ARCANE MYSTERIES

The Secrets of the Arcanum



GUILD

BEST SILVER SELLER

An Arcane Sourcebook for D&D 5e

By Daniel Vitti & Arcanum Press

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Contents

Introduction to The Mysteries 4

The Arcanum 4
The World of Aeaea 4
Faith on Aeaea 4
The Colleges 4
The College of Abjuration 5
The College of Conjuration 5
The College of Divination 5
The College of Enchantment 5
The College of Evocation 6
The College of Illusion 6
The College of Necromancy 6
The College of Transmutation 6
The College of Wizardry 7
The College of Innate Arcana 7
The College of Applied Arcana 8
Arcanum Degree Programs 8
Arcanum Law 9
Magical Duels 9

Arcane Classes 10

Optional Class Features 10

Wizard 11

Optional Wizard Class Features 11
Wizard Arcane Tradition Options 12
School of Abjuration 12
School of Conjuration 12
School of Divination 13
School of Enchantment 13
School of Evocation 14
School of Illusion 14
School of Necromancy 15
School of Transmutation 16
Bladesinging 16
Order of the Scribe 17
War Magic 17
New Wizard Arcane Traditions 18
School of Arcane Alchemy 18
School of Arcane Artifice 19
School of Death 20
School of Eldritch Magic 20
School of Energy Arcana 22
School of Lore 22
School of Reanimation 23
School of Spellcraft 24
School of Summoning 24
School of Telekinesis 24
School of the Mind 26
School of the Rune Scribe 26
School of the Shade 27
School of Toxicology 28
School of Transformation 29
School of Transportation 30
Academy of Battle Magic 31
School of Martial Magic 31
School of the Arcane Marksman 32
School of the Arcane Way 33
School of Focus Arcanum 34

Warlock 37

Optional Warlock Class Features 37
Warlock Otherworldly Patron Options 37
The Archfey 37
The Celestial 37
The Fathomless 38
The Fiend 38
The Genie 38
The Great Old One 38
The Hexblade 38
The Undying 39
New Warlock Otherworldly Patrons 40
The Artifact 40
The Beyond 42
The Elder Dragon 42
The Elder Mind 44
The Eldritch Trickster 45
The Enigma 46
The Figment 46
The Genii Locorum 48
The Legendary Hero 49
The Machine 50
The Marked One 51
The Primal Chaos 51
The Primeval Ooze 52
The Source 54
Warlock Pact Boon Options 55
New Warlock Eldritch Invocations 58
Warlock Patron Invocations 72
Archfey Patron Invocations 72
Beyond Patron Invocations 76
Celestial Patron Invocations 78
Elder Dragon Patron Invocations 80
Elder Mind Patron Invocations 82
Eldritch Trickster Patron Invocations 83
The Enigma Patron Invocations 84
The Fathomless 84
Fiend Patron Invocations 86
Figment Patron Invocations 88
Genie Patron Invocations 89
Genii Locorum Patron Invocations 91
Great Old One Patron Invocations 93
Hexblade Patron Invocations 96
Legendary Hero Patron Invocations 98
Machine Patron Invocations 99
Primal Chaos Patron Invocations 101
Primeval Ooze Patron Invocations 103
The Source Patron Invocations 104
Undying Patron Invocations 106

Sorcerer 109

Optional Sorcerer Class features 109
Sorcerous Origin Options 110
Aberrant Mind 110
Clockwork Soul 110

Divine Soul 110
Draconic Bloodline 110
Shadow Magic 111
Storm Sorcery 111
Wild Magic 111
New Sorcerous Origins 112
Accursed Bloodline 112
Arcane Bloodline 113
Deep Magic 115
Demonic Bloodline 116
Elemental Bloodline 117
Fey Touched 119
Mindborn 120
Nephilim Bloodline 121
Sea Sorcery 122
Spellfire Adept 123
Sun Sorcery 125
Telekinetic Sorcery 125
Winter Sorcery 127
New Metamagic Options 128

Bard 131

Optional Bard Class Features 131
Bardic College Options 132
College of Creation 132
College of Eloquence 132
College of Glamour 132
College of Lore 132
College of Swords 132
College of Valor 132
College of Whispers 133
New Bardic Colleges 133
College of Acrobatics 133
College of Dramatic Arts 135
College of Eldritch Lore 135
College of Inspiration 137
College of Mockery 137
College of Pantomime 138
College of the Bladesong 138
College of the Companion 139
College of the Harbinger 140
College of the Magician 141
College of the Soundsmith 142
College of the Spellsong 143
College of the Spirit Dirge 144
College of War 145

Artificer 147

Optional Artificer Class Features 147
Artificer Specialist Options 148
Alchemist 148
Armorer 148
Artillerist 150
Battle Smith 151
New Artificer Specialist Options 151
Aeronaut 151
Arcane Jeweler 152
Bowyer 153
Clockwork Tinker 154
Eldritch Artificer 155
Engineer 156
Guncrafter 158
Iron Chef 160
Physicker 161
Reanimator 162
Runewright 163
Sigilist 169
Spellweaver 170
Stone Shaper 171
Tattoo Artist 173
Trapsmith 174
New Artificer Infusions 176
Artificer Specialist Infusions 185
Aeronaut Infusions 185
Alchemist Infusions 185
Armorer Infusions 186
Artillerist Infusions 188
Battle Smith Infusions 188
Bowyer Infusions 189
Clockwork Tinker Infusions 189
Eldritch Artificer Infusions 189
Engineer Infusions 190
Iron Chef Infusions 190
Guncrafter Infusions 190
Physicker Infusions 190
Reanimator Infusions 190
Runewright Infusions 191
Sigilist Infusions 191
Spellweaver Infusions 192
Stone Shaper Infusions 192
Tattoo Artist Infusions 192
Trapsmith Infusions 193
Crafting Permanent Infusions 194

Fighter 197

Accursed Blade 197
Eldritch Knightly Orders 198
Order of Aegis 198
Order of the Cloak 199
Order of the Eye 200
Order of the Rod 201
Order of the Eldritch Circle 201
Martial Magic 202

Monk 203

Way of Eldritch Power 203
Way of the Arcane Fist 204

Rogue 206

Roguish Archetypes 206
Arcane Duelist 206
Arcane Trickster 207
Etherblade 207
Shadowdancer 208
Spell Hunter 209
Scroll Thief 210

Arcane Character Options 212

Arcane Feats 212
Arcane Class Feats 224
Wizard Class Feats 224
Warlock Class Feats 237
Sorcerer Class Feats 237
Bard Class Feats 243
Artificer Class Feats 249
Fighter Arcane Class Feats 256
Monk Arcane Class Feats 257
Rogue Arcane Class Feats 257
Arcane Backgrounds 260
Arcane Procurer 260
Dilettante 260
Former Wizard's Apprentice 261
Magecrafter 262
Magical Lineage 262

Arcane Rule Options 265

Arcanum Schooling: Bonus Feat 265
Duplicate Benefits 265
Arcane Synergy 265
Spellcasting Options 265
Arcane Spellcasting Focuses 265
Bonus Action Spells 266
Cantrips 266
Casting At Higher Levels 268
Counterspell and Dispel Magic 277
Curses and Maledictions 277
Customizing Spells 280
Granted Spells 280
Identifying Spells 281
Magical Research 282
Oath Magic 282
Power Word Spells 282
Reaction Spells 283
Readying a Spell 283
Spell Attacks 283
Subtle Spellcasting 284
Wish Magic 284

Arcane Spells 286

Spell Descriptions 295

Arcane Magic Items 474

Magic Item Rules 474
Magic Item Creation 474
Arcane Magical Items 476
Magical Items 476
Lesser Magical Runes 482
Magical Tattoos 485
Magic Item Pricing 488
Tasha's Magic Item Pricing 494
Construct and Undead Creature Pricing 495

Appendix I: Arcane Creatures 496

Constructs 496
Animated Constructs 496
Scout Construct 496
Blade Construct 496
Brute Construct 497
Transport Construct 497
Bone Golem 498
Metamorphosis Machine 498
Spell Engine 499
Familiars 500
Celestial Spark Familiar 500
Chaos Ooze Familiar 500
Clockwork Familiar 501
Pure Mephit 501
Spectral Mote Familiar 503
Spirit Wisp Familiar 503
Undead Animal Familiar 504



Introduction to The Mysteries

This work is intended to be a comprehensive rules expansion offering new options, class archetypes, feats, spells, magical items, and creatures for the Arcane Spellcasters of Dungeons and Dragons 5th Edition. While this supplement does contain the core of a setting focused around an extradimensional magical college, called The Arcanum, Arcane Mysteries is intended to be primarily a rules sourcebook, with the magical college setting serving as a framework for the new ideas presented herein.

Arcane Mysteries is the first sourcebook in the **Arcanum D&D** series of sourcebooks, the goal of which is to create an expanded rule set for Dungeons & Dragons 5th Edition that contains internally compatible and balanced options for the game we all love. This sourcebook has been updated to be compatible with the optional rules in *Tasha's Cauldron of Everything*.

The Arcanum

The Arcane College of the Eleven Mysteries, otherwise known as the Arcane Mysterium, or simply The Arcanum, is the multiverse's most extensive institution of magical learning. The Arcanum exists on its own world, in its own pocket prime material demi-plane, accessed by gateways located at points of great magical power or places of scholarly learning on several alternate material planes. The college is said to have existed since the first spell was uttered by a mortal being.

Promising arcane apprentices, insightful magical scholars, brash draconic sorcerers; any practitioner of arcane power might find their way to the Arcanum at some point. Some of the individual schools within the college actively send recruiters among the planes searching for students, other prospective students tell tales of simply happening through a gate in a series of coincidence and misadventure, yet others feel a mystical pull or follow a dream or portent that leads them to the Arcanum; those that find themselves in the Arcanum discover a city of magical mystery unparalleled throughout the planes.

The Arcanum is a true conjunction of races, cultures, and ideas. One might find a High Elven Spellsinger comparing notes with a Hobgoblin Devastator. That is not to say that the old tensions and grudges do not exist, just that the Arcanum is first and foremost a center of magical learning, and that pursuit is paramount in almost every resident.

The World of Aeaea

The physical world of The Arcanum is a mystery to the astronomer; the world upon which the college rests orbits close to a small dim sun and is apparently the only natural orbital body of note within its own small sphere. The world itself, named Aeaea, is small with curiously regular features, there are no great oceans or mountain ranges and few natural wonders not created by the wizards of the college.

The campus of the Arcanum is a city on a series of low hills along a sedate river upon a fertile plain. The site is directly on the equator of the world, with a temperate, though perhaps slightly cool, habitat, perfect for the wearing of outer robes. There are no seasons as such, it is almost as if the entire world was designed to allow for study with the minimum of distraction. The sort of entity or force that created Aeaea is a much-debated topic among magical historians and para-archeologists.

There are other settlements besides the College on Aeaea. There are abodes of reclusive wizards, secluded monasteries, small towns and communities of magical beings, and well-kept retreats maintained by more well-to-do faculty and staff of the Arcanum. Long distance travel on Aeaea is almost always done via magical gate or teleportation, so staying secluded in the wilds is quite easy. There are no great nations or centers of population, however there are roads, though these are ancient structures that follow ley lines more often than the works of men.

Dangers that one must contend with in the wilds of Aeaea include all nature of escaped magical experiments, remnants of summoned magical armies, malfunctioning arcane constructs, and even the occasional fiend; not to mention grouchy reclusive mages. Most dangerous hazards stay well away from the magical might represented by the college itself.

Faith on Aeaea

If there can said to be a primary faith upon Aeaea, it is the devotion to reason, knowledge, and curiosity. Worship beyond this holy trinity takes the form of a myriad of imported gods and goddesses. The accepted theological stance within the college is a practical one: All deities with similar portfolio are all aspects of the same ideological power, the name by which one calls on that power is simply personal preference. Arising from this theology is a loose belief in the "Trinities" a male Father/Guardian/Scholar figure and a more traditional female Maiden/Mother/Crone trinity. (A single neuter Creator/Guardian/Scholar archetype is revered by some within the college.) A cleric that follows the Trinities can choose any domain, though Arcana, Knowledge, and Life are the most common.

The Colleges

The Arcanum is made up of eleven separate colleges of arcane tradition, also known as the Mysteries or the Ways. Though as once commented by a prominent Dean: "Eleven Ways? More like one thousand and eleven..."

The official colleges of the Arcanum are the College of Abjuration, the College of Conjuration, the College of Divination, the College of Enchantment, the College of Evocation, the College of Illusion, the College of Necromancy, the College of Transmutation, the College of Wizardry, the College of Innate Arcana, and the College of Applied Arcana. The first eight schools are made up mostly of wizards while the other three contain wizards, bards, sorcerers, warlocks, arcane tricksters, eldritch knights, and the odd magical construct or creature.

Each of the eleven schools has a dean, and the eleven deans make up the Council of Deans which is the governing body for the College.

The College of Abjuration

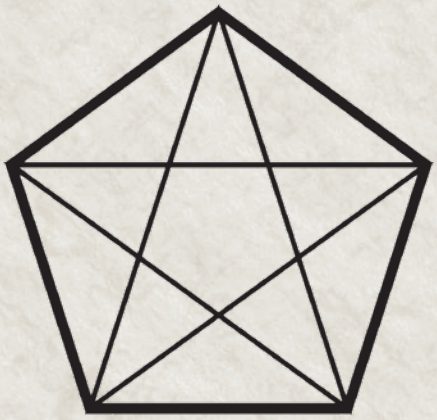
The College of Abjuration focuses on magic that blocks, banishes, or protects. The Wizards of this school are known as Abjurers. Most of the members of the College of Abjuration are wizards though more defensive minded Eldritch Knights, including the knight of the Order of Aegis are known to study here as well. Also, the **Zauber Protectorate**, a fraternal order of magical guards specializing in neutralizing arcane threats is based within this college. The College of Abjuration offers Bachelor of Science and Arts degree programs in abjuration (B.S.A. and B.A.A.). It offers minor degree focus programs in Disjunction, Protection, and Wardcraft.

The College of Abjuration is housed in a single nine story circular building, referred to simply as **The Circle**. The exterior is windowless gray stone pierced by three adamantine gates equal-distant around the circumference. The interior courtyard is open and bounded by the rune inlaid stones of the paths running between each gate forming a triangle within the circle formed by the building.

The College of Conjuration

The College of Conjuration favors spells that produce objects, forces, and creatures out of thin air. The Wizards of this school are known as Conjurers, though the field of study is quite broad and contains many specialties. Most notably there are full Bachelor of Science degree programs in: Conjuration (B.S.C.); Outsider Research, sponsored by some of the more studious Warlocks of the Old Ones pact; the Summoners of the School of Summoning, which specialize in the conjuring and binding of extra-planar entities; and the School of Transportation, studying forms of teleportation and planar travel, the practitioners of which are known as Travelers. The College of Conjuration also offers Associate Degree and minor degree focus programs in Spellbinding, Conjurecraft, Elemental Research, Infernal Studies, and Feywild Lore. The last two of these are offered in association with the warlocks of the College of the Pact within the College of Applied Arcana.

The five-story pentagonal building that houses the College of Conjuration is one of the most heavily warded buildings on campus. The interior courtyard of the building is formed by the interior pentagram of a five-pointed star with the points on the vertices of the exterior pentagon; and a path of rune-inscribed paved stone circles the building. The original architect of this structure named it **Starhold,** and the name is commonly used to this day.



The College of Divination

The College of Divination teaches magics of discernment, remote viewing, supernatural knowledge, and foresight. The Wizards of this school are known as Diviners. The College of Divination offers a B.S.D. undergraduate degree (Bachelor of Science in Divination) and B.A.D. (Bachelor of Arts in Divination). The College of divination is notable for having as many wizards pursuing Bachelor of Arts degrees as sciences, interpretation of divinations is often more subjective than objective. The College of Divination is also the home of the **Arcanum Institute of Investigation** that instructs in criminal investigation techniques. The agents of the A.I.I. are called **Augurs**, they investigate major crimes within the domains of The Arcanum. The College of Divination also offers Associate's and minor degree programs in Extra Sensory Perception, Prognostication, and Scrying.

The grounds of the College of Divination are referred to as **The Gardens**. They consist of a maze of ivy-covered buildings and observatories, wandering gardens, standing stones, and small groves. In addition to the school, the Gardens are home to a small druidic circle and the **Sothian Gemynd**, an institution for the mentally insane. Among some Diviners of the school there is a rumored clandestine trade in secrets, magical and mundane, known as the Illuminatum.

The College of Enchantment

The College of Enchantment offers the Bachelor of Science and Bachelor of Arts in Enchantment degree programs. Students study the magic of beguilement and the mind. The Enchanters and Enchantresses that follow this tradition learn the magic of the mind, psychology, sociology, decorum and social graces. The entirety of the program is fraught with subtle games of influence and control. However, the school also has a more altruistic side and participates with the College of Divination to run the **Sothian Gemynd**, a sanatorium dedicated to treating mental ailments. The school offers emphasis programs in Charms, Parapsychology, and Psychic Combat.

The campus of the College of Enchantment is a sprawling network of linked estates, well-tended gardens, and amphitheaters; classes here are held like social events in gardens and parlors as often as the amphitheaters. Another notable landmark is the **Sensorium**, a social club where members pay to experience specific emotional experiences. Collectively the campus of the College of Enchantment is known as **Manor Hill**, or **The Hill**.

The College of Evocation

The College of Evocation offers a Bachelor of Science in Evocation program that studies the science of channeling and directing magical forces. Also offered are Bachelor of Arts and Science programs in Magical Combat that cover tactics and strategy of magic as applied to warfare. As the students of the program often attest, an Evo degree is about more than who can throw the best fireball. The pejorative nickname 'Blastards' is often applied by their rivals in the Battle Mage Academy of the Applied Arcana school; while the Evokers disdain the Battle Mages as simple brutes. Minor and emphasis programs within the College of Evocation include Chromatics, Fire, Force, Lightning, Thunder, Cold, and Magical Tactics.

Staunch traditionalists, the grounds of the College of Evocation, known as **The Towers**, are a network of connected towers forming a series of courtyards used as practice grounds for the casting of evocation spells. For the most destructive evocation study there are a set of warded underground bunkers beneath the Towers known as **The Vaults**. **The Vaults** are also the home of the Arcanum **H.E.A.T** (Heavy Evocation and Tactics) force, elite teams of evokers that respond to critical threats to the college.

The College of Illusion

The College of Illusion offers the Bachelor of Science in Illusion (B.S.I.) program and a Bachelor of Arts in Illusion (B.A.I.) program. In the magic rich environment of the Arcanum, illusionary magic is not just trickery and concealment, it is also a highly respected form of entertainment. Illusionary theatre is one of the most common recreational pastimes among the students of the college, and the Bachelor of Arts in Illusionary Theatre (B.A.I.T) program is quite exclusive. The school also offers minor focus programs in Illusionary Entertainment, Phantasms, and Veils.

The grounds of the College of Illusion are known as **The Lightworks**. The streets of the campus are constantly illuminated by illusionary advertisements of new shows, gatherings, and classes. The Lightworks is the prime entertainment district of the college, spreading outwards towards the College of Innate Arcana at its perimeter. The **Illusionarium** is a famed magical theatre venue that offers the height of illusionary entertainment to its elite patrons; all illusionary entertainers aspire to perform on its stage. Other lesser theatres, gambling houses, inns, taverns, and night spots are scattered among the district's environs.



The College of Necromancy

The College of Necromancy does not have any moral or legal taint among the schools of the Arcanum. Less enlightened institutions of magical learning have outlawed or banned the study of Necromancy, where the Arcanum merely requires that Necromancy students sign a disclaimer that while they are within the college they will only use the bodies and spirits of criminals or those who have voluntarily donated their remains to research. The school offers an undergraduate B.S.N. (Bachelor of Science in Necromancy) degree and a medical B.S.M. degree. It does not offer a Bachelor of Arts and refers such students to the Applied Arcana School.

The grounds of the College of Necromancy house the College of Medicine with the associated **Hospice Nosocomium** for the treatment and study of the ill and the **Sepulcra Cimeterium** for the interment of the dead. The main buildings of the school include the **Animatorium** where they study the animation of the un-living, the **Spiritorium** which deals with the calling and binding of spirits, and the **Shadow Sanctum** where they study the channeling of necrotic and negative planar energies. In a small corner of the grounds, surrounded by dark gardens and covered with climbing vines the **Toxicarium** studies and deals in poisonous substances in association with the School of Arcane Alchemy. Though entirely inaccurate, the grounds of the College of Necromancy as a whole are referred to as **The Crypts**.

The College of Transmutation

The College of Transmutation studies magics that modify energy and matter. It offers a B.S.T. (Bachelor of Science in Transmutation) degree program and a B.A.T. (Bachelor of Arts in Transmutation) degree program. Transmutation is a very broad field of study; it offers emphasis programs in alchemy, animation, augmentation, kinetics, transmogrification, and transformation. Of these the School of Arcane Alchemy and the School of Transformation offer full degree programs of their own (though technically the Alchemy program is offered in conjunction with the College of Applied Arcana). Minor Degree focuses are offered in alchemy, animation, augmentation, and transmogrification.

The buildings and parks of the College of Transmutation offer diverse examples of magical architecture, often changing between one week and the next; while an army of magical automatons keep the streets and lawns clean and kempt. The campus here is also home to the artisan district with shops displaying every variety of craftsmanship both magical and mundane. The Alchemist's guildhall is located here along the banks of the river. The more noisome works such as tanners, manufactories, and dyers, are located across the river from this district, along with the Artificery.



The College of Wizardry

The College of Wizardry is the home of the pure arcane academic focusing on the study of the arcane in all of its forms. The College of Wizardry offers a B.A.G.W. (Bachelor of Art in General Wizardry) program pursued by Bards of the College of Lore, Sages with an emphasis in Arcane Lore, and the Bards of the Spellsong tradition. They also offer a B.S.G.W. (Bachelor of Science in General Wizardry) program attended by Loremaster Wizards of the School of Lore and the Arcanists of the School of Spellcraft.
The College of Wizardry is also home to the temple district where the houses of worship of many of the deities of magic and wizardry can be found and the school offers a B.A.M.T. Bachelor of Arts in Magical Theology degree program as well. Other GW degrees include the study of magic not directly related to spellcraft; including degrees in Crypto-Zoology, Magical History, Artifact Lore, Planar Geography, and Library Science.

Due to its location in the center of the wheel shaped inner district of the Arcanum, the buildings of the College of Wizardry are known as **The Center**. It appears much as a traditional institute of learning might on any of a dozen of planes: A collection of stately stone buildings, auditoriums and amphitheaters located among well-kept grounds.

Notable features include: **The Arcanum Preparatory Academy** where young prospective wizards, bards, and other arcane spell casters, many the offspring of other students and faculty, receive their schooling; **The Scriptorium**, the main library of the Arcanum, and the home of Ink Mages of the School of the Scribe; and of course, the administrative buildings housing the ever-growing bureaucracy of the Arcanum.

The College of Innate Arcana

The College of Innate Arcana offers studies and training to beings of innate magical power. Almost all Sorcerers and some Warlocks attend this school along with innately magical creatures and sentient constructs. The College of Innate Arcana offers an A.A.I.A. (Associates of Art in Innate Arcana) degree program. The nature of the students here means that more advanced study is inevitably too diverse for defined degree programs and all of the more advanced I.A. degrees are independent study programs with periodic thesis presentations most often being examples of applied magical technique. The College of Innate Arcana is known for its relaxed atmosphere, informal setting, and somewhat infamous reputation for wild revelry.

The grounds of the College of Innate Arcana are rather intermixed with the Lightworks of the College of Illusion. Given the individual nature of the study programs here, classes are just as likely to be held at an inn or an instructor's home as a formal amphitheater or classroom. Located just outside the inner circle of the Arcanum adjacent to the College of Illusion the official section of the College of Innate Arcana is a set of four marble buildings of classical bearing arranged around a courtyard bearing a gigantic three-story stone statue of a rearing dragon.



The College of Applied Arcana

The College of Applied Arcana is the most diverse school of the College. It focuses on applied application of Arcane techniques. The College of Applied Arcana has no single campus or ground but is instead divided among annexes around the periphery of the Arcanum grounds. Notable institutions of learning include **The Artificery** of The School Of Artifice, the **Arcane Dueling Society**, the **Battle Mage Academy**, the **College Of Valor**, and the Order Houses of the Eldritch Knights, among many others.

Academy of Battle Magic. The Academy of Battle Magic is the largest compound of the College of Applied Arcana. In and around the academy grounds are the Academy itself, the Bardic College of Valor, and the Dueling Arena, as well as the barracks for the small standing army sponsored by The Arcanum. The training offered by Academy of Battle Magic include arcane traditions from the Wizards of the Martial Magic School, the Fighters of the orders of Eldritch Knights, the dojo of the Arcane Way, and the Bards of the colleges of Swords and Valor. The Academy grounds are a fortress like structure located across the river and a short distance away from the rest of the Arcanum. The cleared area around the low hill that houses the Academy gives space for small unit maneuvers and training.

Those holding a bachelor's degree from the Academy of Battle Magic often also hold a commission as an officer in The Arcanum Army.

At the base of the hill along the road leading from the Arcanum to the Academy lies the large rambling sturdy Inn that is the headquarters of the College of Valor. The epic ballads and songs of the bards of the college provide entertainment to the soldiers and wizards of the Academy as well as those wandering out from the city.

Directly across the road from the Bardic College lies the arena and training compound of the Arcane Dueling Society. The Dueling Society is not exclusive to the Academy of Battle Magic, many from other schools are also members, especially the College of Evocation.

College of Artifice. The College of Artifice is the next largest annex of the College of Applied Arcana. Located directly across the river from the College of Transmutation, the sprawling Artificery houses smiths, smelters, clockwork manufactories, tinkers, a large enclave of gnomes, all intermixed with the myriad workshops of the Artificers of the School of Artifice and the mad constructs of the Warlocks of the Machine Patron. The College of Artifice itself is housed in several solid buildings containing workshops and laboratories available for student use. Classes here are hands on, and as varied as the crafts that form the underpinning of the tradition. Other craft and magical organizations within the Artificery include: The Clockwork Conservatory, the Golemworks, the Spellweaver's Society, the Forgemaster's Foundry, and the Woodwright Workshops as well as several other mundane and magical craft guilds.

College of the Pact. As diverse as their Patrons, the Warlocks of the College of the Pact are divided among several different institutions within the College of Applied Arcana. The warlocks and their patrons often defy classification (and feel little need to confirm in the second place). As such, much of the formal organization of the various pact institutions is provided by wizards of the schools of Conjuration and Necromancy. These include: The Institute for Infernal Studies; The Feywild Conservatory; The Alienist's Academy; the Society for Spiritual Ascension sponsored jointly by the Spiritualists of the Spiritorium and the warlock-houngans of the Beyond patron; and the Eternalists' Association that studies methods for eternal life frequented by both Necromancers and Warlocks of the Undying patron.

Arcanum Degree Programs

In order to gain admission to one of The Arcanum's degree programs a student must demonstrate the ability to cast Arcane magic in front of a panel of instructors. Alternately a prospective student might gain admission based on equivalent arcane knowledge even if one lacks actual spellcasting ability.

The Arcanum is somewhat biased towards Wizards in its degree offerings. By tradition the tests for Bachelor of Science degree programs include the demonstration of a magical technique and the review of its written form. Since only Wizards keep spellbooks containing material on magical techniques that can be replicated by an independent third party via transcription into their own spellbook, only wizards can usually pass the Bachelor of Science Degree programs requirements. Other spell casters, to whom magical technique is as much Art as Science, must content themselves with Bachelor of Arts degree programs, (Though if one is dedicated, and wealthy, enough one could fulfill the written requirements for a B.S. degree using scrolls.) The only exception to this is the College of Applied Arcana where the degree offering is determined by the specific program of study.

An Associate Degree program requires proficiency in arcane spells or concepts of at least 2nd level or an equivalent level of magical power or knowledge for the Innate and Applied Arcana schools and the completion of the Associate's Exam and Trials. An Associate Degree grants the title of Journeymage. Until they pass their Associate's trials all students are referred to as Apprentice or Apprentice Mage, older apprentices are sometimes granted the title Candidate instead.

A Bachelor's degree program at the Arcanum requires demonstration of competency with spells of at least 3rd level or an equivalent level of magical power or knowledge for the Innate and Applied Arcana schools. In addition, the required Bachelor's Trials are a brutal test of the candidate's Arcane knowledge and power. A Bachelor's Degree grants the holder the title of Mage.

Graduate programs of Master and Doctoral levels are individually tailored to the candidate, they require the discovery, recovery, or creation of new spells, items, or arcane theories of import and the practical application of the same. Masters and Doctoral Degrees grant the holder the title of Master Mage and Arch-Mage respectively.

By custom, Mages of the same rank address each other by Magus, while addressing those of higher rank by full title.

Arcanum Law

Law and justice are simple in concept within The Arcanum. In practice justice is often much more complex.

Capital Crimes

Capital crimes are decided by a tribunal of three of the Deans and carry one of two sentences: Death or Exile, usually permanent exile. Criminals under sentence of Death are often handed over to the College of Necromancy as a useful method of disposal. For sentences of Exile, additional punishment is sometimes levied as part of the Exile.

Murder. Murder is almost always punishable by Death. In some cases of mitigating circumstance sentence may be commuted to Exile. It is important to note that killing during a duel, killing in self-defense, and killing in defense of another are not considered crimes in The Arcanum.
Note: *if the murderer arranges to have the deceased returned to life, the sentence may be commuted if the Deans believe the accused is appropriately repentant.*

Rape. Violent rape is punished severely in The Arcanum. The sentence can range from Death to Exile.

Spellbook Burning. The intentional burning or destruction of another wizard's spellbook is a capital crime. The punishment is the burning of the perpetrator's spellbook followed by Exile.

Misdemeanor Crimes

Misdemeanor crimes are punished by sentences ranging from fines to temporary exile. Imprisonment in the Arcanum never exceeds the time it takes to bring the suspect to trial.

Assault. A broad range of punishments for Assault may be levied depending upon circumstance and demonstrated intent. There is always a fine as restitution to the damaged party.

Destruction of Property. Property Damage is punished by a fine equal to the value of the property plus incidental damages for loss of use and other considerations.

Theft. Theft is punished by a fine equal to the value of the property plus incidental damages for loss of use and other considerations.

Spellbook Theft. This crime is punished by a fine equal to the value of the property plus incidental damages for loss of use and other considerations. The crime of Spellbook Theft also incurs a mandatory sentence of at least temporary exile. Theft of Magical Items is usually ruled to fall under the crime of Spellbook Theft.

Magical Duels

Magical duels are used to settle disputes and insults among the spellcasters of The Arcanum. There is a rigid code regulating how duels may be offered and conducted. The challenged party is allowed to set the time and place of the duel. The seconds of the involved parties negotiate the terms such as allowed weapons and spells. For example, no disintegrations or other spells that prevent revivification is a common limitation.

Duel Minor. A duel minor is engaged only to first blood (1/2 starting hit points), or until one party is disarmed, stunned, concedes, or leaves the circle. At the agreement of both parties, a duel minor is sometimes limited to cantrips only due to the risk of death inherent in more powerful spells.

Duel Mortal. A duel mortal is engaged to the death or capitulation. By tradition either party leaving the circle constitutes capitulation.

Dueling Circle. The usual dueling circle is 120 feet in diameter and the duelists start within smaller, 10-foot diameter, circles 20 feet away from the center facing each other across a 40-foot space. A dueling circle is almost always warded to prevent spell effects from escaping the confines. Practice dueling circles are ensorcelled to teleport a creature out if they would otherwise be killed.

The Duel. Any spell with a duration of 1 hour or longer is allowed to be cast before a duelist enters the circle. After the duelists take their place within their starting circle the warden will warn the duelists to prepare and a magical barrier is raised that obscures both sight and movement beyond the 10-foot starting circle.

Duelists then have 1 turn each to cast a preparatory spell that affects only themselves (or their team in the case of multiple duelists). The warden of the circle then traditionally asks if the parties are ready, and if a Duel Mortal asks one last time if honor cannot be satisfied by other means. If the duel is to proceed, the warden calls for the duelists to begin and lowers the barriers on the individual circles. As soon as the barriers fall, the participants roll initiative and combat begins.



Arcane Classes

This chapter contains new options and subclasses for Wizards, Warlocks, Sorcerers, Bards, and Artificers. In addition, there are new variations on the Fighter Eldritch Knight and Rogue Arcane Trickster archetypes along with new arcane archetypes for the Fighter, Monk, and Rogue. Also included are sections detailing new options for existing archetypes of the classes above.

Optional Class Features

You gain class features in the *Player's Handbook* when you reach certain levels in your class or subclass. Many sections of this chapter contain Optional Class Features and Optional Subclass Features sections. Unlike the features in the *Player's Handbook*, you don't gain the features listed there automatically for that class. Consulting with your DM, you decide whether to gain a feature in that section if you meet the level requirement noted in the feature's description. These optional features can be selected separately from one another; you can use some, all, or none of them.

An * next to the feature name indicates an optional feature that originally appeared in *Tasha's Cauldron of Everything* and is referenced in this section.

Each optional class feature will either replace or enhance an existing class feature in some way, as noted in the description, or be an entirely new class feature added to the class or subclass.

If an optional feature replaces an existing class feature it will be indicated by a (replaces Name of Feature) after the level and class or subclass listed for the feature. If selected, you ignore the rules for the replaced feature entirely, and you are not considered to possess the replaced class feature for the purposes of prerequisites unless the replacement feature indicates otherwise.

If an optional feature enhances an existing class feature, it will be indicated by a (enhancement) after the level and class or subclass listed for the feature. If used, you add the rules described in that section to the rules for that feature.

If an optional feature is a new feature for the class it simply lists the level obtained and class or subclass that grants the feature.



Wizard

Spinning his heavy glaive, a human channels arcane power until the blade glows with an intense blue white light. A lithe elf, his bonded sword-mate, darts past striking with pair of short swords that appear to shift, vanish, and briefly multiply.

A goblin places a glowing violet crystal into a slot at the base of a rod and bares his pointed teeth in satisfaction as the runes graven along the length of the ashen wood begin to glow with the same hue. Standing, his finger finds the trigger rune as he blows apart the practice targets against the back wall of his workshop. Booyahg!

On a dark hilltop, a screeching chant rises from the female half-orc. Clad in a doeskin dress festooned with claws, fangs, and spines from a myriad of beasts she raises her arms as if about to take flight. Suddenly a confused looking eagle is struggling out of the doeskin. Hopping over to the spread leather scrolls lying nearby, the eagle tilts its head left and right attempting to read the magical runes. Stamping a talon in frustration, a now naked half-orc woman crouches over the scrolls trying to decipher where her spell went wrong.

The traditional schools of Wizardry form the basis for the study of magic at The Arcanum, with wizards of the various specialties comprising the most common type of student. Wizards are the scholars of the magical world, whatever else a wizard is, the quest for magical knowledge is at the core of the wizard's being.

Optional Wizard Class Features

This section contains optional class features for the Wizard class.

Spellcasting

1st-level Wizard feature (enhancement)

Add the following to the Wizard Spellcasting feature:

Cantrips

Studied Cantrips. As a special rule for wizards and other spellcasters that keep a spellbook, a cantrip can be recorded in your spellbook in a process that takes 1 hour and costs 25gp. With 1 hour of study you can exchange one of your cantrips known for a cantrip from your spellbook.

Prepared Cantrips. When you prepare spells for the day, you can prepare a cantrip contained in your spell book in place of a spell of 1st level or higher.

Spellcasting Focus

An arcane spellcasting focus is usually a specially prepared crystal, orb, rod, staff, or wand. A type of specially prepared dagger (cost 5gp), known as an Athame, is added to the list of arcane spellcasting focuses in The Player's Handbook. Additionally, wizards can also use their Spellbook as a spellcasting focus.

Material Wizardry

1st-level Wizard feature (enhances Spellcasting)

You gain proficiency with the Arcana skill and with one artisan tool of your choice. The chosen tool is commonly one related to your preferred method of spellcasting. For example, a wizard that chooses alchemy supplies might favor alchemical material components, one proficient with woodcarving tools might use rune inscribed wands, rods, or staves, one that uses calligraphy supplies might use spellbooks or written sigils, while a wizard proficient with tinker's tools might fashion foci that blend magic and clockwork technology.

You can only cast your wizard spells through manipulating arcane materials or using spellcasting focuses. You must have a spellcasting focus or a material component to cast any spell with your wizard Spellcasting feature (meaning the spell has an 'M' component when you cast it). You can use an artisan tool kit with which you are proficient to craft or convert an item into a spellcasting focus or the equivalent of a spell component pouch in a form of your choice during a short or long rest. If a material component required by a spell has a gold piece cost, you can replace the normal material component with a component related to your preferred method of spellcasting that has the same cost.

Material Wizardry Ideas

You might choose the Material Wizardry feature to portray a wizard that casts their spells using a very specific magical tradition. The School of Arcane Alchemy, the School of Arcane Artifice, the School of the Rune Scribe, and the School of Focus Arcana are new arcane traditions included in this tome that require the use of this feature and are examples of specific material wizardry traditions. Other examples might include a wizard of the School of Transmutation that casts their spells using alchemical interactions, an Abjurer who focuses on the use of a staff arcane focus, or a elven Mage-Smith that crafts and wields swords as focuses..



Cantrip Formulas*

3rd-level wizard feature

From *Tasha's Cauldron of Everything*: You have scribed a set of arcane formulas in your spellbook that you can use to formulate a cantrip in your mind. Whenever you finish a long rest and consult those formulas in your spellbook, you can replace one wizard cantrip you know with another cantrip from the wizard spell list.

But it is said: "Do not meddle in the affairs of Wizards, for they are subtle and quick to anger." Gildor; J.R.R. Tolkien, The Fellowship of the Ring

Wizard Arcane Tradition Options

This section contains additional options, notes, and special rules for existing wizard Arcane Traditions.

Opposition School

2nd-level Arcane Tradition Feature (optional)

When you choose a traditional magical school as your Arcane Tradition (Abjuration, Conjuration, Divination, Enchantment, Evocation, Illusion, Necromancy, or Transmutation), you can choose this feature. When you do so, you also choose one of these schools of magic as your Opposition School. You cannot prepare spells of your chosen opposition school of magic that are of 3rd level or higher. You may still add these spells to your spell book and can cast them as rituals or from magical items, but you cannot prepare and cast them normally.

In exchange for this limitation you gain both the Savant and the optional Mentat feature listed for your Arcane Tradition's school and you learn one bonus wizard cantrip from your tradition's school of magic.

The traditional Opposition schools are:
Abjuration and **Transmutation**
Conjuration and **Divination**
Enchantment and **Evocation**
Illusion and **Necromancy**



School of Abjuration

The School of Abjuration functions as described in the *Player's Handbook* (PHB). A myriad of new spells including the *blocking ward, mystic talisman, quell magic*, and *warding blade* cantrips and the *absorb force, readied ward*, and *arcane barrier* spells augment your defensive magic. The following are additional optional rules for abjurers:

Feats of Abjuration
New feats and class feats of interest to an Abjurer include the Way of the Warding Staff feat and the Wardcrafter, Spellbreaker, and Protective Spellcraft class feats..

Abjuration Savant

2nd-level School of Abjuration feature (enhancement)

As described in the PHB, with the following addition: When you gain this feature and each time you gain a wizard level, you can add one additional wizard spell of your choice to your spellbook for free, this spell must be from the abjuration school.

Abjuration Mentat

2nd-Level Abjuration feature (replaces Abjuration Savant)

When you prepare the list of wizard spells that are available for you to cast, you can prepare a number of additional spells equal to half your wizard level (round up). These spells must be from the Abjuration school of magic.

If you have the Abjuration Mentat feature, you are considered to have the Abjuration Savant feature for the purposes of meting any prerequisites.

Arcane Ward

2nd-level School of Abjuration feature (enhancement)

As described in the PHB. The new *vindictive ward* spell, described in the Arcane Spells chapter interacts directly with the Arcane Ward feature, can be cast only by abjurers with this feature, and mixes a bit of offense into this defensive class feature. The Wardcrafter feat also interacts directly with this core abjurer class feature.

School of Conjuration

Conjuration encompasses a quite broad variety of magic, from spells that summon beings, those that conjure forces, and those that transport beings and matter. The broad variety of this school has prompted some to specialize even further. Most notably, the School of Transportation and the School of Summoning are described elsewhere in this chapter. The core School of Conjuration arcane tradition functions as described in the *Player's Handbook* (PHB). The following are additional optional rules for conjurers:

Feats of Conjuration
New feats of specific interest to a conjurer include the Improved Familiar feat and the Elemental Research, Master Shaper, and Spellbinder class feats. .

Conjuration Savant

2nd-level School of Conjuration feature (enhancement)

As described in the PHB, with the following addition: When you gain this feature and each time you gain a wizard level, you can add one additional wizard spell of your choice to your spellbook for free, this spell must be from the conjuration school.

Conjuration Mentat

2nd-Level Conjuration feature (replaces Conjuration Savant)

When you prepare the list of wizard spells that are available for you to cast, you can prepare a number of additional spells equal to half your wizard level (round up). These spells must be from the Conjuration school of magic.

If you have the Conjuration Mentat feature, you are considered to have the Conjuration Savant feature for the purposes of meting any prerequisites.

Minor Conjuration

2nd-level School of Conjuration feature (enhancement)

As described in the PHB. The *conjure implement* cantrip is usable only by wizards with this feature and allows you to quickly conjure useful magical tools and weapons. The 5th-level *greater conjuration* spell expands this feature even further.

