

# WARLOCK



**GUIDE TO LIMINAL MAGIC**



# WARLOCK

## GUIDE TO LIMINAL MAGIC

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Liminal spaces have captivated us for centuries. These are spaces on the boundary, at the edge between what's real and what's unreal. A liminal space can be neither here nor there, and yet be both *here and there* at the same time. Stories of liminal spaces are common across countries and cultures, though their true nature often isn't recognized by the uninitiated: the stranger who appears suddenly at a lonely crossroads . . . the troll that snatches at unwary travelers from a hiding spot beneath a bridge where no such hiding spot exists . . . the strangely familiar yet unsettlingly different scene that's sometimes glimpsed in a looking glass.

These are only the most obvious encounters with liminal spaces! Most liminalities are more easily overlooked, being as unconscious as the heartbeat between waking and sleeping, as fleeting as drawing in breath as an apprentice and exhaling it as a master, or as unassumingly familiar—and as fraught with potential—as a threshold that's crossed a hundred times without incident.

## Arcane Tradition: School of Liminality

Those who specialize in liminal magic are known as liminists. They've learned to tap into the mysticism at the heart of spaces

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**Warlock Guide to Liminal Magic.** Author: Sarah Madsen. © 2020 Open Design LLC.

between spaces and to bend the possibilities inherent in transitional moments to their own ends. Like filaments of a dream, strands of liminality can be woven into forms new and wondrous—or strange and terrifying.

### LIMINAL SAVANT

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a liminal spell into your spellbook is halved.

### MULLIGAN

You can control the moment between an attempt and its result to shift the flow of battle in your favor. Beginning at 2nd level, when a creature within 30 feet of you that you can see misses with an attack, you can use your reaction to allow that creature to reroll the attack. Similarly, when a creature within 30 feet of you that you can see hits with an attack but hasn't yet rolled damage, you can use your reaction to force that creature to reroll the attack and use the lower result. Once you use this feature, you can't use it again until after you finish a long rest.

### OTHERWORLDLY SENSE

Beginning at 6th level, you gain an affinity for sensing those not of this world—those who slip through the cracks of the in-between to wreak havoc on the unsuspecting. When you spend one minute meditating and expanding your senses outward, for the next ten minutes you can sense whether any of the following types of creatures are within 600 feet of you: aberration, celestial, dragon, elemental, fey, fiend, undead. You can sense one type of creature per round. You know the direction to each lone creature or group, but not the distance or the exact number in a group. Once you use this feature, you can't use it again until you finish a long rest.

### LIMINAL ADEPT

Beginning at 6th level, you can cast *threshold slip* without expending a spell slot.

Once you do so, you must finish a long rest before using this ability again. Beginning at 12th level, you can cast *threshold slip* a second time (without expending a spell slot) before resting.

### GREATER MULLIGAN

Your attunement to the spaces between is honed to an amazing edge. Starting at 10th level, you can use your Mulligan feature to trigger rerolls on saving throws and ability checks in addition to attack rolls. You can also use this feature three times between long rests instead of once.

### FORCED TRANSITION

Your mastery over moments of change is unequivocal. Once a day, you can force change on others. By touching a willing creature (or making a successful melee spell attack against an unwilling creature), you can apply one of the effects below. The effect lasts for one minute. You can cast no other spells on the same turn when you use Forced Transition. After using this feature, you can't use it again until you finish a long rest.

**Regression.** The target creature suffers a loss of proficiency and capability. All its ability scores are reduced by 2, with corresponding reductions in saving throws, ability checks, attack rolls, etc. In addition, the creature's maximum hit points are reduced by 1d8.

**Rapid Advancement.** The target creature is infused with a surge of knowledge and skill beyond its current capability. All of its ability scores are increased by 2, with corresponding increases in saving throws, ability checks, attack rolls, etc. In addition, the creature's maximum hit points increase by 1d8.

**True Self.** The target creature can't change its shape through any means, including spells such as *polymorph*, innate abilities such as wild shape, lycanthropy, etc. The creature immediately reverts to its true form, if it's currently in a different form. True Self has no effect against an illusion.



# Liminal Spell List

## CANTRIPS (0 LEVEL)

*Hypnic Jerk*

## 1ST LEVEL

*Subliminal Aversion*

## 2ND LEVEL

*Threshold Slip*

## 3RD LEVEL

*Bardo*

*Reciprocating Portal*

## 4TH LEVEL

*Hypnagogia*

*Rive*

## 5TH LEVEL

*Ethereal Stairs*

*Pierce the Veil*

## 6TH LEVEL

*Mind Maze*

## 7TH LEVEL

*Mirror Realm*

## 8TH LEVEL

*Door of the Far Traveler*

## 9TH LEVEL

*Devouring Darkness*

## Liminal Spells

These spells are added to the spell lists of bards, clerics, paladins, sorcerers, warlocks, and wizards, as noted below.

