than just locales, also focusing on mapping the relationships between people and their ambitions.

THAUMATURGY SAVANT

Starting from when you select this style at 2nd level, you gain proficiency in Cartographer's Tools. Additionally, the gold and time you must spend to copy any manifestation onto your map is reduced by one quarter.

PASSIVE MAPPING

Starting from when you select this style at 2nd level, you gain the ability to passively map the area around you. When you travel at a slow pace, you can create an accurate cartographer's map of your surroundings as you are journeying. You have advantage on passive perception while mapping in this way and advantage on checks with the purpose of finding hidden features such as secret doors or traps in areas you have mapped.

PLOTTED PERSPECTIVES

By the time you reach 6th level, you have learned to map the ambitions that people have. If you spend 7 minutes taking notes while engaging a creature in conversation, you can map and learn its ambition. You have advantage on charisma checks to interact socially with the creature while you have their ambitions mapped, as long as the topic of conversation helps to further their ambitions. You also can't be surprised by any creature whose ambition you have mapped.

EXPEDITIOUS MAPMAKING

At 10th level, you can add True Creation to your map if you do not already know it. When you manifest True Creation to make a cartographer's map, by expending an additional 50 GP you can make a complete map of an area you have already explored. This feature won't produce a map for any area that changes over short periods of time, such as a Minotaur's shifting Labyrinth or the inside of a Maze spell.

SPATIAL AWARENESS

By 14th level, you are so aware of your surroundings that you don't need to see to be aware of them. You gain blindsight out to a radius of 60 feet.

MANIFESTATION LIST

CANTRIPS (0 LEVEL)

Acid Splash
Blade Ward
Chill Touch
Control Flames
Create Assault
Create Bonfire
Dancing Lights
Fire Bolt
Friends
Frostbite
Gust
Infestation
Light
Lightning Lure
Mage Hand
Mending
Message
Minor Illusion
Mold Earth
Poison Spray
Prestidigitation
Ray of Frost
Shape Water
Shocking Grasp
Thunderclap
Toll the Dead
True Strike

1ST LEVEL

Absorb Elements
Alarm
Burning Hands
Catapult
Cause Fear
Charm Person
Chromatic Orb
Color Spray
Comprehend Languages
Detect Magic
Disguise Self
Earth Tremor
Expeditious Retreat
False Life
Feather Fall
Find Familiar
Fog Cloud
Grease
Gyre's Spiteful Hex
Ice Knife
Identify
Illusory Script
Jarvan's Psychic Wave
Jump

Kelivan's Instant Locker
Longstrider
Mage Armour
Magic Missile
Protection from Evil and Good
Ray of Sickness
Shield
Silent Image
Sleep
Snare
Thunderwave
Unseen Servant
Witch Bolt

2ND LEVEL

Alter Self
Arcane Lock
Blindness/Deafness
Blur
Cloud of Daggers
Continual Flame
Crown of Madness
Darkness
Darkvision
Detect Thoughts
Dragon's Breath
Dust Devil
Earthbind
Enlarge/Reduce
Flaming Sphere
Gentle Repose
Gust of Wind
Hold Person
Invisibility
Jarvan's Distant Bolt
Kaya's Subtle Backbiter
Knock
Levitate
Locate Object
Magic Mouth
Mirror Image
Phantasmal Force
Pyrotechnics
Ray of Enfeeblement
Rope Trick
Scorching Ray
See Invisibility
Shadow Blade
Shatter
Skywrite
Spider Climb
Suggestion
Thaumaturgic Weapon
Warding Wind

Web
Xiya's Liquefaction

3RD LEVEL

Animate Dead
Ardan's Mystic Guards
Bestow Curse
Blink
Catnap
Clairvoyance
Enemies Abound
Erupting Earth
Fear
Feign Death
Fireball
Flame Arrows
Fly
Gaseous Form
Glyph of Warding
Haste
Hypnotic Pattern
Interference
Life Transference
Lightning Bolt
Magic Circle
Major Image
Mind Shock
Nondetection
Phantom Steed
Protection from Energy
Remove Curse
Sending
Sleet Storm
Slow
Stinking Cloud
Summon Lesser Demons
Tidal Wave
Tiny Servant
Tongues
Unmanifest
Vampiric Touch
Wall of Sand
Wall of Water
Water Breathing
Xiya's Acidic Touch