Summoner's Familiar

2nd-level School of Conjuration feature (replaces Minor Conjuration)

You add the *find familiar* spell to your spellbook if it is not there already. This spell is always prepared and does not count as one of your prepared spells. When you cast the spell, you may choose one of the normal forms for your familiar or one of the following special forms: an imp, pure mephit (see appendix), a pseudodragon, or a sprite.

Additionally, you learn the *familiar foray* cantrip as an additional wizard cantrip known.

School of Divination

The School of Divination functions as described in the *Player's Handbook* (PHB). The following are additional options available to the discerning diviner:

Divination Savant

2nd-level School of Divination feature (enhancement)

As described in the PHB, with the following addition: When you gain this feature and each time you gain a wizard level, you can add one additional wizard spell of your choice to your spellbook for free.

Feats of Divination

Diviners will often choose the Subtle Enchantment, Augur Training, Second Sight, or Prognostication Studies feats from the Character Options chapter.

Divination Mentat

2nd-Level School of Divination feature (replaces Divination Savant)

When you prepare the list of wizard spells that are available for you to cast, you can prepare a number of additional spells equal to half your wizard level (round up). These spells must be from the Divination school of magic.

If you have the Divination Mentat feature, you are considered to have the Divination Savant feature for the purposes of meting any prerequisites.

The Third Eye

10th-level School of Divination feature (enhancement)

You can use your action to increase your powers of perception. When you do so, choose one of the following benefits, which lasts until you are incapacitated or you take a short or long rest. You can't use the feature again until you finish a rest.

Darkvision. You gain darkvision out to a range of 60 feet, as described in chapter 8, "Adventuring."

Ethereal Sight. You can see into the Ethereal Plane within 60 feet of you.

Greater Comprehension. You can read any language.

See Invisibility. You can see invisible creatures and objects within 10 feet of you that are within line of sight.

Spell Sight. You can use this feature when you cast one of the following spells: *detect magic, see invisibility,* or *mage sight.* The spell does not require concentration and its duration is changed to: until you are incapacitated or you take a short or long rest.

Diviners in Combat

A diviner often has little in the way of direct offensive magic. To compensate, a wizard of this specialty will often use their prescience and preternatural perception to enhance their skill with ordinary weapons. The *anticipatory attack*, *critical insight,* and *precise strike* cantrips along with the first level *predictive strike* spell form the core of this technique.

School of Enchantment

The School of Enchantment functions as described in the *Player's Handbook* (PHB). The following are additional options for an Enchanter:

Feats of Enchantment

Feats of notable interest to an Enchanter include: The Subtle Enchantment, Parapsychology Specialist, Charms Diploma, and Psychic Combat Training feats.

Enchantment Savant

2nd-level School of Enchantment feature (enhancement)

As described in the PHB, with the following addition: When you gain this feature and each time you gain a wizard level, you can add one additional wizard spell of your choice to your spellbook for free, this spell must be from the enchantment school.

Enchantment Mentat

2nd-Level Enchantment feature (replaces Enchantment Savant)

When you prepare the list of wizard spells that are available for you to cast, you can prepare a number of additional spells equal to half your wizard level (round up). These spells must be from the Enchantment school of magic.

If you have the Enchantment Mentat feature, you are considered to have the Enchantment Savant feature for the purposes of meting any prerequisites.

Hypnotic Gaze

2nd-level School of Enchantment feature (enhancement)

As described in the PHB. In addition, a new spell, called *halting glance*, is usable only by wizards with this class feature.

Inconspicuous Enchantment

2nd-level School of Enchantment feature (replaces Hypnotic Gaze)

You can weave enchantments in such a way as to be almost unnoticeable. You gain the following benefits when casting enchantment spells:

- Your enchantment spells do not require not require verbal or material components to cast.
- When you cast an enchantment spell that does not inflict damage or have a noticeable spell effect, observers must succeed on an Intelligence saving throw against your Wizard spell save DC to discern that you cast a spell or affected it with magic. A creature that fails this save also does not realize that you used magic to affect it when the spell ends.

Charming Aura

6th-level School of Enchantment feature (replaces Instinctive Charm)

As a Reaction when a creature you can see approaches to within 15 feet of you or starts its turn there you can force it to make a Wisdom saving throw. On a failed saving throw the creature is Charmed by you until the end of your next turn. On a successful save, you can't use this feature on that creature again until you finish a long rest.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

> "Wizard's First Rule: people are stupid." "People are stupid; given proper motivation, almost anyone will believe almost anything. Because people are stupid, they will believe a lie because they want to believe it's true, or because they are afraid it might be true. People's heads are full of knowledge, facts, and beliefs, and most of it is false, yet they think it all true. People are stupid; they can only rarely tell the difference between a lie and the truth, and yet they are confident they can, and so are all the easier to fool." – Zedd; Wizard's First Rule, by Terry Goodkind

Psychic Combat and Enchantment Spells. Enchanters within the Arcanum have more tools at their disposal than a few charm spells. They are dangerous mental combatants using a variety of spells to debilitate and incapacitate their enemies. The *psychic thrust* cantrip is an enchanter's basic psychic combat attack while the *daze* and *somnolence* cantrips allow options to hinder opponents without causing psychic trauma. More advanced psychic combat spells include *ego whip, id insinuation, mind blast,* and *psychic crush.*

School of Evocation

The School of Evocation functions as described in the *Player's Handbook* (PHB). The following are additional options for the aspiring evoker:

> **Feats of Evocation**
> The Fireshaper, Force Mage, Stormbinder, Thundercaller, and Winter Witch feats allow specialization in a specific magical damage type while the Evocation Tactical Training and Chromatic Caster feats might be of more interest to evokers that choose not to limit their options..

Evocation Savant

2nd-level School of Evocation feature (enhancement)

As described in the PHB, with the following addition: When you gain this feature and each time you gain a wizard level, you can add one additional wizard spell of your choice to your spellbook for free, this spell must be from the evocation school.

Evocation Mentat

2nd-Level Evocation feature (replaces Evocation Savant)

When you prepare the list of wizard spells that are available for you to cast, you can prepare a number of additional spells equal to half your wizard level (round up). These spells must be from the Evocation school of magic.

If you have the Evocation Mentat feature, you are considered to have the Evocation Savant feature for the purposes of meting any prerequisites.

Sculpt Spells

2nd-level School of Evocation feature (enhancement)

As described in the PHB with the addition that you can choose to exclude objects or structures in the area in place of one or more creatures you could exclude.

Additionally, two new cantrips with small area effects, the *fire blast* and *shocking cascade* cantrips, make this feature even more useful.

> "The building was on fire, and it wasn't my fault." Harry Dresden; Jim Butcher, Blood Rites

Skillful Spellcasting

6th-level School of Evocation feature (replaces Potent Cantrip)

Your damaging evocation spells affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against an evocation spell you cast that normally inflicts no damage on a successful save, the creature takes half the spell's damage, but suffers no additional effect from the spell. Additionally, when you cast a wizard evocation spell that requires a melee or ranged spell attack roll, you inflict half the spell's damage on a missed attack if the result was within 5 of the AC necessary to hit the target, but cause no other effect of the spell.

Empowered Evocation

10th-level School of Evocation feature (enhancement)

When you cast or attack with a wizard evocation spell, you can add your Intelligence modifier to one damage roll of that spell each turn.

If you use an action, bonus action, or reaction to cast or attack with an evocation spell during a turn this increases to two damage rolls of the spell that turn. At 11th level, this increases to three damage rolls, and to four damage rolls at 17th level.

School of Illusion

The School of Illusion functions as described in the *Player's Handbook* (PHB), with the following options:

Illusion Savant

2nd-level School of Illusion feature (enhancement)

As described in the PHB, with the following addition: When you gain this feature and each time you gain a wizard level, you can add one additional wizard spell of your choice to your spellbook for free, this spell must be from the illusion school.

> **Feats of Illusion**
> New feats of interest to an Illusionist appear in the Character Options chapter, including the Subtle Enchantment feat, and the Magician of Illusion, Phantasm Expert, and Veil Adept class feats.

Illusion Mentat

2nd-Level Illusion feature (replaces Illusion Savant)
When you prepare the list of wizard spells that are available for you to cast, you can prepare a number of additional spells equal to half your wizard level (round up). These spells must be from the Illusion school of magic.

If you have the Illusion Mentat feature, you are considered to have the Illusion Savant feature for the purposes of meting any prerequisites.

School of Necromancy

The study of necromancy within the arcanum has spawned two sub-schools: The School of Reanimation, which combines the study of medicine with the reanimation of dead flesh and the School of the Shade, which concentrates on the channeling of spiritual energies. These schools are described elsewhere within this chapter. The core School of Necromancy functions as described in the *Player's Handbook* (PHB), with the following exceptions:

> **Feats of Necromancy**
> New feats of interest to a Necromancer appear in the Character Options chapter, including the Dark Adept feat, and the Animatorium Studies, Bone Knitter, and Necrotic Energy Instruction class feats.

Necromancy Savant

2nd-level School of Necromancy feature (enhancement)
As described in the PHB, with the following addition: When you gain this feature and each time you gain a wizard level, you can add one additional wizard spell of your choice to your spellbook for free, this spell must be from the necromancy school.

Necromancy Mentat

2nd-Level Necromancy feature (replaces Necromancy Savant)
When you prepare the list of wizard spells that are available for you to cast, you can prepare a number of additional spells equal to half your wizard level (round up). These spells must be from the Necromancy school of magic.

If you have the Necromancy Mentat feature, you are considered to have the Necromancy Savant feature for the purposes of meting any prerequisites.

Grim Harvest

2nd-level School of Necromancy feature (enhancement)
As described in the PHB. An important new spell available only to wizards with this class feature has been developed based on this ability: the *death harvest* spell allows you to harvest the energy of creatures slain nearby, even if not slain directly by you.

Undead Thralls

6th-level School of Necromancy feature (enhancement)
Note: Though the feature does not state so explicitly, you always have the *animate dead* spell prepared and it does not count against the number of spells you may prepare each day.

Additionally, when you create or reestablish control over an undead using a necromancy spell, you can intentionally create or control fewer creatures than allowed by the spell at the level you cast it. For each undead less than the maximum you affect with the spell, each affected undead gains 5 temporary hit points. While an undead has temporary hit points from this feature remaining, it gains advantage on saving throws to resist being turned.



School of Transmutation

Transmutation is a very broad school of magic. Because of this two sub-schools have developed within the Arcanum. The School of the Transformation, which focuses magic that changes or enhances the caster's body, and the School of Arcane Alchemy focuses on the ancient art of alchemy and transmutation of matter. These schools are described in their own sections within this chapter. The School of Transmutation functions as described in the *Player's Handbook* (PHB), with the following suggested optional rules:

Feats of Transmuter
New feats of interest to a Transmuter appear in the Character Options chapter, including the Augmentation Adept feat, and the Alchemical Transmutation Expert, Arcane Grenadier, Clockwork Animator, and Philosopher's Stone class feats.

Transmutation Savant

2nd-level School of Transmutation feature (enhancement)
As described in the PHB, with the following addition: When you gain this feature and each time you gain a wizard level, you can add one additional wizard spell of your choice to your spellbook for free, this spell must be from the transmutation school.

Transmutation Mentat

2nd-Level Transmutation feature (replaces Transmutation Savant)
When you prepare the list of wizard spells that are available for you to cast, you can prepare a number of additional spells equal to half your wizard level (round up). These spells must be from the Transmutation school of magic.

If you have the Transmutation Mentat feature, you are considered to have the Transmutation Savant feature for the purposes of meting any prerequisites.

Minor Alchemy

2nd-level School of Transmutation feature (enhancement)
You can temporarily alter the physical properties of one nonmagical object, changing it from one substance into another. You perform a special alchemical procedure on one object composed entirely of wood, stone (but not a gemstone), iron, copper, or silver, transforming it into a different one of those materials. For each 10 minutes you spend performing the procedure, you can transform up to 1 cubic foot of material. After 1 hour, or until you lose your concentration (as if you were concentrating on a spell), the material reverts to its original substance.

You can expend a spell slot when you use this feature to increase the duration by 1 hour per level of the spell slot and cause the feature to not require concentration.

There are two new cantrips that are available to wizards with this class feature: *alchemical bomb* and *alchemical transmutation*. A combination of these spells and a bit of ingenuity makes for a very versatile adventurer.

Minor Transformation

2nd-level School of Transmutation feature (replaces Minor Alchemy)
As an action, you can change your appearance and your voice. You determine the specifics of the changes, including your coloration, hair length, and sex. You can also adjust your height and weight, but not so much that your size changes. You can make yourself appear as a member of another race, though none of your game statistics change. You can't duplicate the appearance of a creature you've never seen, and you must adopt a form that has the same basic arrangement of limbs that you have. Your clothing and equipment aren't changed by this trait.

The change in appearance lasts until you fall unconscious, drop to 0 hit points, or die; or you use an action to revert to your normal form.

Transmuter's Stone

6th-level School of Arcane Alchemy feature (enhancement)
When you construct your Transmuter's Stone, you can shape it so it can be used as an Orb arcane spellcasting focus.

Shapechanger

10th-level School of Transmutation feature (enhancement)
Note: Though the feature does not state so explicitly, you always have the *polymorph* spell prepared and it does not count against the number of spells you may prepare each day.

Transmutation Focus

10th-level School of Transmutation feature (replaces Shapechanger)
You have focused your study into a specific area of knowledge, you gain the benefits of one of the following feats: Alchemical Transmutation Expert, Arcane Grenadier, Philosopher's Stone, or Toxicarium Training

Bladesinging

The Bladesinging elven Arcane Tradition is contained in *Tasha's Cauldron of Everything*. Within the Arcanum the Bladesinging arcane tradition is part of the School of Applied Arcana within the Battle Magic Academy. Many such wizards will choose the Elven Bladesinger Training racial class feat to further enhance their martial and magical prowess and make good use of the new Weapon Cantrips mentioned in the School of Martial Magic's description.

The bardic College of the Bladesong has adopted the fighting style of this tradition, with their own magical twist. Within the Arcanum these bards train and study with their brethren within the Battle Magic Academy.



Order of the Scribe

The Order of the Scribe appears in *Tasha's Cauldron of Everything*. Within the Arcanum there is a friendly rivalry between the wizards of this arcane tradition and the School of the Rune Scribe. The Scribe's Mind class feat in the Arcane Character Options chapter enhances the features of this arcane tradition.

Wizards of this tradition will often choose the Material Wizardry optional feature, choosing calligrapher's supplies and spellbooks and scrolls as their spellcasting medium.

Manifest Mind

6th-level Order of Scribes feature (enhancement)
When you expend a spell slot of 4th level or higher to use your Manifest Mind feature, the distance you can move the spectral mind as part of a bonus action increases by 10 feet and range of the spectral mind increases by 100 feet per slot level above 3rd.

Master Scrivener

10th-level Order of Scribes feature (enhancement)
Your ability to create a scroll using this feature is enhanced as you gain levels. When you reach 14th level, the chosen spell can be of up to 3rd level, or up to 4th level when you reach 18th level in this class.

The Word and the Mind

14th-level Order of Scribes feature (replaces One with the Word)
Your connection to your Awakened Spellbook has become so profound that your magic has become entwined with it. While the book is on your person or within your reach, you have advantage on all Intelligence (Arcana) checks, as the spellbook helps you remember magical lore.

Moreover, when you cast a wizard spell that requires concentration while your Awakened Spellbook's spectral mind is within 60 feet of you, you can cause the mind to maintain concentration on the spell instead. The spell immediately ends if the spectral mind is no longer manifested or you end your turn more than 60 feet away from the mind. The spectral mind is dismissed when the spell ends.

War Magic

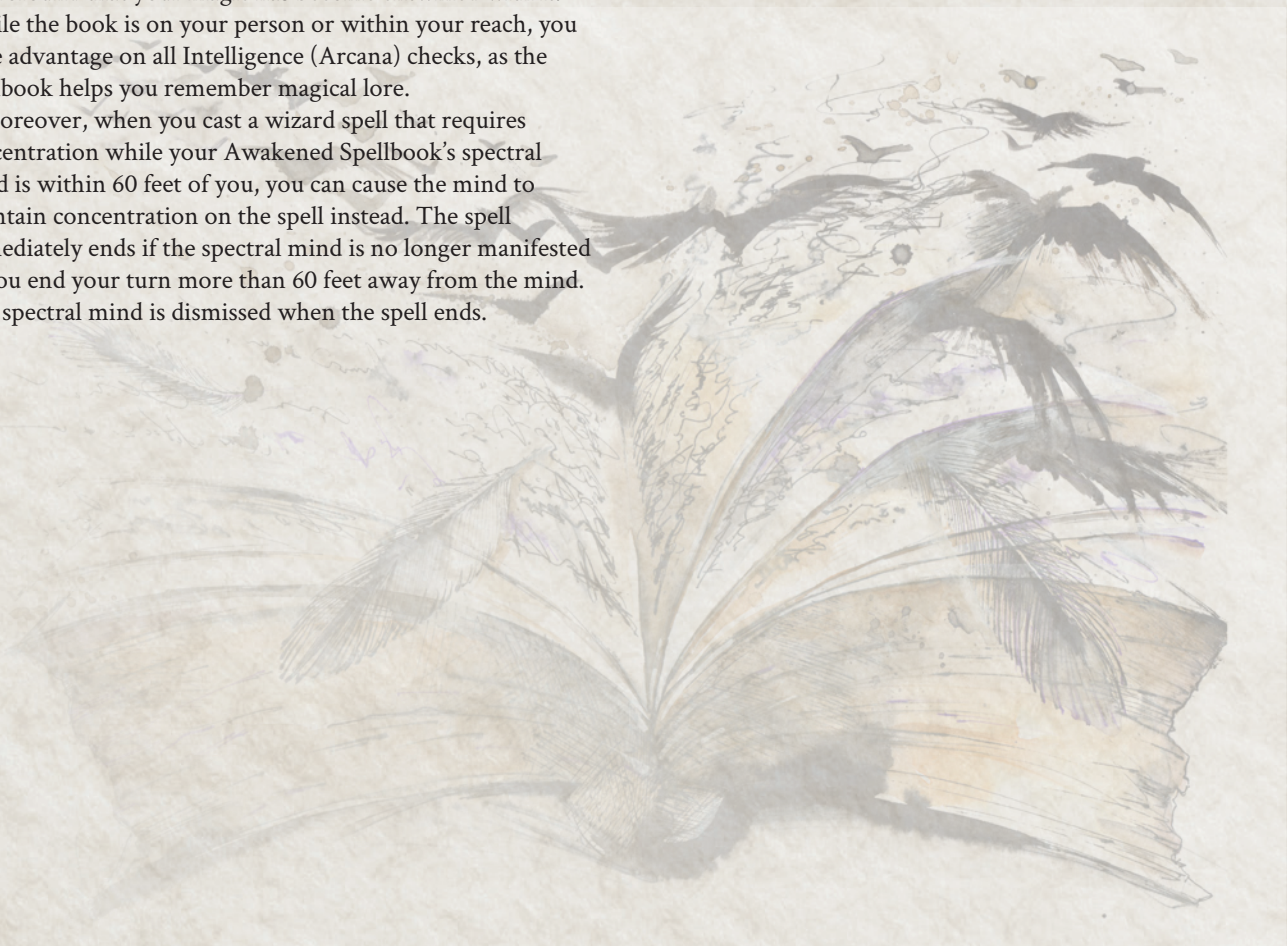
The War Magic tradition is described in *Xanathar's Guide to Everything*. Within the Arcanum the War Magic arcane tradition is part of the School of Applied Arcana within the Battle Magic Academy. Many such wizards will choose the Tactical Wizardry class feat to enhance their battlefield magic further, and also, coincidently, make them excellent arcane duelists.

Power Surge

6th-level War magic feature (enhancement)
You can store magical energy within yourself to later empower your damaging spells. In its stored form, this energy is called a power surge.

You can store a maximum number of power surges equal to your Intelligence modifier (minimum of one). Whenever you finish a long rest, your number of power surges resets to one. Whenever you successfully end a spell with *dispel magic* or *counterspell* or succeed on a saving throw versus a hostile spell, you gain one power surge, as you steal magic from the spell you foiled or resisted. If you end a short rest with no power surges, you gain one power surge.

Once per turn when you deal damage to a creature or object with a wizard spell, you can spend one power surge to deal extra force damage to that target. The extra damage equals half your wizard level. Alternatively, you can expend a power surge when you cast a spell of 1st level or higher to increase the level at which the spell is cast by one.



New Wizard Arcane Traditions

This section contains new arcane traditions for the Wizard class than can be chosen when a wizard reaches 2nd level.

School of Arcane Alchemy

> You must have the Material Wizardry optional wizard class feature to choose this arcane tradition.

The Arcane Alchemist tradition is part of the School of Transmutation in association with the School of Applied Arcana. Alchemists of this tradition are Transmuters that are experts in the creation of magical potions and salves. Even among alchemists there is a wide variety of specialties ranging from arcane grenadiers that create alchemical explosives to seekers after the fabled philosopher's stone.

Alchemical Savant

2nd-level School of Arcane Alchemy feature

Your study of magic and alchemy grants you the following abilities:

Alchemical Magic. Your Material Wizardry feature relies on alchemical components in your spellcasting, which you can supply using a spell component pouch or alchemist's supplies. You cannot use an arcane focus in place of these components.

Alchemical Lore. You gain proficiency with Alchemist's Supplies, Herbalism Kits, and Poisoner's Kits. If you already have proficiency in a tool, you add double your proficiency bonus on checks you make using it.

As an Action, you can identify one potion within 5 feet of you as if you had tasted it. You must see or smell the liquid for this benefit to work.

Alchemical Craft. You can craft potions, poisons, salves, and other alchemical items using the normal rules at half the normal cost and in one quarter the normal time.

Temporary Potion Creation. You add the *arcane alchemical imbuement* spell to your spellbook. This spell allows you to produce temporary magical potions, is always prepared, and does not count as one of the spells you may prepare each day.

You may have a number of *arcane alchemical imbuement* spells equal to your Intelligence modifier active without counting against your number of active imbuement spells.

You add an additional potion formula for this spell to your spell book for this spell, plus one additional formula each time you gain a wizard level.

Minor Alchemy

2nd-level School of Arcane Alchemy feature

You can temporarily alter the physical properties of one nonmagical object, changing it from one substance into another. You perform a special alchemical procedure on one object composed entirely of wood, stone (but not a gemstone), iron, copper, or silver, transforming it into a different one of those materials. For each 10 minutes you spend performing the procedure, you can transform up to 1 cubic foot of material. After 1 hour, or until you lose your concentration (as if you were concentrating on a spell), the material reverts to its original substance.

You can expend a spell slot when you use this feature to increase the duration by 1 hour per level of the spell slot and cause the feature to not require concentration.

> Imbuement Spells
> Certain spells have a special tag: Imbuement. An Imbuement spell is a type of wizard spell that imbues an item with magic, in effect creating a temporary magical item using the following rules:
> - Most Imbuement spells also have a requirement that you know or have certain cantrips or spells in your spellbook in order to cast the Imbuement spell. If you meet the requirements listed in the spell and you have the Ritual Casting class feature, you can cast that spell if it is in your spellbook without needing to have it prepared, but it takes an additional 10 minutes to cast when you do so. An Imbuement spell expends a spell slot when cast, even when cast as a ritual.
> - When you cast an imbuement, you can attune a single other creature that you touch to the item. A creature other than the caster treats the item as a magic item requiring attunement, as described in the spell's description. The item uses your spell attack bonus and spell save DC when wielded by another creature.
> - You may have a maximum number of imbuement spells active at once equal to your proficiency bonus. If you imbue an additional item, you must choose one active imbuement to end.
> - An imbuement draws its power from your magical reserves. It lasts until you regain spell slots at the end of a long rest. When you would regain the spell slot used to imbue the item, you may instead expend that spell slot, causing the duration to continue and the item to regain any expended uses. If you die, the imbuement on the item ends 1 minute later.

Transmuter's Stone

6th-level School of Arcane Alchemy feature

You can spend 8 hours creating a transmuter's stone that stores transmutation magic. You can benefit from the stone yourself or give it to another creature. A creature gains a benefit of your choice as long as the stone is in the creature's possession. When you create the stone, choose the benefit from the following options:

- Darkvision out to a range of 60 feet
- An increase to speed of 10 feet while the creature is unencumbered
- Proficiency in Constitution saving throws
- Resistance to acid, cold, fire, lightning, or thunder damage (your choice whenever you choose this benefit)

Each time you cast a transmutation spell of 1st level or higher, you can change the effect of your stone if the stone is on your person.

If you create a new transmuter's stone, the previous one ceases to function.

In addition, if you have an active Transmuter's Stone in your possession, you can use your Minor Alchemy class feature to change one existing temporary potion created using your *arcane alchemical imbuement* spell into a different potion of the same level or lower.

Alchemical Focus

10th-level School of Arcane Alchemy feature

You have focused your study into a specific area of alchemical knowledge, you gain the benefits of one of the following feats: Alchemical Transmutation Expert, Arcane Grenadier, Philosopher's Stone, or Toxicarium Training

Master Transmuter

14th-level School of Arcane Alchemy feature

You can use your action to consume the reserve of transmutation magic stored within your transmuter's stone in a single burst. When you do so, choose one of the following effects. Your transmuter's stone is destroyed and can't be remade until you finish a long rest.

Major Transformation. You can transmute one nonmagical object—no larger than a 5-foot cube—into another nonmagical object of similar size and mass and of equal or lesser value. You must spend 10 minutes handling the object to transform it.

Panacea. You remove all curses, diseases, and poisons affecting a creature that you touch with the transmuter's stone. The creature also regains all its hit points.

Restore Life. You cast the *raise dead* spell on a creature you touch with the transmuter's stone, without expending a spell slot or needing to have the spell in your spellbook.

Restore Youth. You touch the transmuter's stone to a willing creature, and that creature's apparent age is reduced by 3d10 years, to a minimum of 13 years. This effect doesn't extend the creature's lifespan.

School of Arcane Artifice

> You must have the Material Wizardry optional wizard class feature to choose this arcane tradition.

The Arcane Artificer Tradition is part of the Applied Arcana program of the Arcanum. The Artificer is a wizard that is an expert in the crafting and use of magical items. Their spellbooks more resemble engineering diagrams and formulas than a traditional spellbook. All of an Artificer's magic is done through the use of foci or imbued magical devices. The crafted foci of many artificers are a fusion of magic and technology.

Arcane Artificer

2nd-level School of Arcane Artifice feature

You become adept at the crafting and use of items of magical artifice. You gain the following benefits:

- You gain proficiency in the Arcana skill and two types of artisan tools. If you are already proficient in this skill, or a tool you choose, you gain expertise with the skill or tool : you add double your proficiency bonus to checks you make using it.
- You gain proficiency with light and medium armors, and all simple weapons.
- Blending magical and mundane methods you can craft mundane and magical items and structures for which you have a related artisan tool proficiency at half the normal cost and a quarter the construction time.
- You learn the *minor imbuement* cantrip as an additional cantrip known and you can have a number of additional active effects using that cantrip equal to your Intelligence modifier.
- You add your Intelligence modifier to your proficiency bonus to determine your maximum number of active Imbuement spells.

Artifact Savant

2nd-level School of Arcane Artifice feature

Your magic becomes focused around the creation and use of enchanted items. You use the following rules when casting wizard spells and using magical items:

Focus Casting. Your Material Wizardry feature requires the use of an arcane spellcasting focus to cast your spells. You may also use any non-consumable magical item as an arcane focus.

Artifact Lore. You have an innate familiarity with magical items. As an Action you can tell if an item you touch is magical and you can cast *identify* at will, without expending a spell slot or requiring components.

You can become attuned to an item you are identifying as part of casting the spell.

Spell Matrix. You can use your own power to fuel magical items. As an Action you may expend a spell slot to recharge a magical item you touch. You expend a spell slot equal to the level of a spell the item can cast, the item regains a number of charges or uses equal to that necessary to cast that spell. If there is no direct spell correlation to the magic item power, the DM will assign an appropriate spell level.

You may use your own spell attack bonus and spell save DC for any spell or effect generated by a magic item.

Magical Experimentation

6th-level School of Arcane Artifice feature

Your experimentation with crafting and employment of magical items has produced results; you gain the following benefits:

- You can become attuned to one additional magic item (4 total attuned items).
- When you finish a long rest you can choose one wizard cantrip. Your tinkering has produced an item that allows you to cast that cantrip. The item functions until you choose a different cantrip.
- As part of preparing your wizard spells for the day you can cast a number of imbuement spells from your spellbook without expending spell slots with a combined level equal to or less than your proficiency bonus. Each level of imbuement spell cast in this way adds one minute to your spell preparation time instead of the normal casting time.

Magical Device Adept

10th-level School of Arcane Artifice feature

You ignore all alignment, class, race, and level requirements on the use of magic items. If the magical item would normally have an additional benefit or effect for a particular alignment, class, or race it functions for you as if you were a member of that alignment, class, or race. You can become attuned to any magical item, regardless of the normal requirements for attunement.

Master of Arcane Artifice

14th-level School of Arcane Artifice feature

You become a master at the creation and use of magical and imbued items. You gain the following benefits:

- You can become attuned to an additional magic item (5 total attuned items).
- You can now craft items for which you have a related artisan tool proficiency in half the already accelerated time (1/8th the normal crafting time).
- When you cast an Imbuement spell, the spell is treated as a spell of one level higher to determine its number of uses and effects.

School of Death

The School of Death is a specialized discipline taught by the School of Necromancy. Commonly known as Death Mages, practitioners of the of the school focus on the deadly spells of cold, poison, and decay common to the necromantic arts. Some death mages are known to offer their deadly magic to the highest bidder, acting as fearsome magical assassins.

Deathly Silence

2nd-level School of Death feature

You gain proficiency in the Stealth skill. If you are already proficient in this skill you may add double your proficiency bonus to checks you make using it. You may use somatic components or an arcane focus in place of verbal components required by your wizard spells.

Additionally, you learn the *death strike, drain life,* or *spectral scourge* cantrip as an additional wizard cantrip known.

Killing Curse

2nd-level School of Death feature

When you inflict damage with a Necromancy spell, and you have advantage on the attack roll or the victim had disadvantage on the saving throw, you inflict additional damage if you hit or the opponent fails the saving throw. You inflict an additional 1d6 + your Intelligence modifier cold, necrotic, or poison damage (your choice).

This damage increases by 1d6 for every 4 levels beyond 2nd level you gain in this class; to 2d6 at 6th level, 3d6 at 10th level, 4d6 at 14th level, and 5d6 at 18th level. You can only inflict this additional damage once per turn.

Disturbing Malediction

6th-level School of Death feature

When an opponent is hit by or fails a save against a necromancy spell you cast, you can use a bonus action or a reaction to mark that target with a curse. While the target is so cursed, you can inflict the additional damage from your Killing Curse feature on the target even if you do not have advantage on the attack roll or the target did not have disadvantage on its saving throw.

At any point during the curse, when you attack the marked target with a Necromancy spell you can choose to gain advantage on the attack roll, or impose disadvantage on the target's saving throw against that spell. The curse then ends immediately after the result of the affected attack roll or saving throw is determined.

The curse also ends if you use this feature again or it is removed early by a *remove curse* spell or similar magic.

Brush with Death

10th-level School of Death feature

You gain the ability to find a creature you have touched with your magic. You can use a Bonus Action on your turn to sense the direction and approximate distance to the location of a creature currently affected by your Disturbing Malediction or a necromancy spell cast by you (such as *bestow curse*).

If the creature is moving, you know the direction of its movement. As long as it is not behind total cover, the creature it gains no benefit from cover or concealment from you and you can target it with a spell even if you cannot otherwise see or detect it.

You retain this ability until the target creature dies or is no longer affected by your Disturbing Malediction or magic.

Necromantic Ambush

14th-level School of Death feature

If you are hidden from a creature when you cast a spell on it, the creature has disadvantage on any saving throw it makes against the spell this turn.

A surprised or incapacitated creature that suffers damage from a necromancy spell cast by you must make a Constitution saving throw versus your spell save DC. On a failed save, double the damage of the spell against that creature.

School of Eldritch Magic

Your study of forbidden eldritch knowledge has allowed you to tap into a source of knowledge and power beyond the ken of other wizards. Wizards of this tradition tread a narrow path between genius and madness, risking their sanity by pursuing this sort of eldritch power without the protection provided by a warlock patron.

Each time you learn an Eldritch Invocation from your Eldritch Savant feature roll on the Indefinite Madness table in the *Dungeon Master's Guide*, or work with your DM to create a flaw appropriate to your character and the invocation gained. This madness cannot be cured while you retain the invocation.

Eldritch Savant

2nd-level School of Eldritch Magic feature

You learn one Eldritch Invocation from the list in the Warlock Eldritch Invocations feature or the additional invocations in the warlock section of this tome. You are treated as a warlock of your wizard level with the Pact of the Tome feature to meet any prerequisites for these invocations and you can use your Intelligence modifier when using warlock invocations and spells that normally use Charisma. If the invocation requires the use of a warlock spell slot, you can use any spell slot of sufficient level available to you. You can exchange an eldritch invocation you know for a new one when you gain a wizard level. You gain an additional Eldritch Invocation when you reach 6th, 10th, and 14th level in this class.

In addition, when your Spellcasting feature lets you learn or replace a wizard cantrip or add a wizard spell of 1st level or higher to your spellbook, you can choose the new spell from the warlock or wizard spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a wizard spell for you. You can also add warlock spells to your spellbook as you come across them on your adventures.

Warlock spells that are treated as wizard spells for you can only be contained within your Book of Shadows (see below) and cannot be transcribed into another spellbook.

If an eldritch invocation adds an additional warlock spell known, that spell is not added to your spell book, but is available for you to cast (using spell slots if necessary) while you possess that invocation.

Book of Shadows

2nd-level School of Eldritch Magic feature

Your spellbook becomes a magical grimoire called a Book of Shadows. Only you can read the spells contained in your Book of Shadows, and non-wizard spells contained within the book cannot be transcribed into another spellbook.

When you gain this feature, choose three cantrips from any class's spell list (the three needn't be from the same list). These spells are added to your book of shadows, and while the book is on your person, you can cast those cantrips at will. They don't count against your number of cantrips known. If they don't appear on the wizard spell list, they are nonetheless wizard spells for you. You can also use your Book of Shadows as an arcane spellcasting focus.

If you lose your Book of Shadows, you can perform a 1-hour ritual to reconstitute it from its eldritch pattern. This ritual can be performed during a short or long rest, and it destroys the previous book. The book turns to ash when you die.

Eldritch Power

6th-level School of Eldritch Magic feature

Your pursuit of eldritch power has led to the discovery of an additional reservoir of magical energy. You can use your Arcane Recovery feature each time you finish a short rest, to a maximum number of uses equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Shadowy Knowledge

10th-level School of Eldritch Magic feature

You can replace one prepared wizard spell with a different wizard spell contained within your Book of Shadows. This requires time spent studying your spellbook and memorizing the incantations and gestures you must make to cast the spell as if preparing the spell after a long rest: typically, 1 minute per level of the spell.

You can use this feature a number of times equal to your Intelligence modifier, you regain all expended uses when you finish a long rest.

Invocation Mastery

14th-level School of Eldritch Magic feature

You have discovered a method to twist an eldritch invocation to suit your needs. When you finish a long rest, you can choose one Eldritch Invocation that does not have a warlock level prerequisite, you gain that invocation until you finish your next long rest. This invocation is in addition to those granted by your Eldritch Savant feature.

Additionally, by studying your Book of Shadows for 10 minutes you can expend a use of your Shadowy Knowledge feature to exchange the invocation chosen for this feature with a new invocation.



School of Energy Arcana

You have focused your study of wizardry into spells of one specific arcane energy state. The traditional arcane energy states of this school are fire, force, electrick (lightning), sonic (thunder), and void (cold).

Energy Caster

2nd-level School of Energy Arcana feature

Your study of arcane energy states allows you to cast spells of one specific energy type with greater efficiency and effect. You gain one of the following feats that represents your focus in one type of energetic magic: Fireshaper (fire damage), Force Mage (force damage), Stormbinder (lightning damage), Thundercaller (thunder damage), or Winter Witch (cold damage). If you later acquire another feat from this list, the features of this school also apply to that energy type.

Energy State Arcana

2nd-level School of Energy Arcana feature

When your Spellcasting feature lets you learn a cantrip or add a spell to your spellbook your can choose the spell from any spell list, so long as the spell inflicts damage of the type chosen with your Energy Caster feature. These are wizard spells for you. The specialized adaptation of these spells means that other wizards cannot successfully duplicate these spells into their own spell books.

Magical Energy Adept

6th-level School of Energy Arcana feature

Spells you cast ignore resistance to damage of the type chosen for your Energy Caster feature. In addition, when you roll damage of your chosen energy type for a spell you cast, you can treat any 1 on a damage die as a 2.

Power Spike

10th-level School of Energy Arcana feature

When you cast a wizard spell of 1st level or higher that inflicts damage of your chosen energy type, until the end of your next turn, you gain a bonus to the damage rolls of wizard spells that inflict that damage type equal to the spell level. This damage bonus also applies to the damage rolls of the initial spell.

For example, if you cast a 4th level *fireball* spell, you gain a +4 bonus to that spell's damage roll. On your next turn you cast a 3rd level *scorching ray* spell and gain a +7 bonus to the damage rolls of that spell that turn. The following turn you cast a *fire bolt* cantrip to finish off the remaining enemy and gain a +3 bonus to the spell's damage roll.

Energy Mastery

14th-level School of Energy Arcana feature

You can adjust the energy of your chosen type to cause creatures normally immune to that damage to suffer half damage instead. Additionally, while you have the damage bonus from your Power Spike feature, creatures that hit you with a melee attack suffer damage of your chosen energy type equal to that damage bonus.

School of Lore

The Loremaster program of the School of Lore is part of the General Wizardry program of the Arcanum. The school of lore focuses on the scholarly study of spellcraft, learning a broad range of spells and magical knowledge. This is the most common practical specialty in the School of Wizardry.

Arcane Loremaster

2nd-level School of Lore feature

You learn two languages of your choice. You also become proficient in two of the following skills: Arcana, History, Investigation, Medicine, Nature, or Religion.

Your proficiency bonus is doubled for any Intelligence check you make that would apply your proficiency bonus to the check. Additionally, knowing a bit about almost any topic, you add half your proficiency bonus to any Intelligence check you make that doesn't already include your proficiency bonus.

Ritual Tradition

2nd-level School of Lore feature

You can now inscribe magical rituals from any tradition into your spellbook. Choose two ritual spells from any class and add them to your spellbook. On your adventures, you can add other ritual spells to your spellbook. When you encounter such a spell you can add it to your book if the spell level is equal to or less than half your total level. For each level of the spell, the transcription process takes two hours and costs 50gp for rare inks and supplies. The arcane and unique process necessary to convert the spells from other traditions mean that other wizards cannot successfully duplicate these spells into their own spell books.

You can cast any spell with the ritual tag in your spellbook as a ritual. When you cast a spell as a ritual it is considered a wizard spell and is cast as if using a spell slot one level higher than normal, even though no actual spell slot is expended.

Magical Knowledge

6th-level School of Lore feature

You learn an additional cantrip of your choice from any class, this cantrip is considered a wizard cantrip for you and uses Intelligence as it's spellcasting ability.

You can also now add any spell from any class to your spellbook, not just ritual spells. Choose two spells of a level you can cast from any class and add them to your spellbook. You can add additional spells to your spellbook from other classes as you come across them on your adventures. Additionally, each time you gain a wizard level, one of the free spells added to you spellbook can be one from any class.

The arcane and unique process necessary to convert the spells from other traditions mean that other wizards cannot successfully duplicate these spells into their own spell books.

When you prepare your spells for the day you can prepare a number of additional spells equal to your proficiency bonus from your spell book. Some or all of these additional spells can be spells that are not on the wizard spell list; these spells do not count against the number of spells you can prepare each day and are considered wizard spells when cast by you.

Improved Spell Preparation

10th-level School of Lore feature

When you finish a short rest, you can choose a number of prepared spells equal to your proficiency bonus to exchange for different spells from your spell book. Exchanging prepared spells for new ones takes 1 minute per spell level, as if you were preparing spells normally.

Additional Magical Knowledge

14th-level School of Lore feature

You learn an additional cantrip known of your choice from any class, this cantrip is considered a wizard cantrip for you and uses Intelligence as its spellcasting ability. You may also add two additional spells of a level you can cast to your spell book from any class.

In addition, the number of additional spells you can prepare from your spellbook each day and the number of prepared spells you can exchange using your Improved Spell Preparation feature now equals your proficiency bonus + your Intelligence modifier.

When you reach 18th level in this class, you learn another additional cantrip of your choice from any class and you can add two more spells to your spellbook from any class.

> "The most important rule there is, the Wizard's Sixth Rule: the only sovereign you can allow to rule you is reason. The first law of reason is this: what exists, exists, what is, is and from this irreducible bedrock principle, all knowledge is built. It is the foundation from which life is embraced." Richard; Terry Goodkind, Faith of the Fallen

School of Reanimation

This school of necromancy focuses on the intricacies of the living body, the animation and control of corporal undead and once living constructs, and the mysteries and potential for reversal of death. The study of anatomy is integral to this school of magic and many of its adherents are physicians as well. The Animatorium within the School of Necromancy is the center for the study of this macabre field of magic.

A Study in Life and Death

2nd-level School of Reanimation feature

You gain proficiency in the Medicine skill and learn the *transfer health* cantrip as an additional cantrip known.

Whenever you use a necromancy spell to restore hit points to a corporeal undead creature or a construct composed of once living material, the creature regains additional hit points equal to your Intelligence modifier.