### BARDO

*3rd-level necromancy (cleric, paladin, sorcerer, wizard)*

**Casting Time:** 1 reaction, which you take when a creature dies

**Range:** 30 feet

**Components:** V S M (a pinch of dirt from a graveyard)

**Duration:** Instantaneous

The moment between life and death is tenuous. When a creature you can see dies within the spell's range, you can use your reaction to capture its fleeing spirit and trap it momentarily on this plane. You can then use the captured spirit's essence to immediately deal 6d8 + your spellcasting ability modifier psychic damage to another creature within 30 feet of you, or half damage if it makes a successful Intelligence saving throw. If you are a cleric or a paladin, you may instead choose to immediately restore 3d8 + your spellcasting ability modifier hit points to the target. This spell can't be triggered by the death of a construct or an undead creature, and it can't restore hit points to constructs or undead.

### DEVOURING DARKNESS

*9th-level evocation (sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 300 feet

**Components:** V, S

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

Terrifying and nightmarish monsters exist within the unknown void of the in-between. You create six spheres of Voidlike darkness, each with a 30-foot diameter, centered on points within the spell's range. No light, magical or otherwise, can penetrate or illuminate this darkness. Any creature is blinded while it's inside a sphere unless it has tremorsense or blindsense. A creature that's inside a sphere when the spell is cast must make a Dexterity saving throw. On a failed save, the creature takes 6d10 piercing damage plus 5d6 psychic damage and is grappled (escape DC = your spellcasting DC) and restrained by unseen entities biting and tearing at it from the Void. On a successful save, the creature takes half damage and isn't grappled or restrained.

A creature that ends its turn inside a sphere takes 5d6 psychic damage, or half damage with a successful Intelligence saving throw.

Once created, the spheres can't be moved. They can overlap, but there's no change in effect for creatures in overlapping spheres.

## DOOR OF THE FAR TRAVELER

*8th-level conjuration (bard, cleric, druid, wizard)*

**Casting Time:** 10 minutes plus 1 hour of attunement

**Range:** 10 feet

**Components:** V S M (a piece of chalk and a brass, pewter, or iron doorknob)

**Duration:** 6 hours

You conjure a door to the destination of your choice that lasts for the duration or until dispelled. You sketch the outline of the door with chalk on any hard surface (a wall, a cliffside, the deck of a ship, etc.) and scribe sigils of power around its outline. The doorway must be at least 1 foot wide by 2 feet tall and can be no larger than 5 feet wide by 10 feet tall. Once the door is drawn, place the knob appropriately; it attaches magically to the surface and your drawing becomes a real door to the spell's destination. The doorway remains functional for the spell's duration. During that time, anyone can open or close the door and pass through it in either direction.

The destination can be on any plane of existence. It must be familiar to you, and your level of familiarity with it determines the accuracy of the spell (determined by the GM). If it's a place you've visited, you can expect 100 percent accuracy. If it's been described to you by someone who was there, you might arrive in the wrong room or even the wrong structure, depending on how detailed their description was. If you've only heard about the destination third-hand, you may end up in a similar structure that's in a very different locale.

*Door of the far traveler* doesn't create a doorway at the destination. It connects to an existing, working door. It can't, for example, take you to an open field or a forest with no structures (unless someone built a doorframe with a door in that spot for this specific purpose!). While the spell is in effect,

the pre-existing doorway connects only to the area you occupied while casting the spell. If you connected to an existing doorway between a home's parlor and library, for example, and your door leads into the library, then people can still walk through that doorway from the parlor into the library normally. Anyone trying to go the other direction, however, arrives wherever you came from instead of in the parlor.

Before casting the spell, you must spend one hour etching magical symbols onto the doorknob that will serve as the spell's material component to attune it to your desired destination. Once prepared, the knob remains attuned to that destination until it's used or you spend another hour attuning it to a different location.

The *door of the far traveler* is dispelled if you remove the knob from the door. You can do this as a bonus action from either side of the door, provided it's shut. If the spell's duration expires naturally, the knob falls to the ground on whichever side of the door you're on. Once the spell ends, the knob loses its attunement to any location and another hour must be spent attuning it before it can be used again.

**At Higher Levels.** If you cast this spell using a 9th-level slot, the duration increases to twelve hours.

## ETHEREAL STAIRS

*5th-level conjuration (bard, cleric, wizard)*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

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

You create a staircase out of the nothingness of the air. A shimmering staircase 10 feet wide appears and remains for the duration. The staircase ascends at a 45-degree angle to a point as much as 60 feet above the ground. The staircase consists only of steps with no apparent support, unless you choose to have

it resemble a stone or wooden structure. Even then, its magical nature is obvious, as it has no color and is translucent, and only the steps have solidity; the rest of it is no more solid than air. The staircase can support up to 10 tons of weight. It can be straight, spiral, or switchback. Its bottom must connect to solid ground, but its top need not connect to anything.