4TH LEVEL

Arcane Eye
Ardan's Interference Zone
Banishment
Blight
Charm Monster
Confusion
Conjure Minor Elementals
Control Water

Elemental Bane
Fabricate
Fire Shield
Greater Invisibility
Hallucinatory Terrain
Ice Storm
Jarvan's Tripping Chain
Locate Creature
Phantasmal Killer
Polymorph
Sickening Radiance
Stone Shape
Stoneskin
Storm Sphere
Summon Greater Demon
Vitriolic Sphere
Wall of Fire
Watery Sphere

5TH LEVEL

Animate Objects
Cloudkill
Cone of Cold
Conjure Elemental
Contact Other Plane
Control Winds
Danse Macabre
Dawn
Dominate Person
Dream
Enervation
Geas
Hold Monster
Immolation
Infernal Calling
Legend Lore
Mislead
Modify Memory
Negative Energy Flood
Passwall
Planar Binding
Rary's Telepathic Bond
Scrying
Seeming
Skill Empowerment
Steel Wind Strike
Synaptic Static
Telekinesis
Transmute Rock
True Creation
Wall of Force
Wall of Light
Wall of Stone
Xiya's Blade Hands

6TH LEVEL

Celerity
Circle of Death
Create Homunculus
Create Undead
Disintegrate
Eyebite
Flesh to Stone
Globe of Deflection
Guards and Wards
Gyre's Malevolent Rending
Investure of Flame
Investure of Ice
Investure of Stone
Investure of Wind
Kelivan's Seamless Recreation
Magic Jar
Mass Suggestion
Mental Prison

Move Earth
Programmed Illusion
Soul Cage
Sunbeam
True Seeing
Wall of Ice

7TH LEVEL

Crown of Stars
Delayed Blast Fireball
Etherealness
Finger of Death
Forcecage
Mirage Arcane
Plane Shift
Power Word Pain
Prismatic Spray
Project Image
Quasi-Duplicate
Reverse Gravity

Sequester
Symbol
Whirlwind

8TH LEVEL

Antipathy/Sympathy
Clone
Control Weather
Demiplane
Dominate Monster
Feeblemind
Fixation Field
Gyre's Grievous Wounds
Illusory Dragon
Incendiary Cloud
Maddening Darkness
Maze
Mighty Fortress
Mind Blank
Power Word Stun

Sunburst
Telepathy

9TH LEVEL

Astral Projection
Foresight
Gate
Imprisonment
Invulnerability
Mass Polymorph
Meteor Swarm
Power Word Kill
Prismatic Wall
Psychic Scream
PURCHASE
Shapechange
Time Stop
True Polymorph
Weird

NEW SPELLS/MANIFESTATIONS

ARDAN'S INTERFERENCE ZONE

4th-level abjuration

Casting Time: 10 minutes

Range: 120 feet

Components: S, M (a blade of grass, some frosted glass, and a slip of paper)

Duration: 24 hours

You create an area that interferes with manifestations. The area is a cube can be as small as 5 feet or as large as 100 feet on each side. The manifestation lasts for the duration or until you use an action to dismiss it.

When you manifest this manifestation, you decide what sort of interference the manifestation provides, choosing any or all of the following properties:

- Sensors created by Divination manifestations can't appear within the area
- Divination manifestations can't target creatures within the area
- Manifestations manifested on the outside of the zone cannot target anything inside it.
- Any manifestation manifested inside the zone must be manifested at a level 1 level higher than normal. To manifest a cantrip, you must expend a 1st-level slot.
- Creatures cannot enter the area through planar travel.