Unliving Servant

2nd-level School of Reanimation feature

You add the *find familiar* spell to your spellbook as a necromancy spell. When you cast the spell, you create an Undead Animal Familiar (See statistics for the Undead Animal Familiar in the Arcanum Creatures appendix.) Your familiar gains the benefit of your Undead Thralls and Master Reanimator class features. The spell requires the bones or corpse of a tiny beast instead of the normal material component.

Additionally, you learn the *familiar foray* cantrip as an additional cantrip known.

Undead Thralls

6th-level School of Reanimation feature

You add the *animate dead* spell to your spellbook if it is not there already. When you cast animate dead, you can target one additional corpse or pile of bones, creating another zombie or skeleton, as appropriate.

Whenever you create an undead using a necromancy spell, it has additional benefits:

- The creature's hit point maximum is increased by an amount equal to your wizard level.
- The creature adds your proficiency bonus to its weapon damage rolls.

Note: Though the feature does not state so explicitly, you always have the *animate dead* spell prepared and it does not count against the number of spells you may prepare each day.

Additionally, when you create or reestablish control over an undead using a necromancy spell, you can intentionally create or control fewer creatures than allowed by the spell at the level you cast it. For each undead less than the maximum you affect with the spell, each affected undead gains 5 temporary hit points. While an undead has temporary hit points from this feature remaining, it gains advantage on saving throws to resist being turned.

Command Undead

10th-level School of Reanimation feature

You can use magic to bring undead under your control, even those created by other wizards. As an action, you can choose one undead that you can see within 60 feet of you. That creature must make a Charisma saving throw against your wizard spell save DC. If it succeeds, you can't use this feature on it again. If it fails, it becomes friendly to you and obeys your commands until you use this feature again.

Intelligent undead are harder to control in this way. If the target has an Intelligence of 8 or higher, it has advantage on the saving throw. If it fails the saving throw and has an Intelligence of 12 or higher, it can repeat the saving throw at the end of every hour until it succeeds and breaks free.

Master Reanimator

14th-level School of Reanimation feature

Your knowledge of the animation of undead increases. Any permanent construct composed of once living materials or corporal undead that you create requires only half the cost and time normally required for construction or casting (minimum 1 Action); it also gains a +2 bonus to all attribute scores in addition to benefiting from your Undead Thralls class feature.

In addition, you have completed work on the masterpiece of the Animator's Science: You create a Bone or Flesh Golem to serve you. The golem you create is a perfect specimen, it does not have the Berserk or Aversion of Fire properties and gains the benefits of your Undead Thralls class feature.

If this golem is destroyed, you can reanimate it in a process that takes 8 hours of inspired work.

School of Spellcraft

The Arcanists of the School of Spellcraft delve into the intricate mechanics of spellcasting; every spell in their spellbook is annotated with potential alterations, modifications, and enhancements. At the Arcanum, this discipline is a bachelor's degree program within the School of Wizardry.

Arcane Spellcraft

2nd-level School of Spellcraft feature

You gain Arcana points equal to your wizard level. You can never have more arcana points than your wizard level. You regain all spent arcana points when you finish a Long Rest. You may spend sorcery points and arcana points interchangeably to use Metamagic options and class features.

In addition, you learn two Metamagic options from the sorcerer class feature, or from the new Metamagic options listed in the Sorcerer section of this sourcebook. You gain another one at 10th and 14th level.

Arcane Sensitivity

2nd-level School of Spellcraft feature

You can cast ***detect magic*** at will, without using a spell slot or requiring components. The spell does not require concentration to maintain but ends if you are incapacitated or if you die.

Control Magic

6th-level School of Spellcraft feature

You add the *dispel magic* and *counterspell* spells to your spellbook, these spells are always prepared and do not count against the number of spells you may prepare. You also learn the Intensify Spell Metamagic option. When you use this option on an attempt to dispel or counter a spell it costs only one Arcana point per additional spell level.

Arcane Restoration

10th-level School of Spellcraft feature

Whenever you use your Arcane Recovery class feature you also regain Arcana points equal to your Intelligence modifier.

Practiced Spellcraft

14th-level School of Spellcraft feature

Your in-depth study of spellcraft has allowed mastery over a few spells so that they are more easily enhanced. Reduce the total cost of Metamagic abilities used to enhance *detect magic, dispel magic, counterspell,* any of your cantrips known, or spells from your Spell Mastery or Signature Spells class features by 1 (minimum 0).

School of Summoning

The School of Summoning is a school of conjuration specialty focused in the calling and summoning of extra dimensional beings. A prepared Summoner can bring forth an army of elementals or more nefarious beings, though dealing with such beings is often dangerous.

Planar Lore

2nd-level School of Summoning feature

You learn two of the following languages: Celestial, Infernal, Primordial, or Sylvan. Whenever you make an Intelligence check related to knowledge of the planes and planar beings, or a Charisma check when interacting with such beings, your proficiency bonus applies to the check.

> Planar Specializations
> Most Conjurers and many Summoners specialize in summoning creatures from the Elemental planes, often choosing the Elemental Research class feat. Summoners can expand their reach into the Feywild or Infernal planes by choosing the Feywild Lore or Infernal Studies feats..

Summoner's Familiar

2nd-level School of Summoning feature

You add the *find familiar* spell to your spellbook if it is not there already. This spell is always prepared and does not count as one of your prepared spells. When you cast the spell, you may choose one of the normal forms for your familiar or one of the following or one of the following special forms: an imp, pure mephit (see appendix), a pseudodragon, or a sprite.

Additionally, you learn the *familiar foray* cantrip as an additional wizard cantrip known.

Powerful Summons

6th-level School of Summoning feature

Any creature you summon or create with a conjuration spell (including a familiar) can add your proficiency bonus to its damage rolls and its attacks are considered magical for the purposes of overcoming resistance or immunity to damage.

Focused Conjuration

10th-level School of Summoning feature

While you are concentrating on a conjuration spell, your concentration can't be broken as a result of taking damage.

Durable Summons

14th-level School of Summoning feature (enhancement)

Any creature that you summon or create with a conjuration spell has 30 temporary hit points. A familiar summoned by you regains these hit poitns each time you finish a short or long rest.

School of Telekinesis

This wizard school is a very focused major degree program within the College of Transmutation. Wizards of this tradition specialize in spells that allow them to move objects and creatures with the power of mind and magic alone. In order to choose this arcane tradition, you must know two of the following cantrips: *impel weapon, minor telekinesis,* or *push/pull.*

Wizards of this school are known as Telekinetics, or at times 'Hand Wizards', as their spells of telekinesis usually require only somatic components. One other recognizable feature of most wizards of this school is the plethora of daggers, darts, and other throwing weapons carried in easily accessible bandoleers for use in their spells.

Kinetic Savant

2nd-level School of Telekinesis feature

Your study of the movement and magical propulsion of objects grants you the following benefits:

- You gain proficiency in all simple and martial weapons with the Thrown property and with improvised thrown weapons.
- You may add your proficiency bonus to Spellcasting Ability checks and attack rolls made using a transmutation spell that controls or moves an object or creature. Such spells do not require verbal or material components when cast by you.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- The range of your *minor telekinesis* and *push/pull* cantrips is increased by 30 feet.

Improved Minor Telekinesis

2nd-level School of Telekinesis feature

You learn the *minor telekinesis* cantrip as an additional wizard cantrip known. If you already know this cantrip you learn either the *impel weapon* or *push/pull* cantrip instead, or learn an additional cantrip of your choice if you know all three cantrips.

During the duration of a *minor telekinesis* or *telekinesis* spell, you can take the Use an Object action as a Bonus Action during your turn to use an object within range of the spell that is not worn or carried by an unwilling creature.

Additionally, you gain the Levatorium feature when you reach 3rd level in this class.

Levatorium

3rd-level School of Telekinesis feature

You add the *levitate* spell to your spellbook, if it is not there already. This spell is always prepared, and it does not count against the number of spells you may prepare each day. You have the following advantages when using a *levitate* spell:

- When you cast the *levitate* spell, you can use the spell to move the object or creature horizontally as well as vertically.
- If you cast *levitate* on only yourself, it does not require concentration to maintain, but ends if you become incapacitated or if you die, and you can move yourself up to 30 feet in any direction during your turn without requiring an action.
- The weight that can be lifted by a *levitate* or *telekinesis* spell cast by you is increased by an amount equal to 30 times your Spellcasting Ability in pounds.

Sustained Telekinesis

6th-level School of Telekinesis feature

While you are concentrating on a transmutation spell that controls or moves an object or creature your concentration can't be broken as a result of taking damage.

Telekinetic Force

10th-level School of Telekinesis feature

You add the *telekinesis* spell to your spellbook, if it is not there already. This spell is always prepared, and it does not count against the number of spells you may prepare each day. You have the following advantages when using a *telekinesis* spell:

- The range of the spell increases by 60 feet and the distance you can move an object or creature using the spell increases by 30 feet.
- Once you grasp a creature, you do not need to use an action on your turn to maintain your telekinetic grasp, however, if you do not do so, the creature may use its action on its turn to attempt to break free by making a Strength check versus your Spell Save DC.
- During the duration of a *telekinesis* spell cast by you; damage rolls and spellcasting ability checks using the *push/pull* and *impel weapon* cantrips and the *telekinetic deflection*, *telekinetic throw*, and *telekinesis* spells gain a bonus equal to the level of the spell slot used to cast *telekinesis*.

Master Telekinetic

14th-level School of Telekinesis feature

You can cast *minor telekinesis*, *levitate*, and *telekinesis* as a bonus action. Any use of these spells that can be performed when the spell is cast, or as an Action on your turn, can also be performed as a Bonus Action during the duration.



School of the Mind

The School of the Mind studies divination and enchantment magics to unlock the secrets of the mind. Offered as a dual major option between the schools of divination and enchantment in the Arcanum, its adherents are known as Mentalists. Many of the mentalists of this school also study phantasmal magic within the school of illusion.

Telepath

2nd-level School of the Mind feature

You gain proficiency in the Insight skill and have the ability to touch the minds of other creatures. You can communicate telepathically with any creature within 60 feet of you. You don't need to share a language with the creature for it to understand your telepathic communications, but the creature must be able to understand at least one language in order for you to receive more than broad impressions.

Mental Savant

2nd-level School of the Mind feature

You do not need components to cast your divination or enchantment wizard spells, casting them entirely as mental constructs.

Psychic Combat

6th-level School of the Mind feature

Your thoughts can't be read by telepathy or other means unless you allow it. When you are subjected to an effect that allows you to make an Intelligence, Wisdom, or Charisma saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Mental Sensitive

10th-level School of the Mind feature

Your mental sensitivity increases. You double the range of your telepathy and the range of divination and enchantment spells you cast. This also doubles the range of special senses granted by a divination spell you cast.

Alter Memories

14th-level School of the Mind feature

You gain the ability to make a creature unaware of your magical influence on it. When you cast an enchantment spell to charm or influence one or more creatures, you can alter one creature's understanding so that it remains unaware of being charmed.

Additionally, once before the spell expires, you can use your Action to try to make the chosen creature forget some of the time it spent charmed. The creature must succeed on an Intelligence saving throw against your wizard spell save DC or lose a number of hours of its memories equal to 1 + your Charisma modifier (minimum 1). You can make the creature forget less time, and the amount of time can't exceed the duration of your enchantment spell.

School of the Rune Scribe

> You must have the Material Wizardry optional wizard class feature to choose this arcane tradition.

Scribes hold a prestigious place among wizards, and the official name of the school in the General Wizardry program of the Arcanum that teaches this tradition is the Scriptorium. However, those wizards that fully embrace this tradition and rise above the level of a scribe are known as Ink Mages. Ink Mages use their talents with pen, brush, and even tattoo needles to scribe magical works of beauty and power. Some wizards of this tradition have taken to scribing their spellbook into their own flesh in the form of magical tattoos.

Rune Scribe

2nd-level School of the Scribe feature

Your study of the magic inherent in written language grants you the following benefits.

- You gain proficiency with Calligrapher's Supplies and one of either Painter's Supplies or Tattooist's Supplies. If you are already proficient with a tool, you may add double your proficiency bonus to checks using it.
- Your Material wizardry feature relies on written components or writing utensils. You can use a spellbook, spell scroll, or a writing utensil as an arcane spellcasting focus.
  - When using a writing utensil as an arcane focus you can substitute a Somatic component for any required Verbal components of a spell; casting the spell by scribing glowing runes.
  - When using a spellbook or spell scroll as an arcane spellcasting focus you can substitute a Verbal component for any required Somatic component of a spell.
- You learn to craft temporary magical runes. You add the *imbue lesser rune* spell to your spellbook. This spell is always prepared and does not count as one of the spells you may prepare each day. You may have a number of *imbue lesser rune* or *imbue true rune* spells equal to your Intelligence modifier active without counting against your maximum number of active imbuement spells.

Spell Scribe

2nd-level School of the Scribe feature

You gain proficiency in the Arcana skill, if you are already proficient in the skill you add double your proficiency bonus to checks you make with it. You gain the following abilities when dealing with magical writing:

- You always succeed at Intelligence (Arcana) checks made to copy a wizard spell from a scroll.
- You can craft mundane and magical scrolls, tomes, glyphs, symbols, runes, tattoos, drawings and similar items for which you have a related tool proficiency with great skill at half the cost and a quarter the construction or casting time (minimum 1 Action). This also reduces the cost and time of copying and scribing spells within a spellbook and the material component cost of glyphs, symbols, and similar spells.
- When you attempt to use a scroll with a spell on your spell list, but of a higher level that you can normally cast you

can make an Intelligence (Arcana) check with a DC of 10 + the spell level.
- You may attempt to use a scroll containing a spell not on your spell list. Make an Intelligence (Arcana) check with a DC equal to 10 + the spell level (or 15 + the spell level if it is of a higher level than you could normally cast). If successful, you cast the spell as normal. On a failure, the scroll is wasted.
- When you activate a spell scroll or a lesser rune, you can expend a spell slot to power the magic instead of consuming the scroll or rune, the spell is then cast at the level of the spell slot you expended.

Ink Magic

6th-level School of the Scribe feature

Your proficiency with runic magic and written language increases:
- You can read all writing and you retain perfect memory of anything you read for up to one month.
- Whenever you make an ability check or saving throw relating to written materials, magical writing, glyphs, symbols, or runes you gain a bonus equal to your Intelligence modifier to the check or saving throw.
- You add the *imbue true rune* spell to your spellbook. This spell is always prepared and does not count as one of the spells you prepare each day. You can add one additional true rune for this spell to your spell book for free each time you gain a wizard level.
- At any point during the duration of a ***wizard mark, illusory script, guardian sigil, magic text, glyph of warding***, or ***symbol*** spell that you cast, you can use a Bonus Action on your turn to activate, deactivate, erase, or change the trigger conditions, designated creatures, or appearance of the spell if it is within 100 feet of you.

Rune Master

10th-level School of the Scribe feature

Your mastery of written magic is almost complete, you gain the following benefits:
- You automatically succeed at saving throws to resist the harmful effects of magical writing, symbols, and glyphs.
- When you expend a spell slot to cast *imbue lesser rune* or *imbue true rune* the spell is cast as if you used a spell slot one level higher than you expended.
- When you finish a long rest you can create a single rune as if you had cast *imbue true rune* using the highest level spell slot available to you. Additionally, all of the true runes from any language you know are now contained within your spellbook.

Magnum Opus

14th-level School of the Scribe feature

You complete the beginnings of your Magnum Opus. This is a magical version of your spellbook containing all spells you have scribed in it to date, you may add additional spells to this book as you gain levels and come across them on your adventures. No matter how many spells are scribed within there are always additional pages to add more. The book and its contents can't be damaged by fire or immersion in water and doesn't deteriorate with age.

Your Magnum Opus contains a reserve of magical power. As an action, you can use your book as an arcane focus to cast any spell of up to 5th level contained within, without expending a spell slot or requiring components. Once you have used the book in this way you cannot do so again until you finish a long rest.

You can use a Bonus Action to summon your Magnum Opus to you from any location or to dismiss it, shunting it into an extra-dimensional space. While summoned your book floats in your space, moving with you and turning pages as you wish. You do not require a free hand to wield your spellbook as a focus. If your spellbook is somehow destroyed you can reform it by using a ritual that takes 1 hour, which can be performed during a short or long rest.

"Books are a form of magic because they span time and distance more surely than any spell or charm." Doctor Morgenes; Tad Williams, The Dragonbone Chair

School of the Shade

This tradition is taught at the Shadow Sanctum of the School of Necromancy and focuses on the channeling and control of necromantic energy. The Spiritualists of this school examine the spirit and the connection between the life force and the body and how this reflects in the higher states of being. They are adept at drawing upon the spectral energies common to the departed shades of the living.

Spirit Sight

2nd-level School of the Shade feature

You can see the spirits of the living and the dead. As a Bonus Action on your turn you can activate your Spirit Sight for 1 minute. While this sense is active, living and undead beings within 30 feet of you can't be hidden or concealed from you, and if invisible, gain no benefit from that condition against you. You instantly know if a creature you see within range is living, dead, or undead. Constructs and objects cannot be detected by this sight. You retain this sight even when blinded but full cover blocks the vision normally.

You can use this ability a number of times equal to your proficiency bonus, you regain all expended uses when you finish a long rest.

Grim Harvest

2nd-level School of the Shade feature

You gain the ability to reap life energy from creatures you kill with your spells. Once per turn when you kill one or more creatures with a spell of 1st level or higher, you regain hit points equal to twice the spell's level, or three times its level if the spell belongs to the School of Necromancy. You don't gain this benefit for killing constructs or undead.

Spectral Siphon

6th-level School of the Shade feature

As an Action you can draw forth motes of spectral energy from the corpse of a sentient mortal being within 30 feet that has been dead less than 10 days. One spectral mote appears within 5 feet of the corpse for every 3 wizard levels you possess. (See the statistics in the Arcanum Creatures

appendix.) The motes remain until the end of your next long rest or until destroyed or consumed.

You can have a maximum number of spectral motes equal to your proficiency bonus, and you can't create one while at your maximum.

On each of your turns, you can use a bonus action to mentally command spectral motes within 60 feet of you. You decide what action the mote will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the motes follow you defending itself and you against hostile creatures. The motes act on your initiative order, after you complete your turn.

When you cast a necromancy spell, a creature fails a saving throw versus your necromancy spell, or you hit with an attack using a necromancy spell, you can consume one mote within 60 feet of you. The mote disappears, and the spell is enhanced in one of following ways:

- You can cause a necromancy spell of 1st level or higher to be cast as if you used a spell slot one level higher than you expended.
- When you hit with or a creature fails a saving throw against a necromancy spell you cast you can cause that creature to suffer an additional 4d4 points of necrotic damage.
- You can also consume a mote to ask a question (no action required) and receive a brief telepathic answer, which you can understand regardless of the language used. The mote knows only what the creature it arose from knew in life, and answers truthfully, but briefly, to the best of its ability.

Once you use this feature to draw forth spectral motes, you can't do so again until you finish a long rest or expend a spell slot to use this feature, drawing forth a number of motes equal to half the level of the spell slot expended (round up).

Inured to Undeath

10th-level School of the Shade feature

You have resistance to necrotic damage, and your hit point maximum can't be reduced. You have spent so much time dealing with undead and the forces that animate them that you have become inured to some of their worst effects.

Shade Form

14th-level School of the Shade feature

You gain the ability to transform your corporeal form into one of pure spirit for a short time. As a Bonus Action, you can become an incorporeal shade. While in this form you gain the following abilities:

- Darkvision with a range of 60 feet and the ability to see 60 feet into the Ethereal Plane.
- A fly speed of 40 feet (hover) and you can move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object.
- Resistance to acid, cold, fire, lightning, thunder damage and bludgeoning, piercing, and slashing damage from non-magical weapons.
- Immunity to necrotic and poison damage and the charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, and restrained conditions.
- You cannot make physical attacks or cast spells other than necromancy spells. You also cannot interact with physical objects that you were not wearing or carrying when you transformed.

You stay in this form for 1 minute or until you end it as a bonus action. To use this feature again, you must finish a long rest or consume a spectral mote as part of the bonus action you use to activate Shade Form.

School of Toxicology

> You must have the Material Wizardry optional wizard class feature to choose this arcane tradition, choosing alchemy supplies or a poisoner's kit for the artisan tool.

The primary focus of this school is the toxic magic of acid and poison. While viewed by some as questionable or even villainous, these mages view their discipline as simply applied magical alchemy, no different from any other field of arcane study. Within the Arcanum, this program is a cooperative program between the College of Conjuration and the College of Necromancy.

Noxious Magic

2nd-level School of Toxicology feature

Your study of arcane toxicology has granted you great proficiency with magics of acid and poison. You gain the Toxicarium Training feat. If already have this feat, you gain the Elemental Adept (acid) feat or Poison Adept feat instead.

Arcane Toxicology

2nd-level School of Toxicology feature

You gain proficiency with poisoner's kits and alchemy supplies. If you are already proficient a tool, you can add double your proficiency bonus to checks you make using that proficiency.

Lingering Effects

6th-level School of Toxicology feature

The toxic substance produced by your spells cause lingering effects on their targets even after the magic has faded.

- When you cast a wizard spell that normally inflicts only acid damage, a target hit by or failing its saving throw versus the spell suffers additional acid damage equal to your proficiency bonus at the start of your next turn.
- When you cast a wizard spell that causes the poisoned condition with a duration of 1 minute or longer, the poisoned condition remains indefinitely even after the spell has ended. The condition persists until the target succeeds on a saving throw to remove it or the condition is removed or cured by other means.

Acquired Resistance

10th-level School of Toxicology feature

You gain resistance to acid and poison damage. You also have advantage on saving throws to resist or remove the poisoned condition. If you already have Poison Resistance or a similar trait that grants resistance to poison, you instead become immune to poison damage and the poisoned condition.

Toxic Mastery

14th-level School of Toxicology feature

Your mastery of arcane toxins causes their effects to become even more deadly and debilitating.

- The additional acid damage from your Lingering Effects feature is increased to double your proficiency bonus.
- When you inflict the poisoned condition on a creature, the creature becomes incapacitated until the end of its next turn.

School of Transformation

This is a Major Degree program in the School of Transmutation. Wizards of this tradition specialize in spells that alter their own form and capabilities. Transformation is a difficult discipline to master; those that do so are colloquially known as Shifters within the Arcanum. Many that study the school of transformation are lycanthropes seeking a greater degree of control over their curse.

Shifter

2nd-level School of Transformation feature

You gain proficiency in the Nature and Survival skills and learn the *shifting strike* cantrip. If you already know this cantrip, you learn a different wizard cantrip of your choice. The cantrip doesn't count against your number of cantrips known. You may always cast *shifting strike* to make an opportunity attack as a reaction, even if you did not cast it on your previous turn and when you cast *shifting strike* you can form a natural weapon that inflicts 1d4 damage instead of the normal damage for your unarmed strike.

Minor Transformation

2nd-level School of Transformation feature

As an action, you can change your appearance and your voice. You determine the specifics of the changes, including your coloration, hair length, and sex. You can also adjust your height and weight, but not so much that your size changes. You can make yourself appear as a member of another race, though none of your game statistics change. You can't duplicate the appearance of a creature you've never seen, and you must adopt a form that has the same basic arrangement of limbs that you have. Your clothing and equipment aren't changed by this feature.

The change in appearance lasts until you fall unconscious, drop to 0 hit points, or die; or you use a action to revert to your normal form.

Sustained Transformation

6th-level School of Transformation feature

While you are concentrating on a transmutation spell cast upon yourself, your concentration can't be broken as a result of taking damage. In addition, you retain your own mental abilities, alignment, personality, and class features when you change shape by any means but cannot cast spells unless the chosen form is capable of producing the required components.

Shapechanger

10th-level School of Transformation feature

You add the *polymorph* spell to your spellbook, if it is not there already. You can cast *polymorph* without expending a spell slot. When you do so, you can target only yourself and transform into a beast whose challenge rating is 1 or lower. Once you cast polymorph in this way, you can't do so again until you finish a short or long rest, though you can still cast it normally using an available spell slot.

Note: Though the feature does not state so explicitly, you always have the *polymorph* spell prepared and it does not count against the number of spells you may prepare each day.

Master Shapechanger

14th-level School of Transformation feature

Your mastery of Transformation magic increases, granting you the following benefits.

- It takes only a Bonus Action to cast ***alter form, polymorph self, polymorph,*** *true polymorph,* or ***shapechange*** on yourself or to use your Minor Transformation or Shapechanger class feature and you do not require components to cast these spells on yourself. You may also change the options of an *alter form* spell or your shape during a *shapechange* spell as a bonus action.
- You may use your Shapechanger class feature twice between short or long rests and you may cast *alter form* at will, without expending a spell slot.
- You automatically succeed at saving throws to avoid being transformed against your will and you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't silvered.



School of Transportation

This school of conjuration focuses on spells of movement, dimensional travel, and teleportation. Practitioners of this school are known as Travelers and are usually inveterate explorers and wanderers.

> The most famous (or infamous) Traveler, is a halfling wizard known as Torbin the Traveler. Torbin has been showing up at the Arcanum for as long as anyone can remember. He appears, often with a prospective student in tow, teaches a few weeks or months worth of classes and seminars, and then wanders off again, sometimes for years.

"Not all those who wander are lost..." -Gandalf; J.R.R. Tolkien, The Fellowship of the Ring

Dimensional Step

2nd-level School of Transportation feature

When you take the Dash or Disengage Action or teleport during your turn you may enact a minor magic to teleport an additional 10 feet to any point you can see during your movement.

Eldritch Wanderer

2nd-level School of Transportation feature

Your knowledge of magical travel grants you the following benefits:

- You ignore difficult terrain.
- You cannot become lost, except by magical means.
- Moving at a fast pace causes no penalty to your Perception checks.
- You become proficient with the Survival skill and Cartographer's Tools.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.

Benign Transposition

6th-level School of Transportation feature

You can use your action to teleport up to 30 feet to an unoccupied space that you can see. Alternatively, you can choose a space within range that is occupied by a Small or Medium creature. If that creature is willing, you both teleport, swapping places.

Once you use this feature, you can't use it again until you finish a long rest, or you cast a conjuration spell of 1st level or higher.

Arcane Traveler

10th-level School of Transportation feature

You become even more adept with magic of transportation:

- You can now use your Benign Transposition class feature as a Bonus Action.
- You may double the range and distance traveled of any conjuration spell or class feature that transports you or another willing target.
- If you lead your group in travel through the Astral or Ethereal plane, it takes half the usual amount of time to reach your desired destination.
- It takes only 30 consecutive days of casting for you to construct a permanent *Teleportation Circle*.
- You can use an Action to sense the presence and location of permanent *teleportation circles* or planar portals within 100 feet of yourself. You learn the sigil of a circle you sense with this ability.

Dimensional Master

14th-level School of Transportation feature

Your mastery of dimensional magic reaches its pinnacle. You gain the following benefits when using such magic:

- A *teleport* spell cast by you is unlikely to result in an undesired target. When rolling on the Teleport table a result of Mishap becomes Similar Area, a result of Similar Area becomes Off Target, and a result of Off Target becomes On Target.
- If you cast *plane shift* to visit a location on a plane you are familiar with, you always arrive at that exact location.
- You automatically succeed at saving throws to escape a *maze* spell, and you cannot become lost, even by magical means.
- You can choose to double either the size or the duration of conjuration spells that create a demi-plane or extra-dimensional space.
- Your spells of transportation have greater capacity. You can double the number of willing creatures and weight of luggage transported by a conjuration spell you cast.



Academy of Battle Magic

The Academy of Battle Magic teaches magical techniques that blend martial skills with arcane spellcasting, the following are wizard traditions taught at the academy.

School of Martial Magic

A battle mage of the School of Martial Magic is a wizard trained to stand in the front lines of battle. Adept at striking with blade and magic simultaneously, weapons are as much a part of your spellcasting technique as arcane words. A battle mage of this school may not be as skilled with weapons as a fighter or as powerful as a barbarian, but every strike they make is infused with arcane power.

Martial Magic Training

2nd-level School of Martial Magic feature

You have been trained to blend arcane magic with martial prowess. You gain the following benefits from your training:

- You gain proficiency in Light and Medium Armor, and Shields.
- You are proficient in the use of simple weapons, shortswords, and one martial melee weapon of your choice.
- If you're proficient with a simple or martial melee weapon or a shield, you can use it as an arcane spellcasting focus for your wizard spells. If you use a magical version of a melee weapon as a focus you may add its bonus to your spell attack rolls and spell damage rolls.
- You learn one of the following Weapon Cantrips: *booming blade, green flame blade, anticipatory attack, critical insight, death strike, dimensional assault, disruptive strike, dread blade, entrancing attack, forceful blow, impel weapon, mordant blade, phantom strike, radiant blade, rime blade, serpent strike, storm hammer,* or *warding blade*; this cantrip does not count against your number of cantrips known.
  You may choose an additional cantrip known from this list or an additional martial melee weapon proficiency at 6th level and 14th level.

Melee Magic

2nd-level School of Martial Magic feature

You learn to better channel your arcane magic through your weapons, allowing the use of special techniques when attacking and casting spells.

Battle Casting. You are adept at blending spellcasting and weapon attacks. You gain the following benefits when wielding only weapons you can use as spellcasting focuses:

- When you take the Attack action, or use a Reaction to make an opportunity attack, you can cast or attack with a spell in place of the attacks made as part of that action or reaction and are considered to have attacked using the weapon. The spell must require only 1 Action, and if an opportunity attack, must target only that creature.
- When you use a bonus action to cast or use a spell that does not include an attack, you may engage in two-weapon fighting or use a feat or class feature that grants an additional weapon attack as a bonus action (such as polearm master) once that turn without using a bonus action.
- The distance at which you can make an attack as part of a spell increases to match the reach of your melee weapon if it would otherwise be shorter.

Eldritch Attack. When you cast or attack with a spell while wielding a weapon you can use as a focus, you can channel part of the energy into your attacks. Until the start of your next turn you inflict an additional 1d4 damage of the same type as the spell or force damage (your choice) when you hit with an attack using the weapon. This increases to 1d6 at 10th level.

Eldritch Parry. When you cast a spell of 1st level or higher as part of an Attack action, you can use some of the energy to help defend yourself. Until the start of your next turn, while the weapon used as a focus is in your hand, and you aren't incapacitated, you gain a bonus to AC equal to half the level the spell slot expended (round up).

Spell Strike

6th-level School of Martial Magic feature

You have trained in the casting of spells in the midst of combat, learning to imbue your weapon attacks with magic.

When you use Battle Casting to cast or attack with a offensive spell as part of an attack action or reaction, you may make a single melee weapon attack as part of that action or reaction. If the spell requires a melee spell attack, your melee weapon attack determines if you hit or miss with one spell attack of the spell; if the spell affects an area, the area must be centered on the target of the melee or thrown weapon attack. The spell cannot be one that requires a ranged attack or a melee spell attack outside of your reach.

If the spell requires a saving throw, other than a Dexterity saving throw, the target of the weapon attack has disadvantage on the saving throw if the weapon attack hits. The target automatically fails a required Dexterity saving throw if the weapon attack hits.

Arcane Block

10th-level School of Martial Magic feature

When you use a Reaction to cast a spell of 1st level or higher in response to being hit by or taking damage from a melee attack (such as *shield*), the attacker suffers 5 force damage per level of the spell slot expended, in addition to the normal effects of the spell.

Advanced Melee Magic

14th-level School of Martial Magic feature

Your ability to channel your arcane magic through your weapon becomes more advanced, granting you the following benefits:

Advanced Spell Strike. When you use your Spell Strike feature, if the weapon attack hits, the spell ignores any damage resistance possessed by the target, and a creature normally immune to the damage suffers half damage.

Eldritch Riposte. While you have the AC bonus from your Eldritch Parry technique, you gain the following benefits:

- You gain a bonus to the damage rolls of opportunity attacks equal to your Eldritch Parry AC bonus.
- Hostile creatures within your reach provoke an Opportunity Attack from you if they miss you with a melee attack.

School of the Arcane Marksman

The Arcane Marksman is a scholar of the Battle Magic tradition focused on combining spellcraft and marksmanship into a mystic discipline. As a Battle Mage tradition, the School of Arcane Marksmanship is part of the School of Applied Arcana. The school is further divided along the lines of the practitioner's preferred ranged weapon: The Eldritch Archer wields bows, the Bolt-Caster prefers crossbows, the Gun Mage relies on black-powder weapons, and the Spellslinger makes use of stone and sling.

> **Optional Rule: Firearm Proficiency**. The secrets of creating and operating gunpowder weapons have been discovered in various corners of the D&D multiverse. If your Dungeon Master uses the rules for firearms presented in this book and your aspiring Gun Mage has been exposed to the operation of such weapons, your marksman is proficient with them.

Marksman Magic

2nd-level School of the Arcane Marksman feature

You gain proficiency with light armor and simple and martial ranged weapons.

You use the following rules when casting spells while wielding a ranged weapon with which you are proficient:

- You may use a ranged weapon as an arcane spellcasting focus.
- When you take the Attack action on your turn, while wielding a ranged weapon you can use as a focus, you can cast or attack with a spell in place of the attacks made as part of that action and are considered to have attacked using the weapon. The spell must require only 1 Action or 1 Bonus Action.
- When you use a ranged weapon as an arcane focus for a spell requiring a ranged attack roll, the use of the focus replaces any somatic and specific material components required by the spell; the Action of loading and aiming the weapon substitutes for the usual gestures and materials.
- When you use a magical ranged weapon as an arcane focus you may add its bonus to hit and damage to ranged spell attack rolls and spell damage rolls.
- When you use a ranged weapon as a focus to cast or attack with a spell that requires you to make a ranged attack roll, the range of the spell is increased to match the maximum range of your weapon unless it would otherwise be longer.

Conjure Ammunition

2nd-level School of the Arcane Marksman feature

As a Bonus Action on your turn you can expend a spell slot to imbue a weapon you touch with the ability to conjure magical ammunition when used. You can use the weapon to conjure 20 pieces of ammunition, this ammunition is considered magical when used, and ammunition not used before the end of your next long rest is lost. You may ignore the Ammunition, Loading, and Reload properties of the weapon until the conjured ammunition is expended.

If you spend a 2nd or 3rd level spell slot the ammunition gains a +1 bonus to hit and damage, the bonus increases to +2 for a 4th or 5th level spell slot, and +3 for a 6th level or higher spell slot. In addition, if you expend a 3rd level or higher spell slot you can imbue the conjured ammunition with magical energy inflicting additional acid, cold, fire, force, lightning, poison, or thunder damage, chosen when you use this ability. The additional energy damage is 1d6 for a 3rd or 4th level spell slot, 2d6 for a 5th or 6th level slot, 3d6 for a 7th or 8th level slot, and 4d6 for an 9th level slot.

Spellshot

6th-level School of the Arcane Marksman feature

You learn to imbue your ranged weapon attacks with arcane magic. When you use an Attack action or bonus action to cast or attack with an offensive spell, you may make a single ranged weapon attack as part of that Action or bonus action, imbuing the spell effect in the projectile.

If the spell requires a ranged spell attack, your ranged weapon attack determines if you hit or miss with one ranged attack of the spell; if the spell affects an area, the area must be centered on the target of the ranged weapon attack. The spell must not have a range of touch, cannot be one that requires a melee attack, and the target of the weapon attack must also be within the range of the spell.

If the spell requires a saving throw, other than a Dexterity saving throw, the target of the weapon attack has disadvantage on the saving throw if the weapon attack hits. The target automatically fails a required Dexterity saving throw if the weapon attack hits.

Arcane Sniper

10th-level School of the Arcane Marksman feature

While using a ranged weapon as a spellcasting focus, you gain the following benefits:

- Your ranged attack rolls ignore half cover and three-quarters cover.
- Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls and attacking at short range scores a critical hit on a roll of 19 or 20.
- Once per turn, when you make a ranged weapon attack as part of using your Spellshot feature, your weapon attack inflicts additional damage on a hit equal to the level of the spell + your Intelligence modifier. The additional damage is the same type as the spell or force damage (your choice).

Advanced Spellshot

14th-level School of the Arcane Marksman feature

When you use your Spellshot class feature, if the weapon attack hits, the spell ignores any damage resistance possessed by the target, and a creature normally immune to the damage suffers half damage.

Additionally, when you use a Spellshot as part of casting a spell of 1st level or higher, you can use your Conjure Ammunition feature to produce one piece of ammunition to be used in that shot without using a spell slot or bonus action as if you had expended a spell slot of the spell's level.

School of the Arcane Way

The School of the Arcane Way is an offshoot of the Battle Magic Academy of the Applied Arcana program. Devotees of the school concentrate on blending magic and unarmed fighting techniques. The spellbooks of practitioners of the Arcane Way contain diagrams and instructions for martial arts techniques used to channel arcane energies for both offense and defense.

This school is also strongly associated with the monks of the Way of the Arcane Fist monastic tradition. Both use similar spells and casting styles, with the monastic tradition being focused more on physical prowess and the arcane tradition pursuing higher arcane knowledge.

Arcane Martial Arts

2nd-level School of the Arcane Way feature

Your practice of the Arcane Arts gives you mastery of a style of combat the blends unarmed strikes and arcane spellcasting. You gain the following benefits while you are unarmed or wielding only an arcane focus, and you aren't wearing armor or wielding a shield:

- You are proficient in the use of rod and staff arcane focuses as melee weapons. (A rod is wielded as a club and a staff as a quarterstaff.)
- You can use Dexterity instead of Strength on rolls to hit and damage when making unarmed strikes or melee weapon attacks using a rod or staff spellcasting focus.
- You can roll a d4 in place of the normal damage of your unarmed strike or melee weapon attacks using a rod or staff focus. This die changes as you gain wizard levels, to a d6 at 11th level and a d8 at 17th level.
- When you cast or attack with a spell requiring a melee spell attack targeting a creature within your reach, you may make an unarmed strike, a melee weapon attack with a rod or staff focus you are wielding, or a melee spell attack. On a hit, you hit with both the spell attack and the unarmed strike or weapon attack.

Unarmored Defense

2nd-level School of the Arcane Way feature

While you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Intelligence modifier.

Casting Style

2nd-level School of the Arcane Way feature

When choosing this tradition, a student of the arcane way trains in casting spells using specific unarmed magical styles.

You may select one of the following cantrips that represents a studied style of Arcane Martial Arts: *arcane fist, corrosive clinch, drain life, flying thunder strike, grip of bitter frost, hand of brilliance, shocking grasp, stone fist, strike of living flame,* or *tainting touch*; this cantrip does not count against your number of cantrips known.

You may choose an additional cantrip known from this list at 6th level and 14th level.

Arcane Way

6th-level School of the Arcane Way feature

You gain additional benefits when fighting and casting spells while unarmed or wielding only an arcane focus.

- When you use your Action to cast or attack with a spell on your turn, you can make one unarmed strike or a Grapple or Shove attempt as a Bonus Action.
- When a hostile creature provokes an opportunity attack from you, you can use your Reaction to cast a cantrip targeting the creature, rather than making an opportunity attack.
- When a creature within your reach forces you to make a saving throw versus a spell or makes a spell attack roll against you, it provokes an opportunity attack from you if you succeed on the saving throw or it misses you with the spell attack.
- Your unarmed strikes and weapon attacks using a rod or staff arcane focus count as magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage.

Mystic Focus

10th-level School of the Arcane Way feature

While maintaining concentration on a spell of 1st level or higher that has a range of self or that targets you, your concentration can't be broken as a result of taking damage. Additionally, once per turn when you hit with a melee attack while maintaining such a spell you can inflict additional damage equal to the level of the spell + your Intelligence modifier. This additional damage is of the same type as the spell you are concentrating upon or force damage (your choice).

Arcane Body

14th-level School of the Arcane Way feature

You have learned to enhance your physical prowess with arcane magic. You may add your Intelligence modifier as a bonus to Strength, Dexterity, and Constitution saving throws and checks.



School of Focus Arcanum

> You must have the Material Wizardry optional wizard class feature to choose this arcane tradition.

The School of Focus Arcanum studies how magic can be enhanced through the use of arcane foci. There are concentrations within this school that emphasize the seven major categories of arcane foci. Within the Arcanum, the use of athame (daggers), rods, staves, and wands are taught at the Battle Magic Academy of the College of Applied Arcana; while the utilization of the less combat oriented foci, mainly crystals, orbs, and spellbooks, are degree programs within the College of General Wizardry.

Focus Caster

2nd-level School of Focus Arcanum feature

Your Material Wizardry feature uses a specific type of spellcasting focus. While you can use any spellcasting focus, you specialize in one specific style of focus. The artisan skill chosen for your Material Wizardry feature should be one used to construct your favored type of focus. You gain one of the following feats that represents your style of focus casting. Arcane Elocutionist, Crystal Caster, Discipline of the Eldritch Rod, Essence of the Etheric Athame, Orbweaver, Wandslinger, or Way of the Warding Staff.

Empower Focus

2nd-level School of Focus Arcanum feature

You add the *energize focus* spell to your spellbook. This spell is always prepared and does not count against your number of prepared wizard spells. When you cast this spell on your bonded focus(es) the duration is extended until you expend all the dice from its pool of arcane energy. The spell still ends if the focus is more than 5 feet away from you for 1 minute or more or you finish a long rest. It also ends if you cast this spell again, if you dismiss the spell (no action required), or if you die. If you have multiple bonded focuses, the arcane energy pool created by this spell is shared among all such foci.

Additionally, you can cast *energize focus* a number of times equal to your proficiency bonus without expending a spell slot. Alternatively, you can expend one or more of uses of this feature when you cast *energize focus* to increase the spell's level by two per use expended, to a maximum level equal to your highest-level spell slot. You regain all expended uses when you finish a long rest.