**At Higher Levels.** When you cast this spell using a slot of 6th level or higher, the staircase can reach another 20 feet higher for every slot level above 5th.

## HYPNAGOGIA

*4th-level enchantment (bard, cleric, druid, wizard)*

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** S, M (a pinch of goose down)

**Duration:** 1 minute

You alter a creature's mental state. Choose a creature within range. The target must make an Intelligence saving throw. If it fails, choose one of the following effects. An affected creature repeats the saving throw at the end of its turn, ending the effect on a success.





**Sleep Paralysis.** Overwhelming heaviness and fatigue overcome the creature, stopping it in its tracks. The creature is paralyzed for the duration.

**Phantasmata.** The creature imagines vivid and terrifying hallucinations centered on a point of your choosing within range. For the duration, the creature is frightened and must use all its movement to move away from the point you chose.

**False Awakening.** The creature enters a trancelike state of consciousness in which it's not fully aware of its surroundings. It can't take reactions, and it must roll a d4 at the beginning of its turn to determine its behavior.

| ROLL | EFFECT   |
|------|--|
| 1    | The creature uses its full movement and the dash action to move in a random direction.   |
| 2    | The creature pantomimes preparing for its day: brushing teeth and hair, undressing or dressing, bathing, eating, etc.  |
| 3    | The creature makes one melee attack against a random creature within reach. If no target is within reach but one can be reached with a normal move, the creature moves and attacks and randomly selected target. If no target can be reached, the creature does nothing. |
| 4    | The creature does nothing this turn.   |

The affected creature repeats the saving throw every time it takes damage, ending the effect on a success.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, you can affect one additional creature for every slot level above 4th.

## HYPNIC JERK

*Illusion cantrip (bard, wizard)*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** S

**Duration:** Instantaneous

Strange things happen in the mind and body in that moment between waking and sleeping. One of the most common is being startled awake by a sudden feeling of falling. With a snap of your fingers, you trigger that sensation in a creature within range. The creature takes 2d6 force damage unless it makes a successful Wisdom saving throw.

## MIND MAZE

*6th-level enchantment (bard, cleric, wizard)*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a shard of silvered glass)

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

Choose a creature within range. It must make a successful Intelligence saving throw or be trapped for the spell's duration in an imagined maze of mirrors. While trapped this way, the creature is incapacitated, but it imagines itself alone and wandering through the maze. It appears dazed as it turns in place and gropes at nonexistent barriers. The affected creature repeats the saving throw every time it takes damage, ending the effect on a success.

## MIRROR REALM

*7th-level conjuration (ritual; bard, sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** S, M (a framed mirror at least 5 feet tall)

**Duration:** 24 hours

You transform a mirror into a magical doorway to an extradimensional realm. You and any creatures you designate when you



cast the spell can move through the doorway into the realm beyond. For the spell's duration, the mirror remains anchored in the plane of origin, where it can't be broken or otherwise damaged by any mundane means. No creatures other than those you designate can pass through the mirror or see into the mirror realm.

The realm within the mirror is an exact reflection of the location you left. The temperature is comfortable, and any environmental threats (lava, poisonous gas, etc.) are inert, harmless facsimiles of the real thing. Likewise, magic items reflected in the mirror realm have no magical properties, but those carried into it work normally. Food, drink, and other beneficial items within the mirror realm (reflections of originals in the real world) function as normal, real items; food can be eaten, wine can be drunk, and so on. Only items that were reflected in the mirror at the moment the spell was cast exist inside the mirror realm. Items placed in front of the mirror afterward don't appear in the mirror realm, and creatures never do unless they are allowed in by you. Items found in the mirror realm dissolve into nothingness when they leave it, but the effects of food and drink remain.

Sound passes through the mirror in both directions. Creatures in the mirror realm can see what's happening in the world, but creatures in the world see only what the mirror reflects. Objects can cross the mirror boundary only while worn or carried by a creature, and spells can't cross it at all. You can't stand in the mirror realm and shoot arrows or cast spells at targets in the world or vice versa.

The boundaries of the mirror realm are the same as the room or location in the plane of origin, but the mirror realm can't exceed 50,000 square feet (for simplicity, imagine 50 cubes, each cube being 10 feet on a side). If the original space is larger than this, such as an open field or a forest, the boundary is demarcated with an impenetrable, gray fog.

Any creature still inside the mirror realm when the spell ends is expelled through the mirror into the nearest empty space.