Manifesting this manifestation in the same location every day for a year makes its effects permanent.

At higher levels. When you manifest this manifestation with a slot of 5th level or higher, you can increase the size of the area by up to 100 feet on each side for each slot level beyond 4th. Thus you could create a cube up to 200 feet on a side by using a slot of 5th level.

ARDAN'S MYSTIC GUARDS

3rd-level abjuration (ritual)

Casting Time: 1 minute

Range: Self (10-foot radius hemisphere)

Components: S

Duration: 8 hours

You ward an area in a 10 foot hemisphere around and above you at the location of the casting. The spell ends if you leave the area.

Nine creatures of Medium size or smaller can fit inside the area with you. The spell fails if its area includes a larger creature or more than nine creatures. Creatures and objects within the dome when you manifest this can move through the area freely. All other creatures must make a Wisdom saving throw when approaching within 30 feet for the first time on a turn. On a failure, it is lured around the warded area or otherwise becomes distracted and wanders away.

The wards are invisible from the outside, and hide all creatures within invisibly, but transparent from the inside, allowing a creature within to easily keep watch.

CELERITY

6th-level enchantment

Casting Time: 10 minutes

Range: Touch

Components: S, M (250 GP, consumed)

Duration: 10 days

Choose a manifestation of 5th level or lower that you can manifest and has a casting time of 1 action. You manifest that manifestation - called the quickened manifestation - as part of manifesting Celerity, expending slots for both, but the quickened manifestation doesn't come into effect.

You can use a bonus action to manifest the quickened manifestation, without expending a slot. When you do, Celerity ends. You can only be affected by one Celerity at a time. If you manifest Celerity again, the effect of any other Celerity on you ends.

CREATE ASSAULT

Conjuration cantrip

Casting Time: 1 action

Range: 90 feet

Components: S

Duration: Instantaneous

You create an implement of some kind that you fire at a target within range. Make a ranged spell attack against the target. On a hit, you deal 1d8 bludgeoning, piercing, or slashing damage (your choice, depending on the nature of the implement you try to create).

At higher levels. You can create and fire an additional implement when you reach 5th level (two attacks), 11th level (three attacks), or 17th level (four attacks). You can target the same target or different ones, but you must pick which targets you are attacking before you know the results of your attacks.

FIXATION FIELD

8th-level abjuration

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V, S, M (a pinch of powdered iron or iron filings)

Duration: Concentration, up to 1 hour

A 10-foot-radius invisible sphere of fixation surrounds you. This area locks reality in place so that it cannot be changed. Within the sphere, manifestations can't be cast, manifested summoned creatures disappear, and even thaumaturgic items become mundane. Until the spell ends, the sphere moves with you, centered on you.

Manifestations and other thaumaturgical effects, except those created by an artifact, deity, or a COIN are suppressed in the sphere and can't protrude into it. A slot expended to cast a suppressed manifestation is consumed. While an effect is suppressed, it doesn't function, but the time it spends suppressed counts against its duration.

Targeted Effects. Manifestations and other thaumaturgical effects, such as magic missile and charm person, that target a creature or an object in the sphere have no effect on that target.

Areas of Thaumaturgy. The area of another manifestation or thaumaturgical effect, such as a thaumaturge's fireball, can't extend into the sphere. If the sphere overlaps an area of thaumaturgy, the part of the area that is covered by the sphere is suppressed. For example, the flames created by a thaumaturge's wall of fire are suppressed within the sphere, creating a gap in the wall if the overlap is large enough.

Manifestations. Any active manifestation or other thaumaturgical effect on a creature or an object in the sphere is suppressed while the creature or object is in it.

Thaumaturgic Items. The properties and powers of thaumaturgic items are suppressed in the sphere. For example, a +1 longsword powered by thaumaturgy in the sphere functions as a mundane longsword. A thaumaturgic weapon's properties and powers are suppressed if it is used against a target in the sphere or wielded by an attacker in the sphere. If a thaumaturgic weapon or a piece of thaumaturgic ammunition fully leaves the sphere (for example, if you fire a thaumaturgic arrow or throw a thaumaturgic spear at a target outside the sphere), the supernaturalness of the item ceases to be suppressed as soon as it exits.