Focus Expertise

6th-level School of Focus Arcanum feature

Your expertise in the use of your bonded focus enhances your ability to channel magic through it. While wielding your bonded focus, you gain a bonus to spell attack rolls, spellcasting ability checks, and the saving throw DCs of your wizard spells. The bonus starts at +1, increasing to +2 at 11th level, and to +3 at 17th level. If the focus already grants the same bonus, you use the higher bonus. Additionally, while wielding your bonded focus(es), you gain an additional ability based on the feat you chose for your Focus Caster Feature:

Arcane Elocutionist. When you add a die from an *energize focus* pool contained in your bonded spellbook to the damage roll of a spell, you can temporarily replace its damage type with a type that appears in another spell in your spellbook, which magically alters the spell's formula for this casting only.

Crystal Caster. You can wield your bonded crystal foci so long as they are within 100 feet of you and can cast wizard spells targeting them or a creature carrying one of them within this range as if they were within your reach. Additionally, when you cast a wizard spell, you can cause creatures carrying one of your bonded foci to automatically succeed on their saving throw versus the spell and take no damage from it if they would normally take half damage on a successful save.

Discipline of the Eldritch Rod. Before you make a melee attack, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

Essence of the Etheric Athame. When you hit a creature with a weapon attack using your bonded athame, that creature has disadvantage on the next saving throw it makes against a spell you cast before the end of your next turn.

Orbweaver. You add the *mystic geometry* spell to your spellbook. This spell is always prepared and does not count against your number of prepared wizard spells. If you use dice from an *energize focus* spell cast on your orb to affect a cantrip cast as part of this spell, it grants the same bonus to each of the spell's cantrip effects.

Wandslinger. Before you make a ranged spell attack, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

Way of the Warding Staff. When a creature within your reach forces you to make a saving throw versus a spell or makes an attack roll against you, it provokes an opportunity attack from you if you succeed on the saving throw or it misses you with the attack.

Precision Empowerment

10th-level School of Focus Arcanum feature

When you expend a die from an *energize focus* pool within your bonded focus to affect a spell attack roll, a Spellcasting Ability check, or a saving throw to maintain concentration on a spell, you regain the die if the roll, check, or saving throw fails. If you expend a die to hinder a saving throw against a spell you cast, you regain the die if the saving throw succeeds.

Additionally, if you add a die from an *energize focus* pool contained in your bonded focus to the damage roll of a spell, you gain an additional bonus to that damage roll equal to your Intelligence modifier.

Focus Mastery

14th-level School of Focus Arcanum feature

Your mastery of your chosen style of focus casting is complete. While wielding your bonded focus(es), you gain an ability based on the feat you chose for your Focus Caster Feature:

Arcane Elocutionist. As an action, you can use your book as an arcane focus to cast any spell of up to 5th level contained within, without expending a spell slot or requiring components. Once you have used the book in this way you cannot do so again until you finish a long rest.

Crystal Caster. You add the *contingency* spell to your spellbook. This spell is always prepared and does not count against your number of prepared wizard spells. You can use a bonded crystal focus as the material component for this spell. If you do so, the spell gains a duration of until triggered or dispelled. Additionally, the spell does not end if the focus is not on your person, it merely cannot trigger while the focus is not on your person.

Discipline of the Eldritch Rod. When you use this feat to cast a cantrip as bonus action, the cantrip now gains an increase in damage and other effects as if you were 6 levels lower than your actual level. Moreover, your melee attacks using your bonded rods now score a critical hit on a roll of 19 or 20.

Essence of the Etheric Athame. When you make an attack using your athame with your bonus action after casting or attacking with a spell using your action, you gain advantage on the attack roll using your athame against a creature that failed their saving throw versus the spell. If you would have already had advantage on this attack roll, if both d20 rolls would hit the target, the hit is a critical hit.

Orbweaver. You can cast *thaumaturgic orb* and *mystic geometry* once each at 3rd level without expending a spell slot. Once you cast a spell using this feature, you can't use it to cast that spell again until you finish a short or long rest.

Wandslinger. When you use this feat to cast a cantrip as bonus action, the cantrip now gains an increase in damage and other effects as if you were 6 levels lower than your actual level. Moreover, your ranged spell attacks now score a critical hit on a roll of 19 or 20.

Way of the Warding Staff. You gain either the Polearm Master feat or the War Caster feat, if you already have both feats, you gain a feat of your choice instead. Moreover, when you make an opportunity attack using your bonded staff, if you can take reactions, you can do so once without using your reaction, you cannot do so again until after the start of your next turn.





Warlock

A white-haired gnome examines the clockwork mechanical box curiously, his finger hovering over the large button adorning the top. Having built the box last night in his sleep, he has no idea as to the object's function, but curiosity drives his finger ever closer to the tempting button.

With a yowling battle cry the black furred tabaxi leaps at the orcish brute. Just as it seems that the hulking creature's great club would smash the slim feline form from the air, a sharp glance from the tabaxi causes it to stumble unexpectedly, creating an opening for her to slash the creature with phantom claws half again as long as her own.

Clad only in a leather kilt, the dark tattoos covering the man's chest and arms subtly coil and flex in anticipation as the confident goblins approach the apparently unarmed human.

Warlocks of the Arcanum are not viewed with the same degree of suspicion that their pacts often engender in other realms. Among the magic users of the Arcanum their pacts are viewed simply as another method of channeling magic.

"But remember this lesson, Simon, one fit for kings... or the sons of kings. Nothing is without cost. There is a price to all power, and it is not always obvious."
–Doctor Morgenes; Tad Williams, The Dragonbone Chair

Optional Warlock Class Features

Pact Magic

1st-level Warlock feature (enhancement)

Spellcasting Focus

An arcane spellcasting focus is usually a specially prepared crystal, orb, rod, staff, or wand. A specially prepared dagger (cost 5gp), known as an Athame, is added to the list of arcane spellcasting focuses in The Player's Handbook.

Customized Patron Expanded Spells

1st-level Artificer feature

If the Patron you chose for your Otherworldly Patron feature offers a list of spells that are added to the warlock spell list, you can customize that list in the following way: Whenever you gain an warlock level, you can replace one spell from that feature with another spell of the same level. The new spell must be thematically appropriate to your chosen patron and is subject to your DM's approval. Additionally, you may, with your DM's approval, choose similarly thematic spells when selecting your Mystic Arcanum spells.

Eldritch Versatility*

4th-level warlock feature

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can do one of the following, representing a change of focus in your occult studies:

- Replace one cantrip you learned from this class's Pact Magic feature with another cantrip from the warlock spell list.
- Replace the option you chose for the Pact Boon feature with one of that feature's other options.
- If you're 12th level or higher, replace one spell from your Mystic Arcanum feature with another warlock spell of the same level.

If this change makes you ineligible for any of your Eldritch Invocations, you must also replace them now, choosing invocations for which you qualify.

Warlock Otherworldly Patron Options

The following are new options for warlock patrons from the Player's Handbook, *Xanathar's Guide to Everything* and *Tasha's Cauldron of Everything*.

The Archfey

The Archfey patron is described in The Player's Handbook. The following are optional enhancements to the class features offered by The Archfey Otherworldly Patron feature.

Fey Presence

1st-level Archfey feature (enhancement)

You can expend a Pact Magic spell slot to use Fey Presence additional times, when you do so, the area affected increases by 5 feet per level of the spell slot expended above 1st.

Misty Escape

6th-level Archfey feature (enhancement)

You can expend a Pact Magic spell slot to use Misty Escape additional times, when you do so, the distance you can teleport equals 15 feet per level of the spell slot expended.

The Celestial

Details of making a pact with celestial patrons are listed in *Xanathar's Guide to Everything*. The theme and tone of spells on the warlock spell list can seem a bit 'off' for warlocks with a Celestial Patron. The Celestial Magic feature presents a solution for this:

Celestial Magic

1st-level Celestial feature (replaces Expanded Spell List)

Your ties with a celestial being changes the nature of your warlock magic. When your Pact Magic feature lets you learn or replace a warlock cantrip or a warlock spell of 1st level or higher or choose a Mystic Arcanum spell you can choose the new spell from the cleric spell list, the paladin spell list, or the warlock spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a warlock spell for you.

Radiant Soul

6th-level Celestial feature (enhancement)

Your link to the Celestial allows you to serve as a conduit for radiant energy. You have resistance to radiant damage, and when you cast or attack with a spell that deals radiant or fire damage, you can add your Charisma modifier to one radiant or fire damage roll of that spell each turn.

If you use an action, bonus action, or reaction to cast or attack with a radiant or fire spell during a turn this increases to two damage rolls of the spell that turn. At 11th level, this increases to three damage rolls, and to four damage rolls at 17th level. (This is in place of, and not cumulative with, the Agonizing Blast invocation affecting an *eldritch blast* that inflicts fire or radiant damage.)

The Fathomless

Detains on how to form a pact with a horror of the deeps represented by The Fathomless patron is detailed in *Tasha's Cauldron of Everything.*

Gift of the Sea

1st-level Fathomless feature (enhancement)

If you already have a swim speed, you gain the ability to take the Dash or Disengage action as a bonus action while swimming. If you can already breathe both air and water, you gain the ability to extend the ability to breathe both air and water to a single creature you touch for as long as you maintain contact with the creature.

The Fiend

The Fiend patron is described in The Player's Handbook. The following are optional enhancements to the class features offered by The Fiend Otherworldly Patron feature.

Dark One's Own Luck

6th-level Fiend feature (enhancement)

You can expend a Pact Magic spell slot to use Dark One's Own Luck additional times between rests.

The Genie

The Genie patron appears in *Tasha's Cauldron of Everything.*

Genie's Vessel

1st-level Genie feature (enhancement)

You can expend a Pact Magic spell slot to enter your vessel additional times between rests. If you enter the vessel in this way, you can remain inside the vessel up to a number of hours equal to the level of the spell slot, and if you complete a short rest with a spell slot powering your entrance, the number of Pact Magic spell slots you regain at the end of that rest is reduced by 1.

The Great Old One

The Great Old One patron is described in The Player's Handbook. The following are optional enhancements to the class features offered by The Great Old One Otherworldly Patron feature.

Telepathy

1st-level Great Old One feature (replaces Awakened Mind)

You gain Telepathy (as described in the *Monster Manual*) with a range of 30 feet. You are still considered to have the Awakened Mind feature for the purposes of prerequisites.

Entropic Ward

6th-level Great Old One feature (enhancement)

You can expend a Pact Magic spell slot to use Entropic Ward additional times between rests.

Traveler of the Far Realms

14th-level Great Old One feature (replaces Create Thrall)

Your patron grants you the ability to move through unknown dimensions. You learn the *teleportation circle* spell as an additional warlock spell known and can cast it without requiring material components, however you must expend the normal material components required by the spell at least once to create a permanent circle.

Additionally, you can expend a 7th-level or higher Mystic Arcanum spell to cast any of the following spells at the level of the arcanum spell expended without requiring material components: *dream of the blue veil, etherealness, plane shift,* or *teleport.* When you reach 18th level, you can expend your 9th-level Mystic Arcanum spell to cast *astral projection* or *gate* without requiring material components.

The Hexblade

The Hexblade patron is listed in *Xanathar's Guide to Everything.* The literary inspiration for many hexblade warlocks might come from Elric of Melnibone, the titular character from Michael Moorcock's The Elric Saga.

It is safe to say that most Hexblade warlocks pursue the Pact of the Blade. However, there are several new Patron Invocations in the Hexblade Invocation section that explore other options for such warlocks.

> "We must be bound to one another then," Elric murmured despairingly. "Bound by hell-forged chains and fate-haunted circumstance. Well, then—let it be thus so—and men will have cause to tremble and flee when they hear the names of Elric of Melinbone and Stormbringer, his sword. We are two of a kind—produced by an age which has deserted us. Let us give this age cause to hate us!"
>
> — Michael Moorcock, Elric: The Stealer of Souls

Hexblade's Curse

1st-level Hexblade feature (enhancement)

You can expend a Pact Magic spell slot to use Hexblade's Curse additional times between rests.

Cursing Blade

6th-level Hexblade feature (replaces Accursed Specter)

You can now use your Hexblade's Curse twice between short or long rests. Additionally, if the hit points you regain from your Hexblade's Curse would cause you to regain hit points in excess of your hit point maximum, any excess hit points become temporary hit points.

The Undying

The Undying patron is listed in The *Sword Coast Adventurer's Guide*. Enhancements to the Defy Death and Indestructible Life features of these warlocks are included below, further options are available in the Undying Patron Invocations section.

Gifts of the Deathless

1st-level Undying Feature (replaces Among the Dead)

Your patron has shared the lesser secrets of the undying, you gain the following benefits:

- You learn the *spare the dying* cantrip, which counts as a warlock cantrip for you.
- You have advantage on saving throws against disease and being poisoned, and you have resistance to poison damage.
- You have advantage on death saving throws.
- You don't need to eat, drink, or breathe.
- You don't need to sleep, and magic can't put you to sleep. You can finish a long rest in 4 hours if you spend those hours in an inactive, motionless state, during which you remain consciousness.
- Your natural lifespan is double the normal span for your race and you suffer no disadvantages of advanced age.

Defy Death

6th-level Undying Patron feature (enhancement)

You can give yourself vitality when you cheat death or when you help someone else cheat it. You can regain hit points equal to 1d8 + your Constitution modifier (minimum of 1 hit point) when one of the following occurs:

- You succeed on a death saving throw.
- You stabilize a creature with *spare the dying*.
- A spell or ability used by you heals a creature at 0 hit points, prevents a creature from dropping to 0 hit points (such as *aura of life* or *death ward*), or returns a dead creature to life.

You can use this feature a number of times equal to half your proficiency bonus, you regain all expended uses when you finish a long rest.

Undying Boon

10th-level Undying feature (replaces Undying Nature)

> You can choose this optional feature if you have the Gifts of the Deathless feature or Deathless Nature racial trait (or a similar trait or feature such as the Warforged Constructed Resilience trait).

Your patron has gifted you with the greater secrets of the undying, you gain the following benefits:

- You become immune to exhaustion, disease, and poison.
- You age at a slower rate. For every 10 years that pass, your body ages only 1 year, and you are immune to being magically aged.

If you have this feature, you are considered to have the Undying Nature feature for the purposes of meeting prerequisites.

Indestructible Life

14th-level Undying feature (enhancement)

You can expend a Pact Magic spell slot to use Indestructible Life additional times between rests.



New Warlock Otherworldly Patrons

1st-level Warlock feature (enhances Otherworldly Patron)
The following are additional Otherworldly Patron options that can be chosen when you create a warlock character:

The Artifact

You have gained possession of a mostly dormant artifact of great power. This could have occurred via happenstance or with intention: perhaps you stumbled across or stole the Artifact during your youth; you may have created the Artifact during a period of genius or madness; or maybe you inherited the Artifact from a relative or had it bestowed upon you by a mysterious stranger. Regardless of the source, you have learned to tap into the artifact's power and have slowly begun the process of awakening it.

Artifact Boon

1st-level Artifact Patron feature
Choose one of the following Pact Boons that represents the artifact: Pact of the Blade, Pact of the Focus, Pact of the Talisman, Pact of the Tome, or Pact of the Totem. You gain that pact boon plus an additional ability based on the boon you chose:

Pact of the Blade. You gain proficiency with medium armor, shields, and martial weapons. When you attack using your Pact Weapon, you can use your Charisma modifier, instead of Strength or Dexterity, for the attack and damage rolls. You can only use this feature to create a pact weapon, you cannot transform a magic weapon into your pact weapon.

Pact of the Focus. You learn the *eldritch blast* cantrip as an additional warlock cantrip known. If you already know this cantrip, you learn a cantrip of your choice instead.

Pact of the Talisman. You gain the Talismanic Focus invocation.

Pact of the Tome. You gain the Book of Ancient Secrets invocation. In addition, when your Pact Magic feature lets you learn or replace a warlock cantrip, a warlock spell of 1st level or higher, or a Mystic Arcanum spell, you can choose the new spell from the warlock or wizard spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a warlock spell for you. All warlock spells you know are contained within your Book of Shadows.

Pact of the Totem. You gain the Baleful Totem invocation.

Source of Power

1st-level Artifact Patron feature
You can use the item granted by your Artifact Boon as a spellcasting focus for your Warlock spells. Your warlock spells do not require components to cast but require you to use the item associated with your Artifact Boon as a spellcasting focus. You cannot cast your warlock spells without using your artifact as a focus.

Improved Pact Boon

3rd-level Artifact Patron feature
You begin the process of unlocking your artifact's power. When you would choose your pact boon at 3rd level, you instead gain an ability based upon the boon you chose for your Artifact Boon feature:

Pact of the Blade. You can create your pact weapon as a bonus action and when you create your pact weapon it gains the following additional powers:

- The pact weapon has a +1 bonus to hit and damage. The weapon's enchantment increases as you grow in power, to a +2 bonus at 10th level, and a +3 bonus at 14th level.
- When you attack using your Pact Weapon you score a critical hit on a roll of 19 or 20.

Pact of the Focus. You gain the Bonded Focus invocation. If you already have this invocation, you gain an invocation of your choice instead.

Pact of the Talisman. You gain the Potent Talisman invocation. If you already have this invocation, you gain an invocation of your choice instead.

Pact of the Tome. You gain the Book of Ancient Power invocation. If you already have this invocation, you gain an invocation of your choice instead.

Pact of the Totem. You gain the Totemic Bane invocation. If you already have this invocation, you gain an invocation of your choice instead. Additionally, you can use this feature to cast *bane* once, without expending a spell slot, you regain the ability to do so when you finish a short or long rest.

Item of Power

6th-level Artifact Patron feature
You unlock new potential within your artifact, your artifact gains an ability based upon its form:

Pact of the Blade. You gain the Thirsting Blade invocation. If you already have this invocation, you gain an invocation of your choice instead. Additionally, you can create your Pact Weapon using your free object interaction during your turn (as if drawing a weapon) instead of a bonus action.

Pact of the Focus. Your focus gains charges equal to half your warlock level (round up). Choose a 1st level spell from the warlock or sorcerer spell list with a casting time of 1 Action or less. While holding your focus you can expend 1 or more of its charges to cast the chosen spell or any warlock spell you know at a spell level equal to the number of charges you expend. The focus regains all of its charges when you finish a long rest. You can exchange one of your focus' spells for a new one each time you gain a warlock level.

Pact of the Talisman. When the wearer of your talisman uses a die from your Pact of the Talisman feature, your Protection of the Talisman invocation, or your Talisman of Accuracy invocation, a use of that ability or invocation is only expended if the die result causes the affected ability check, saving throw, or attack roll to succeed.

Pact of the Tome. You increase your number of Pact Magic spell slots by one and learn two additional spells of your choice from any spell list. A spell you choose must be of a level you can cast, as shown on the Warlock table, or a cantrip. The chosen spells count as warlock spells for you but don't count against the number of warlock spells or cantrips you know. You may exchange one of these spells for a new one when you gain a warlock level.

Pact of the Totem. You gain an Eldritch Invocation of your choice and you regain the ability to cast *hex* using your

Baleful Totem invocation without expending a spell slot when you finish a short or long rest.

Eldritch Bond

10th-level Artifact Patron feature

Your understanding of your artifact increases, your artifact gains an ability based upon its form:

Pact of the Blade. Choose one of the following damage types when you create your pact weapon: damage of the same type as the weapon, acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder damage. Your pact weapon inflicts an additional 1d6 damage of that type on a successful hit.

Pact of the Focus. You gain an additional Eldritch Invocation of your choice and can choose a 1st or 2nd level spell from the warlock or sorcerer spell list with a casting time of 1 action or less. You add this spell to the spells that can be cast using charges from your focus.

Pact of the Talisman. You gain the Mind Shielding Talisman invocation. Your attunement to your talisman does not count as one of your attuned magical items.

Pact of the Tome. You gain an additional Eldritch Invocation of your choice and learn two additional spells of your choice from any spell list. A spell you choose must be of a level you can cast, as shown on the Warlock table, or a cantrip. The chosen spells count as warlock spells for you but don't count against the number of warlock spells or cantrips you know. You may exchange one of these spells for a new one when you gain a warlock level.

Pact of the Totem. You learn the *bestow curse* spell as an additional warlock spell known. A *bestow curse* spell cast using your totem has a range of 90 feet and you can use your totem to cast this spell once, as a 5th level spell, without expending a spell slot. You regain the ability to cast *bestow curse* using this feature when you finish a long rest.

Additionally, when a creature succeeds on a saving throw to resist your *bestow curse* or *mass curse* spell, you can cause the spell to inflict a mystic backlash that deals 1d4 necrotic damage per level of the spell to the target.

Artifact of Legend

14th-level Artifact Patron feature

You awaken the full potential of your artifact; your artifact gains an ability based upon its form:

Pact of the Blade. The number of attacks granted by your Thirsting Blade invocation increases to three, instead of two, whenever you take the Attack action on your turn.

Pact of the Focus. You gain an additional Eldritch Invocation of your choice and can choose a 1st, 2nd, or 3rd level spell from the warlock or sorcerer spell list with a casting time of 1 action or less. You add this spell to the spells that can be cast using charges from your focus.

You can add an additional spell of 4th level or lower to your focus when you reach 18th level in this class.

Pact of the Talisman. As an action while wearing your Talisman, you can cause a duplicate of your Talisman to appear on a willing creature of your choice within 100 feet. That creature gains all the benefits and abilities from wearing your talisman. You share any expendable uses of abilities between your talisman and the duplicate. The duplicate lasts until you remove your talisman, the other creature removes the duplicate, or you use an action to end the effect.

Pact of the Tome. When you finish a long rest, you can choose one 1st level spell you know from your Book of Shadows. You can cast that spell at will, at its minimum level, without expending a spell slot. When you reach 18th level, the chosen spell can be of 1st or 2nd level.

Pact of the Totem. You can expend a 7th-level or higher Mystic Arcanum spell to cast *mass curse* at the level of the Arcanum spell expended.

Additionally, when a creature fails a saving throw to resist your *bestow curse* or *mass curse* spell you can expend the use of one of your Mystic Arcanum spells to extend the duration: to 10 days for a 6th level Arcanum, a year and a day for a 7th level Arcanum, 101 years for an 8th level Arcanum, or permanent until removed if a 9th level Arcanum is expended. Such a curse can only be removed early if your totem is destroyed, you are slain, you end the effect as an action, or by means of a *wish* spell.



The Beyond

You are haunted and guided by the spirits of the Beyond. These could be spirits of your dead ancestors, one of the Loa, a race of ascended beings, or departed progenitors. Your spirit guides have taught you ancient rites and rituals that channel the powers of the beyond to protect you and your bloodline while cursing and hindering your enemies.

Expanded Spell List

1st-level Beyond Patron feature

The Beyond lets you choose from an expanded list of spells when you learn a warlock spell.

The following spells are added to the warlock spell list for you.

The Beyond Expanded Spells

Spell Levels	Spells
1st	*bless, bane*
2nd	*lesser restoration, healing spirit*
3rd	*spirit guardians, bestow curse*
4th	*divination, guardian of faith*
5th	*commune, greater restoration*

Evil Eye

1st-level Beyond Patron feature

You can afflict an enemy with bad luck with a glare. When a creature you can see within 60 feet makes an attack roll, an ability check, or a damage roll you can use a Reaction to roll a d6 and subtract it from the roll.

You can use this feature a number of times equal to your Charisma modifier. You regain expended uses when you finish a long rest.

The die rolled for your Evil Eye increases as you gain levels. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

Guardian Spirit

6th-level Beyond Patron feature

You can call upon an ancestor or guardian spirit to alter fate in your favor. When you make an attack roll, ability check, or a saving throw, you can use this feature to add a d10 to your roll. You can do so after seeing the initial roll but before any of the roll's effects occur.

Once you use this feature, you can't use it again until you finish a short or long rest or you expend a warlock spell slot.

Potent Gaze

10th-level Beyond Patron feature

You regain all uses of your Evil Eye class feature when you finish a short or long rest. Additionally, when you roll an Evil Eye die to reduce a damage roll, you can add your Charisma modifier to the die roll to determine the amount by which the damage is reduced.

Otherworldly Knowledge

14th-level Beyond Patron feature

The spirits impart lost secrets of power. You may choose two additional Eldritch Invocations and two additional warlock spells or cantrips known of 5th level or lower. These do not count against your number of Invocations, cantrips, or spells known.

The Elder Dragon

You have made a pact with an ancient dragon or one of the archetypal aspects of dragon kind: Bahamut the Platinum Dragon or Tiamat the Chromatic Dragon Queen. The magic and invocations of these warlocks is distinctive: when you use your breath weapon a spectral draconic form unleashes the exhalation, if you cast a *shield* spell, it might manifest as a sheltering wing or scale, etc.

The various Gem Dragon types are described in the *Fizban's Treasury of Dragons* sourcebook.

Expanded Spell List

1st-level Elder Dragon feature

When your Pact Magic feature lets you learn or replace a warlock cantrip or a warlock spell of 1st level or higher or when you select a Mystic Arcanum spell, you can choose the new spell from the sorcerer or warlock spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a warlock spell for you.

Draconic Patron

1st-level Elder Dragon feature

When you choose this patron, choose the type of your Draconic patron from among the following:

- Red, Gold, or Brass: fire
- Silver or White: cold
- Green: poison
- Blue or Bronze: lightning
- Black or Copper: acid
- Amethyst: force
- Crystal or Moonstone: radiant
- Emerald: psychic
- Sapphire: thunder
- Topaz: necrotic
- Platinum (Bahamut): acid, cold, fire, force, or lightning
- Chromatic (Tiamat): acid, cold, fire, lightning, or poison

When you use certain class features the damage type is that listed for your chosen draconic patron and when you cast eldritch blast, you can choose to inflict a damage type associated with your Draconic Patron instead of the normal damage type for that spell.

Additionally, when you reach 3rd-level you do not gain the Pact Boon feature, but instead gain the Pact of the Draconic Protectors feature.

Aspect of Draconic Power

1st-level Elder Dragon feature

You manifest an aspect of your patron's draconic power. As a bonus action, you take on an aspect of your draconic patron for 1 minute. This manifestation appears as a spectral draconic form overlaying your own. You gain the following benefits while manifesting this aspect:

- You gain temporary hit points equal to 1d10 + your warlock level. You lose any remaining temporary hit points from this feature when the effect ends.

- When you take the Attack action or cast *eldritch blast*, you can replace one of your attacks or beams of the spell with an exhalation of a magical energy of a type and area determined by your Draconic Patron. Each creature in the area must make a saving throw against your warlock spell save DC. A creature takes 2d10 damage of the type associated with your Draconic Patron on a failed save, and half as much damage on a successful one. This damage increases by 1d10 when you reach 5th level (3d10), 11th-level (4d10), and 17th-level (5d10) in this class. Once you use this ability, you cannot do so again until after the end of your next turn. Your specific Draconic Patron determines the area, damage type, and (Saving Throw) of your exhalation:
  - Red or Gold: A 15-foot cone of fire (Dexterity)
  - Silver or White: A 15-foot cone of cold (Constitution)
  - Green: A 15-foot cone of poison (Constitution)
  - Blue or Bronze: A 30 foot by 5-foot line of lightning (Dexterity)
  - Black or Copper: A 30 foot by 5-foot line of acid (Dexterity)
  - Brass: A 30 foot by 5-foot line of fire (Dexterity)
  - Amethyst: A 15-foot cone of force (Strength)
  - Crystal: A 15-foot cone of radiant (Constitution)
  - Emerald: A 15-foot cone of psychic (Intelligence)
  - Moonstone: A 30 foot by 5-foot line of radiant (Dexterity)
  - Sapphire: A 15-foot cone of thunder (Constitution)
  - Topaz: A 15-foot cone of necrotic (Constitution)
  - Platinum (Bahamut): A 30 foot by 5-foot line of force (Dexterity) or choose any granted by a Gold, Silver, Bronze, Copper, or Brass dragon patron.
  - Chromatic (Tiamat): Any granted by a Red, White, Green, Blue, or Black dragon patron.
- If you have an Amethyst, Black, Blue, Brass, Bronze, Copper, Crystal, Gold, Green, Moonstone, Red, Sapphire, Silver, Topaz, or White Draconic Patron you gain resistance to your patron's damage type.

You can manifest this aspect a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest. You can expend a warlock spell slot to use your breath weapon while not in your Aspect of Draconic Power. The damage when used in this way is 2d10 plus 1d10 per slot level above 1st.

Pact of the Draconic Protectors

3rd-level Elder Dragon feature (replaces Pact Boon)

This pact takes the form of a pair of magical dragon tattoos permanently inked on your body. These tattoos can move and animate upon your skin at your whim and leap to protect you at need. You can use the tattoos as a spellcasting focus for your warlock spells. Additionally, you learn the *eldritch blast* cantrip and gain the ***Agonizing Blast*** invocation as an additional warlock cantrip and invocation known. If you already know this cantrip or invocation you can instead learn a different cantrip or invocation of your choice.

When you cast *eldritch blast,* you can choose to reduce the range to 10 feet and have each of the beams of the spell manifest as a spectral draconic form or natural weapon which snaps and claws at a creature within that range. Make a melee spell attack instead of a ranged spell attack for each beam when cast in this way. Additionally, when a creature provokes an opportunity to attack from you, you can cast an *eldritch blast* that produces only a single beam as a spectral draconic form and make a melee spell attack as an opportunity attack.

Presence of the Dragon

6th-level Elder Dragon feature

The area of your draconic exhalation increases to a 30-foot cone or a 60-foot line and while you are using your Aspect of Draconic Power, you gain a fly speed of 60 feet.

Additionally, when you assume your Aspect and as a bonus action during its duration, you can cause one of the following effects, determined by your Draconic Patron:

- Platinum, Chromatic, Black, Blue, Brass, Bronze, Copper, Gold, Green, Red, Silver, or White: ***Dragon Fear.*** You can force all hostile creatures within 60 feet of you and aware of you to make a Wisdom saving throw against your warlock Spell Save DC or become frightened of you until the end of your next turn. If a creature's saving throw is successful, the creature is immune to your Dragon Fear for the next 24 hours.
- Amethyst, Crystal, Emerald, Sapphire, or Topaz: ***Psychic Step.*** You can teleport to an unoccupied space you can see within 30 feet of you.
- Moonstone: ***Moon's Sleep.*** You can cast *sleep* at a level determined by your Pact Magic feature without requiring components or expending a spell slot.

Once you use an effect, you cannot do so again until after the end of your next turn.

Greater Draconic Power

10th-level Elder Dragon feature

The area of your draconic exhalation increases to a 60-foot cone or a 120-foot line. You also gain an additional benefit based upon your Draconic Patron:

- Black, Blue, Brass, Bronze, Copper, Gold, Green, Red, Silver, or White Draconic Patron: you gain resistance to your patron's damage type. While you are using your Aspect of Draconic Power, you instead become immune to that damage type.
- Amethyst Draconic Patron: While using your Aspect of Draconic power, you gain resistance to psychic damage and when a creature fails its saving throw versus your breath weapon, its speed becomes 0 until the start of your next turn.
- Crystal Draconic Patron: While using your Aspect of Draconic Power, you gain resistance to cold damage and you gain temporary hit points equal to your proficiency bonus plus your Charisma modifier each time you use your breath weapon.
- Emerald Draconic Patron: While using your Aspect of Draconic Power, you gain resistance to fire damage and when a creature fails its saving throw versus your breath weapon, until the end of its next turn, when it makes an attack roll or an ability check, it must roll a d4 and reduce the total by the number rolled.
- Moonstone Draconic Patron: You gain advantage on saving throws versus the Charmed condition and become

immune to the Charmed condition during your Aspect of Draconic Power.
- Sapphire Draconic Patron: While using your Aspect of Draconic Power, you gain resistance to lightning damage and immunity to the Frightened condition.
- Topaz Draconic Patron: While using your Aspect of Draconic Power, you gain resistance to fire damage and when a creature fails its saving throw versus your breath weapon, it becomes weakened until the end of its next turn. A weakened creature has disadvantage on Strength-based ability checks and Strength saving throws, and the creature's weapon attacks that rely on Strength deal half damage.
- Chromatic or Platinum Patron: you gain resistance to all the listed damage types of your patron while using your Aspect of Draconic Power.

Ward of the Elder Dragon

14th-level Elder Dragon feature

If you fail a saving throw, you can choose to expend a use of your Aspect of Draconic Power to succeed instead. If you are using your Aspect of Draconic Power when you fail a saving throw, you can instead choose to immediately end the Aspect to succeed instead. Once you use this feature to succeed on a saving throw, you cannot do so again until you finish a short or long rest.

The Elder Mind

Your patron is a mysterious psionic entity, a network of communal psychic creatures, or an aberrant mental presence. This could be a physical being, such as an enormously powerful illithid Elder Brain, or a complex entity of pure thought like a psychic collective unconscious. This patron might also represent a Great Old One patron with a more intense psionic focus.

Expanded Spell list

1st-level Elder Mind feature

The Elder Mind lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Elder Mind Expanded Spells

Spell Level	Spells
1st	*dissonant whispers, Tasha's hideous laughter*
2nd	*detect thoughts, Tasha's mind whip*
3rd	*mindlink, sending*
4th	*arcane eye, confusion*
5th	*dissonant scream, dominate person*

Gifts of the Elder Mind

1st-level Elder Mind feature

Your contact with the psychic network of your patron has granted you the following psionic gifts:

True Telepathy. The psionic influence of your patron has granted you the magical ability to communicate mentally with another creature within 30 feet. The contacted creature doesn't need to share a language with you to communicate in this way with it, but it must be able to understand at least one language. A creature without telepathy can receive and respond to telepathic messages but can't initiate or terminate a telepathic conversation.

You don't need to see a contacted creature and can end the telepathic contact at any time. The contact is broken as soon as you are no longer within range of each other or if you contact a different creature within range. You can initiate or terminate a telepathic conversation without using an action, but while you are incapacitated, you can't initiate telepathic contact, and any current contact is terminated.

A creature within the area of an antimagic field or in any other location where magic doesn't function can't send or receive telepathic messages.

The range of your telepathy increases as you gain levels, to 60 feet at 6th level, 90 feet at 10th level, and to 120 feet at 14th level.

Psionic Blast. You learn the *eldritch blast* cantrip as an additional warlock cantrip known. When you cast *eldritch blast*, you can choose to unleash a *psionic blast*: The spell inflicts psychic damage instead of force damage and you make the attack rolls against a DC equal to 10 + the target's Intelligence Saving Throw bonus to hit the target instead of against its AC.

Tainted Boon. When you choose your pact boon at 3rd level, you must choose the Pact of the Brand. This represents the physical alterations to your appearance that contact with the psychic energy of your patron works upon your form. These alterations might include growing a 'third eye' or antennae, your eyes becoming one solid color or swirling voids, loss of hair, an enlarged head, or changes in skin coloration and markings.

Infect Mind

6th-level Elder Mind feature

When you hit a creature with a *psionic blast* or a creature fails an Intelligence, Wisdom, or Charisma saving throw versus one of your warlock spells or class features, you can use a bonus action or reaction to infect its mind with the psychic taint of your patron. The effect lasts indefinitely, sapping the creature's mental strength.

When the infected creature makes an Intelligence, Wisdom, or Charisma saving throw, it must roll a d4 and subtract the number rolled from the result. Additionally, when you make an attack roll using your *psionic blast* against the creature, you can roll a d4 and add the number rolled to the attack roll. Finally, you can communicate telepathically with the infected creature as long as the two of you are on the same plane of existence. A *remove curse* or similar magic cast on the target ends the infection, or you can end it at any time (no action required).

You can have a maximum number of creatures equal to your proficiency bonus affected by this feature, if you infect a new creature beyond this number, the oldest infection on a creature is removed.

A creature with an Intelligence score of 1 or less is not affected by this feature, nor are creatures immune to having their thoughts read.

Thought Shield

10th-level Elder Mind feature

Your thoughts can't be read by telepathy or other means unless you allow it. You also have resistance to psychic damage, and whenever a creature deals psychic damage to you, that creature takes the same amount of damage that you do.

Enthrall Creature

14th-level Elder Mind feature

As an action you can choose a creature affected by your Infect Mind feature that is incapacitated or that is charmed by you; you must be able to see the creature or be in telepathic communication with it. That creature is then charmed by you until no longer affected by your Infect Mind feature, the charmed condition is removed from it, or you use this feature again. A creature charmed by this feature is completely and utterly devoted and loyal to you, happily obeying and fulfilling your every whim and command to the best of its ability.

The Eldritch Trickster

Your patron is an eldritch trickster of legend. These beings defy easy categorization, and if they would become subject to classification, they would immediately change to something different. These beings often straddle the line between hero and demigod or spirit and mortal, and are often associated with animal spirits and shapeshifters. Anansi, Brandobaris, Brer Rabbit, the Cat Lord, Coyote, elder Kitsune, the satyr Pan, and The Traveler of Eberron are examples of beings that might represent patrons of this sort.

The Pact of the Cards, Pact of the Charm, and Pact of the Chain are common Pact Boons for patrons of this type.

Expanded Spell List

1st-level Eldritch Trickster feature

When your Pact Magic feature lets you learn or replace a Warlock cantrip or a Warlock spell of 1st level or higher or when you select a Mystic Arcanum spell, you can choose the new spell from the warlock spell list or any enchantment or illusion spell or a spell that changes your form from any spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a warlock spell for you.

Gifts of the Trickster

1st-level Eldritch Trickster feature

You are gifted with the arts of trickery. Choose two skills from the following list: Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, or Stealth. You gain proficiency with the chosen skills. If you choose a skill in which you are already proficient, you instead gain expertise with the skill: Your proficiency bonus is doubled for any ability check you make that uses that skill.

If a class feature or invocation later grants you proficiency in a skill in which you are already proficient, you can choose to instead gain expertise with the skill.

In addition, you gain proficiency with hand crossbows, rapiers, scimitars, and shortswords.

Eldritch Trickery

6th-level Eldritch Trickster feature

You gain a bonus Eldritch Invocation from the following list: Beguiling Influence, Mask of Many Faces, Master of Myriad Forms, Misty Visions, One with Shadows, Otherworldly Charm, Otherworldly Leap, Shroud of Shadow, Trickster's Escape, Uncanny Insight, or Unearthly Trickery. Alternatively, you can choose a Eldritch Trickster patron invocation instead of an invocation from this list.

You must meet the prerequisites for the invocation you choose as normal, but you are considered a warlock three levels higher than your actual level for the purposes of meeting the prerequisites for these invocations.

You may choose an additional bonus invocation from this list at 9th level and 12th level.

Otherworldly Evasion

10th-level Eldritch Trickster feature

You gain proficiency with Dexterity and Intelligence saving throws. Additionally, when you make a Dexterity, Intelligence, or Charisma saving throw against an effect that allows you to take only half damage on a successful save, you can use your reaction to instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Trickster's Mask

14th-level Eldritch Trickster feature

You become instantly aware of any magic used on you that would read your thoughts, determine your truthfulness, or force you to tell the truth. When you are affected by such magic, you can make a Charisma (Deception) check versus the save DC of the spell or effect, or the passive Wisdom (Insight) score of the caster if there is no save DC. On a success, you can present false thoughts, cause the effect to determine that you are being truthful, or lie despite the spell effect if you so choose.

Additionally, mundane ability checks attempting to gain insight to your thoughts or determine your veracity suffer disadvantage.



The Enigma

Warlocks that choose this Otherworldly Patron may act as an agent for a being attempting total under-standing of the arcane underpinnings of reality, such as an elder sphinx. Alternatively, the 'patron' of a warlock of this sort may be a mystical methodology that is the framework for their own pursuit of transcendent understanding, such as devotion unraveling the secrets of the Draconic Prophecy of the world of Eberron. The commonality among all warlocks of this patron is the unending quest for knowledge and understanding.

Expanded Spell List

1st-level Enigma feature

When your Pact Magic feature lets you learn or replace a warlock cantrip or a warlock spell of 1st level or higher or when you choose a Mystic Arcanum spell you can choose the new spell from the warlock spell list or a divination spell from any spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a warlock spell for you.

If your campaign uses the rules for Dunamancy from the *Explorer's Guide to Wildemount*, all Dunamancy spells are added to the Warlock spell list for you.

A Riddle, Wrapped in a Mystery, Inside an Enigma

1st-level Enigma feature

The intellectual rigor of your attempts at fundamental understanding of the universe grants you several benefits.

- Intelligence is your spellcasting attribute to cast warlock spells. You also use your Intelligence modifier when using warlock invocations and spells that normally use Charisma and replace the proficiency with Charisma saving throws granted by your Warlock Proficiencies feature with proficiency with Intelligence saving throws.
- You gain the Keen Mind feat. If you already have this feat, you may choose one of the following feats instead: Arcane Infusion, Artificer Initiate, Eldritch Adept, Linguist, Magic Initiate (Wizard), Metamagic Adept, Minor Magics, Observant, Skill Expert, or Skilled.

Mind Tome. When you choose your Pact Boon at 3rd level, you must choose the Pact of the Tome. Your Book of Shadows is an entirely mental construct. You can use a bonus action to open your mind tome, seeing its content in your mind. On subsequent rounds, reading the text or scribing new text on blank "pages" in the tome requires concentration (as if concentrating on a spell) and takes half the amount of time it takes you to read and write normally. Thinking of a particular phrase or topic draws you to the first section in the tome that addresses it.

Scribing a spell into the tome using your Book of Ancient Secrets invocation requires half the normal time and no gold cost and all spells you know and Mystic Arcanum spells you choose are contained in your Book of Shadows. Additionally, as an Action you can perfectly scribe a mental image of what you currently see in your tome. You can reference this mental image by concentrating as described above.

Mental Arcana

6th-level Enigma feature

You gain the Book of Ancient Secrets invocation. If you already have this invocation, you gain an invocation of your choice instead. When you use your Book of Ancient Secrets invocation to cast a spell as a ritual, you can use the spell's normal casting time, rather than adding 10 minutes to it, and the spell is cast as an entirely mental construct, requiring no components.