If this spell is cast in the same spot every day for a year, it becomes permanent. Once permanent, the mirror can't be moved or destroyed through mundane means. You can allow new creatures into the mirror realm (and disallow previous creatures) by recasting the spell within range of the permanent mirror. Casting the spell elsewhere doesn't affect the creation or the existence of a permanent mirror realm; a determined spellcaster could have multiple permanent mirror realms to use as storage spaces, hiding spots, and spy vantages.

### RECIPROCATING PORTAL

*3rd-level conjuration (warlock, wizard)*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

With a gesture and a muttered word, you cause an inky black portal to open beneath one or more creatures' feet. You can create one 15-foot-diameter portal, two 10-foot-diameter portals, or six 5-foot-diameter portals. A creature that's standing where you create a portal must make a Dexterity saving throw. If it succeeds, the spell has no effect against that creature. If the saving throw fails, the creature falls through the portal and disappears, and the portal closes. At the start of your next turn, those creatures that failed their saving throws fall through matching portals on the ceiling directly above their previous locations. The falling creatures land prone and take damage as if they fell 60 feet. If there is no ceiling or the ceiling is higher than 60 feet, the portal appears 60 feet above the ground, floor, or other surface. Flying and levitating creatures can't be affected.

## RIVE

*4th-level evocation (cleric, druid, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** S, M (a strand of gossamer)

**Duration:** Instantaneous

You pull on the filaments of transition and possibility to tear at your enemies. Pick a creature within range and make a ranged spell attack. If it hits, strands of icy nothingness whip from your hand to entangle your target, causing 5d8 cold damage. If the creature is not native to the plane you're on, it takes an additional 3d6 psychic damage and must make a successful Constitution saving throw or be stunned until the end of your next turn.

## PIERCE THE VEIL

*5th-level divination (ritual; cleric, paladin, warlock, wizard)*

**Casting Time:** 1 minute

**Range:** 30 feet

**Components:** V, S, M (a few inches of rope from a crossroads gallows)

**Duration:** 10 minutes

By sketching a shimmering, ethereal doorway in the air and knocking three times, you call forth an otherworldly entity to provide insight or advice. The door swings open and the entity, wreathed in shadow or otherwise obscured, appears at the threshold. It answers up to five questions truthfully and to the best of its ability, but its answers aren't necessarily clear or direct. The entity can't pass through



the doorway or interact with anything on your side of the doorway other than by speaking its responses. Likewise, creatures on your side of the doorway can't pass through it to the other side or interact with the other side in any way other than asking questions. In addition, the spell allows you and the creature to understand each other's words even if you have no language in common, the same as if you'd both cast *comprehend languages*.

When you cast *pierce the veil*, you must request a specific, named entity, a specific type of creature, or a creature from a specific plane of existence. The target creature can't be native to the plane you are on when you cast the spell. After making this request, make a spellcasting check with the DC determined by what you requested: any creature from a specific plane = DC 12; specific type of creature = DC 16; specific entity = DC 20. (The GM may choose to make this check for you secretly). If the spellcasting check fails, the creature that responds to your summons may be anything the GM chooses, from anywhere. No matter what, the creature will always be of a type with an Intelligence of at least 8 and the ability to speak and to hear.

## SUBLIMINAL AVERSION

*1st-level abjuration (bard, cleric, druid, wizard)*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** S, V

**Duration:** 1 minute

You ward a creature within range against attacks by making the choice to hit them painful. Until the spell ends, any creature that attacks the warded creature does so with disadvantage. If the warded creature is hit with a melee attack, the attacking creature takes 1d4 psychic damage.

## THRESHOLD SLIP

*2nd-level conjuration (druid, warlock, wizard)*

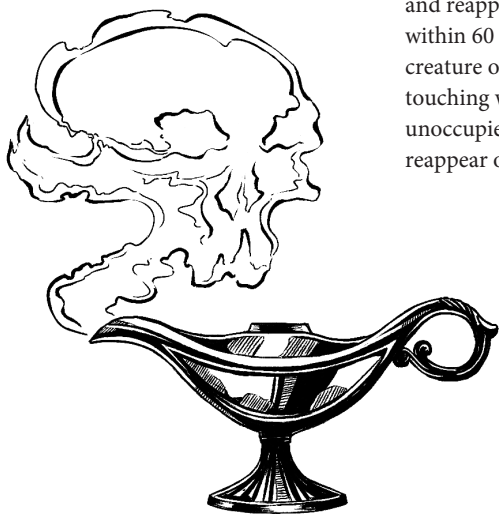
**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V

**Duration:** Instantaneous

The threshold of a doorway, the sill of a window, the junction where the floor meets the wall, the intersection of two walls—these are all points of travel for you. As a bonus action, you can step into the junction of two surfaces or two spaces, slip through the boundary of the material plane, and reappear through another junction within 60 feet. You can take one willing creature of your size or smaller that you're touching with you. Both of you must have unoccupied spaces to enter when you reappear or the spell fails.





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