Creatures and Objects. A creature or object summoned or created by magic temporarily winks out of existence in the sphere. Such a creature instantly reappears once the space the creature occupied is no longer within the sphere. Objects that have been made permanent and unable to be unmanifested by thaumaturgy do not disappear and function mundanely.

Unmanifest. Manifestations and thaumaturgic effects such as unmanifest have no effect on the sphere. Likewise, the spheres created by different fixation field spells don't nullify each other.

At higher levels. When cast at 9th level, a fixation field also functions as an antimagic field, as the area is too fixed for magic to affect it. Overlapping areas of a fixation field and an antimagic field don't nullify each other, even if the antimagic field is also cast at 9th level.

GLOBE OF DEFLECTION

6th-level abjuration

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V, S, M (a copper piece, which becomes physically dented when the globe prevents damage and melts when the manifestation ends)

Duration: Concentration, up to 1 minute

An immobile, faintly shimmering barrier springs into existence in a 10-foot radius around you and remains for the duration.

All creatures within the globe have resistance to all damage originating from outside the globe, and they have advantage on all saving throws originating from outside it. Creatures can move in or out of the barrier with no physical resistance.

GYRE'S GRIEVOUS WOUNDS

8th-level illusion

Casting Time: 1 action

Range: 90 feet

Components: S (a small square of wood or metal with a raised cylindrical bump)

Duration: Concentration, up to 1 minute

You point at one creature within range, and their flesh instantly flays open as they start bleeding. Undead and Constructs are immune to this effect. Any other target must make a Constitution saving throw, taking 18d8 slashing damage on a failure, or half as much on a success. This damage can never reduce a target below one quarter of their maximum hit points.

If the target is reduced to 0 hit points during the duration of the manifestation, the manifestation ends and the damage becomes permanent. Otherwise, the damage is healed when the manifestation ends.

GYRE'S MALEVOLENT RENDING

6th-level necromancy

Casting Time: 1 action

Range: 90 feet

Components: S, M (A bent razor blade)

Duration: Concentration, up to 1 minute

You focus your energy to change reality in incredibly painful ways for those surrounding you. When you manifest this manifestation, and as a bonus action on each turn thereafter, you can point at another creature and apply one of the following effects to it:

Rend Flesh. The target must make a Constitution saving throw, taking 5d8 slashing damage on a failure or half as much on a success.

Maim. The target must make a Dexterity saving throw. On a failure, it's speed is reduced to zero until the end of your next turn. On a success, it's speed is halved instead.

Virulence. The target must succeed on a Constitution saving throw or be poisoned for the duration. At the end of each of its turns, it can make another Constitution saving throw, ending the poisoned effect on a success.

Necrosis. The target can't regain hit points until the end of your next turn.

Undead and Constructs are immune to the effects of this manifestation.

GYRE'S SPITEFUL HEX

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Concentration, up to 1 minute

A creature of your choice within range must make a Wisdom saving throw. On a success, the spell/manifestation ends with no effect. On a failure, the target has disadvantage on all attack rolls and ability checks for the duration, and whenever the target is hit by an attack, you can use your reaction to cause the attack to deal an extra 1d6 psychic damage.

At the end of each of the target's turns, they can make a Wisdom saving throw. On a success, the spell/manifestation ends.

INTERFERENCE

3rd-level abjuration

Casting Time: 1 action

Range: 60 feet

Components: 1 reaction, which you take when you see a creature within 60 feet of you manifesting a manifestation

Duration: Instantaneous

You attempt to interrupt a creature in the process of manifesting a manifestation. If the creature is manifesting a manifestation of 3rd level or lower, its manifestation fails and

has no effect. If it is manifesting a manifestation of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the manifestation's level. On a success, the creature's manifestation fails and has no effect.