You can cast a ritual spell in this manner a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest. You can also expend a use of this feature when you cast any warlock spell to cause the spell to not require components.

Inscrutable Mien

10th-level Enigma feature

You are immune to any effect that would sense your emotions or read your thoughts and can cast *nondetection* on yourself at will, without requiring components. Wisdom (Insight) checks made to ascertain your intentions or sincerity have disadvantage.

Mystic Conundrum

14th-level Enigma feature

You pose a mystical conundrum to a creature. As an Action, you can force a creature that you can see within 30 feet of you that can hear you and that understands at least one language to make an Intelligence saving throw against your warlock spell save DC. On a failed save the creature is incapacitated, it cannot move, and has disadvantage on attack rolls and ability checks for 10 minutes. The creature can make an Intelligence saving throw versus your warlock spell save DC at the end of each of its turns. If it succeeds, it solves the riddle, and the effect ends.

This effect ends early if the creature takes any damage. However, if the effect ends in this manner, the disadvantage on attack rolls and ability checks persists for the duration. The target can use an action on each of its turns to make an Intelligence saving throw to attempt to solve the riddle and remove this effect. You can also remove the effect from a creature during your turn (no action required).

You must finish a short or long rest or expend a warlock spell slot to use this feature again.

The Figment

Your patron is a figment of your imagination; or maybe you are a figment of your patron's imagination. You have long since lost track of which of you is the figment, or perhaps all else you perceive is an illusion, and your figment is the only thing that exists. The figment may have appeared in childhood as an imaginary friend or perhaps you were originally born a twin (or should have been born a twin) and the figment is a manifestation of your twin. Alternatively, your soul may have been split in twain by some eldritch power. Regardless of the source, you have learned to draw upon your dual nature, bending reality to your will and manifesting arcane powers.

The Figment

The figment is a humanoid creature of your size with an appearance determined by you that shares your memories and experiences. It can be of a different gender and apparent race, but its statistics are the same as yours, including current and maximum hit points, any conditions you are suffering, spells affecting it, etc. It also always possesses the same equipment as you. All expendable resources you possess are shared between you and your figment.

The Figment shares a similar Alignment, Ideal, and Bond as you, but may have Personality traits and Flaws of its own. It may, or may not, share your name or you may both answer to a combination of your two names. Each time you finish a long rest decide which is real: you or your figment.

Expanded Spell List

1st-level Figment feature

When your Pact Magic feature lets you learn or replace a Warlock cantrip or a Warlock spell of 1st level or higher or when you select a Mystic Arcanum spell, you can choose the new spell from the warlock spell list or any divination or illusion spell from the bard, sorcerer, and wizard spell lists. You must otherwise obey all the restrictions for selecting the spell, and it becomes a warlock spell for you.

Manifest Figment

1st-level Figment feature

You can use a bonus action to magically manifest your figment in an unoccupied space you can see within 30 feet of you. This figment is an intangible humanoid figure that is invisible to all other creatures and lasts for 1 minute or until it is destroyed, until you dismiss it as a bonus action, until you manifest another figment, or until you're incapacitated. To creatures that can see invisibility, the figment appears as a translucent humanoid image.

Your figment is immune to all damage but if your figment is more than 30 feet from you at the end of your turn or you cannot see it at the end of your turn, it is destroyed. On your turn, you can move the figment to a space you can see within 30 feet of you (no action required). .

Swap Reality. While your figment is manifested you can swap reality, choosing which of you or your figment is real in the following ways:

- Once during your turn, as part of an action or bonus action, you can cause your figment to become real at its current location, and you become the figment.
- When a creature that you can see within 5 feet of your figment moves at least 5 feet away from it, you can use your reaction to make an opportunity attack against that creature, causing your figment to become real at its current location, and you become the figment.

When you swap with your figment, you gain advantage on the first attack roll you make before the end of the turn unless the target can see invisible creatures. If this moves you outside the range or area of an effect imposing a condition (such as a web spell, manacles, or a grapple), you no longer suffer that condition.

You can manifest your figment a number of times equal to your proficiency bonus. You regain all expended uses of this feature when you finish a long rest.

Minor Hallucination

1st-level Figment feature

You learn the *minor illusion* cantrip. If you already know this cantrip, you learn a different cantrip of your choice. The cantrip doesn't count against your number of cantrips known. Uniquely, if you cast this spell to create the illusion of a mirror or other reflective surface, the reflections within the illusion are real reflections.

Imaginary Invocation

6th-level Figment feature

When you finish a long rest, you can choose one Eldritch Invocation from among those you meet the prerequisites for, you gain that invocation as a bonus invocation until you finish your next long rest.

Additionally, when you use your Manifest Figment ability you can choose one Eldritch Invocation that does not have a minimum warlock level prerequisite, you gain that invocation as a bonus invocation for as long as your Figment is manifested. Any ongoing effects of the chosen invocation or a spell granted by the chosen invocation fade when the Figment is no longer manifested. You can choose two such invocations when you gain the Two Minds feature.

Dual Reality

10th-level Figment feature

On your turn, while your figment is manifested, you can cause both you and your figment to briefly become real simultaneously. Your figment becomes real and can move and take one action and one additional bonus action concurrently with your turn. Choose which one of you remains real at the end of the turn.

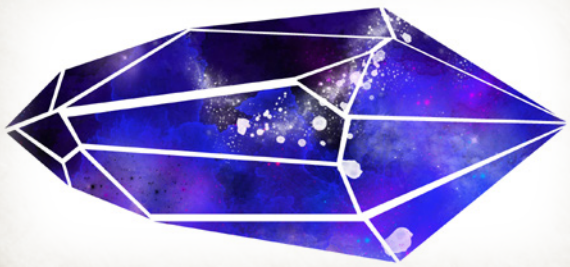
Once you use this feature, you must finish a short or long rest before you can use it again.

Two Minds

14th-level Figment feature

Your figment becomes more real within your mind, aiding you in the following ways:

- The duration of your Manifest Figment feature increases to 10 minutes.
- You can choose two temporary bonus invocations from your Imaginary Invocation feature when you manifest your figment.
- While your figment is manifested, you can maintain concentration on two spells at once. If your figment is destroyed or dismissed while maintaining two spells, you must choose one spell to end.



The Genii Locorum

You have made a pact not with a single entity, but with the spirits of the natural world collectively, the genii locorum. A genus loci is an intangible spirit that represents the fundamental character and power of a natural place of the world. These spirits range from mighty spirits of rivers and mountains to lesser spirits of glade and hill. You can speak with and seek aid from these spirits and such spirits will often seek aid from you.

Expanded Spell List

1st-level Genii Locorum Patron feature

Your pact with the spirits of the natural world allows you to learn druidic magic. When your Pact Magic feature lets you learn or replace a warlock cantrip or a warlock spell of 1st level or higher or when you choose a Mystic Arcanum spell you can choose the new spell from the druid spell list or the warlock spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a warlock spell for you.

Additionally, you gain **Ritual Casting**: You can cast any warlock spell you know as a ritual if that spell has the ritual tag.

Bonus Cantrips

1st-level Genii Locorum Patron feature

You learn the *druidcraft* and *guidance* cantrips. These cantrips count as a warlock cantrips for you but don't count against your number of cantrips known. The *guidance* cantrip has a range of 30 feet when cast by you.

Spirit Talker

1st-level Genii Locorum Patron feature

You learn to sense and converse with the spirits of the natural world. You gain proficiency with the Nature and Persuasion skills and learn the Primordial and Sylvan languages. If you are already proficient with a skill, you add double your proficiency bonus to checks you make using it. If you already know the Primordial or Sylvan language you instead gain the Beast Speech invocation.

When you use your Action to cast *druidcraft* or *guidance*, you can ask a favor of the local genus loci. Make a DC 10 Charisma (Persuasion) check. On a success you or an ally of your choice can gain advantage on a single Attack roll, Saving Throw, or Ability Check made in the same general location before the end of your next rest. If you equal or exceed a DC 15 you can gain advantage one additional roll or check for every multiple of 5 by which you check exceeded 10. If you fail by 5 or more, you instead anger the spirit and have disadvantage on one check or roll of the DM's choice made within the next hour.

As an Action you can expend an instance of advantage granted by this feature to describe or name a specific kind of beast, plant, or natural feature. You learn the direction and distance to the closest creature, plant or feature of that kind within the spirit's domain (maximum 3 miles).

This feature doesn't function where nature has been replaced by construction, such as in dungeons and towns. Once you use this feature in a location, you cannot use it again in the same general location until you finish a short or long rest, or at the DM's option, you perform some service for the local spirit.

Powerful Spirits

6th-level Genii Locorum Patron feature

Any beast, elemental, or fey creature you create or summon using a warlock spell or invocation (including a Familiar) can add your proficiency bonus to its damage rolls and its attacks are considered magical for the purposes of overcoming resistance or immunity to damage.

Commune with Genus Loci

10th-level Genii Locorum Patron feature

You learn the *commune with nature* spell as an additional warlock spell known.

When you cast *commune with nature* you may also contact the presiding spirit of the natural place in which the spell is cast. Choose a druid spell of 5th level or lower. For as long as you remain in that area (usually a 3-mile radius in an outdoor natural setting or a 300-foot radius in natural caverns) or until you use this class feature again, the spirit grants you the ability to cast that spell once, as a 5th level spell, without using a spell slot or requiring components. You can cast the chosen spell again using this feature when you finish a short or long rest or expend a warlock spell slot to do so. The genus loci may ask a minor service in exchange for this power.

Spiritcaller

14th-level Genii Locorum Patron feature

Any beast, elemental, or fey creature you create or summon using a warlock spell or invocation (including a Familiar) gains additional hit points equal to your warlock level and your concentration on such a spell or invocation can't be broken as a result of taking damage.

In addition, you can expend the use of a Mystic Arcanum spell to cast a conjuration spell you know that summons or creates a beast, elemental, or fey creature. The spell is cast at a level equal to the level of the Mystic Arcanum spell expended.



The Legendary Hero

Your patron is the legend of an ancient heroic figure of might and magic. This is not the hero themselves, which might well have long since been elevated to godhood or achieved their just reward, but the living 'legend' of that hero. You have devoted yourself to this legend to such an extreme that you begin to personify your ideal of that hero.

Many of the best examples of these sorts of heroes come from Celtic, Irish, and Welsh mythology, such as Math Mathonwy, Lugh Longhand, and Fionn mac Cumhaill. Almost all heroes of this sort were possessed of skill at arms, uncanny guile, and eldritch knowledge in some measure and followed strange mystical taboos and codes of honor.

Heroic Code

You choose to emulate the heroic code of your patron legend. Choose one or more additional personality traits or flaws that are exemplified by the legend you follow. You can roll or choose from the following tables or create ones of your own:

Heroic Code or Trait

d8	Code or Trait
1	Keep your heart pure and your limbs strong.
2	Protect the weak and succor the unfortunate.
3	The letter of your word is your bond.
4	Always answer any insult or sleight to your honor.
5	Share what you have, be it knowledge, magic, or material wealth.
6	Action to match your speech.
7	Keep to the ancient laws of hospitality and guest right.
8	Guile and Wit will always overcome brute strength and power.

Heroic Flaw or Taboo

d8	Flaw or Taboo
1	Never back down from a challenge.
2	Never follow a simple plan when there is a more interesting option.
3	Never engage in relations with members of the opposite sex.
4	Never forsake a night of pleasing companionship.
5	Never touch a dead body.
6	Never make a promise.
7	Never refuse a drink.
8	Never wear a certain color.

Expanded Spell List

1st-level Hero feature

When your Pact Magic feature lets you learn or replace a Warlock cantrip or a Warlock spell of 1st level or higher or when you select a Mystic Arcanum spell, you can choose the new spell from the bard, paladin, or warlock spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a warlock spell for you.

Inspiring Heroics

1st-level Hero feature

You can inspire others, leading by heroic example. You gain a number of Hero Dice, which are d4s, equal to your proficiency bonus. You can roll a Hero Die and add the number rolled to one ability check, attack roll, or saving throw you make. You can wait until after you roll the d20 to decide to use the hero die, but must decide before the result of the roll is determined. You regain all expended Hero Dice when you finish a long rest.

When you roll a Hero Die and you hit with the attack or succeed on the ability check or saving throw, you can choose one creature other than yourself within 60 feet of you that witnessed the feat. That creature gains a Hero Die that it can use once within the next 10 minutes in the same manner as you, except that it cannot grant a Hero Die to another creature. A creature can have only one Hero Die from you at a time.

Your Hero Dice change when you reach certain levels in this class. The die becomes a d6 at 6th level, a d8 at 10th level, and a d10 at 14th level.

Epic Champion

1st-level Hero feature

The heroes of the epic tales are often possessed of many esoteric skills. You gain proficiency with one skill, one tool (often a musical instrument or artisan tool), and one weapon or language of your choice. At the DM's option, the 'language' you choose can be a strange eldritch language, such as the speech of doves or the whispering of oaks. If you choose a weapon, you can use weapons of that type as spellcasting focuses for your warlock spells.

Eldritch Hero

6th-level Hero feature

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.

Alternatively, you can forgo taking the ability increase from this feature to either take a feat of your choice or gain a second Pact Boon.

Unending Epic

10th-level Hero feature

You are immune to the frightened condition and you regain all expended Hero Dice from your Inspiring Heroics feature when you finish a short or long rest.

Hero of Legend

14th-level Hero feature

You can increase one ability score of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. Additionally, you can take a feat of your choice and you gain one bonus eldritch invocation of your choice.

The Machine

You have been influenced by an ancient machine consciousness. It could be visions of the mechanical precision of the plane of Mechanus, an encounter with an ancient mechanical construct, or induction into the hive mind of a group of organic-mechanical communal beings. Regardless of the circumstances you have gained a wild insight into the mechanical arcane that inspires you to acts of genius and madness. Your spells and abilities blur the lines between magic and technology. Eldritch Invocations chosen by you often represent mechanical alteration of your form, such as eldritch mechanical eyes, clockwork arm, etc.

Expanded Spell List

1st-level Machine Patron feature

The Machine lets you choose from an expanded list of spells when you learn a warlock spell.

The following spells are added to the warlock spell list for you.

The Machine Expanded Spells

Spell Levels	Spells
1st	*repair object, implement animation*
2nd	*siege bolt, animate armament*
3rd	*animate construct, tiny servant*
4th	*fabricate, summon construct*
5th	*aerial conveyance, animate object*

Mechanical Insight

1st-level Machine Patron feature

You gain proficiency with medium armor, shields and martial weapons. You also gain proficiency with Smith's Tools and Tinker's Tools. Whenever you make a check related to machines or mechanical devices, you are considered proficient and add double your proficiency bonus to the check, instead of your normal proficiency bonus. When using the crafting rules, you can construct mechanical devices in half the normal amount of time.

You use mechanical focus items to cast warlock spells; you cannot cast spells without such aid. You can craft such a mechanical focus using appropriate Artisan Tools during a short or long rest. The use of a mechanical focus substitutes for any material and verbal components when used by you.

Intelligence is your spellcasting attribute to cast warlock spells. You also use your Intelligence modifier when using invocations and spells that normally use Charisma.

Machine Servants

6th-level Machine Patron feature

You gain the *animate construct* spell as an additional warlock spell known.

When you cast *animate construct* or *summon construct* or create a construct using the magic item crafting rules, the construct gains additional benefits:

- The construct's hit point maximum is increased by an amount equal to your warlock level + your Intelligence modifier.
- The construct adds half your proficiency bonus to its weapon damage rolls and AC (round up).
- The construct's movement speed is increased by 10 feet.
- The construct's attacks are considered magical for the purposes of overcoming resistance or immunity to damage.

Axiomatic Mind

10th-level Machine Patron feature

Your mental processes resemble those of the machines you emulate. You gain proficiency with Intelligence saving throws and are immune to the charmed and frightened conditions.

In addition, you may add your Intelligence modifier as a bonus to Wisdom and Charisma saving throws you make.

Mechanical Masterpiece

14th-level Machine Patron feature

Your knowledge of mechanical constructs reaches its pinnacle. Any permanent mechanical construct you create requires half the normal cost and construction time and the resultant construct has a +2 bonus to all ability scores (this includes your clockwork familiar, constructs created using the magic item creation rules, and constructs created using the *animate construct* spell).

In addition, you have completed work on a special permanent mechanical construct that you have been tinkering with in your free time. Choose one of the following: Helmed Horror, Iron Cobra, Nimblewright, Stone Defender, Metamorphosis Machine, Oaken Bolter, or Spell Engine. You have a mental bond with the construct you create, you can communicate telepathically and command the construct if it is within 500 feet.

If this mechanical masterpiece is destroyed, you can recreate it in a process that takes 8 hours of inspired work.



The Marked One

The Marked One is not a patron in the traditional sense, instead warlocks of this path are themselves known as marked ones. They derive their power from tattooing ancient marks of eldritch magic upon their skin, binding eldritch powers to their flesh.

When a marked one uses their eldritch invocations or casts a warlock spell, there is a visible manifestation within their tattoos, often causing the marks to move or animate upon their skin, or, in the case of a summoning spell, leap off their skin to assault their foes.

Marked One

1st-level Marked One feature

You gain proficiency with the Arcana skill and tattooist's supplies and you gain the Pact of the Brand pact boon. When you would choose your pact boon at 3rd level, you instead gain an additional Eldritch Invocation of your choice. Additionally, once you have placed a tattoo on your skin, as an Action you can cause it to move, change size, or even animate upon your flesh.

> The Marked One is a flexible subclass that can easily be used to represent other concepts by exchanging the proficiency with tattooist's supplies for a different tool proficiency. Perhaps the warlock utilizes leatherworker's tools to graft the flesh of magical creatures onto themselves, or woodcarver's (bonecarver's) tools to construct elaborately carved piercings, or jeweler's tools to inset precious stones into their flesh. Regardless of method, the Marked One derives their power from modifying their body.



Sigils of Eldritch Power

1st-level Marked One feature

Your warlock spells require the use of your eldritch brand as a spellcasting focus, but do not require other material components to cast. You cannot use or benefit from arcane spellcasting focuses other than your eldritch brand. When you use your eldritch brand as a spellcasting focus, you gain a +1 bonus to spell attack rolls and Spellcasting Ability checks and to the saving throw DCs of your warlock spells. This bonus increases as you gain levels, to a +2 bonus at 10th level, and a +3 bonus at 14th level.

Brands of Ink and Magic

6th-level Marked One feature

You can choose an additional warlock Eldritch Invocation and one additional warlock cantrip known of your choice. You must meet any prerequisites for the invocation you choose as normal. These do not count against your number of Invocations or cantrips known.

In addition, you can use an action to regain 1 warlock spell slot. Once you use this action, you can't do so again until you finish a long rest.

Sigils of Eldritch Warding

10th-level Marked One feature

Your eldritch brand wards you against danger when empowered by magic. While you maintain concentration on a warlock spell, you gain a bonus to your AC and Saving Throws equal to the Spell Save DC bonus granted by your Sigils of Eldritch Power feature. You gain no benefit from this feature while wearing armor or wielding a shield.

Bearer of the Elder Mark

14th-level Marked One feature

You mark yourself with an elder brand that conveys great power. You may choose two additional Eldritch Invocations and two additional warlock spells or cantrips known of 5th level or lower. These do not count against your number of Invocations, cantrips, or spells known.

The Primal Chaos

In the beginning all was chaos. This semi-sentient Primal Chaos is the source of all creation and the state to which all things ultimately return. Within the planes, the plane of limbo is the closest representation to this state. The Primal Chaos is a force of ultimate destruction, but also a force of creation and renewal.

At some point in your life you were touched by the smallest mote of this essence of primal chaos. This has left a physical mark upon you. This mark could take the form of an eye replaced with swirling nothingness, an ever-changing mark or brand upon your flesh, or an encapsulated mote of chaos embedded in your body. Rather than seeking a method to cast it out, you have forged a bond with the chaos essence within you.

Expanded Spell List

1st-level Primal Chaos Patron feature

The Primal Chaos lets you choose from an expanded list of spells when you learn a warlock spell.

The following spells are added to the warlock spell list for you.

The Primal Chaos Expanded Spells

Spell Levels	Spells
1st	*absorb elements, absorb force*
2nd	*alter self, forcewave*
3rd	*counterspell, deny death*
4th	*fabricate, polymorph*
5th	*reincarnate, creation*

Eldritch Chaos

1st-level Primal Chaos Patron feature

You learn the *eldritch blast* cantrip as an additional warlock cantrip known and can cast it without requiring components. When you cast *eldritch blast,* you may cause the spell to manifest as tendrils of raw chaos with a reach of 10 feet instead of beams. Make a melee spell attack for each tendril.

When you cast a warlock spell or use an invocation that inflicts force or necrotic damage it instead inflicts chaos damage. Chaos Damage is a combination of both force and necrotic damage. A creature is not resistant or immune to such damage unless it is resistant or immune to both types of damage and is vulnerable to the damage if it is vulnerable to either damage type. Several of your class features and patron invocations inflict this special damage type. You never need verbal or material components to cast a warlock spell that inflicts chaos damage.

Entropy Hardened

1st-level Primal Chaos Patron feature

Your body has become inured to the stresses inherent in containing and channeling the essence of primal chaos. You gain proficiency with Constitution saving throws and your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class.

Warp Spasm

6th-level Primal Chaos Patron feature

You learn to release the primal chaos within you in controlled but violent spasms. When you cast *eldritch blast,* you can cause the spell to produce double the normal number of beams or tendrils

You may use this feature a number of times equal to your proficiency bonus, and once you use it you cannot use it again until after the end of your next turn. You regain all expended uses when you finish a long rest.

Primal Resonance

10th-level Primal Chaos Patron feature

The resonance of the primal chaos within you renders you resistant to most magic. You gain resistance to force and necrotic damage and you have advantage on saving throws against spells and other magical effects.

Chaos Storm

14th-level Primal Chaos Patron feature

When you use your Warp Spasm feature, or as a bonus action on your turn, you can fully release the primal chaos within you to create a roiling, seething, cloud of pure primal entropy. The chaos storm extends for a radius of up to 10 feet around you, moves with you, and spreads around corners. The storm heavily obscures the vision of creatures other than you and persists until you use an Action to end it.

Any creature (including you) that enters the cloud for the first time on a turn or starts its turn there suffers 3d8 points of chaos damage. A nonmagical object that isn't being worn or carried also takes this damage at the start of each of your turns. Immediately after you suffer damage from the storm at the start of each of your turns, the damage increases by 1d8.

Any creature (including you) that is reduced to 0 hit points or otherwise dies while within the cloud, is dissolved into the stuff of primal chaos. The creature can only be restored to life by means of a *reincarnate* or *wish* spell.

The effect persists until you are dissolved into chaos or you use an Action to end it.

The Primeval Ooze

You have established a bond with a sentient primeval ooze of great size and power. These rare great oozes are interested in more than consumption and reproduction, and they seek contact with other beings to learn how they experience the world. As these warlocks become more powerful, contact with these strange entities causes physical changes to their form. Their skin may become gelatinous, slightly translucent, or unnaturally smooth, their bones rubbery, or their hair may always appear damp and glistening. The extent of the effect that contact with these creatures have on the body of their warlocks may be unintentional or may be considered just another gift to the creatures that let them experience the world outside of their own forms.

Expanded Spell List

1st-level Primeval Ooze feature

When your Pact Magic feature lets you learn or replace a Warlock cantrip or a Warlock spell of 1st level or higher or when you select a Mystic Arcanum spell, you can choose the new spell from any spell list if the spell inflicts acid damage. You must otherwise obey all the restrictions for selecting the spell, and it becomes a warlock spell for you.

Caustic Magic

1st-level Primeval Ooze feature

You learn the *acid splash* and *corrosive clinch* cantrips. They count as warlock cantrips for you, but they don't count against your number of cantrips known and you can cast them without requiring components. Additionally, if you learn the *armor of agathys* or *hellish rebuke* spells, they inflict acid damage instead of their normal damage type.

Amorphous Gift

1st-level Primeval Ooze feature

As a bonus action you can gain the Amorphous Gift of your patron. For 1 minute, your gain the following benefits:

- You gain temporary hit points equal to 1d10 + your warlock level. You lose any remaining temporary hit points from this feature when the effect ends.
- Your body, along with any equipment you are wearing or carrying, becomes slimy and pliable. You can move through any space as narrow as 1 inch without squeezing, you can spend 5 feet of movement to escape from nonmagical restraints or being grappled, and you have advantage on saving throws and ability checks to avoid being restrained or grappled and to escape such conditions.
- Your reach increases by 5 feet and when you make an attack roll, damage roll, ability check, or saving throw using Strength or Dexterity, you can use your Charisma modifier in place of your Strength or Dexterity modifier.
- Your unarmed strikes can inflict an additional 1d4 acid damage, and at the start of each of your turns, you can deal 1d4 acid damage to creatures grappled by you. This increases to 2d4 at 10th level.
- You can make an unarmed strike or an attempt to grapple a creature as a bonus action during each of your turns.
- You gain a climbing speed equal to your walking speed and can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.

You can use this feature a number of times equal to your proficiency bonus, you regain all expended uses when you finish a long rest.

When you gain your Pact Boon at 3rd level you must choose the Pact of the Brand to represent the changes your patron has wrought upon your form. You may decide exactly what physical changes your pact has upon your body.

Eldritch Ooze

6th-level Primeval Ooze feature

You gain resistance to acid and poison damage. If you are already resistant to poison damage, you instead become immune to poison damage and the poisoned condition.

While your Amorphous Gift is active you also gain resistance to bludgeoning, piercing, and slashing damage, you have advantage ability checks made to attempt a grapple, and a creature grappled by you becomes restrained until it is no longer grappled.



Mephitic Aspect

10th-level Primeval Ooze feature

You learn the *mephitic blood* spell. It counts as a warlock spell for you, but it doesn't count against the number of spells you know, and you can cast it without requiring components. You can also cast it once without expending spell slot, and you regain the ability to do so when you finish a short or long rest.

Whenever you cast this spell, you gain your Amorphous Gift for the duration of the spell without expending a use of that feature. Additionally, for the duration of the spell, the additional acid damage of your unarmed strikes and to creatures grappled by you increases to 2d8 instead of 2d4.

Curse of Liquification

14th-level Primeval Ooze feature

You can cast *liquify* once using this feature, you cannot do so again until you finish a long rest, or you expend a Mystic Arcanum spell of 7th level or higher to cast the spell at the level of the Arcanum expended. Additionally, a target grappled by you has disadvantage on its saving throws versus this spell.

Gelatinous Fission

14th-level Primeval Ooze feature (replaces Curse of Liquification)

You can cast simulacrum once using this feature with a casting time of only 1 minute and without requiring components, but only to create a duplicate of yourself and at a cost of half your current hit points. The duplicate is an ooze instead of a construct. As an action you can touch the simulacrum and absorb it, ending the effect. When you absorb the simulacrum, you regain hit points equal to the simulacrum's remaining hit points and gain all the simulacrum's memories of the time it existed. You can cast the spell again using this feature when you finish a long rest, though this destroys any existing simulacrum.

The Source

You are linked to a source of arcane power. You might be the chosen of a deity or primordial force of magic, have a bond to an ancient elven mythal, have sipped from a font of magical power, read from a repository of elder knowledge, or accidentally become the vessel for a nascent arcane being. Your link to this source has turned you into an abundant font of magical energy.

Expanded Spell List

1st-level Source feature

When your Pact Magic feature lets you learn or replace a Warlock cantrip or a Warlock spell of 1st level or higher or when you select a Mystic Arcanum spell, you can choose the new spell from the sorcerer or warlock spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a warlock spell for you.

Eldritch Surge

1st-level Source feature

On your turn, when you expend a warlock spell slot or a Mystic Arcanum spell, you can take one additional action that turn that can only be used to cast a warlock cantrip. You can use this feature once without harm, you regain the ability to use this feature without consequence when you finish a short or long rest. If you use this feature additional times before finishing a short or long rest, you suffer one level of exhaustion each time you do so.

Arcane Source

6th-level Source feature

You gain an additional warlock spell slot. Additionally, as an action you can touch a creature that has the Spellcasting feature and expend a warlock spell slot or a Mystic Arcanum spell. The creature can choose expended spell slots to recover with a combined level equal to or less than the level of the warlock spell slot or Mystic Arcanum spell expended.

Mystic Font

10th-level Source feature

You are a font of mystic energy. When you or a creature within 10 feet of you expends a spell slot to cast a spell, you can use your reaction to cause the spell to be cast at a level two levels higher than the level of the spell slot expended.

You can use this reaction a number of times equal to your Charisma modifier, and you regain all expended uses when you finish a long rest.

Source Arcanum

14th-level Source feature

When you finish a short rest, you can choose to regain the use of one expended 6th or 7th-level Mystic Arcanum spell or one expended Eldritch Invocation that you would normally recover use of after a long rest. Once you regain a Mystic Arcanum spell or the use of an Eldritch Invocation using this feature, you cannot do so again until you finish a long rest.



Warlock Pact Boon Options

3rd-level Warlock feature (enhances Pact Boon)

When you gain the Pact Boon class feature, you gain a feature that defines your warlock almost as much as the choice of patron. The following section contains additional Pact Boon options that may be chosen and lists some new ideas and rules for existing boons. The new pact boons are the Pact of the Brand, Pact of the Cards, Pact of the Charm, Pact of the Focus, and the Pact of the Totem. The Pact of the Talisman from *Tasha's Cauldron of Everything* is referenced here for convenience.

Pact of the Blade

There are several new invocations of interest to a blade pact warlock. Most notably the following invocations allow you to create a magical weapon of power specific to your patron:

Pact of the Blade Patron Invocations

Patron Invocation	Patron
Quickling Blade	Archfey (Wild)
Seelie Knight	Archfey (Summer)
Unseelie Knight	Archfety (Winter)
Eldritch Weapon	Beyond
Warrior of Light	Celestial
Subtle Blade	Eldritch Trickster
Scourge of the Seas	Fathomless
Chain Devil Pact	Fiend
Warrior of the Dark One	Fiend
Elemental Pact Weapon	Genie
Spiritstave	Genii Locorum
Mind Knight	Great Old One
Serpent Warrior	Great Old One
Warrior of Hadar	Great Old One
Bladebearer	Hexblade
Legendary Weapon	Legendary Hero
Mechanical Weaponry	Machine
Chaos Blade	Primal Chaos
Source Blade	Source
Deathly Weapon	Undying

Pact of the Brand

You are marked by your patron. The mark most commonly takes the form of a series of eldritch tattoos, brands, or ritual scarring. Alternatively, the brand could manifest as physical cosmetic alterations to your form, causing you to take on characteristics of your patron. This boon may be one source of the legends surrounding 'witch marks' or 'devil marks'.

As you grow in power the marks or changes become more extensive, eventually covering most of your body and including sigils, images, or changes representative of your patron and the warlock spells and invocations you have discovered. For example, a Pact of the Brand warlock with the Devil's Sight invocation might have dark tattoos around the eyes. Your brand helps you focus your pact magic, you can use your eldritch brand as a spellcasting focus for your warlock spells without requiring a free hand to wield it.

Your brand also serves as a framework for your pursuit of eldritch knowledge. When you gain this Pact Boon you can choose an additional warlock Eldritch Invocation and one additional warlock cantrip known of your choice. You must meet any prerequisites for the invocation you choose as normal. You gain an additional bonus invocation known from this boon at 10th level and 16th level.

> The Marked One otherworldly patron utilizes this pact boon as the basis for their exploration of eldritch magic. The Pact of the Brand is also the most common pact boon for warlocks of the Primal Chaos patron and a required boon for the Elder Mind and Primeval Ooze patrons.

Pact of the Cards

Your patron has gifted you with a deck of magical cards known as a Deck of Fate. The cards normally appear as ornate eldritch tools of divination, but you can change their appearance at your whim. You can use a bonus action to cause your Deck of Fate to appear in your hand. Alternatively, you can use a bonus action to turn any deck of cards you touch into your Deck of Fate until you use this feature to summon your deck or turn a new deck into your Deck of Fate.

When you gain this feature, you gain proficiency in the Sleight of Hand skill and with all gaming sets that use cards. You have advantage on any ability check made using your Deck of Fate.

You can use your Deck of Fate as a spellcasting focus for your Warlock spells. When used as a focus for a divination spell, the spell does not require material components, even components with a gold piece cost. All divination spells with the ritual tag are added to the warlock spell list for you. You can use your deck of fate to cast a warlock spell of the divination school you know as a ritual if it has the ritual tag.

In addition, you learn the *card trick* and *guidance* cantrips as additional warlock cantrips known and when you use your cards as a focus to cast *guidance*, the spell gains a range of 60 feet.

Pact of the Chain

The most important option for warlocks with this pact is the Maleficent Link invocation, which allows your familiar far more independence and usefulness and allows it to grow in power with you as you gain levels.

With your DM's permission, you can choose to have your familiar take the form of any tiny sized beast of Challenge Rating 1/8 or less or choose a familiar type from the Patron Familiars Table, which includes expanded familiar special form options based on your patron, or in some cases simply the most common of the Pact of the Chain familiar special form options for that patron.

Patron Familiars Table

Patron	Familiar Type	Source
The Archfey	Psuedodragon, Sprite	MM
The Beyond	"Spirit Wisp Familiar"	AM
The Celestial	"Celestial Spark Familiar"	AM
The Eldritch Trickster	Pseudodragon, Sprite, Quasit	MM
The Fathomless	Octopus	MM
The Fiend	Imp, Quasit	MM
The Figment	*phantom familiar*	AM
The Genie	"Pure Mephit"	AM
The Genii Locorum	"Pure Mephit", Sprite	AM, MM
The Great Old One	Cranium Rat, Gazer, Oblex Spawn	MoM
The Hexblade	"Spectral Mote Familiar"	AM
The Legendary Hero	"Celestial Spark Familiar", Pseudodragon, Sprite	MM
The Machine	"Clockwork Familiar"	AM
The Primal Chaos	"Chaos Ooze Familiar", Slaad Tadpole	AM, MM
The Source	Pseudodragon, Pure Mephit, Spirit Wisp	MM
The Undying	"Spectral Mote Familiar", "Undead Animal Familiar"	AM

The Source Column indicates the sourcebook where the familiar's stat block can be found: *Monster Manual* (MM), *Monsters of the Multiverse* (MoM), or "Appendix I: Arcane Creatures" this book (AM).

"Phantom Familiar" is a spell listed in the Arcane Spells chapter of this book, you can choose this spell for a warlock of the Figment patron instead of *find familiar*.

An octopus summoned as a special familiar gains the ability to breathe both air and water and can move through and act in the air as if it were swimming.

Pact of the Charm

Your patron gifts you with a magical lucky charm that takes the form of a coin or a trinket. You are attuned to the charm, as if attuned to a magic item, except that your attunement to your charm does not count as one of your attuned items and cannot be ended while you live.

If you lose the charm, it reappears in your possession when you finish a short or long rest. The charm disappears when you die.

While the charm is in the possession of an attuned creature, the creature gains the benefits of the Lucky feat:

Lucky

You have inexplicable luck that seems to kick in at just the right moment.

The charm has 3 luck points. Whenever you make an attack roll, an ability check, or a saving throw, you can spend one luck point to roll an additional d20. You can choose to spend one of your luck points after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw.

You can also spend one luck point when an attack roll is made against you. Roll a d20, and then choose whether the attack uses the attacker's roll or yours. If more than one creature spends a luck point to influence the outcome of a roll, the points cancel each other out; no additional dice are rolled.

The charm regains expended luck points when you finish a long rest.

Pact of the Focus

Your patron grants you a magical arcane focus, known as a Pact Focus. This object allows you to better channel your pact magic. An arcane focus is a special item — an orb, a crystal, a rod, a specially constructed staff, a wand-like length of wood, a ritual athame dagger, or some similar item — designed to channel the power of arcane spells. You decide what form your pact focus takes.

You gain the Pact Keeper's Focus invocation as a bonus eldritch invocation known, ignoring the level prerequisite, but you can only use that invocation on your pact focus. Your attunement to your Pact Focus does not count as one of your attuned magical items.

Pact Keeper's Focus

Prerequisite: 5th level, Otherworldly Patron class feature

Choose one item you can use as an arcane focus. You must become attuned to that item as if attuning to a magic item. When wielding the attuned item as a spellcasting focus you gain a +1 bonus to spell attack rolls and to the saving throw DCs of your warlock spells. This bonus increases as you gain levels, to a +2 bonus at 11th level, and a +3 bonus at 17th level.

In addition, you can regain 1 warlock spell slot as an Action while holding the attuned focus. You can't use this property again until you finish a long rest.

While using this invocation, you cannot gain a benefit to your spell attack rolls or warlock spell saving throw DCs from another magic item, invocation, or class feature.

If you lose your Pact Focus, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous focus. You can change the form of your focus when you conduct this ceremony. The focus turns to ash when you die.

> Alternate Pact Foci
> Certain invocations related to the Pact of the Focus function differently depending upon the form of your pact focus. If you choose to have your focus appear as some different sort of item, you can choose the traditional focus it is most similar to (in either form or function) for the purposes of those invocations. For example, an eldritch pistol might function as a wand, while an arcane rifle or a witch's broom has the statistics of a staff, and a mirror can be similar to a crystal or orb. Describing your pact focus and its thematic effect on your warlock spells is one interesting aspect of this pact boon. .

Pact of the Talisman*

Your patron gives you an amulet, a talisman that can aid the wearer when the need is great. When the wearer fails an ability check, they can add a d4 to the roll, potentially turning the roll into a success. This benefit can be used a number of times equal to your proficiency bonus, and all expended uses are restored when you finish a long rest.

If you lose the talisman, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous amulet. The talisman turns to ash when you die.

Pact of the Tome

Most notable for warlocks of the Pact of the Tome are the various Knowledge Invocations that build on the Book of Ancient Secrets invocation by adding additional spells known and expanding your options into the spell lists of other classes. The Book of Ancient Power and the Book of Eldritch Secrets invocations are available to any pact of the tome warlock. The Eldritch Study Invocation is suitable for especially studious warlocks.

The Fey Knowledge, Seelie Knowledge, Unseelie Knowledge, Celestial Knowledge, Infernal Knowledge, Book of Arcane Invention, and Secrets of Death patron invocations are examples of invocations further expand your spell selection into specific areas based upon the influence of your patron.

Pact of the Totem

Your patron bestows a powerful magical totem upon you taking the form of a ritual mask, a shrunken head, a rune inscribed skull, a poppet, a rod or staff fashioned of anthropomorphic figures, or a carved figurine of a creature important to your patron. The totem can speak, often when you don't want it to, imparting secret knowledge or utter nonsense. You may use your totem as a spellcasting focus to cast your warlock spells.

So long as you have your totem in your possession, you gain the *hex* spell as an additional warlock spell known. When you cast a spell that curses using your totem, you can cause the spell to not require concentration. You may have only a single curse spell active without concentration using your totem and the spell ends if the totem is destroyed. (See the Curses sidebar for information on curse spells.).

Your totem is sentient magical object that is aware of its surroundings and has the following attributes and abilities:

- It has a movement speed of 0 and cannot attack, the only action it can take in combat is the Search action or as granted by an invocation and it cannot make checks using Strength or Dexterity.
- Its AC equals your spell save DC. Its hit points equal your warlock level plus your proficiency bonus, and it is immune to poison and psychic damage and resistant to all other damage. It is immune to all conditions.
- It has a Passive Perception score of 10 + your proficiency bonus + your Charisma modifier, with normal senses plus blindsight out to 30 feet, as well as any senses you possess.
- It can use the Arcana, History, and Perception skills with a bonus equal to your proficiency bonus + your Charisma modifier. All other checks are made using your Charisma modifier.
- It knows all languages you know plus two additional languages of your choice.

If you lose your totem, you can perform a 1-hour ceremony to get it back. This ceremony can be performed during a short or long rest and destroys the previous totem. The totem turns to ash when you die.

Curses

Many warlock class features and invocations reference "curses" or "a creature cursed by you", the following spells and class features are examples of curses, your DM may add others to this list: the *baleful gaze, bane, hex, maledict, bestow curse, baleful smite, debilitating curse, geas, induce madness, mass curse,* and *touch of oblivion* spells and the Hexblade's Curse and Infect Mind class features..



New Warlock Eldritch Invocations

2nd-level Warlock feature (enhances Eldritch Invocations)
You may choose one of the following Eldritch Invocations when you gain a new invocation. Invocations and their details can be found in the Warlock section of The Player's Handbook (PHB), in *Xanathar's Guide to Everything* (XGE), *Tasha's Cauldron of Everything* (TCE), and in the following section (AM).