At Higher Levels. When you manifest this manifestation using a slot of 4th level or higher, the interrupted manifestation has no effect if its level is less than or equal to the level of the slot you used.

JARVAN'S DISTANT BOLT

2nd-level conjuration

Casting Time: 1 action

Range: 1200 feet (see description)

Components: S, M (5 cp, consumed)

Duration: Instantaneous

A magic bolt is created and gathers momentum over a large trajectory as you launch it at a distant foe. Make a ranged attack roll at a target within range but further than 100 feet away. On a hit, the target takes 5d6 piercing damage.

At higher levels. When you manifest this with a slot of 3rd level or higher, deals an additional 1d6 piercing damage for each level above 2nd.

JARVAN'S PSYCHIC WAVE

1st-level evocation

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Instantaneous

You send a psychic wave rolling through creatures heads, until it crashes and deals massive damage to the creature that breaks it. A target creature makes a Wisdom saving throw, taking 3d6 psychic damage on a success. On a failure, they take half as much damage, but you can target another creature within range that hasn't been targeted this manifestation and repeat the process, except it deals 1d6 more damage.

At higher levels. When you manifest this manifestation using a slot of 2nd level or higher, it deals 1d6 additional damage for each slot above 1st.

JARVAN'S TRIPPING CHAIN

4th-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: S, M (two linked loops of metal and a miniature hammer)

Duration: 8 hours

A wooden pole with a 15-foot chain affixed to the end slams into the ground at a point within range, where it remains for the duration, until you use an action to end the manifestation, or until you move more than 100 feet away.

When you manifest the manifestation, you can attempt to hide the chain or otherwise place it inconspicuously. If you do, a creature not present when it was manifested does not notice it before entering within reach of the chain unless it makes a Perception check against your spell save DC. The chain has blindsight out to a radius of 15 feet.

The chain is friendly to you and any number of creatures you designate when you manifest this manifestation. At the start of each of your turns where another creature is within 15 feet of the chain, it lashes out at them. The chain uses your spell attack modifier to make a melee weapon attack at one creature within reach. On a hit, it deals 3d8 bludgeoning damage and the creature must make a Strength saving throw or be knocked prone and have its movement speed reduced to 0 until the start of your next turn. A creature the chain isn't friendly to provokes opportunity attacks when leaving the chain's reach. The chain regains its reaction when you do.

KAYA'S SUBTLE BACKBITER

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Concentration, up to 1 minute

You lay a subtle curse on a weapon within range. It's wielder, or the next creature that wields that weapon, must succeed on a Wisdom saving throw or find that the next time it would hit another creature, the weapon hits itself instead. The creature only learns that they have hit themselves after they have rolled damage for their attack, so they are incapable of softening their blow after they learn the manifestation is in effect.

If you make a Dexterity (Sleight of Hand) check as part of manifesting this manifestation, and your check is higher than the passive Perception of the creatures around you, they do not notice your manifesting.

At higher levels. When you manifest this with a slot of 3rd level or higher, you can target one additional weapon for each level above 2nd. The weapons must be within 30 feet of each other when you target them.

KELIVAN'S INSTANT LOCKER

1st-level conjuration (ritual)

Casting Time: 1 action

Range: Self

Components: S

Duration: 10 minutes

A piece of colored cloth appears in your hand. When you use an action to spread this square piece of three foot long cloth onto a flat surface, it opens a portal 3 feet deep to a special pocket dimension, which can be used to store objects, similar to a portable hole. You can close the portal by folding up the cloth as an action.

Every time you manifest this manifestation, you create the same piece of cloth which leads to the same pocket dimension. A creature that is partially or fully in the pocket dimension when the manifestation ends is ejected and takes 1d8 bludgeoning damage. Objects partially but not fully in the pocket dimension fall out when the manifestation ends.

When you die, the contents of the locker spill onto the ground beside you.

If you manifest this manifestation again during the duration, it ends.

KELIVAN'S SEAMLESS RECREATION

6th-level transmutation (ritual)

Casting Time: 1 minute

Range: Touch

Components: S, M (1000 GP)

Duration: Until Unmanifested

You touch an object no longer than 6 feet on a side and weighing 10 pounds or less. That item is destroyed as part of the manifesting, and you imprint it onto the material component of the manifestation. Doing so destroys all the coins except for one, which turns to iron.

At anytime thereafter, you can drop the iron coin on the ground and speak the name of the object you imprinted, and the coin will disappear as a perfect copy of the imprinted item is created at your feet.

An Unmanifest manifestation that targets the coin will end the manifestation and cause the item to instantly be recreated.

MIND SHOCK

3rd-level enchantment

Casting Time: 1 Reaction, which you take when you see a creature within 60 feet casting a spell or manifesting a manifestation

Range: 60 feet

Components: S

Duration: Instantaneous

You send a psychic shock through the minds of a creature you can see casting a spell or manifesting a manifestation effect within range. The creature takes 1d4 psychic damage, then they must make an Intelligence saving throw. On a failure, they take 1d4 psychic damage an additional 1d4 times. Any damage dealt by this spell/manifestation requires the target to make a constitution saving throw to maintain concentration on their casting, as if concentrating on a spell. The target gains a +1 bonus to their Constitution saving throw per level of the spell/manifestation above 3. If they would lose concentration, instead their spell/manifestation fails and has no effect and the slot is wasted.

At higher levels. When you cast this spell with a slot of 4th or higher level, the number of times the target takes psychic damage on a failed saving throw is increased by 1, and the minimum DC to maintain concentration on their spell/manifestation is increased by 1.

PURCHASE

9th-level evocation

Casting Time: 1 action

Range: Self

Components: S

Duration: 1 round

A COIN appears in your hand, though it vanishes when the manifestation ends. It can be given to another creature or used by yourself to make a PURCHASE.

QUASI-DUPLICATE

9th-level abjuration

Casting Time: 12 hours

Range: Touch

Components: S, M (1500 GP, consumed)

Duration: Until unmanifested

You create a duplicate of one humanoid or beast within range for the entire casting time of the manifestation. The duplicate is a creature that can take actions and otherwise be affected as a normal creature. It appears to be the same as the original, and is formed with all the equipment of the creature duplicated, though any item created in this fashion disappears in a puff of smoke if taken off of the duplicate. Otherwise, the duplicate uses the statistics of the creature it duplicates.

The duplicate shares HP, hit dice, and expendable resources and class features (including spell slots and item charges) with the creature it is duplicating, and if a condition, spell, or other effect affects either one it will also affect the other. A duplicate and the original can take damage or be affected multiple times from a single area of effect, such as a fireball, a stone golem's slow, or a dragon's breath weapon. The duplicate and the original make separate saving throws if a saving throw is required. A duplicate and the original can only concentrate on one spell between the two of them.

The duplicate acts as a second body for the duplicated creature, and is fully controlled by them. It moves and acts with accordance to the duplicated creature's wishes, and acts on their turn in combat.

If the duplicate or the duplicated creature are ever reduced to 0 HP, the manifestation is unmanifested, or one of them dies, the duplicate and all equipment created by Quasi-Duplicate disappear in a puff of smoke.

If you manifest this manifestation again, any currently active duplicates you created with this manifestation are instantly destroyed. Duplicates and Simulacrums cannot manifest this manifestation.

THAUMATURGIC WEAPON

2nd-level conjuration

Casting Time: 1 bonus action

Range: 5 feet

Components: S, M (GP of value equal to that of the created weapon, optional and consumed)

Duration: Concentration, up to 1 hour

You create a thaumaturgic simple or martial weapon within range for the duration. That weapon gains a +1 bonus to its attack and damage rolls. If you concentrate on this manifestation for the full duration, and you used a material component, the weapon is permanent when the manifestation ends.