Eldritch Invocation List

Invocation	Level	Pact	Source
Accurate Focus		Focus	AM
Agonizing Blast			PHB
Analytical Totem		Totem	AM
Anchoring Totem	9	Totem	AM
Arcane Familiar	7	Chain	AM
Arcane Opportunity			AM
Arcane Pact Weapon		Blade	AM
Armor of Shadows			PHB
Ascendant Step	9		PHB
Aspect of the Moon		Tome	XGE
Balefire			AM
Baleful Totem		Totem	AM
Banehex			AM
Beast Form			AM
Beast Speech			PHB
Beguiling Influence			PHB
Better Lucky than Dead	7	Charm	AM
Bewitching Hex	5		AM
Bewitching Whispers	7		PHB
Binding of the Chain Master	9	Chain	AM
Blast Hex			AM
Blessed Luck		Charm	AM
Blood Witch Dance			AM
Bloody Blade	7	Blade	AM
Bond of the Talisman	12	Talisman	TCE
Bonded Focus		Focus	AM
Bonded Hex			AM
Book of Ancient Power		Tome	AM
Book of Ancient Secrets		Tome	PHB
Book of Eldritch Secrets	7	Tome	AM
Calling Card	12	Card	AM
Chains of Carceri	15	Chain	PHB
Chains of Reciprocity		Chain	AM
Cloak of Flies	5		XGE
Cloak of Ice	5		AM
Consuming Magic	5		AM
Corrosive Hex			AM
Corrupting Chill			AM
Deadly Cards	5	Card	AM
Deathdealer	12	Blade	AM
Deck of Phantasms	9	Card	AM
Devil's Sight			PHB
Dimensional Bond	12	Chain	AM
Divining Totem		Totem	AM
Dreadful Thaumaturgy			AM
Dreadful Word	7		PHB
Elder Runecraft	5	Tome	AM
Eldritch Artifice	5	Tome	AM
Eldritch Claw			AM
Eldritch Magic			AM
Eldritch Mind			TCE
Eldritch Sight			PHB
Eldritch Smite	5	Blade	XGE
Eldritch Spear			PHB
Eldritch Study		Tome	AM
Eldritch Wings	12		AM
Eyes of the Rune Keeper			PHB
Faithful Servant			AM
Familiar Focus		Chain	AM
Familiar Hex		Chain	AM
Far Scribe	5	Tome	XGE
Fiendish Vigor			PHB
Flying Blade		Blade	AM
Force Lightning			AM
Forceful Rebuke			AM
Foretold Fate		Card	AM
Freezing Hex			AM
Gaze of Two Minds			PHB
Ghostly Gaze	7		XGE
Gift of Knowledge			AM
Gift of the Depths	5		XGE
Gift of the Ever-Living Ones		Chain	XGE
Gift of the Protectors		Tome	TCE
Grasp of Hadar			XGE
Guided Fate		Card	AM
Guiding Totem		Totem	AM
Heartstone	15	Totem	AM
Hellfire Cloak	5		AM
Hellfire Hex			AM
Hellish Riposte		Blade	AM
Helpful Prestidigitation			AM
Hexing Blade	5	Blade	AM
Immovable Focus		Focus	AM
Improved Pact Weapon		Blade	XGE
Insightful Hex			AM

Investment of the Chain Master		Chain	TCE
Lance of Lethargy			XGE
Let Luck Decide	5	Charm	AM
Lifedrinker	12	Blade	PHB
Lore of Ancient Artifice	5	Tome	AM
Lucky Coincidence	5	Charm	AM
Maddening Hex			XGE
Magic of the Cards		Card	AM
Major Arcanum	18		AM
Maleficent Link		Chain	AM
Mask of Many Faces			PHB
Master of Myriad Forms			PHB
Mind Shielding Talisman	10	Talisman	AM
Minions of Chaos			PHB
Minor Arcanum	Various		AM
Mire the Mind			PHB
Misty Visions			PHB
Mocking Totem	7	Totem	AM
Never Tell Me the Odds	15	Charm	AM
One with Shadows	5		PHB
Otherworldly Ally	Various		AM
Otherworldly Charm	7		AM
Otherworldly Leap			PHB
Otherworldly Resistance			AM
Otherworldly Tresses			AM
Pact Keeper's Focus	5		AM
Pact of the Athame	5	Focus	AM
Pact of the Rod	5	Focus	AM
Pact of the Staff	5	Focus	AM
Pact of the Wand	5	Focus	AM
Pact Warrior		Blade	AM
Patron's Blessing			AM
Patron's Gift	5		AM
Phantom Sensation			AM
Pollution of the Slumbering Serpent			AM
Potent Talisman		Talisman	AM
Preternatural Senses			AM
Preternatural Stride			AM
Protection of the Talisman	7	Talisman	TCE
Raising of the Dead	5		AM
Reactive Hex			AM
Reading the Cards		Card	AM
Realm of the Tome	15	Tome	AM
Rebuke of the Talisman		Talisman	TCE
Relentless Hex	7		XGE
Repelling Blast			PHB
Revealed in the Cards	7	Card	AM
Ritual Athame		Focus	AM
Sculptor of Flesh	7		PHB
Sense the Otherworldly			AM
Servant of Eldritch Water			AM
Shroud of Shadow	15		XGE
Sign of Ill Omen	5		PHB
Staff of Flying	12	Focus	AM
Stone Cold Luck	9	Charm	AM
Stormstrike Hex			AM
Streak of Luck	9	Charm	AM
Talisman of Accuracy		Talisman	AM
Talisman of Healing		Talisman	AM
Talisman of Warding	5	Talisman	AM
Talismanic Focus		Talisman	AM
Talismanic Invocation		Talisman	AM
Talismanic Link	9	Talisman	AM
Terror Eater			AM
Terrorizing Hex			AM
Thief of Five Fates			PHB
Thirsting Blade	5	Blade	PHB
Tomb of Levistus	5		XGE
Tome of Infinite Understanding		Tome	AM
Tome of Legendary Lore	9	Tome	AM
Totem Spirit Jaunt	7	Totem	AM
Totemic Bane		Totem	AM
Touch of Eldritch Wrath			AM
Trickster's Escape	7		XGE
Turn of Fortune		Charm	AM
Uncanny Insight			AM
Undying Servitude	5		TCE
Unearthly Trickery			AM
Unnatural Ambulation			AM
Unnerving Mask	9		AM
Venomous Hex			AM
Visions of Distant Realms	15		PHB
Voice of the Chain Master		Chain	PHB
Warning Totem	5	Totem	AM
Weakening Hex			AM
Whispers of the Grave	9		PHB
Witch Sight	15		PHB
Witchlight Hex			AM

Accurate Focus

Prerequisite: Pact of the Focus

Your spell attacks using your pact focus ignore half cover and three-quarters cover and targets gain no benefit from cover for saving throws versus your spells.

Analytical Totem

Prerequisite: Pact of the Totem

The eldritch sight of your totem is sensitive to the resonance of magical items. It can tell if any item it sees is magical and can cast *identify* at will, without requiring components, and revealing the presence of any curses on the item.

Anchoring Totem

Prerequisite: 9th-level; Pact of the Totem

If you use your totem to cast one of the following spells: *summon beast, summon spell drake, summon fey, summon shadowspawn, summon undead, summon aberration, summon construct, summon elemental, summon celestial, summon cubic ooze, summon chimeric monstrosity,* or *summon fiend,* you can cast the spell without requiring concentration. You can only have a single curse or summoning spell active without concentration using your totem. Additionally, your totem can use its action to command creatures summoned by you.

Arcane Familiar

Prerequisite: 7th level; Pact of the Chain

Your familiar learns two cantrips of your choice from your warlock spell list. It can use its action to cast one of these cantrips without requiring components as a caster of 6 levels lower than your warlock level using your warlock spell attack bonus and spell save DC. It can cast a cantrip a number of times equal to your proficiency bonus, it regains all expended uses when you finish a long rest.

Arcane Opportunity

When a hostile creature provokes an opportunity attack from you, you can use your reaction to cast a cantrip at the creature, rather than making an opportunity attack. The cantrip must have a casting time of 1 action and must target only that creature.

Additionally, when a creature within your reach forces you to make a saving throw versus a spell or makes a spell attack roll against you, it provokes an opportunity attack from you if you succeed on the saving throw or it misses you with the spell attack.

Arcane Pact Weapon

Prerequisite: Pact of the Blade

You can use your pact weapon as a spellcasting focus and you learn one of the following cantrips as an additional warlock cantrip known: *booming blade, critical insight, death strike, dread blade, enraging attack, entrancing attack, forceful blow, green-flame blade, impel weapon, mordant blade, phantom strike, radiant blade, rime blade*, or *serpent strike*. When you take the Attack action on your turn to attack with your pact weapon, you can cast a cantrip that requires a weapon attack in place of one of your attacks. The weapon attack required by the cantrip must use your pact weapon.

Balefire

Prerequisite: a warlock spell that inflicts fire or necrotic damage

Your magic corrupts and consumes what it touches. Whenever you cast a warlock spell or use an invocation that inflicts fire or necrotic damage it inflicts both fire and necrotic damage. A creature is not resistant or immune to such a spell unless it is resistant or immune to both types of damage and is vulnerable to the damage if vulnerable to either damage type.

Baleful Totem

Prerequisite: Pact of the Totem

You can use your totem to cast *hex* once without using a spell slot. The *hex* is cast as if using a warlock spell slot of a level determined by your warlock class level. Once you cast *hex* using this invocation you cannot do so again until you finish a long rest. Additionally, your totem can use its action to transfer a *hex* spell cast by you.

Banehex

Prerequisite: hex spell and bane spell or Thief of Five Fates invocation

When you cast *hex*, do not choose an ability, instead any creature hexed by the spell also suffers the effects of a *bane* spell.

Beast Form

Prerequisite: Beast Speech invocation

You gain the ability to change into the shape of a beast as described in the druid Wild Shape feature as a druid of your warlock level. You can choose to change into a swarm of beasts of the appropriate challenge rating.

You can use this invocation to change form once, you can do so again when you finish a long rest, or you expend a warlock spell slot to do so.

Better Lucky than Dead

Prerequisite: 7th-level warlock, Pact of the Charm

You gain the effects of a *death ward* spell while the charm is on your person. Once this effect prevents you from dropping to 0 hit points or dying it ceases to function until you finish a long rest.

Bewitching Hex

Prerequisite: 5th level, Hex spell

When you cast *hex* you may choose to have it inflict Psychic damage instead of Necrotic damage.

When a creature cursed by you hits you with an attack, you can use your reaction to inflict 1d6 + your Charisma modifier psychic damage to that creature. The damage die of this invocation increases as you gain levels, to 1d8 at 11th level and 1d10 at 17th level.

Additionally, you may choose to have your *eldritch blast* spell inflict psychic damage instead of force when you cast it, when you do so, you make the attack rolls against a DC equal to 10 + the target's Intelligence Saving Throw bonus to hit the target instead of against its AC..

Binding of the Chain Master

Prerequisite: 9th level; Pact of the Chain

When you cast a warlock spell that summons or creates a creature, your familiar can maintain concentration on the spell and can command any creatures summoned or created by such a spell.

Blast Hex

Prerequisite: Hex spell, Agonizing Blast invocation

You may choose to have your *hex* spell inflict force damage instead of necrotic when you cast it. If you do so, do not choose an ability. Instead, when the hexed creature suffers force damage from the *hex*, you can use a bonus action or a reaction to cause an explosion of eldritch force to blast out from the hexed creature, dealing an additional 1d6 + your Charisma modifier force damage to the target and each creature within 5 feet of it.

Additionally, when you cast *eldritch blast* during the duration of this *hex*, you can transfer the curse to one target of the *eldritch blast* immediately before making the attack without using a bonus action.

Blessed Luck

Prerequisite: Pact of the Charm

As an action you can cast *bless* on yourself or on a single creature you toss the charm to, without expending a spell slot or requiring components other than the charm. The spell does not require concentration but ends if the charm leaves the target's possession. When you cast this spell on another creature, you can choose to grant that creature temporary attunement to the charm for the duration of the spell, granting it the full benefits of carrying the charm.

You can use this invocation a number of times equal to your proficiency bonus, you regain all expended uses when you finish a long rest.

Blood Witch Dance

Prerequisite: hex spell or a warlock feature that curses such as Hexblade's Curse or Infect Mind

You can use a bonus action to control the movement of one creature cursed by you that you can see within 30 feet. The creature must succeed on a Charisma saving throw or use its reaction to move up to its speed in a direction of your choice.

Bloody Blade

Prerequisite: Pact of the Blade

Once per turn, when you score a critical hit with a melee weapon attack using your pact weapon or reduce a creature to 0 hit points with one, you can make one additional melee weapon attack using your pact weapon as part of that action, bonus action, or reaction.

Bonded Focus

Prerequisite: Pact of the Focus

You gain the benefits of one of the following feats: Discipline of the Eldritch Rod, Essence of the Etheric Athame, Wandslinger, or Way of the Warding Staff. Your Pact Focus acts as the Bonded Focus for that feat, and forevermore takes the form of that type of focus.

If you choose the Discipline of the Eldritch Rod or Wandslinger feats, you can also gain an additional Pact Focus of that type. The two foci are a matched set and share your Pact Keeper's Focus invocation, but you do not gain any additional expendable resources for having two focuses.

Bonded Hex

Prerequisite: Hex spell

When you cast *hex*, do not choose an ability. Instead, choose a friendly creature you can see within range. That creature gains the same benefit as you when attacking the hexed target.

Additionally, you may choose to have your *eldritch blast* spell inflict necrotic damage instead of force when you cast it.

Book of Ancient Power

Prerequisite: Pact of the Tome, Book of Ancient Secrets invocation

Your Book of Shadows contains a reserve of magical power. While the book is on your person you have access to an additional warlock spell slot of a level determined by your warlock class level. Once you cast a spell using this spell slot you cannot do so again until you finish a long rest.

Additionally, you can use a Bonus Action to summon your Book of Shadows to you from any location or to dismiss it, shunting it into an extra-dimensional space. While summoned your Book of Shadows floats in your space, moving with you and turning pages as you wish. You can use your Book of Shadows as an arcane spellcasting focus and it does not require a free hand to wield it as a focus.

Book of Eldritch Secrets

Prerequisite: 7th level, Pact of the Tome, Book of Ancient Secrets invocation

You learn three spells of 5th level or lower from any class. A spell you choose must be of a level you can cast, as shown on the Warlock table, or a cantrip. The chosen spells count as warlock spells for you but don't count against the number of warlock spells you know. You may exchange one of these spells for a new one when you gain a warlock level.

Calling Card

Prerequisite: 12th level, Pact of the Cards feature

When you cast a warlock spell you can attach the spell to a card from you Deck of Fate, instead of causing the spell's normal effect. A creature holding the card can use the appropriate type of action to release the spell within, whereupon the card disappears, reappearing back in your deck. The spell uses your Spell Attack Modifier and save DC and treats the creature who released it as the caster for all other purposes.

You can have only one calling card active at a time. If you create a new calling card, the existing card vanishes.

Chains of Reciprocity

Prerequisite: Pact of the Chain

Your familiar can take the Help action as a bonus action during its turn.

Cloak of Ice

Prerequisite: 5th level; armor of agathys spell

As a bonus action, you can surround yourself with a magical aura that looks like a flurry of blowing ice. The aura extends 5 feet from you in every direction, but not through total cover. It lasts until you're incapacitated, or you dismiss it as a bonus action.

Any other creature that starts its turn in the aura takes cold damage equal to your Charisma modifier (minimum of 0 damage).

Once you use this invocation, you can't use it again until you finish a short or long rest. The cloak is also active for the duration of your *armor of agathys* spell.

Consuming Magic

Prerequisite: 5th level, a warlock spell or invocation that inflicts acid, fire, necrotic, or poison damage

When a target you can see starts its turn, if that target suffered acid, fire, necrotic, or poison damage caused by your warlock spell or invocation since the start of its previous turn, you can use a Reaction to inflict additional damage of the same type. The additional damage equals 1d6 + your Charisma modifier. The damage die of this invocation increases as you gain levels, to 1d8 at 11th level and 1d10 at 17th level.

Corrosive Hex

Prerequisite: Hex spell, a warlock spell that inflicts acid damage

You may choose to have your *hex* spell inflict acid damage instead of necrotic when you cast it. If you do so, do not choose an ability. Instead, when a creature suffers acid damage from the *hex* it suffers an additional 1d6 acid damage at the end of its next turn if it is still hexed. This damage increases as you gain levels, to 2d6 acid damage at 11th level, and to 3d6 damage at 17th level.

Additionally, you may choose to have your *eldritch blast* spell inflict acid damage instead of force when you cast it and can transfer your *hex* to any target you hit with an attack without requiring a bonus action.

Corrupting Chill

Prerequisite: a warlock spell that inflicts cold or necrotic damage

Your magic corrupts and freezes what it touches. Whenever you cast a warlock spell or use an invocation that inflicts cold or necrotic damage it inflicts both cold and necrotic damage. A creature is not resistant or immune to such a spell unless it is resistant or immune to both types of damage and is vulnerable to the damage if vulnerable to either damage type.

Deadly Cards

Prerequisite: 5th level, eldritch blast cantrip, Pact of the Cards feature

You use your Deck of Fate as a spellcasting focus to cast *eldritch blast* by hurling cards from the deck as you cast the spell. The cards reappear in the deck after the spell attacks are completed. When you use your Action to cast *eldritch blast* in this way, you can use a bonus action to cause the spell to produce one additional beam so long as both your hands are empty or only holding cards from your deck.

Deathdealer

Prerequisite: 12th level, Pact of the Blade feature

When you create your pact weapon, you can choose a damage type from among those favored by your patron (work with your DM to choose these damage types). When you hit a creature with your pact weapon, the creature takes extra damage equal to your Charisma modifier (minimum 1) of the chosen damage type.

You cannot inflict the additional damage from this invocation on the same weapon attack that you inflict the additional damage from the Lifedrinker invocation.

Deck of Phantasms

Prerequisite: 9th level, Pact of the Cards feature

You can draw a card from your deck and throw it as if using a Deck of Illusions. The deck regains one random expended card used in this manner each time you finish a long rest.

Dimensional Bond

Prerequisite: 12th-level warlock, Pact of the Chain feature

You can use your action to teleport to an unoccupied space closest to your familiar, provided the two of you are on the same plane of existence. Your familiar can do the same thing, using their action to teleport to you. The teleportation can be used a number of times equal to your proficiency bonus, and all expended uses are restored when you finish a long rest.

Divining Totem

Prerequisite: 7th level, Pact of the Totem

As a Bonus Action on your turn you can use your totem to sense the direction and approximate distance to the location of any creature currently cursed by you. If the creature is moving, you know the direction of its movement.

You can cast *detect magic* and *see invisibility* as a Bonus Action once each using your totem, without using a spell slot or components or requiring concentration. You regain the ability to cast these spells using this invocation when you finish a short or long rest. Your totem shares the senses granted by these spells and can use such spells as part of any Search action it takes.

Dreadful Thaumaturgy

You learn the *thaumaturgy* cantrip and can cast it as an action and/or bonus action without requiring components. When you cast the spell, you can choose to cause several of its intimidating effects to occur with more intensity over the course of only 1 round. When you do so, creatures of your choice within range that can hear or see the spell's effects must succeed on a Wisdom saving throw or become frightened of you until the end of your next turn. The DC of the save equals 8 + your proficiency bonus + your Charisma modifier. Once you cast the spell to produce this effect you can't do so again until you finish a short or long rest.

Elder Runecraft

Prerequisite: 5th level, Pact of the Tome, proficiency with the Arcana skill, giant, dwarvish, or elvish language

You learn to craft magical runes. You gain an ability similar to the Runewright Artificer's Runewrighting feature. You learn one rune from the list in the Runewrighting feature, for which you know an associated language. You can etch that rune on an object worn or carried by you as described in that feature. You are treated as an artificer of your warlock level to meet prerequisites and to determine the power of the rune.

You may choose this invocation multiple times, you gain knowledge of a different rune each time you do so.

Eldritch Claw

You learn the *shifting strike* cantrip and gain a natural weapon that inflicts 1d4 bludgeoning, piercing, or slashing damage (your choice) that you can use to make unarmed strikes. If you already know this cantrip, you learn a different warlock cantrip of your choice. The cantrip doesn't count against your number of cantrips known. You may always cast *shifting strike* to make an opportunity attack as a Reaction, even if you did not cast it on your previous turn.

The natural weapon manifests as a physical change to your form appearing as fangs, claws, horns, or a similar feature of your choice. The damage you can inflict with the natural weapon increases as you gain levels, to 1d6 at 11th level and to 1d8 at 17th level.

Eldritch Magic

You learn two additional warlock cantrips of your choice. These cantrips don't count against your number of cantrips known. You may choose this invocation multiple times, each time choosing new cantrips from the warlock spell list.

Eldritch Study

Prerequisite: Pact of the Tome, Book of Ancient Secrets invocation

Your arcane knowledge and study of forbidden texts and ancient treatises enhances the power of your pact. You gain proficiency with the Arcana skill. If you are already proficient with this skill you can add double your proficiency bonus to checks you make using it.



Additionally, you can treat your warlock Spellcasting Ability modifier as being the sum of your Charisma modifier + your Intelligence modifier, to a maximum of a +5 modifier. You can also use this modifier when using invocations, spells, and class features that normally use Charisma.

Eldritch Wings

Prerequisite: 12th level

You gain the ability to sprout a pair of wings from your back, gaining a flying speed equal to your current speed. You can create these wings as an action or bonus action on your turn. They last until you dismiss them (no action required) on your turn.

You may not be able to manifest your wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.

The appearance of your wings is influenced by your patron, ranging from bat like, feathered, or insectoid to spectral, luminous, or mechanical.

Faithful Servant

You can cast *unseen servant* at will, without expending a spell slot. If this spell ends as a result the servant dropping to 0 hit points, you cannot cast it again using this invocation until you finish a long rest. Additionally, if you cast this spell again during a servant's duration, any existing servant created by this spell disappears.

Familiar Focus

Prerequisite: Pact of the Chain, Voice of the Chain Master invocation

When you cast a spell your familiar can act as an arcane spellcasting focus if it is within 100 feet of you. This removes the need for any Material components and Verbal components are spoken by your familiar in your voice.

If you cast a warlock spell while you use the Voice of the Chain Master invocation to perceive through your familiar's eyes and your familiar can deliver the spell as if it had cast it. Your familiar must be within 100 feet of you, and it must use its Reaction to deliver the spell. If the spell requires an attack roll, you use your attack modifier for the roll. The spell is considered to originate at the familiar's location to determine placement of spell effects and to determine range and line of sight to the target.

Familiar Hex

Prerequisite: Pact of the Chain

Your familiar can cast *hex* once as a 1st level spell requiring no verbal, somatic, or material components. It regains the use of this spell when you finish a short or long rest. A *hex* spell cast by you or your familiar causes additional damage when either of you hits the target with an attack.

While your familiar is within 5 feet of a creature cursed by you or it, you have advantage on all attack rolls against that creature and that creature has disadvantage on saving throws versus your warlock spells and your familiar can use a bonus action to transfer a *hex* spell cast by either of you.

Flying Blade

Prerequisite: Pact of the Blade

Your pact weapon gains the thrown property with a normal range of 20 feet and a long range of 60 feet. If the weapon already has the thrown property, you can double its range when thrown by you. When you throw your pact weapon to make an attack, immediately after the attack, it flies back to your hand. Additionally, you can now create your pact weapon as your free object interaction during your turn (as if drawing a weapon.)

Force Lightning

Prerequisite: Agonizing Blast invocation, Eldritch Blast cantrip

You can choose to have your *eldritch blast* inflict lightning damage instead of force damage, when you do so you can make a melee spell attack instead of a ranged spell attack if the target is within 10 feet of you.

You also learn the *witch lightning* spell as an additional warlock spell known and you can trigger a *witch lightning* spell when you hit a target within range with an *eldritch blast* that inflicts lightning damage. If you have the Grasp of Hadar, Lance of Lethargy, or Repelling Blast invocations you can apply their effects each time you use a bonus action to damage a target with *witch lightning*.

Forceful Rebuke

You learn the *hellish rebuke* spell as an additional warlock spell known and can cast it once, without expending a spell slot. You regain the ability to cast *hellish rebuke* using this invocation when you finish a short or long rest.

Additionally, when you cast this spell, you can choose to inflict force damage instead of fire. If you do so, and the target fails its saving throw, you can push it up to 10 feet directly away from you.

Foretold Fate

Prerequisite: Reading the Cards invocation, Pact of the Cards

When you cast *augury,* you can use the insight gained to alter fate. Once before the end of your next rest, when you or a creature you can see within 30 feet of you makes an attack roll, a saving throw, or an ability check, you can roll a d6 and add or subtract the number rolled to or from the total. The die used by this invocation increases as you gain levels, to a d8 at 11th level, and d10 at 17th level. You can use this invocation again when you successfully cast a new *augury*.

Freezing Hex

Prerequisite: Hex spell, a warlock spell that inflicts cold damage

You may choose to have your *hex* spell inflict cold damage instead of necrotic when you cast it. If you do so, do not choose an ability. Instead, once per turn when a creature suffers cold damage from the *hex* it must make a Constitution saving throw. On a failure, the creature's speed becomes 0 and it cannot be increased until the end of your next turn.

Additionally, you may choose to have your *eldritch blast* spell inflict cold damage instead of force when you cast it and can transfer your *hex* to any target you hit with an attack without requiring a bonus action.

Gift of Knowledge

Prerequisite: Otherworldly Patron feature

You gain proficiency with one skill, one tool, and one language appropriate to your patron. In place of the tool proficiency, you can instead gain proficiency with one weapon of your choice.

Glamour of the Talisman

Prerequisite: Pact of the Talisman

The wearer of the talisman is affected by a minor illusion that enhances its appearance. The creature's skin appears flawless, hair is styled and glistens, teeth sparkle, boots shine, etc. It gains advantage on Charisma checks made to interact socially with creatures that can see it. A creature is unaffected by this invocation if it can't be charmed, can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

Guided Fate

Prerequisite: eldritch blast cantrip, Pact of the Cards feature

When you hit a target with an attack using *eldritch blast* you can choose a creature you can see other than you. That creature has advantage on their next attack roll against the same target before the start of your next turn.

You can use this invocation a number of times equal to your proficiency bonus, you regain all expended uses when you finish a long rest.

Guiding Totem

Prerequisite: Pact of the Totem

Your totem gains the ability to grant magical insight. It can use an action to cast *guidance* with a range of 60 feet and requiring only a Verbal component, which is often a bit of cryptic advice. Your totem cannot maintain concentration on a spell you cast while maintaining *guidance*.

Heartstone

Prerequisite: 15th level, Dream spell, Soul Cage mystic arcanum, Pact of the Totem

You learn how to craft a heartstone. This lustrous black gem allows you to cast the *etherealness* spell once, without expending a spell slot or requiring components. You can cast the spell again using the stone when you finish a short or long rest. The touch of a heartstone also cures any disease. Crafting a heartstone takes 30 days, and when completed is incorporated into your totem.

If you cast *dream* or *soul cage* while you are on the ethereal plane, you can target a creature you can see on the material plane. You can use a bag sewn of humanoid skin as the material component for a *soul cage* spell.

Hellfire Cloak

Prerequisite: 5th level; Hellish Rebuke spell

As a bonus action, you can manifest a cloak of shimmering hellfire. An aura of flaming hellfire extends 5 feet from you in every direction, but not through total cover. It lasts until you're incapacitated, or you dismiss it as a bonus action.

Any other creature that starts its turn in the aura takes fire damage equal to your Charisma modifier (minimum of 0 damage). Additionally, while this invocation is active, you

can cast *hellish rebuke* targeting any creature within this aura that provokes an opportunity attack from you, and creatures within the aura suffer disadvantage on saving throws versus fire damage inflicted by your warlock spells.

Hellfire Hex

Prerequisite: Hex spell, a warlock spell that inflicts fire damage
You may choose to have your *hex* spell inflict fire damage instead of necrotic when you cast it. If you do so, do not choose an ability. Instead, when a creature suffers fire damage from the *hex* it suffers an additional 1d6 fire damage at the end of its next turn if it is still hexed. This damage increases as you gain levels, to 2d6 fire damage at 11th level, and to 3d6 damage at 17th level.

Additionally, you may choose to have your *eldritch blast* spell inflict fire damage instead of force when you cast it and can transfer your *hex* to any target you hit with an attack without requiring a bonus action.

Hellish Riposte

Prerequisite: Hellish Rebuke spell, Pact of the Blade
When you cast *hellish rebuke* in response to being damaged by a melee attack, you may make a melee attack against that creature using your pact weapon as part of the same Reaction used to cast the spell if it is within your reach. If you hit, the target receives no saving throw versus the *hellish rebuke*.

Helpful Prestidigitation

You are surrounded by a host of intangible minor servants that allow you to create minor magical effects with only a thought. You learn the *prestidigitation* and *mage hand* cantrips and can cast them as an action and/or bonus action without requiring components. You may also control the *mage hand* as an action and/or bonus action on your turn.

Hexing Blade

Prerequisite: 5th level, Hex spell, Pact of the Blade
When a target affected by your *hex* drops to 0 hit points before your *hex* spell ends the curse is stored within your pact weapon. The next time you hit a creature with your pact weapon before the spell ends the target suffers an additional 1d6 necrotic damage and is affected by the *hex* spell. This damage increases to 2d6 when you reach 11th level and to 3d6 at 17th level.

You do not have to concentrate to maintain a *hex* stored in your pact weapon, but the duration continues to run, and you must begin concentration when you affect a target as if you had just cast the spell. A stored *hex* spell ends if your pact weapon is dismissed.



Immovable Focus

Prerequisite: Pact of the Focus, rod or staff pact focus
You can use an action to cause the focus to become magically fixed in place. Until you use an action to deactivate this invocation, the focus doesn't move, even if it is defying gravity. The focus can hold up to 8,000 pounds of weight. More weight causes the focus to deactivate and fall. A creature can use an action to make a DC 30 Strength check, moving the fixed focus up to 10 feet on a success.

Insightful Hex

Prerequisite: Hex spell
When you cast *hex*, do not choose an ability. Instead, you gain a mystical insight into the target's movement and attacks. The target does not benefit from advantage on any attack roll against you and provokes an opportunity attack from you when it enters your reach or misses you with an attack while within your reach.

Let Luck Decide

Prerequisite: 5th-level warlock, Pact of the Charm
As an action you can use the charm to cast *augury* at will, without expending a spell slot or requiring components. (For a charm in coin form the *augury* result is revealed in a coin toss.)

Lore of Ancient Artifice

Prerequisite: 5th level, Pact of the Tome, proficiency with the Arcana skill
You learn to craft magical items. You gain an ability similar to the Artificer Infuse Item feature. You learn two infusions from the list of Artificer infusions in the *Tasha's Cauldron of Everything* sourcebook or the new infusions in this book. You are treated as an artificer of your warlock level to meet prerequisites and to determine the power of your infused items. When you gain a warlock level you can replace one of your infusions known with a new one. You can have a maximum of one infusion active at a time.

You may choose this invocation multiple times, each time you do so you learn two additional infusions and increase your maximum number of active infusions by one.

Lucky Coincidence

Prerequisite: 5th-level warlock, Pact of the Charm
While the charm is on your person, when you roll 20 on a d20 roll for a skill check or saving throw some favorable lucky event occurs. The DM determines the exact effect, but possibilities include:

- You take no damage instead of half damage on a successful save.
- You succeed on the saving throw even if it would normally fail.
- Some extra lucky result related to the skill check occurs. (For example: you might discover that the guard you were attempting to Persuade is a distant relation and becomes friendly to you.)
- You succeed on the skill check through some fluke of luck, even if it would normally fail. (You still cannot accomplish an impossible task, but some other favorable coincidence might occur.)

Magic of the Cards

Prerequisite: Pact of the Cards feature
You learn three divination spells of 5th level or lower from any spell list. A spell you choose must be of a level you can cast, or a cantrip. These spells count as warlock spells for

you, and use Charisma as their spellcasting attribute, but don't count against your number of spells known. You may exchange one of these spells for a new one when you gain a warlock level. When you choose your Mystic Arcanum spells you may choose divination spells of 6th level or higher from any spell list.

Major Arcanum

Prerequisite: 18th-level warlock, Mystic Arcanum feature
You gain an additional 6th or 7th level Mystic Arcanum spell. This arcanum spell is in addition to your current Mystic Arcanum spell of that level.

Maleficent Link

Prerequisite: Pact of the Chain
You gain the "Improved Familiar" feat.



Mind Shielding Talisman

Prerequisite: 10th-level warlock; Pact of the Talisman feature
You become permanently attuned to your talisman, as if attuning to a magic item. You gain the following benefits while wearing your attuned talisman:

- You are immune to magic that allows other creatures to read your thoughts, determine whether you are lying, know your alignment, or know your creature type. Creatures can telepathically communicate with you only if you allow it.
- You can use an action to cause the talisman to become invisible until you use another action to make it visible, you remove the talisman, or you die.

As an action you can grant these benefits to a creature within 100 feet that wears your talisman. That creature retains the benefits until you use an action to revoke them or the talisman is removed.

Additionally, if you are within 100 feet of your talisman when death occurs, your talisman does not turn to ash when you die. Instead, your soul enters the talisman, which remains intact and you remain attuned to it for as long as it contains your soul. You can remain in the talisman or depart for the afterlife. As long as your soul is in the talisman, you can telepathically communicate with any creature wearing it. A wearer can't prevent this telepathic communication and you can continue to grant or withhold the talisman's benefits to a wearer.

Minor Arcanum

Prerequisite: warlock level equal to the minim level required to cast the chosen spell, Pact Magic feature
When you gain this invocation, choose a warlock spell of a level you can cast (maximum 5th level). You gain that spell as an additional warlock spell known and can cast it once using this invocation without using a spell slot. When cast using this invocation, the spell is cast at a level determined by your warlock Pact Magic slot level and cannot be cast again using this invocation until you finish a long rest.

You can select this invocation multiple times, choose a different warlock spell each time you do so.

Mocking Totem

Prerequisite: 7th level; Pact of the Totem
Your totem gains the ability to unleash a tirade of magical insults. It can use an action to cast *vicious mockery* as a caster of 6 levels lower than your warlock level using your warlock spell save DC. It can use this action a number of times equal to your proficiency bonus, it regains all expended uses when you finish a long rest.

Never Tell Me the Odds

Prerequisite: 15th-level warlock, Pact of the Charm
While you carry the charm, you never suffer disadvantage on a d20 roll.

Otherworldly Ally

Prerequisite: Varies, depending upon spell (see below)
Choose one of the following spells, you must be at least the indicated warlock level and have the indicated patron (if any) to choose a spell: 3rd: *summon beast* (Archfey, Genii Locorum, Trickster), *summon spell drake* (Source); 5th: *summon fey* (Archfey, Genii Locorum, Trickster), *summon shadowspawn, summon undead* (Hexblade, Undying); 7th: *summon aberration, summon construct* (Machine), *summon elemental* (Genie, Genii Locorum, Source); 9th: *summon celestial* (Celestial, Legendary Hero), *summon cubic ooze* (Great Old One); 11th: *summon fiend* (Fiend), *summon chimeric monstrosity*. You can cast the chosen spell once using a warlock spell slot of sufficient level, or by expending a Mystic Arcanum spell to cast it at the level of the spell slot or arcanum spell expended. You can't do so again until you finish a long rest. When cast using this invocation, the spell does not require material components or concentration.

You can choose this invocation multiple times, selecting a different spell each time you do so.

Otherworldly Charm

Prerequisite: 7th-level warlock
You can cast *charm person* at will, without expending a spell slot or requiring components.

Otherworldly Resistance

Prerequisite: Otherworldly Patron class feature
When you choose this invocation, choose one of the following damage types appropriate to your patron: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder. You gain resistance to the chosen damage type.

You may choose this invocation multiple times, choosing a different damage type each time you do so.

Otherworldly Tresses

When you choose this invocation, at your command your hair grows to an unnatural length, becomes animated and as strong as steel. Your hair has a reach of 10 feet, you use Charisma in place of Strength or Dexterity to make unarmed strikes and ability checks using your hair, and to determine the weight it can lift, push, or pull. You can use it to do the following simple tasks: lift, drop, hold, push, or pull an object or a creature; open or close a door or a container; grapple someone; or make an unarmed strike or deliver a spell with a range of touch. You can roll a d4 for the damage of your unarmed strikes using your hair.

Your hair can't wield weapons or shields or do anything that requires manual precision, such as using tools or magic items or performing the somatic components of a spell.

> Choosing this invocation might instead represent the growing of tentacles or other appendages, tattoos that reach off of the warlock's skin for a Pact of the Brand warlock, or animating mechanical arms for a Machine patron warlock.

Pact Keeper's Focus

Prerequisite: 5th level, Otherworldly Patron class feature

Choose one item you can use as an arcane focus. You must become attuned to that item as if attuning to a magic item. When wielding the attuned item as a spellcasting focus you gain a +1 bonus to spell attack rolls and to the saving throw DCs of your warlock spells. This bonus increases as you gain levels, to a +2 bonus at 11th level, and a +3 bonus at 17th level.

In addition, you can regain 1 warlock spell slot as an Action while holding the attuned focus. You can't use this property again until you finish a long rest.

While using this invocation, you cannot gain a benefit to your spell attack rolls or warlock spell saving throw DCs from another magic item, invocation, or class feature.



Pact of the Athame

Prerequisite: 5th level, Pact of the Focus, Athame pact focus

Your pact athame gains a +1 bonus on attack and damage rolls when making weapon attacks using the dagger. It also grants a +1 bonus on damage rolls when casting a cantrip that requires a ranged or melee spell attack. This increases to a +2 bonus at 11th level, and a +3 bonus at 17th level.

Pact of the Rod

Prerequisite: 5th level, Pact of the Focus, Rod pact focus

Your pact rod(s) gain a +1 bonus on attack and damage rolls when making weapon attacks using the rod. It also grants a +1 bonus on damage rolls when casting *eldritch blast* or any cantrip that requires a melee spell attack. This increases to a +2 bonus at 11th level, and a +3 bonus at 17th level.

Pact of the Staff

Prerequisite: 5th level, Pact of the Focus, Staff pact focus

Your pact staff gains a +1 bonus on attack and damage rolls when making weapon attacks using the staff. It also grants a +1 bonus on damage rolls when casting *eldritch blast.* This increases to a +2 bonus at 11th level, and a +3 bonus at 17th level.

Additionally, while wielding the staff in two hands any cantrip cast using it can be cast at up to four times the standard range. However, when you cast a cantrip at more than twice the standard range, your attack rolls have disadvantage, and other creatures have advantage on any saving throws made against your cantrip.

Pact of the Wand

Prerequisite: 5th level, Pact of the Focus, Wand pact focus

Your pact wand(s) gain a +1 bonus on attack and damage rolls when making weapon attacks using the wand (such as by using the *shardcaster* cantrip). It also grants a +1 bonus on damage rolls when casting *eldritch blast* or any cantrip that requires a ranged spell attack. This increases to a +2 bonus at 11th level, and a +3 bonus at 17th level.

Pact Warrior

Prerequisite: Pact of the Blade

When you attack using your pact weapon, you can use your Charisma modifier, instead of Strength or Dexterity, for the attack and damage rolls. Additionally, you gain proficiency with martial weapons, medium armor, and shields.

Patron's Blessing

Prerequisite: Otherworldly Patron class feature

While you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Charisma modifier.

Patron's Gift

Prerequisite: 5th-level; Otherworldly Patron feature

As an action you beseech your patron for a gift. Your patron bestows an item of adventuring gear that can be worn or carried (such as clothing or tools), a weapon, a suit of armor, or a common magical item. The total value of the gift must generally be 100gp per warlock level or less.

You can beseech this gift on behalf of yourself, or a willing creature you can see within 30 feet of you. Alternatively, you can beseech similar gifts with a total value less than that indicated be bestowed on several willing creatures within 30 feet (such as garbing several creatures in fine clothing). The gift immediately appears, and if it must be worn or equipped, it appears worn or equipped by the recipient, replacing any existing similar item. If the gift requires attunement, the recipient is immediately attuned to the item (if possible). Your patron determines the exact appearance and attributes of the item according to it its own nature.

The gift disappears 8 hours hence upon the closest dawn, dusk, noon, or midnight. The gift also disappears if it is more than 5 feet away from the recipient for 1 minute or

more or you use this invocation again. Any attempt to barter away or sell the gift results in the gift disappearing and the recipient being cursed by the patron for the remaining duration. (Determine the effects of the curse as described in the *bestow curse* spell.) Any item it replaced reappears when the gift disappears.

You can use this invocation once. You regain the use of this invocation when you finish a long rest or expend a warlock spell slot to use it again.

Phantom Sensation

Prerequisite: 5th level, Warlock spell or class feature that inflicts the charmed or frightened condition

When a creature within 60 feet starts its turn charmed or frightened by you, you can use your Reaction to inflict 1d6 + your Charisma modifier psychic damage as you beset the creature's mind with phantom pleasure or pain. This damage never disrupts or ends the charm or fear effect or allows an additional saving throw. The damage die of this invocation increases as you gain levels, to 1d8 at 11th level and 1d10 at 17th level.

Pollution of the Slumbering Serpent

Prerequisite: a warlock spell that inflicts poison or necrotic damage

Your magic corrupts and pollutes what it touches. Whenever you cast a warlock spell or use an invocation that inflicts poison or necrotic damage it inflicts both poison and necrotic damage. A creature is not resistant or immune to such a spell unless it is resistant or immune to both types of damage and is vulnerable to the damage if vulnerable to either damage type.

Additionally, a creature is not immune to the poisoned condition or diseases inflicted by your warlock spells unless it is immune to both the poisoned condition and disease or is an undead or construct that is immune to poison.

Potent Talisman

Prerequisite: 5th-level warlock; Pact of the Talisman feature

The die granted by your Talisman increases to a d6. This further increases to a d8 when you reach 11th level, and to a d10 at 17th level. This also changes the die granted by the Protection of the Talisman and Talisman of Accuracy invocations.

Preternatural Senses

You have blindsight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see an invisible creature within that range, unless the creature successfully hides from you.

Preternatural Stride

You learn the *longstrider* spell as an additional warlock spell known. You can cast *longstrider* on yourself at will, without expending a spell slot or material components.

Raising of the Dead

Prerequisite: 5th level

You can cast *animate dead* once using a warlock spell slot. You can't do so again until you finish long rest. The undead animated by this spell remain under your control permanently until destroyed or you cast the spell using this invocation again.

Reactive Hex

Prerequisite: hex spell

You can cast *hex* once, as a 1st level spell, without expending a spell slot. You regain the ability to do so when you finish a short or long rest.