At higher levels. When you manifest this with a slot of 4th level or higher, the bonus increases to +2. When you manifest this with a slot of 6th level or higher, the bonus increases to +3.

TRUE CREATION

5th-level transmutation

Casting Time: 1 minute

Range: 30 feet

Components: S, M (Gold pieces of equal value to the object created, which are consumed)

Duration: Concentration, up to 1 hour (see description)

You focus your magical energy to convert coins into the form of a mundane object of your choosing. The object created must be no larger than a 5-foot cube, and the object must be of a form and material you have seen before.

If you concentrate on this manifestation for the full duration, any item created becomes permanent and cannot be unmanifested. Using any item created by this manifestation as a spell or manifestation component during the duration of the manifestation causes that spell to fail.

UNMANIFEST

3rd-level abjuration

Casting Time: 1 action

Range: 120 feet

Components: S

Duration: Instantaneous

Choose one creature, object, or thaumaturgical effect within range. First, you learn the levels of any manifestations currently active on the target (but not what the manifestations are). You can end any number of manifestations on the target that have a total level less than the level of slots you have expended manifesting Unmanifest minus the total level of manifestations you have ended so far this manifesting. You may then expend another slot and repeat this process. For example, you could manifest Unmanifest with a 4th-level slot to end a creature's 3rd-level Haste, then expend an additional 7th level slot to end that creature's 6th-level Celerity, then expend a 6th-level and 2nd-level slot to end that creature's 9th-level Foresight.

XIYA'S ACIDIC TOUCH

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: S, M (a drop of vinegar)

Duration: Instantaneous

Your hand becomes coated in acidic slime as you reach out to touch one creature within range. Make a melee spell attack. On a hit, you deal 8d4 acid damage immediately, and the target takes 4d4 acid damage at the end of its next turn.

At higher levels. When you manifest this with a slot of 4th level or higher, the damage (both initial and later) increases by 1d4.

XIYA'S BLADE HANDS

5th-level transmutation

Casting Time: 1 action

Range: Self

Components: S, M (2 gp, consumed)

Duration: Concentration, up to 1 hour

You transform your hands into vicious, scythe-like blades. For the duration, your unarmed strikes using your hands deal 2d12 slashing damage on a hit, and gain a +1 bonus to their attack and damage rolls. These unarmed strikes are also treated as thaumaturgic for the purpose of overcoming resistance or immunity to mundane weapons. When you take the attack action on your turn, you can make two unarmed strikes instead of one (you ignore this benefit if you already have a feature, such as Extra Attack, that gives you an extra attack). If you grapple a creature, they take 2d12 slashing damage at the start of each of their turns.

This spell melds any gloves worn and items wielded during its duration, though supernatural rings can still be worn on the blades. Due to the lack of digits on bladed hands, casting spells and manifesting becomes much more difficult; any that require somatic or material components have a 50 percent chance of failure, while those with both have a 75 percent chance of failing. If the manifesting or casting fails, a slot is not used. Additionally, you have disadvantage on any Dexterity checks that require use of your hands, and cannot wield or hold anything for the duration.

At higher levels. When you manifest this manifestation using a 6th or 7th level slot, the bonus to attack and damage rolls increases to +2 and the unarmed strike damage increases to 3d12. When you use an 8th level or higher slot, the bonus to attack and damage rolls increases to +3 and the unarmed strike damage increases to 4d12.

XIYA'S LIQUEFACTION

2nd-level transmutation

Casting Time: 1 action

Range: Self (30-foot radius)

Components: S, M (some mud)

Duration: Concentration, up to 1 minute

The dirt or stone below your feet turns into a thick, liquid substance for the duration. Any creature attempting to move through this difficult terrain must expend 3 feet of movement for every 1 foot it travels. Any melee attacks made while standing in the mud have disadvantage. Additionally, any other creature that enters the mud or starts its turn there must make a Dexterity saving throw or be restrained until the start of its next turn or until it takes an action to free itself.

This manifestation ends if you are flying, hovering, or otherwise not in contact with the ground.

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