Additionally, when a creature deals damage to you or forces you to make a saving throw, you can use your reaction to cast *hex* targeting that creature. Additionally, during the duration your *hex* spell, if you do not have a target cursed, you can use your reaction to curse a creature that deals damage to you or forces you to make a saving throw.

Reading the Cards

Prerequisite: Pact of the Cards feature

You learn the *augury* spell as an additional warlock spell known and can cast it at will without expending a spell slot or requiring components other than your deck. Moreover, you only risk a random result from an *augury* if you have cast it more than three times since your last long rest.

Realm of the Tome

Prerequisites: 15th level; Pact of the Tome

You can use your book of shadows to cast *demiplane* once. The *demiplane* created by this invocation appears to be a cozy library, an exotic laboratory, or similar place of knowledge of your choice and the spell cast using this invocation always connects to the same space. Furnishings and other objects created by this spell dissipate into smoke if removed from the space. This space can only be accessed by a creature casting *demiplane* while holding your book of shadows. You regain the ability to cast this spell using this invocation when you finish a long rest. Additionally, you can cast this spell while within your demiplane to create a door to any location you have previously visited.

Revealed in the Cards

Prerequisite: 7th level, Pact of the Cards feature

You learn the *divination* spell as an additional warlock spell known. You can use your Deck of Fate to cast *divination* once, without expending a spell slot or requiring components other than your deck. You can cast this spell again using this invocation when you finish a long rest.

If you have the Foretold Fate invocation, you also gain the benefits of that invocation when you cast *divination.* Moreover, you only risk a random result from a *divination* if you have cast it more than twice since your last long rest.

Ritual Athame

Prerequisite: Pact of the Focus, Athame pact focus

You gain Ritual Casting: You can cast any warlock spell you know as a ritual if that spell has the ritual tag and you use your pact focus in the form of an athame dagger in the ritual.

Additionally, when you cast an warlock spell as a ritual using the athame, you can inflict 1d4 points of damage to yourself to use the spell's normal casting time, rather than adding 10 minutes to it.

Sense the Otherworldly
You can cast *detect evil and good* at will, without expending a spell slot.

Servant of Eldritch Water
You gain a swimming speed equal to your walking speed, and you can breathe underwater. You can extend this benefit to one other creature for as long as you touch them.

Staff of Flying
Prerequisite: 12th level, Pact of the Focus, Staff pact focus
When you stand astride your pact staff and command it as a bonus action, the staff then hovers beneath you and can be ridden in the air. It has a flying speed of 50 feet. It can carry up to 400 pounds, but its flying speed becomes 30 feet while carrying over 200 pounds. The staff stops hovering when you land.

You can send the staff to travel alone to a destination within 1 mile of you upon command, name the location, and are familiar with that place. The staff comes back to you when commanded, provided that the staff is still within 1 mile of you.

Stone Cold Luck
Prerequisite: 9th-level warlock, Pact of the Charm
The charm grants the benefits of a Luckstone to an attuned bearer: While the charm is on your person, you gain a +1 bonus to ability checks and saving throws.

Stormstrike Hex
Prerequisite: Hex spell, a warlock spell that inflicts lightning damage and one that inflicts thunder damage
You may choose to have your *hex* spell inflict lightning or thunder damage instead of necrotic when you cast it. If you do so, do not choose an ability. Instead, whenever the target suffers lightning damage from the *hex*, it cannot take reactions until the start of its next turn and whenever the target suffers thunder damage from the *hex*, you can push it 5 feet.

Additionally, you may choose to have your *eldritch blast* spell inflict lightning or thunder damage instead of force when you cast it and can transfer your *hex* to any target you hit with an attack without requiring a bonus action.

Streak of Luck
Prerequisite: 9th-level warlock, Pact of the Charm
When you make a d20 roll with advantage and the roll results in success while carrying your charm, you can gain advantage the next attack roll, saving throw, or ability check you make before the end of your next turn. When you do so, you continue to gain advantage on each roll you make until a roll results in a failure or you do not make a roll before the end of your next turn.

Once you use this invocation, you cannot do so again until you finish a long rest, or you expend a warlock spell slot to use it again.

Talismanic Link
Prerequisite: 9th-level warlock, Pact of the Talisman feature
You and the wearer of your talisman can communicate telepathically whether or not you share a common language. The communication is possible over any distance, though it can't extend to other planes of existence. Additionally, as an action, you can see through the wearer's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the wearer has. During this time, you are deaf and blind with regard to your own senses.

Talisman of Accuracy
Prerequisite: Pact of the Talisman feature
When the wearer of your talisman misses with an attack, they can add a d4 to the roll, potentially turning the miss into a hit. This benefit can be used a number of times equal to your proficiency bonus, and all expended uses are restored when you finish a long rest.

Talisman of Healing
Prerequisite: Pact of the Talisman feature
When the wearer of your talisman rolls a die granted by the talisman (including those granted by the Protection of the Talisman and Talisman of Accuracy invocations), it also regains hit points equal to the result. If healing from this invocation would cause the wearer to regain hit points in excess of its hit point maximum, any excess healing becomes temporary hit points. The wearer can also choose to roll a die from the talisman as a bonus action to gain this healing.

Talisman of Warding
Prerequisite: 5th-level warlock, Pact of the Talisman feature
If a wearer of your talisman other than you is within 100 feet of you, as a bonus action you can cause it to become affected by a ward. For 1 hour, so long as the wearer is within 100 feet of you, both you and the wearer gain a +1 bonus to AC and saving throws, and each time either of you takes damage, the damage is divided equally between you.

The effect ends if either of you drops to 0 hit points, the wearer removes the talisman, or if you and the wearer become separated by more than 100 feet. It also ends if you use this invocation again or dismiss the ward as a bonus action.

You can use this invocation a number of times equal to your proficiency bonus, all expended uses are restored when you finish a long rest.

Talismanic Focus
Prerequisite: Pact of the Talisman feature
The wearer of the talisman can use it as an arcane spellcasting focus, and it does not require a free hand to wield the talisman as a focus while it is worn. You can use your Talisman as an arcane spellcasting focus, even when it is not worn by you, so long as it is within 100 feet of you.

When you cast a spell, the wearer of the focus can use their reaction to deliver a touch spell or act as the origin point of a spell cast by you. The wearer must be within 100 feet of you, and it must use its reaction to channel the spell when you cast it. If the spell requires an attack roll, use your spell attack modifier for the roll.

Talismanic Invocation
Prerequisite: Pact of the Talisman
As an Action when you remove your talisman, you can choose one of your Eldritch Invocations that does not have limited uses or a prerequisite other than a level prerequisite. The wearer of your talisman gains that invocation while it wears the talisman.

Terror Eater
Prerequisite: a warlock spell or class feature that causes fear
Once per turn, when you reduce a frightened creature to 0 hit points, you regain hit points equal to your Charisma modifier + your warlock level (minimum of 1). If this causes you to regain hit points in excess of your hit point maximum, you gain the excess as temporary hit points.

Terrorizing Hex
Prerequisite: Hex spell
You may choose to have your *hex* spell inflict psychic damage instead of necrotic when you cast it. If you do so, do not choose an ability. Instead, once per turn when a creature suffers psychic damage from the *hex* it must make a Wisdom saving throw. On a failure it becomes frightened until the end of your next turn.

Additionally, you may choose to have your *eldritch blast* spell inflict psychic damage instead of force when you cast it. If cast in this way you make the attack rolls against a DC equal to 10 + the target's Intelligence Saving Throw bonus to hit the target instead of against its AC. You can transfer your *hex* to any target you hit with this attack without requiring a bonus action.



Tome of Infinite Understanding
Prerequisite: Pact of the Tome
Your book of shadows contains fragments of knowledge that can coalesce into true understanding upon study. Whenever you finish a short or long rest, you can choose one skill, tool, or language proficiency that you lack and gain it. You lose this proficiency when you use this invocation to choose a different proficiency that you lack.

Tome of Legendary Lore
Prerequisite: 9th level; Pact of the Tome
Your book of shadows is connected to a font of ancient lore. You can use your book to cast *legend lore* as a ritual, without expending a spell slot or requiring components. The information provided by the spell appears on its own page in the book until you use this invocation to cast the spell again.

Totemic Bane
Prerequisite: Pact of the Totem
You learn the *bane* spell as an additional warlock spell known. During the duration of *bane* spell cast using your totem,when you are damaged by a creature within 30 feet of you, the attacker must make a saving throw versus the spell or become affected by the *bane* spell for the duration. If a creature already affected by the *bane* spell damages you, it suffers 1d4 necrotic damage.

Totem Spirit Jaunt
Prerequisite: 7th level; Pact of the Totem
The totem can use its action to cast *arcane eye* without requiring components. The eye appears as a tiny invisible representation of the totem's spirit, possesses the totem's senses, and the totem is blind and deaf to its own surroundings while using the spell. The totem cannot maintain a spell you cast while using this spell.

It can cast this spell a number of times equal to your proficiency bonus and regains all expended uses when you finish a long rest.

Touch of Eldritch Wrath
Prerequisite: Eldritch Blast cantrip
Your *eldritch blast* does not require components to cast and when you cast *eldritch blast,* you can choose to reduce its range to touch and make melee spell attacks against targets within your reach instead of ranged spell attacks.

Turn of Fortune
Prerequisite: Pact of the Charm
When you roll a 1 on a d20 roll while carrying your charm, your charm regains 1 expended luck point and cannot regain a luck point again from this invocation until you finish a short or long rest.

Uncanny Insight
You gain proficiency in the Insight and Perception skills.

Unearthly Trickery
You gain proficiency in the Sleight of Hand and Stealth skills.

Unnatural Ambulation
You have a climbing speed equal to your walking speed. In addition, at 3rd level, you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.

Unnerving Mask
Prerequisite: 9th level
As a Reaction when a creature you can see starts its turn within 30 feet, you can create a phantasmal illusionary mask that looks like one of the creature's departed loved ones or bitter enemies. If the creature can see you, it must succeed on Wisdom saving throw or be frightened until the end of its turn.

On a successful saving throw that creature is immune to this invocation for 24 hours.

Venomous Hex

Prerequisite: Hex spell, a warlock spell that inflicts poison damage

You may choose to have your *hex* spell inflict poison damage instead of necrotic when you cast it. If you do so, do not choose an ability. Instead, once per turn when a creature suffers poison damage from the *hex* it must make a Constitution saving throw. On a failure it becomes poisoned until the end of your next turn.

Additionally, you may choose to have your *eldritch blast* spell inflict poison damage instead of force when you cast it and can transfer your *hex* to any target you hit with an attack without requiring a bonus action.

Warning Totem

Prerequisite: 5th level; Pact of the Totem

The totem magically warns you of danger. While the totem is on your person, you have advantage on initiative rolls. In addition, you and any of your companions within 30 feet of you can't be surprised, except when incapacitated by something other than nonmagical sleep. The totem magically awakens you and your companions within range if any of you are sleeping naturally when combat begins.

Weakening Hex

Prerequisite: Hex spell

When you cast *hex*, do not choose an ability. Instead, the target's strikes against you grow weak and lethargic. When the target makes a roll to damage you, it must roll 1d6 and reduce the damage inflicted on you by the result (minimum 0 damage).

Additionally, you may choose to have your *eldritch blast* spell inflict necrotic damage instead of force when you cast it and can transfer your *hex* to any target you hit with an attack without requiring a bonus action.

Witchlight Hex

Prerequisite: Hex spell, faerie fire or fey strike spell

You may choose to have your *hex* spell inflict radiant damage instead of necrotic when you cast it. If you do so, do not choose an ability. Instead, when the hexed target suffers radiant damage from the *hex* during a turn it must make a Wisdom saving throw at the end of that turn. On a failed save it begins to glow with a dim eldritch light, shedding dim light in a 10-foot radius until the end of your next turn. Any attack roll against the glowing creature has advantage if the attacker can see it, and the affected creature can't benefit from being invisible.



Additionally, you may choose to have your *eldritch blast* spell inflict radiant damage instead of force when you cast it and can transfer your *hex* to any target you hit with an attack without requiring a bonus action.

Warlock Patron Invocations

The following section contains invocations specific to a single Otherworldly Patron. These invocations further develop the powers and gifts bestowed by your Patron along a path that suits your Patron's interests and goals. There are no patron specific invocations for warlocks of The Artifact or The Marked One Patrons.

Archfey Patron Invocations

The Archfey Patron Invocation List

Invocation	Pact
Aspect of the Dryad	--
Eldritch Step	--
Enchanting Strike	--
Enchantment of the Feywild	--
Fearsome Presence	Pact of the Totem
Fey Grace	--
Fey Knowledge	Pact of the Tome
Fey Steed	--
Feywild Bond	Pact of the Chain
Feywild Toxins	Pact of the Chain
Forest Fey Stride	--
Gift of the Green Hag	--
Hex of Thorns	--
Horror of the Sea Hag	Pact of the Totem
Hounds of the Feywild	Pact of the Chain
Inspiring Presence	--
Misty Rebuke	--
Misty Veil	--
Quickling Aspect	--
Quickling Blade	Pact of the Blade
Seelie Knight	Pact of the Blade
Seelie Knowledge	Pact of the Tome
Seelie Magic	--
Spirit Fey Warrior	Pact of the Chain
Summer Flame	--
Summer Blade	Pact of the Blade
Sylvan Speech	--
Talisman of the Archfey	Pact of the Talisman
Uncanny Escape	--
Unseelie Knight	Pact of the Blade
Unseelie Knowledge	Pact of the Tome
Unseelie Magic	--
Winter Spear	Pact of the Blade

Aspect of the Dryad

Prerequisite: Fey Presence class feature, The Archfey patron
The following spells are added to the warlock spell list for you: *druidcraft, shillelagh, entangle, speak with animals, goodberry, barkskin,* and *pass without trace.* These count as warlock spells for you and use Charisma as their spellcasting ability.

Fey Charm. When you use your Fey Presence class feature, you can instead target a single beast or humanoid within 30 feet. If the target can see you, it must succeed on a Wisdom saving throw or be magically charmed. The charmed creature regards you as a trusted friend to be heeded and protected. Although the target isn't under your control, it takes your requests or Actions in the most favorable way it can.

Each time you or your allies do anything harmful to the target or its allies, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until you die, are on a different plane of existence from the target or end the effect as a Bonus Action. If a target's saving throw is successful, the target is immune to your Fey Presence for the next 24 hours.

Eldritch Step

Prerequisite: The Archfey patron, Misty Escape class feature
You learn the *misty step* spell as an additional warlock spell known and can cast it without requiring components. You can expend the use of your Misty Escape class feature to cast this spell using this invocation at a level determined by your Pact Magic feature without expending a spell slot. When you expend your Misty Escape or use a Warlock spell slot to cast *misty step* you turn invisible. You remain invisible until the start of your next turn or until you attack or force a creature to make a saving throw.

Enchanting Strike

Prerequisite: 5th level, Fey Presence class feature, The Archfey patron
You learn the *binding smite* spell as an additional warlock spell known. You can expend the use of your Fey Presence to cast *binding smite* at a level determined by your Pact Magic feature, without expending a spell slot. When you do so, the target has disadvantage on its initial saving throw to resist the spell.

Enchantment of the Feywild

Prerequisite: Fey Presence class feature, The Archfey patron
You learn the *beguiling onslaught* cantrip as an additional warlock cantrip known.

Additionally, you can use your Fey Presence and Dark Delirium features as a bonus action rather than an action and when your Dark Delirium class feature imposes the Charmed condition on a creature the target is affected as if you had cast *dominate monster* upon it while charmed by the feature.

Fearsome Presence

Prerequisite: 10th level, Pact of the Totem, The Archfey patron
You learn the *terrorizing onslaught* cantrip as an additional warlock cantrip known.

You are immune to the frightened condition, and when another creature attempts to frighten you, you can use your Reaction to attempt to turn the fear back on that creature. The creature must succeed on a Wisdom saving throw against your Warlock spell save DC or be frightened of you for 1 minute. As an action, the creature can make a Wisdom check against your spell save DC to steel its resolve and end the frightened condition.

Fey Grace

Prerequisite: The Archfey patron
You gain proficiency with Dexterity saving throws and your walking speed increases by 10 feet.

Fey Knowledge

Prerequisite: Pact of the Tome, The Archfey patron

You learn the Sylvan language and three spells of 5th level or lower from the bard or druid spell list. A spell you choose must be of a level you can cast, or a cantrip. These spells count as warlock spells for you, and use Charisma as their spellcasting attribute, but don't count against your number of spells known. You may exchange one of these spells for a new one when you gain a warlock level. When you choose your Mystic Arcanum spells you may choose spells of 6th level or higher from the bard or druid spell list.

Fey Steed

Prerequisite: 5th level, The Archfey Patron

You can cast *find steed* once using a warlock spell slot. This steed is always a fey instead of its normal type.

You can't do so again until you finish a long rest.

- At 9th level, this changes to *find greater steed* and you add Blink Dog, Giant Eagle, Giant Owl, and Hippogriff to the list of eligible steeds.
- At 12th level, you add Winter Wolf to the list of eligible steeds if you have ties to the Unseelie Court.

Feywild Bond

Prerequisite: Misty Escape, Pact of the Chain, The Archfey patron

While you are within 100 feet of your familiar, either you or your familiar can use a Reaction to trigger your Misty Escape class feature when either of you suffers damage. Both you and your familiar benefit from your Misty Escape when it is triggered, and your familiar suffers no damage from the triggering attack.

Your familiar also shares your Beguiling Defenses class feature.

Feywild Toxins

Prerequisite: Sprite Familiar, Pact of the Chain, The Archfey patron

You and your Sprite familiar are proficient in the use of a Poisoner's Kit. Whenever your Sprite familiar makes a check related to poisons or antidotes, it is considered proficient and adds double your proficiency bonus to the check. While within 5 feet of you, your familiar can use an Action to coat one slashing or piercing weapon or up to three pieces of ammunition it can touch with a magical poison. The poison remains potent for 1 minute. The next time the affected weapon or ammunition is used to hit with an attack, the target is affected by one of the following poisons:

Sleep. The target must succeed on a Constitution saving throw or become poisoned for 1 hour. If the saving throw fails by 5 or more, the target falls unconscious for the same duration, or until it takes damage, or another creature uses an action to shake it awake.

Intoxicant. The target must make a Constitution saving throw or become poisoned for 1 minute. While poisoned the creature is hallucinating, and unaware of its surroundings. It cannot take actions or relations and moves randomly. At the start of each of its turn it moves half its speed in a random direction, if it can move. Roll a d4 for the direction: 1, north; 2, south; 3, east; or 4, west. At the end of each turn an intoxicated creature can make a Wisdom saving throw to regain control of itself. On a successful save, the creature can act normally, but remains poisoned for the duration.

Damage. The target must make a Constitution saving throw, taking 3d6 poison damage on a failed save, or half as much damage on a successful one.

The save DC for the poison, and your sprite's normal poison, is your spell save DC. The sprite can use this ability a number of times equal to your proficiency bonus, it regains all uses of this ability when you finish a long rest.

Forest Fey Stride

Prerequisite: 15th level, Aspect of the Dryad invocation and Sylvan Speech invocation

You can cast *tree stride* or *transport via plant*s once using this invocation, without using a spell slot or requiring components. You regain the ability to cast a spell using this invocation when you finish a short or long rest.

Gift of the Green Hag

Prerequisite: 5th level, The Archfey patron

You can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful Wisdom (Insight) check vs your spell save DC.

You also gain the *invisibility* spell as a bonus warlock spell known. While you are invisible by any means, you leave no physical evidence of your passage. When you reach 7th level, you also gain *greater invisibility* as a bonus warlock spell known. As a bonus action , you can expend the use of your Fey Presence or Misty Escape features to cast these spells on yourself at a level determined by your Pact Magic feature without expending a spell slot or requiring components.

Hex of Thorns

Prerequisite: Hex spell, The Archfey patron

You may choose to have your *hex* spell inflict magical piercing damage instead of necrotic when you cast it. If you do so, do not choose an ability. Instead, when a creature suffers piercing damage from the *hex* it becomes snared by spectral thorny vines. A snared creature's movement speed is reduced by 10 feet until the end of your next turn and the first time it moves 5 feet or more before then it suffers 1d6 piercing damage if it is still hexed. This damage increases as you gain levels, to 2d6 piercing damage at 11th level, and to 3d6 damage at 17th level.

Additionally, you may choose to have your *eldritch blast* spell inflict magical piercing damage instead of force when you cast it, manifesting as a spray of magical spectral thorns.

Horror of the Sea Hag

Prerequisite: 15th Level, Fearsome Presence invocation, Pact of the Totem, fear spell, The Archfey patron

Any spell from any spell list that causes fear is added to the warlock spell list for you.

Death Glare. As an Action during your turn choose one frightened creature you can see within 30 feet of you. If the target can see you, and is frightened of you, it must succeed on a Wisdom saving throw or drop to 0 hit points. You can use this ability once; you regain this ability when you finish a long rest.

Hounds of the Feywild

Prerequisite: 7th level, Pact of the Chain, Sylvan language, The Archfey patron

As an Action on your turn you can summon a pair of Blink Dogs to aid you. The fey hounds are friendly to you and your allies and remain for 1 hour, until destroyed, or until you dismiss them as a bonus action on your turn. Roll initiative for the hounds as a group, which have their own turn. The Blink Dogs obey any verbal commands that you or your familiar issue to them in Sylvan (no Action required by you). If you don't issue any commands to the hounds, they defend themselves and you from hostile creatures.

At 11th level you can summon four Blink Dogs when you use this invocation, at 15th level you can summon six. You can use this invocation once, you regain its use when you finish a long rest.

Inspiring Presence

Prerequisite: Beguiling Defenses and Fey Presence class features, The Archfey patron

When you use your Fey Presence class feature, you can affect all creatures of your choice within 10 feet of you. A creature can choose to fail the saving throw versus this effect.

A creature that becomes charmed by you is cleansed of the charmed and frightened conditions imposed by any other creature and is immune to these conditions imposed by other creatures while charmed by you.

Misty Rebuke

Prerequisite: 7th level, Misty Escape class feature, Hellish Rebuke spell, The Archfey patron

When you use your Misty Escape class feature, you can cast *hellish rebuke* as part of the same reaction instead of turning invisible; the spell is cast as a 2nd level spell and does not expend a spell slot or require components. When you have no uses of Misty Escape remaining, you can expend a warlock spell slot to use it.

When you cast *hellish rebuke* you can choose to inflict force or psychic damage instead of fire damage. *Hellish Rebuke* cast in this way requires a Wisdom saving throw.

Misty Veil

Prerequisite: Misty Escape class feature, The Archfey patron

When you damage a creature during your turn with a warlock spell or your pact weapon, you can use a bonus action to force it to make an Intelligence saving throw. On a failure, you are invisible to that creature until you attack it or cast a spell targeting it.

You can use this ability once per combat, you regain the use of this ability when you make an initiative roll.

Quickling Aspect

Prerequisite: Misty Escape class feature, The Archfey patron

You can cast *haste* using a warlock spell slot without requiring components, but only upon yourself, and it gains the following benefits when cast at higher level:

- If you cast this spell using a 4th level or higher spell slot attack rolls against you have disadvantage unless you are incapacitated or your speed is reduced to 0.
- If you cast this spell using a 5th level spell slot you also gain Evasion for the duration. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

You can also expend the use of your Fey Presence or Misty Escape features as a bonus action to cast *haste* on yourself at a level determined by your Pact Magic feature without expending a spell slot or requiring components.

Quickling Blade

Prerequisite: Pact of the Blade feature, The Archfey patron

When you create your pact weapon you gain the following benefits. These benefits affect only a created pact weapon, it has no effect on a magic item transformed into your pact weapon.

- Once you create your pact weapon in a particular form, you may thereafter manifest your pact weapon in that form as part of any action made to attack using it. A melee weapon created using this invocation gains the Finesse weapon property: you may use Dexterity on attack and damage rolls with your pact weapon (regardless of form).
- You can create a longbow or shortbow as your pact weapon using this invocation, the invocation summons ammunition for the weapon each time you fire it.
- Your pact weapon grows more powerful as you gain warlock levels: it gains a +1 bonus to hit and damage at 5th level, a +2 bonus to hit and damage at 11th level, and a +3 bonus to hit and damage at 17th level.
- When you hit with an attack using your pact weapon, and have advantage on the attack roll, you deal an extra 1d6 damage of the weapon's damage type.
- You may use your pact weapon as an arcane focus.



Seelie Knight

Prerequisite: Pact of the Blade, The Archfey patron

You channel the power of the summer court of the fey to create your pact weapon. Such a weapon usually manifests as a fiery or radiant spear, sword, or bow. This invocation affects only a created pact weapon, it has no effect on a magic item transformed into your pact weapon.

- When you create the weapon choose radiant or fire damage; you inflict an additional 1d4 damage of the type chosen on a successful hit.
- You can create a longbow or shortbow as your pact weapon using this invocation, the invocation summons ammunition for the weapon each time you fire it.
- Your pact weapon grows more powerful as you gain warlock levels: it gains a +1 bonus to hit and damage at 5th level, a +2 bonus to hit and damage at 11th level, and a +3 bonus to hit and damage at 17th level.
- You may use your Pact weapon as an Arcane Focus.

Seelie Knowledge

Prerequisite: Seelie Magic invocation, Pact of the Tome, Book of Ancient Secrets invocation, The Archfey patron

You learn three spells of 5th level or lower that inflict radiant or fire damage or cause light from any spell list. A spell you choose must be of a level you can cast, or a cantrip. These spells count as warlock spells for you, and use Charisma as their spellcasting attribute, but don't count against your number of spells known. You may exchange one of these spells for a new one when you gain a warlock level. When you choose your Mystic Arcanum spells you may choose spells of 6th level or higher that inflict radiant or fire damage or cause light from any spell list.

Seelie Magic

Prerequisite: Agonizing Blast invocation, Eldritch Blast cantrip, The Archfey patron

- When you cast *armor of agathys, eldritch blast,* or *hex* you may choose to have the spell inflict radiant or fire damage instead of the normal damage type.
- When you cast or attack with a warlock spell other than *eldritch blast* that deals radiant or fire damage, you can add your Charisma modifier to one radiant or fire damage roll of that spell each turn. At 5th level, if you use an action, bonus action, or reaction to cast or attack with such a spell during a turn this increases to two damage rolls of a spell that turn. At 11th level, this increases to three damage rolls, and to four damage rolls at 17th level.

Spirit Fey Warrior

Prerequisite: 5th-level warlock, Pact of the Chain, Sprite familiar, The Archfey patron

You learn the *summon fey* spell as an additional warlock spell known. When you cast this spell, you can cause your sprite familiar to polymorph into the fey spirit summoned by the spell. If you do so, the spell does not require concentration and lasts for 1 hour or until the fey spirit drops to 0 hit points or dies.

While in fey spirit form, the familiar takes on the characteristics of the fey spirit but retains its fly speed, its proficiency with Perception and Stealth, and the Heart Sight and Invisibility actions. Additionally, it can still act as your familiar and it gains a Shortbow attack:

> ***Shortbow.*** *Ranged Weapon Attack:* your spell attack modifier to hit, range 80/320 ft., one target. *Hit:*1d6 + 4 + the spell's level piercing damage, and the target must succeed on a Constitution saving throw against your Spell Save DC or become poisoned for 1 minute. If it fails the saving throw by 5 or more, the poisoned target falls unconscious for the same duration, or until it takes damage, or another creature takes an action to shake it awake.

Summer Flame

Prerequisite: a warlock spell known that inflicts fire or radiant damage, Seelie Magic or Seelie Knight invocation, The Archfey Patron

Your magic brings the heat of a bright summer's day. Whenever you cast a warlock spell or use an invocation that inflicts fire or radiant damage it inflicts both fire and radiant damage. A creature is not resistant or immune to such a spell unless it is resistant or immune to both types of damage and is vulnerable to the damage if vulnerable to either damage type.



Summer Blade

Prerequisite: Pact of the Blade, Seelie Knight Invocation, The Archfey patron

You learn the *fey strike* spell as an additional warlock spell known. You can expend the use of your Fey Presence or Misty Escape to cast *fey strike* as a spell of a level determined by your warlock level, without expending a spell slot. If you do so the target hit is outlined in *faerie fire* for 1 minute without further concentration on your part.

Each time you hit a creature lined with *faerie fire* using your pact weapon you inflict an additional 1d6 radiant damage.

Sylvan Speech

Prerequisite: 9th level, Aspect of the Dryad invocation or Beast Speech invocation, The Archfey patron

You learn Sylvan and can cast *speak with plants* at will, without expending a spell slot.

Talisman of the Archfey

Prerequisite: Pact of the Talisman, Beguiling Defenses feature, The Archfey patron

The wearer of your talisman has advantage on saving throws against spells and other magical effects. A wearer other than you is charmed by you for as long as it wears the talisman and is immune to the charmed condition from other sources.

Uncanny Escape

Prerequisite: Misty Escape class feature, The Archfey patron

When you use your Misty Escape class feature, you suffer half damage from the triggering attack, and you remain invisible until the end of your next turn or until you attack or cast a spell. When you have no uses of Misty Escape remaining, you can expend a warlock spell slot to use it.

Unseelie Knight

Prerequisite: Pact of the Blade, The Archfey patron

You channel the power of the winter court of the fey to create a pact weapon. The weapon you create appears to be formed of magical ice. This invocation affects only a created pact weapon, it has no effect on a magic item transformed into your pact weapon.

- When you create the weapon choose cold or necrotic damage; you inflict an additional 1d4 damage of the type chosen on a successful hit.
- You can create a longbow or shortbow as your pact weapon using this invocation, the invocation summons ammunition for the weapon each time you fire it.
- Your pact weapon grows more powerful as you gain warlock level: it gains a +1 bonus to hit and damage at 5th level, a +2 bonus to hit and damage at 11th level, and a +3 bonus to hit and damage at 17th level.
- You may use your Pact weapon as an Arcane Focus.

Unseelie Knowledge

Prerequisite: Unseelie Magic invocation, Pact of the Tome, Book of Ancient Secrets invocation, The Archfey patron

You learn three spells of 5th level or lower that inflict cold damage or cause darkness from any spell list. A spell you choose must be of a level you can cast, or a cantrip. These spells count as warlock spells for you, and use Charisma as their spellcasting attribute, but don't count against your number of spells known. You may exchange one of these spells for a new one when you gain a warlock level. When you choose your Mystic Arcanum spells you may choose spells of 6th level or higher that inflict cold damage or cause darkness from any spell list.

Unseelie Magic

Prerequisite: Agonizing Blast invocation, Eldritch Blast cantrip, Armor of Agathys spell, The Archfey patron

- When you cast *eldritch blast, hellish rebuke*, or *hex* you may choose to have the spell inflict cold or necrotic damage instead of the normal damage type damage. *Hellish Rebuke* cast in this manner requires a Constitution saving throw.
- When you cast or attack with a warlock spell other than *eldritch blast* that deals cold or necrotic damage, you can add your Charisma modifier to one cold or necrotic damage roll of that spell each turn. At 5th level, if you use an action, bonus action, or reaction to cast or attack with such a spell during a turn this increases to two damage rolls of a spell that turn. At 11th level, this increases to three damage rolls, and to four damage rolls at 17th level.

Winter Spear

Prerequisite: Pact of the Blade, Unseelie Knight Invocation, The Archfey patron

- You learn the *rime blade* cantrip and the *ice spar* spell as an additional cantrip and spell known. When you cast ice spar you treat the spear as your pact weapon and the spear benefits from your Unseelie Knight invocation.
- You gain resistance to Cold damage.

Beyond Patron Invocations

The Beyond Patron Invocation List

Invocation	Pact
Blessed Talisman	Pact of the Talisman
Curse of the Evil Eye	Pact of the Totem
Eldritch Weapon	Pact of the Blade
Gaze of the Beyond	--
Greater Otherworldly Knowledge	Pact of the Tome
Guardians from Beyond	--
Hex Strike	Pact of the Blade
Hoodoo Totem	Pact of the Totem
Knowledge of the Beyond	Pact of the Tome
Maledictive Opportunity	Pact of the Blade
Offering to the Beyond	--
Sinister Totem	Pact of the Totem
Spirit Guide	--
Spirit Strike	--
Unlucky Spirit	Pact of the Chain

Blessed Talisman

Prerequisite: Pact of the Talisman, The Beyond patron

The wearer of your talisman can expend and roll one of the talisman's dice as a bonus action. They gain the benefits of a *bless* spell for a number of rounds equal to the result on the die. The spell does not require concentration, but ends if the talisman is removed.

Curse of the Evil Eye

Prerequisite: Evil Eye class feature, Hex spell, Pact of the Totem, The Beyond patron

- You can use your Evil Eye class feature to affect the saving throws of a creature currently cursed by you (including a *bane, hex*, or *bestow curse* spell).
- When you use your Evil Eye class feature on a target cursed by you the target suffers force or necrotic damage (your choice) equal to the amount rolled on the Evil Eye die.

Eldritch Weapon

Prerequisite: Pact of the Blade, The Beyond patron

You channel spiritual energy to create your pact weapon. This invocation affects only a created pact weapon, it has no effect on a magic item transformed into your pact weapon.

- The weapon inflicts an additional 1d4 force or necrotic damage on a successful hit, chosen when you create the weapon.
- Your pact weapon grows more powerful as you gain warlock levels: it gains a +1 bonus to hit and damage at 5th level, a +2 bonus to hit and damage at 11th level, and a +3 bonus to hit and damage at 17th level.
- When you score a critical hit with your pact weapon, you regain one expended Evil Eye die.
- You may use your Pact weapon as an Arcane Focus.

Gaze of the Beyond

Prerequisite: 15th level, Evil Eye class feature, The Beyond patron.

You can cast *eyebite* once using this invocation, you regain this ability when you finish a long rest or you expend a Mystic Arcanum spell to cast the spell at the level of the Arcanum expended. When a target makes a saving throw versus an effect from the *eyebite* spell you can roll an Evil Eye dice and subtract the result from the saving throw, this does not use a reaction but does expend a use of your evil eye.

Greater Otherworldly Knowledge

Prerequisite: 15th level, Knowledge of the Beyond invocation, Otherworldly Knowledge class feature, Pact of the Tome, The Beyond Patron

You may choose an additional 6th level Mystic Arcanum spell. When you reach 18th level you can choose an additional 7th level Mystic Arcanum spell. You can use each Mystic Arcanum spell once, you must finish a long rest before you can do so again.

Guardians from Beyond

Prerequisite: 7th level, Guardian Spirit class feature, The Beyond patron

- Your Guardian Spirit can take manifest form to protect you. You learn the spiritual weapon spell as an additional warlock spell known. You may expend the use of your Guardian Spirit to cast *spiritual weapon* as a 4th level spell, without using a spell slot or needing components. Your *spiritual weapon* gains the same benefit as you when attacking a target affected by your *hex* spell.
- When you cast *armor or agathys*, *hellish rebuke*, *hex*, *spirit guardians*, or *guardian of faith* you can cause the spell to inflict force damage instead of the normal damage type.

Hex Strike

Prerequisite: The Beyond patron, Evil Eye class feature, Hex spell, Pact of the Blade

You may spend a die from your Evil Eye class feature when you hit a creature with your pact weapon. You add the Evil Eye die to the attack's damage roll and the target is affected as if you had cast a *hex* spell on it using a 1st level spell slot without requiring concentration. This *hex* spell ends when the target dies.

Hoodoo Totem

Prerequisite: Hex spell, Pact of the Totem, The Beyond patron

- When you use your Totem as an arcane focus a *bane* or *bestow curse* spell cast by you has a range of 90 feet and does not require concentration as long as the totem is in your possession. You may have only a single curse active without concentration using your totem.
- When a creature fails a saving throw to resist your *bestow curse* or *mass curse* spell you can expend the use of one of your Mystic Arcanum spells to extend the duration: to 10 days for a 6th level Arcanum, a year and a day for a 7th level Arcanum, 100 years for an 8th level Arcanum, or permanent until removed if a 9th level Arcanum is expended. Such a curse can only be removed early if your totem is destroyed, you are slain, you end the effect, or by means of a *wish* spell.
- When a creature succeeds on a saving throw to resist your *bestow curse* or *mass curse* spell, you can cause the spell to inflict a mystic backlash that deals 1d4 necrotic damage per level of the spell to the target.

Knowledge of the Beyond

Prerequisite: Pact of the Tome, The Beyond patron

You learn one language of your choice (usually an ancient or forgotten tongue) and three spells of 5th level or lower from the cleric spell list. A spell you choose must be of a level you can cast, or a cantrip. These spells count as warlock spells for you, and use Charisma as their spellcasting attribute, but don't count against your number of spells known. You may exchange one of these spells for a new one when you gain a warlock level. When you choose your Mystic Arcanum spells you may choose spells of 6th level or higher from the cleric spell list.



Maledictive Opportunity

Prerequisite: 7th level, The Beyond patron, Evil Eye class feature, Pact of the Blade

When you spend an Evil Eye die to affect the attack roll of a creature attempting to strike you with a melee attack, and that creature misses you, as part of the same Reaction you may make a melee attack using your pact weapon against that creature.

Offering to the Beyond

Prerequisite: Bless, Bane, or Hex spell, Evil Eye class feature, The Beyond patron

When you reduce a hostile creature to 0 hit points during your turn, you can use a Bonus Action to cast *bless, bane*, or *hex* as a 1st level spell without expending a spell slot.

You can use this ability once per combat, you regain the use of this ability when you make an initiative roll.

Sinister Totem

Prerequisite: Hex spell, Evil Eye class feature, Pact of the Totem, The Beyond patron

If the target of your *hex* spell drops to 0 hit points before the spell ends, you can use a bonus action on a subsequent turn of yours to regain the use of your Guardian Spirit class feature or two uses of your Evil Eye class feature, ending the spell.

Spirit Guide

Prerequisite: The Beyond patron, Guardian Spirit class feature

- You learn the *guidance* and *resistance* cantrips, these are considered warlock cantrips for you, but do not count against your number of cantrips known.
- If you use your Guardian Spirit class feature on a saving throw or check, but still fail the roll, you regain the use of your Guardian Spirit.

Spirit Strike

Prerequisite: 6th level, Guardian Spirit class feature, The Beyond patron

- You can call upon the spirits to empower your strike. When you use your Guardian Spirit class feature on an attack roll, you inflict an additional 1d10 force damage on a successful hit. In addition, when you roll a 10 on your Guardian Spirit die to modify an attack, if you hit, the attack is a Critical Hit.
- If you use your Guardian Spirit class feature on an attack roll, but still miss, you regain the use of your Guardian Spirit.

Unlucky Spirit

Prerequisite: Evil Eye class feature, Pact of the Chain, The Beyond patron

Your Spirit Wisp familiar grants you one additional Evil Eye die while it is within 100 feet of you. It grants you another die when you reach 5th level (2), 11th level (3), and 17th level (4). You regain these additional Evil Eye dice when you finish a long rest. Your familiar can use its Reaction to make use of your Evil Eye class feature if it is within 100 feet of you.

Celestial Patron Invocations

The Celestial Patron Invocation List

Invocation	Pact
Celestial Champion	Pact of the Blade
Celestial Fire	--
Celestial Knowledge	Pact of the Tome
Celestial Weapon	Pact of the Blade
Healing Spark	Pact of the Chain
Light of Revelation	Pact of the Totem
Light of the Spheres	Pact of the Totem
Protective Light	--
Radiant Healing	--
Sacred Light	--
Searing Spark	Pact of the Chain
Talisman of Celestial Fire	Pact of the Talisman
Warrior of Light	Pact of the Blade

Celestial Champion

Prerequisite: Pact of the Blade, Healing Light class feature, The Celestial patron

- When you hit a creature using your pact weapon you may expend a single die from your Healing Light pool to inflict additional radiant damage equal to the result on the die.
- If you reduce an aberration, elemental, fey, fiend, or undead to 0 hit points using your pact weapon you may add a special die to your Healing Light pool, this die is a d12 and is lost if not used before the end of your next long rest.

Celestial Fire

Prerequisite: The Celestial patron, Radiant Soul class feature

- You channel celestial fire into your spells. Whenever you cast a warlock spell or use an invocation that inflicts fire or radiant damage it inflicts both fire and radiant damage. A creature is not resistant or immune to such a spell unless it is resistant or immune to both types of damage and is vulnerable to the damage if vulnerable to either damage type.
- When you cast *armor of agathys, eldritch blast,* or *hex* you may choose to have the spell inflict radiant and fire damage instead of the normal damage type.
- You gain the enhancement to the Radiant Soul feature featured in this chapter, even if it is not commonly being used.

Celestial Knowledge

Prerequisite: Pact of the Tome, Book of Ancient Secrets invocation, The Celestial patron

You learn the Celestial language and three spells of 5th level or lower that deal fire or radiant damage, restore hit points, heal a target, or cause light from any spell list. A spell you choose must be of a level you can cast, or a cantrip. These spells count as warlock spells for you, and use Charisma as their spellcasting attribute, but don't count against your number of spells known. You may exchange one of these spells for a new one when you gain a warlock level. When you choose your Mystic Arcanum spells you may choose spells of 6th level or higher that deal fire or radiant damage,

restore hit points, heal a target, or cause light from any spell list.

Celestial Weapon

Prerequisite: Pact of the Blade, Warrior of Light Invocation, The Celestial patron

You learn the *radiant blade* cantrip and the *brightglaive* spell as an additional cantrip and spell known. You can cast *brightglaive* once, without expending a spell slot, at a level determined by your Pact Magic spell level. You regain the ability to cast the spell in this manner when you finish a long rest.

When you cast *brightglaive* you treat the weapon as your pact weapon and the weapon benefits from your Warrior of Light invocation.

Healing Spark

Prerequisite: Celestial Spark familiar, The Celestial patron, Pact of the Chain

Your Celestial Spark familiar grants you additional Healing Light dice while it is within 100 feet of you. It grants you another die when you reach 5th level (2), 11th level (3), and 17th level (4). You regain these additional dice when you finish a long rest. As an Action your familiar can use your Healing Light class feature if it is within 100 feet of you, to a maximum number of dice equal to its Charisma modifier.

Light of Revelation

Prerequisite: Light cantrip, The Celestial patron, Pact of the Totem

Within the radius of a spell that produces light targeting your totem, all creatures have advantage on Intelligence (Investigation), Wisdom (Perception), and Wisdom (Insight) checks and Intelligence saving throws.

Light of the Spheres

Prerequisite: Light cantrip, The Celestial patron, Pact of the Totem

As a Bonus Action you can expend a die from your Healing Light class feature during the duration of a *light* or *daylight* spell targeting your totem. The light generated by the spell is treated as sunlight for a number of rounds equal to the result rolled on the Healing Light die for a *light* spell, or a number of minutes equal to the result for a *daylight* spell.

Protective Light

Prerequisite: The Celestial patron, Healing Light class feature

When you use your Healing Light class feature, you can cause the healed creature to glow with bright light in a 10-foot radius until the end of your next turn. When a creature within that light hits the glowing creature with a melee attack it suffers radiant damage equal to the number of dice of healing you spent + your Charisma modifier.

Radiant Healing

Prerequisite: The Celestial patron, Radiant Soul class feature

You can also use your Radiant Soul class feature when you cast a spell that restores hit points to a creature to apply your Charisma modifier to one healing roll of that spell each turn.

Sacred Light

Prerequisite: Sacred Flame cantrip, The Celestial patron

- A creature that succeeds on a saving throw versus your *sacred flame* cantrip suffers half damage instead of none.
- When you cast *sacred flame* you can expend one of your Healing Light dice. If you do so your *sacred flame* affects the target and all creatures of your choice within 5 feet of the target and inflicts additional radiant damage equal to the result on the Healing Light die.

Searing Spark

Prerequisite: Celestial Spark familiar, Celestial Resistance class feature, The Celestial patron, Pact of the Chain

- Your Celestial Spark familiar gains the same temporary hit points as you from your Celestial Resistance class feature.
- As a Reaction when your familiar drops to 0 hit points you can trigger your Searing Vengeance class feature. Divide the hit points regained as you wish between you and your familiar and each creature of your choice that is within 30 feet of your familiar suffers the radiant damage.

Talisman of Celestial Fire

Prerequisite: Pact of the Talisman, Radiant Soul feature, The Celestial patron

The wearer of your talisman gains the resistance granted by your Radiant Soul feature and is immune to fire and radiant damage caused by your warlock spells.

Warrior of Light

Prerequisite: Pact of the Blade, The Celestial patron

You channel the radiant power of the upper planes to create your pact weapon. This usually manifests as a weapon with a blade that shimmers with radiance or fire. This invocation affects only a created pact weapon, it has no effect on a magic item transformed into your pact weapon.

- The weapon inflicts an additional 1d4 radiant or fire damage on a successful hit, chosen when you create the weapon.
- Your pact weapon grows more powerful as you gain warlock levels: it gains a +1 bonus to hit and damage at 5th level, a +2 bonus to hit and damage at 11th level, and a +3 bonus to hit and damage at 17th level.
- When you score a critical hit with your pact weapon, you regain one expended die from your Healing Light Pool.
- You may use your Pact weapon as an Arcane Focus.



Elder Dragon Patron Invocations

The Elder Dragon Patron Invocation List

Invocation
Draconic Action
Draconic Spirit
Gem Psionics
Gift of the Elder Dragon
Metallic Breath
Powerful Protectors
Protector's Tail Swipe
Senses of the Wyrm
Sheltering Aspect
Slumbering Wyrm

Draconic Action

Prerequisite: Ward of the Elder Dragon, The Elder Dragon patron

While using your Aspect of Draconic Power the damage of your breath weapon increases by 1d10 and you can use a reaction when a creature ends its turn to take the Search action, cast *eldritch blast* at a creature within 10 feet of you (one beam only), or fly up to half your speed without provoking opportunity attacks. Once you use this invocation you cannot do so again until after the start of your next turn.

Draconic Spirit

Prerequisite: Ward of the Elder Dragon, The Elder Dragon patron

You gain the *summon draconic spirit* spell as an additional warlock spell known and can cast it in a form determined by your Draconic Patron without requiring a material component. Additionally, you can expend one of your Mystic Arcanum spells to cast this spell at the level of the arcanum spell expended. If you do so, the spell does not require concentration to maintain but ends if you cast it again.

Gem Psionics

Prerequisite: Gem Draconic Patron, The Elder Dragon patron

You gain each of the spells listed for your elder gem dragon patron as additional warlock spells or cantrips known when you become capable of casting warlock spells of that level. These spells do not require components when you cast them.

- Amethyst: *blink, control water, dispel magic, protection from evil and good, sending*
- Crystal: *dancing lights, guidance, command, divination, hypnotic pattern, lesser restoration*
- Emerald: *mage hand* (the hand is invisible), *minor illusion, detect thoughts, dispel magic, invisibility, major image*
- Moonstone: *faerie fire, calm emotions, invisibility, revivify*
- Sapphire: *dissonant whispers, hold monster, meld into stone, telekinesis*
- Topaz: *bane, control water, create or destroy water*

Gift of the Elder Dragon

Prerequisite: Pact of the Draconic Protector, The Elder Dragon patron

You gain one of the following feats appropriate to your type of Draconic Patron:

- Chromatic, Black, Blue, Green, Red, or White: You gain **Gift of the Chromatic Dragon**. Additionally, when you use Chromatic Infusion, you can infuse your Pact of the Draconic Protectors instead of a weapon, inflicting the extra damage on a hit with your eldritch blast for 1 minute.
- Amethyst, Crystal, Emerald, Moonstone, Sapphire, or Topaz: You gain **Gift of the Gem Dragon**.
- Platinum, Brass, Bronze, Copper, Gold, or Silver: You gain **Gift of the Metallic Dragon**.

Metallic Breath

Prerequisite: Greater Draconic Power feature, Brass, Bronze, Copper, Gold, or Silver patron, The Elder Dragon patron

You gain an alternative breath weapon. When you use your breath weapon you can choose an alternate effect, depending on upon your patron:

- Brass: ***Sleep Breath.*** You exhale sleep gas in a 30-foot cone. Each creature in that area must succeed on a Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage, or someone uses an action to wake it.
- Bronze: ***Repulsion Breath.*** You exhale repulsion energy in a 30-foot cone. Each creature in that area must succeed on a Strength saving throw. On a failed save, the creature is pushed 30 feet away from you.
- Copper: ***Slowing Breath.*** You exhale gas in a 30-foot cone. Each creature in that area must succeed on a Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.
- Gold: ***Weakening Breath.*** You exhale gas in a 30-foot cone. Each creature in that area must succeed on a Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- Silver: ***Paralyzing Breath.*** You exhale paralyzing gas in a 30-foot cone. Each creature in that area must succeed on a Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Once you use this alternate breath weapon, you can't use it or your normal breath weapon until after the end of your next turn.

Powerful Protectors

Prerequisite: Pact of the Draconic Protector, The Elder Dragon patron

Your Pact of the Draconic Protector grants you a +1 bonus to spell attack rolls, spellcasting ability checks, and to your warlock saving throw DC. This bonus increases as you gain levels, to a +2 bonus at 11th level, and a +3 bonus at 17th level.

In addition, you can use this invocation to regain 1 warlock spell slot as an Action. You can't use this property again until you finish a long rest.

While using this invocation, you cannot gain a benefit to your spell attack rolls or warlock spell saving throw DCs from another magic item, invocation, or class feature.

Protector's Tail Swipe

Prerequisite: Pact of the Draconic Protector, The Elder Dragon patron

Once per turn, when you hit a creature within 10 feet of you with melee spell attack using your *eldritch blast*, you can knock the creature prone.

Senses of the Wyrm

Prerequisite: Presence of the Dragon feature, The Elder Dragon patron

You gain proficiency with the Perception skill. If you are already proficient with this skill you can add double your proficiency bonus to checks you make using it. Additionally, while in your Aspect of Draconic Power, you gain blindsight with a range of 30 feet.

Sheltering Aspect

Prerequisite: Presence of the Dragon feature, The Elder Dragon patron

While in your Aspect of the Draconic Power, you gain a bonus to saving throws equal to your Charisma modifier and while not wearing armor or wielding a shield your AC equals your 10 + your Dexterity modifier + your Charisma modifier.

Slumbering Wyrm

Prerequisite: Aspect of Draconic Power feature, The Elder Dragon patron

When you finish a short rest, you regain one use of your Aspect of Draconic Power.



Elder Mind Patron Invocations

The Elder Mind Invocation List

Invocation
Bond of the Elder Mind
Defensive Mind
Dreams of the Elder Mind
Powers of the Mind
Psionic Armor
Psychic Barrage
Psychic Rebuke
Sickened Mind
Touch of the Elder Mind

Bond of the Elder Mind

Prerequisite: Thought Shield class feature, The Elder Mind patron
You can cast telepathic bond at will, without expending a spell slot or requiring components.

Defensive Mind

Prerequisite: Thought Shield class feature, The Elder Mind patron
You have advantage on saving throws to resist becoming Charmed or Frightened or to remove these conditions. When another creature attempts to charm or frighten you, if you succeed on your saving throw versus the effect, you can use your reaction to turn the effect back on that creature. The creature must succeed on a Wisdom saving throw against your warlock spell save DC or be charmed or frightened by you for 1 minute. If the creature suffered damage from your Thought Shield feature as part of this attempt, it suffers disadvantage on its saving throw. The creature can use its Action on its turn to make a Wisdom check against your warlock spell save DC to remove the condition.

Dreams of the Elder Mind

Prerequisite: Enthrall Creature feature, The Elder Mind patron
As part of each short and long rest you take you can cast *dream* (with you as the messenger) or *scrying* without expending a spell slot or requiring components. You are considered to be sleeping or meditating during any time spent casting or concentrating on these spells. To determine the saving throw versus the spell, you are considered familiar with and to have a body part of any creature affected by your Infect Mind feature; and any creature affected by your Enthrall Creature feature automatically fails its saving throw versus these spells.



Powers of the Mind

Prerequisite: Gifts of the Elder Mind feature, The Elder Mind patron
You do not need components to cast warlock spells that inflict psychic damage or that are from the divination, enchantment, or illusion schools of magic.

Psionic Armor

Prerequisite: Gifts of the Elder Mind feature, The Elder Mind patron
As an action, you can expend a warlock spell slot to surround yourself with a protective psionic field. You gain 5 temporary hit points per level of the spell slot. If a creature hits you with a melee attack while you have these hit points, the creature takes 5 psychic damage per level of the spell slot.

Psychic Barrage

Prerequisite: Gifts of the Elder Mind feature, The Elder Mind patron
You learn the *mind sliver* or *psychic thrust* cantrip as an additional warlock cantrip known. When you hit a target with a *psionic blast*, you can cast *mind sliver* or *psychic thrust* against the same target as a bonus action. You can use this bonus action a number of times equal to your proficiency bonus, you regain all expended uses when you finish a long rest.

Psychic Rebuke

Prerequisite: Gifts of the Elder Mind feature, The Elder Mind patron
When you are damaged by a creature within 120 feet, you can use your reaction to channel the pain of your injury into a psychic rebuke. The creature must make a Wisdom saving throw. It takes 1d10 + your Charisma modifier psychic damage on a failed save, or half as much damage on a successful one. You can use this reaction a number of times equal to your proficiency bonus, you regain all expended uses when you finish a long rest. Alternatively, you can expend a warlock spell slot to use this reaction without expending a use of this invocation. When you do so, the damage is increased by 1d10 per level of the spell slot.

Sickened Mind

Prerequisite: Infect Mind feature, The Elder Mind patron
A creature affected by your Infect Mind feature suffers 1d4 psychic damage each time it damages you with an attack, and you deal an extra 1d4 psychic damage to the target whenever you hit it with a psychic blast attack.

Touch of the Elder Mind

Prerequisite: Thought Shield class feature, The Elder Mind patron
A creature that touches your mind brushes against the psychic presence of your patron. Any creature that attempts to read your thoughts without permission or that suffers psychic damage from your Thought Shield feature must make an Intelligence saving throw. On a failure, that creature drops whatever it is holding and becomes Stunned until the end of its next turn.

Eldritch Trickster Patron Invocations

The Eldritch Trickster Patron Invocation List

Invocation	Pact
Confusing Mask	--
Cunning Escape	--
Eldritch Dodge	--
Eldritch Trickery	--
Otherworldly Panache	--
Silver Tongue	--
Subtle Blade	Pact of the Blade
Talisman of the Trickster	Pact of the Talisman
Trickster's Strike	--

Confusing Mask

Prerequisite: Trickster's Mask feature, Eldritch Trickster patron

When a creature uses magic that would read your thoughts or determine your truthfulness you can use your reaction to force the creature to make an Intelligence saving throw against your warlock spell save DC or be charmed by you for 1 minute or until the creature takes any damage. You automatically succeed on Charisma checks versus creatures charmed by this feature.

Cunning Escape

Prerequisite: Eldritch Trickster patron

You can take the Disengage action as a bonus action on your turn and can do so as part of the same bonus action used to cast or use a warlock spell or class feature.

Eldritch Dodge

Prerequisite: 5th-level; Eldritch Trickster patron

When an attacker that you can see hits you with an attack, you can use your reaction to make a Charisma saving throw with a DC equal to the attack roll. On a successful save, the attack misses instead.

Eldritch Trickery

Prerequisite: Eldritch Trickster patron

You learn the friends cantrip as an additional warlock cantrip known, your warlock spells of enchantment and illusion do not require components to cast, and creatures affected by such spells must succeed on an Intelligence saving throw versus your spell save DC to determine that you affected them with magic.

Otherworldly Panache

Prerequisite: Eldritch Trickster patron, Dexterity and Charisma 14 or higher

To determine your Dexterity modifier, you can treat your Dexterity modifier as being the sum of your Dexterity modifier plus your Charisma modifier, to a maximum of a +5 modifier.

Silver Tongue

Prerequisite: Eldritch Trickster patron, Glibness Mystic Arcanum spell

You regain the ability to cast *glibness* using your 8th level Mystic Arcanum spell when you finish a short or long rest, and for the duration of the spell you are also protected by a *mind blank* spell.

Subtle Blade

Prerequisite: Pact of the Blade feature, The Eldritch Trickster patron

When you create your pact weapon you gain the following benefits. These benefits affect only a created pact weapon, it has no effect on a magic item transformed into your pact weapon.

- You can create your pact weapon in the form of a weapon with the light or finesse property as part of making an attack using the weapon.
- Your pact weapon grows more powerful as you gain warlock levels: it gains a +1 bonus to hit and damage at 5th level, a +2 bonus to hit and damage at 11th level, and a +3 bonus to hit and damage at 17th level.
- Once per turn, when you are wielding your pact weapon in a form with the light or finesse property in one hand and your other hand is empty, you can make a Dexterity (Sleight of Hand) check against the target's Wisdom (Insight) as a bonus action. On a success you can immediately cause your pact weapon to appear in your other hand and make one additional attack with advantage as part of the bonus action.
- You may use your pact weapon as an arcane focus.

Talisman of the Trickster

Prerequisite: Eldritch Trickster patron, Pact of the Talisman

The wearer of your Talisman has advantage on Charisma (Deception) checks.

Trickster's Strike

Prerequisite: Eldritch Trickster patron

Once per turn, when you hit with an attack using Dexterity or Charisma, and have advantage on the attack roll, you can inflict an additional 1d6 damage of the attack's damage type. This increases to 2d6 at 11th level, and to 3d6 at 17th level. You don't need advantage on the attack roll if the target is affected by one of your warlock spells or invocations, so long as you don't have disadvantage on the attack roll.



The Enigma Patron Invocations

The Enigma Patron Invocation List

Invocation
Academic Rigor
Dimensional Understanding
Eldritch Deduction
Inscrutable Composure
Intellectual Insight
Interspatial Awareness
Reliable Intellect
Social Intelligence
Unparalleled Intellect

Academic Rigor

Prerequisite: The Enigma patron

You learn two languages of your choice and become proficient in two of the following skills: Arcana, History, Investigation, Medicine, Nature, or Religion.

Dimensional Understanding

Prerequisite: The Enigma patron, Mental Arcana feature

You learn the *misty step* spell as an additional warlock spell known. You can cast this spell a number of times equal to your proficiency bonus without expending a spell slot or requiring components. You regain all expended uses of this invocation when you finish a long rest.

Eldritch Deduction

Prerequisite: The Enigma patron, Mental Arcana feature

You learn the deductive Insight spell as an additional warlock spell known and can cast it as a ritual.

Inscrutable Composure

Prerequisite: The Enigma patron, Inscrutable Mien feature

If you start your turn charmed or frightened by an effect, you may make an immediate Intelligence saving throw versus the save DC of the effect. On a success the effect causing you to be charmed or frightened is removed. Making this saving throw never causes you to suffer damage or other result that making a saving throw to remove the effect normally incurs.

Intellectual Insight

Prerequisite: The Enigma patron

You gain proficiency with Insight and Perception and you may use Intelligence in place of Wisdom to make checks using these skills.

Interspatial Awareness

Prerequisite: The Enigma patron, Mental Arcana feature

You can make an Intelligence check in place of Dexterity when your roll initiative. Additionally, when you roll initiative, you can immediately move up to your speed without provoking opportunity attacks. You cannot use this invocation if you are surprised. If you also have the Dimensional Understanding invocation, you can teleport a distance up to your speed instead of moving when you use this invocation.

Reliable Intellect

Prerequisite: The Enigma patron, Inscrutable Mien feature

Whenever you make an ability check or saving throw using Intelligence, you can treat a d20 roll of 9 or lower as a 10.

Social Intelligence

Prerequisite: The Enigma patron

You gain proficiency with Deception and Persuasion and you may use Intelligence in place of Charisma to make checks using these skills.

Unparalleled Intellect

Prerequisite: The Enigma patron

Your proficiency bonus is doubled for any Intelligence check you make that would apply your proficiency bonus to the check, you add half your proficiency bonus to any Intelligence check you make that doesn't already include your proficiency bonus.

The Fathomless

The Fathomless Patron Invocation List

Invocation	Pact
Coils of the Deeps	--
Fathomless Charts	Pact of the Tome
Flexible Coils	--
Floating Tentacles	Pact of the Chain
Grasping Tentacle	--
Power of the Deeps	--
Sea Witch Hex	Pact of the Totem
Scourge of the Seas	Pact of the Blade
Sunken Talisman	Pact of the Talisman
Terror of the Tides	--

Coils of the Deeps

Prerequisite: The Fathomless patron

When you cast eldritch blast, you can cause the blasts manifest as tentacles with a reach of 10 feet, make a melee spell attack instead of a ranged spell attack to hit with each tentacle. When cast in this way, you can cause the tentacles of your eldritch blast to manifest from your Tentacle of the Deep or from the area of your evard's black tentacles spell. Additionally, you may choose to have your eldritch blast spell inflict magical bludgeoning or cold damage instead of force when you cast it.

Fathomless Charts

Prerequisite: The Fathomless patron, Pact of the Tome

You gain proficiency with water vehicles and navigator's tools. Additionally, a new page appears in your Book of Shadows. You can write the name of a water vessel that you are a legitimate owner of or whose crew you are a member of. Your book of shadows can magically produce charts of that ship's current location on a body of water. You cannot become lost while navigating that ship and you always know where to find the vessel. Finally, when you use your Fathomless Plunge feature while on the listed vessel, you can expend one of your Mystic Arcanum spells to affect the entirety of the ship and all occupants.

Flexible Coils

Prerequisite: The Fathomless patron, Grasping Tentacles feature
When you use your Tentacle of the Deeps feature you can have the tentacle inflict magical bludgeoning damage instead of cold damage. When you cast evard's black tentacles you can have the tentacles inflict cold damage instead of bludgeoning damage and you regain a use of your Tentacle of the Deeps feature.

Floating Tentacles

Prerequisite: The Fathomless patron, Pact of the Chain
If you summon your familiar in the form of an octopus, it gains the following additional abilities:

- It gains the ability to breath both air and water and can extend the ability to breathe water to up to 4 creatures within 5 feet of it while it touches them.
- Its swim speed increases by 10 feet and can swim through and act in the air as if it were in water.
- When you use your Tentacle of the Deeps feature, you can cause it to manifest as a spectral enhancement to your octopus familiar. Your familiar gains temporary hit points equal to five times your warlock level, the feature lasts for 1 hour or until the temporary hit points are expended, and your familiar can use its action to attack using the tentacle or its reaction to use your Guardian Coil feature.

Grasping Tentacle

Prerequisite: The Fathomless patron, Tentacle of the Deeps feature
When you hit a creature with an attack using your Tentacle of the Deeps or reduce the damage of an attack against a target using your Guardian Coil feature, you can move the target up to 5 feet to a point within 10 feet of your Tentacle.

Power of the Deeps

Prerequisite: The Fathomless patron, Tentacle of the Deeps feature
You can expend a warlock spell slot to use your Tentacle of the Deeps feature without expending a use of that feature. When you do so, the tentacle inflicts 1d8 cold damage plus 1d8 per two levels beyond 1st instead of the normal damage of that feature and your Guardian Coil feature reduces the damage by 1d8 plus 1d8 per two levels beyond 1st level instead of the normal amount of damage reduction.

Sea Witch Hex

Prerequisite: The Fathomless patron, Pact of the Totem
When you cast hex on a creature, instead of choosing an ability, you can cause the creature to have disadvantage on all ability checks while in or on the water or a water vessel. Additionally, you can cast or transfer a *hex* spell as part of the same bonus action used to summon, move, and attack with your Tentacle of the Deeps.

Scourge of the Seas

Prerequisite: The Fathomless patron, Pact of the Blade
You channel the essence of the deeps to create your pact weapon. This invocation affects only a created pact weapon, it has no effect on a magic item transformed into your pact weapon.

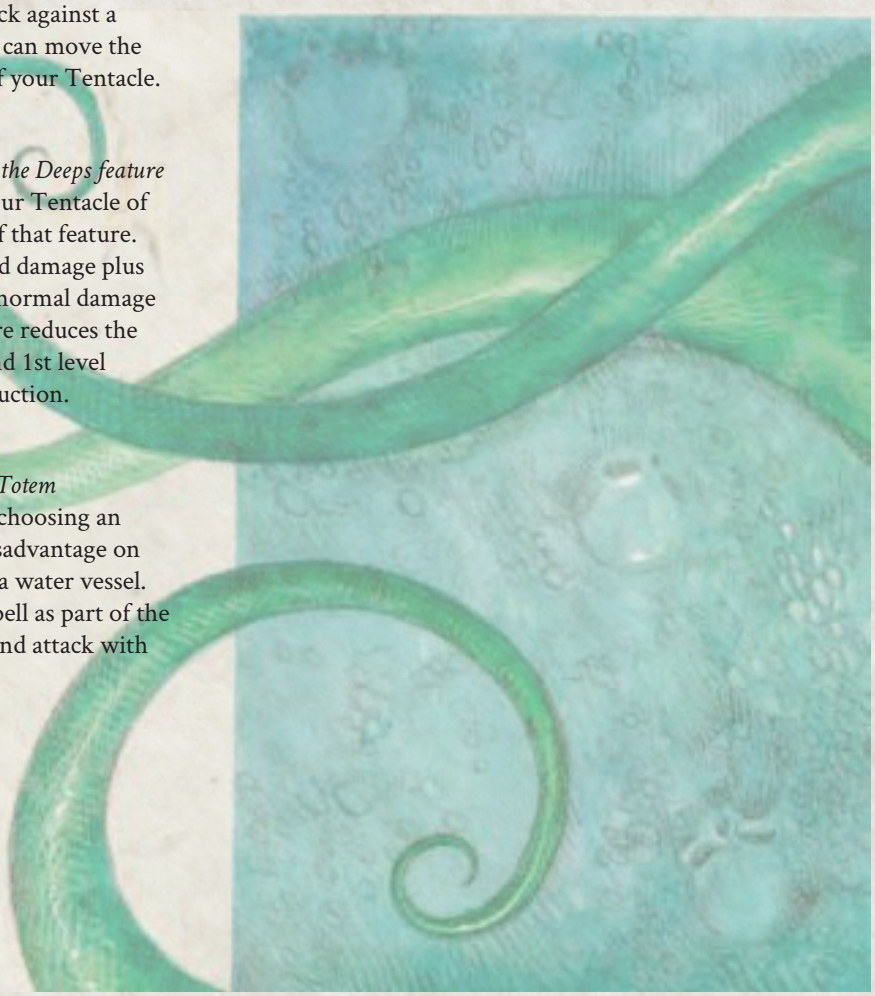
- When you form your pact weapon, choose bludgeoning or cold damage; you inflict an additional 1d4 damage of the type chosen on a successful hit.
- Your pact weapon grows more powerful as you gain warlock levels: it gains a +1 bonus to hit and damage at 5th level, a +2 bonus to hit and damage at 11th level, and a +3 bonus to hit and damage at 17th level.
- Regardless of form, you can wield your pact weapon normally underwater.
- You may use your Pact Weapon as an Arcane Focus.

Sunken Talisman

Prerequisite: The Fathomless patron, Pact of the Talisman
Your talisman takes the form of a piece of sunken treasure, perhaps a large set pearl or a piece of eight turned into a necklace. The wearer of your Talisman gains the benefits of your Gift of the Sea and Oceanic Soul features.

Terror of the Tides

Prerequisite: The Fathomless patron
You gain proficiency with water vehicles and the Athletics skill. You also gain proficiency with longswords, rapiers, scimitars, shortswords, and whips.



Fiend Patron Invocations

The Fiend Patron Invocation List

Invocation	Pact
Chain Devil Pact	Pact of the Blade
Chains of Hell	Pact of the Blade
Corruption of Minaurous	--
Dark One's Strike	--
Dread Steed	--
Fiendish Charm	--
Fiendish Immunity	--
Fiendish Resistance	--
Fires of Avernus	--
Hellblade	Pact of the Blade
Hellish Minions	Pact of the Chain
Ice of Cania	--
Infernal Bond	Pact of the Chain
Infernal Knowledge	Pact of the Tome
Infernal Wound	Pact of the Blade
Stygian Pike	Pact of the Blade
Talisman of the Fiend	Pact of the Talisman
Warrior of the Dark One	Pact of the Blade

Chain Devil Pact

Prerequisite: Pact of the Blade, Dark One's Blessing class feature, The Fiend patron

You channel the power of a Chain Devil to create your pact weapon. The weapon created resembles a long wickedly barbed chain. The weapon has the Two-Handed and Reach properties and inflicts 2d6 slashing damage on a successful hit.

- If you hit a target using this pact weapon you can cause the target to become grappled if it is size Large or smaller and you aren't currently grappling a creature. Until this grapple ends, the target is restrained and takes 2d6 piercing damage at the start of each of its turns. The target can use an Action on its turn to make a Strength (Athletics) or Dexterity (Acrobatics) check (its choice) versus your spell save DC to free itself. You can end the grapple on your turn (no Action required). While you have a creature grappled you cannot use your pact weapon to attack creatures other than the grappled target.
- Your pact weapon grows more powerful as you gain warlock levels: it gains a +1 bonus to hit and damage at 5th level, a +2 bonus to hit and damage at 11th level, and a +3 bonus to hit and damage at 17th level.
- You may use your Pact Weapon as an Arcane Focus.

Chains of Hell

Prerequisite: 9th level, Pact of the Blade, Chain Devil Pact Invocation, The Fiend patron

- You gain the *chains of minaurous* spell as an additional warlock spell known.
- You can make attacks using the chains conjured by *chains of minaurous* as part of the same Attack Action used to attack with your Chain Devil Pact weapon.

Corruption of Minaurous

Prerequisite: Agonizing Blast invocation, Eldritch Blast cantrip, The Fiend patron

- When you cast *armor of agathys, eldritch blast,* or *hellish rebuke* you may choose to have the spell inflict necrotic or poison damage instead of the normal damage type. *Hellish Rebuke* cast in this way requires a Constitution saving throw.
- When you cast or attack with a warlock spell other than *eldritch blast* that deals necrotic or poison damage, you can add your Charisma modifier to one necrotic or poison damage roll of that spell each turn. At 5th level, if you use an action, bonus action, or reaction to cast or attack with such a spell during a turn this increases to two damage rolls of a spell that turn. At 11th level, this increases to three damage rolls, and to four damage rolls at 17th level.

Dark One's Strike

Prerequisite: Dark One's Blessing and Dark One's Own Luck class features, The Fiend Patron

- The Dark One blesses the successful. When you would gain temporary hit points from your Dark One's Blessing class feature during your turn, you may instead make one weapon attack or cast a warlock cantrip as a bonus action.
- The Dark One empowers your strike. When you hit with a weapon or spell attack you can expend your Dark One's Own Luck class feature to inflict an additional 1d10 damage. This increases to 2d10 at 11th level and to 3d10 at 17th level. The additional damage is of the same type as your weapon or spell.

Dread Steed

Prerequisite: 5th level, The Fiend Patron

You can cast *find steed* once using a warlock spell slot. This steed is always a fiend instead of its normal type. You can't do so again until you finish a long rest.

- At 9th level, this changes to *find greater steed.*
- At 12th level, you add Hell Hound and Nightmare to the list of eligible steeds.



Fiendish Charm

Prerequisite: Dark One's Own Luck class feature, The Fiend Patron

As an Action on your turn you can expend the use of your Dark One's Own Luck to charm one humanoid you can see within 30 feet. The target must succeed on a Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys your spoken commands. If the target suffers any harm from you or another creature or receives a suicidal command from you, the target can repeat the saving throw, ending the effect on itself on a success. If a target's saving throw is successful, or if the effect ends for it, the creature is immune to your Fiendish Charm for the next 24 hours.

If the target succeeds on the initial saving throw, the next time the target makes an attack roll or ability check before the start of your next turn you may roll 1d10 and subtract it from the roll.

Fiendish Immunity

Prerequisite: 10th level, The Fiend patron, Fiendish Resilience class feature

If you choose poison as the damage type for your Fiendish Resilience class feature, you instead become Immune to poison damage and the poisoned condition. If you choose fire or cold damage and you are already resistant to that damage type, you become immune to that damage type instead.

Fiendish Resistance

Prerequisite: 10th level, The Fiend patron, Fiendish Resilience class feature

Your Fiendish Resilience class feature provides you with resistance to bludgeoning, piercing, and slashing damage from weapons that aren't magic or silvered, in addition to the resistance you choose.

Fires of Avernus

Prerequisite: Agonizing Blast invocation, Eldritch Blast cantrip, Hellish Rebuke spell, The Fiend patron

- When you cast *armor of agathys, eldritch blast,* or *hex* you may choose to have the spell inflict fire damage instead of the normal damage.
- When you cast or attack with a warlock spell other than *eldritch blast* that deals fire damage, you can add your Charisma modifier to one fire damage roll of that spell each turn. At 5th level, if you use an action, bonus action, or reaction to cast or attack with such a spell during a turn this increases to two damage rolls of a spell that turn. At 11th level, this increases to three damage rolls, and to four damage rolls at 17th level.

Hellblade

Prerequisite: Pact of the Blade, Warrior of the Dark One invocation, The Fiend patron

- You learn the *green flame blade* cantrip and the *flame brand* spell as an additional cantrip and spell known. When you cast *flame brand* you treat the weapon as your pact weapon and the weapon benefits from your Warrior of the Dark One invocation.
- You gain Resistance to Fire damage.

Hellish Minions

Prerequisite: 7th level, Pact of the Chain, Imp familiar, Infernal language, The Fiend patron

As an Action on your turn you can summon a single Spined Devil to aid you. The fiend is friendly to you and remains for 1 hour, until destroyed, or until you dismiss it as a bonus action on your turn. Roll initiative for the creature, which has its own turns. It obeys any verbal commands that you or your familiar issue to it in Infernal (no Action required by you). If you don't issue any commands to the fiend, it defends itself from hostile creatures, and if left unattended may seek to amuse itself per its alignment.

At 11th level you can summon two Spined Devils when you use this invocation, at 15th level you can summon three. You can use this invocation once, you regain its use when you finish a long rest.

Ice of Cania

Prerequisite: Agonizing Blast Invocation, Eldritch Blast cantrip, Armor of Agathys spell, The Fiend patron

- When you cast *eldritch blast, hellish rebuke,* or *hex* you may choose to have the spell inflict cold damage instead of the normal damage. *Hellish Rebuke* cast in this way requires a Constitution saving throw.
- When you cast or attack with a warlock spell other than *eldritch blast* that deals cold damage, you can add your Charisma modifier to one cold damage roll of that spell each turn. At 5th level, if you use an action, bonus action, or reaction to cast or attack with such a spell during a turn this increases to two damage rolls of a spell that turn. At 11th level, this increases to three damage rolls, and to four damage rolls at 17th level.

Infernal Bond

Prerequisite: Dark One's Blessing class feature, Pact of the Chain, The Fiend patron

- While you are within 100 feet of your familiar, your Dark One's Blessing is triggered whenever either you or your familiar reduce a hostile creature to 0 hit points. When you gain temporary hit points from your Dark One's Blessing class feature, your familiar gains the same number of temporary hit points.
- Your familiar can use your Dark One's Own Luck class feature. If it uses this feature on a saving throw it takes no damage if it succeeds on the saving throw, and half damage on a failure. If it uses this class feature when both you and it are subject to the same effect, you can both add the result of the d10 to your saving throw or check.

Infernal Knowledge

Prerequisite: Pact of the Tome, Book of Ancient Secrets invocation, The Fiend patron

You learn the Infernal language and three spells of 5th level or lower that deal cold, fire, or poison damage or cause darkness from any spell list. A spell you choose must be of a level you can cast, or a cantrip. These spells count as warlock spells for you, and use Charisma as their spellcasting attribute, but don't count against your number of spells known. You may exchange one of these spells for a new one when you gain a warlock level. When you choose your

Mystic Arcanum spells you may choose spells of 6th level or higher that deal cold, fire, or poison damage or cause darkness from any spell list.

Infernal Wound

Prerequisite: 5th level, Pact of the Blade, The Fiend patron

When a creature suffers a hit from your pact weapon you can choose to cause an Infernal Wound. The creature must succeed on a Constitution saving throw or lose 1d10 hit points at the start of each of its turns until the wound is staunched. Each time you damage the wounded target with your pact weapon the damage dealt by the wound increases by 1d10. Any creature can take an Action to stanch the wound with a successful Wisdom (Medicine) check versus your spell save DC. The wound also closes if the target receives magical healing.

You can use this ability once per combat, you regain the use of this ability when you make an initiative roll.

Stygian Pike

Prerequisite: Pact of the Blade, Warrior of the Dark One Invocation, The Fiend patron

- You learn the *rime blade* cantrip and the *ice spar* spell as an additional cantrip and spell known. When you cast *ice spar* you treat the spear as your pact weapon and the spear benefits from your Warrior of the Dark One invocation.
- You gain resistance to Cold damage.

Talisman of the Fiend

Prerequisite: Pact of the Talisman, Fiendish Resilience feature, The Fiend patron

The wearer of your talisman has advantage on saving throws against spells and other magical effects and gains the resistance granted by your Fiendish Resilience feature.

Warrior of the Dark One

Prerequisite: Pact of the Blade, The Fiend patron

You channel the power of the hells to create your pact weapon. Magical polearms, whips, and blades are common forms for these weapons. This invocation affects only a created pact weapon, it has no effect on a magic item transformed into your pact weapon.

- When you create your pact weapon choose cold, fire, or poison damage; you inflict an additional 1d4 damage of the type chosen on a successful hit.
- You can create a hand crossbow, light crossbow, or heavy crossbow as your pact weapon using this invocation, the invocation summons ammunition for the weapon each time you fire it.
- Your pact weapon grows more powerful as you gain warlock levels: it gains a +1 bonus to hit and damage at 5th level, a +2 bonus to hit and damage at 11th level, and a +3 bonus to hit and damage at 17th level.
- You may use your Pact Weapon as an Arcane Focus.

Figment Patron Invocations

The Figment Patron Invocation List

Invocation	Pact
Hallucinatory Talisman	Pact of the Talisman
Imaginary Familiar	Pact of the Chain
Imaginary Item	Pact of the Focus, Talisman, Tome, or Totem
Imaginary Weapon	Pact of the Blade
Manifest Nightmare	--
Mirror, Figment	--
Mirror, Mirror	--
Phantasmal Figment	--
Phantom Blade	Pact of the Blade
Twist Reality	--
Unseeming	--

Arcane Reality

Prerequisite: The Figment patron; Dual Reality feature

You can cast a spell of up to 5th level with a casting time of 1 action in the same turn that you cast a spell using your bonus action.

Hallucinatory Talisman

Prerequisite: The Figment patron; Pact of the Talisman

The wearer of your talisman can see your figment. As a bonus action they can expend and roll one of the talisman's dice to have the figment momentarily manifest at a point within 30 feet that they can see and take one of the following actions: take the Help action, take the Attack action (one attempt to Shove a target only), or take the Use an Object action. The figment uses your skills and abilities to perform the action and adds the result on the talisman's die to any ability check made as part of the action. When they use this ability, they can also convey a brief message to you by communicating it to your figment.

Imaginary Familiar

Prerequisite: The Figment patron; Pact of the Chain

You learn the *phantasmal familiar* spell and can cast it as a ritual. The spell doesn't count against your number of spells known. As a bonus action while your familiar is within 100 feet you can choose if your familiar is a normal familiar or a *phantasmal familiar*. If you familiar is slain or destroyed, you can expend a use of your Manifest Figment feature as a bonus action to summon it again. At the DM's option, a Figment patron warlock that chooses the Pact of the Chain, can start with the *phantasmal familiar* spell, and choose this invocation to learn the *find familiar* spell.

Imaginary Item

Prerequisite: The Figment patron; Pact of the Charm, Focus, Talisman, Tome, or Totem

If your pact item (charm, focus, talisman, tome, or totem) is destroyed, or you lose it, you can expend a use of your Manifest Figment feature as a bonus action to instantly recreate it, which destroys the previous item. If the pact item is within 30 feet of you, you can cause it to instantly appear where you choose within 30 feet or become intangible and

invisible in the same manner as your figment as part of any action, bonus action, or reaction you take during a turn.

Imaginary Weapon

Prerequisite: The Figment patron, Pact of the Blade

You imagine your pact weapon into being at your whim. This invocation affects only a created pact weapon, it has no effect on a magic item transformed into your pact weapon.

- You can create your pact weapon as part of any attack you make using it it, and can create it as any ranged weapon you are proficient with, also creating ammunition for the weapon as it is used to attack.
- Your pact weapon grows more powerful as you gain warlock levels: it gains a +1 bonus to hit and damage at 5th level, a +2 bonus to hit and damage at 11th level, and a +3 bonus to hit and damage at 17th level.
- You may use your Pact Weapon as an Arcane Focus.

Manifest Nightmare

Prerequisite: 5th level; The Figment patron, summon shadowspawn or summon aberration spell

When you cast *summon shadowspawn* or *summon aberration* you can expend a use of your Manifest Figment feature to cause the spell to not require concentration. The spell ends if you fall unconscious, drop to 0 hit points, die, or can no longer see the creature.

Mirror, Figment

Prerequisite: 5th level; The Figment patron

You learn the mirror image spell as an additional warlock spell known and can cast it as a bonus action without requiring components. You can cast this spell once using this invocation without expending a spell slot, you regain the ability to do so when you finish a short or long rest. Additionally, you can also manifest your figment for the duration of a mirror image spell cast by you, and if at any point during your turn you and your figment share the same space, the spell regains one lost image.

Mirror, Mirror

Prerequisite: 12th level; The Figment patron

You learn the *mirrormancy* spell as an additional warlock spell known. If you cast this spell using a mirror created by your minor image cantrip, the spell takes only 1 action to cast and the duration of the cantrip is increased to match the duration of this spell. You can cast this spell once using this invocation without expending a spell slot, you regain the ability to do so when you finish a short or long rest. Additionally, you can expend a Mystic Arcanum spell to cast this spell at the level of the Arcanum spell expended.

Phantasmal Figment

Prerequisite: 3rd level; The Figment patron

You learn the *phantasmal force* spell as an additional warlock spell known. You can cast this spell once using this invocation without expending a spell slot, you regain the ability to do so when you finish a short or long rest. Additionally, you can manifest your figment as the phantasmal creature that is perceivable only to the target for the spell's duration and you can inflict the spell's psychic damage if your figment is within 5 feet of the target at any point during your turn.

Phantom Blade

Prerequisite: The Figment patron; Pact of the Blade

You learn the *phantom strike* cantrip as an additional warlock cantrip known. When you take the Attack action on your turn you can cast this cantrip in place of one of your attacks using your pact weapon, regardless of the weapon's form or properties.

Twist Reality

Prerequisite: 9th level; The Figment patron

If you would drop to 0 hit points as a result of taking damage while your figment is manifested, your figment is destroyed instead, and you drop to 1 hit point. If your figment is destroyed in this manner, you cannot manifest it again until you finish a short or long rest.

Unseeming

Prerequisite: 7th level; The Figment patron

You can cast *arcanist's magic aura* at will, without expending a spell slot.

Genie Patron Invocations

The Genie Patron Invocation List

Invocation	Pact
Elemental Pact Weapon	Pact of the Blade
Elemental Talisman	Pact of the Talisman
Gift of Fortitude	--
Greater Elemental Gift	--
Familiar Vessel	Pact of the Chain
Opulent Vessel	--
Sanctuary Item	Pact of the Charm, Talisman, Tome, or Totem
Weapon of the Elemental Pact	Pact of the Blade
Wish Arcanum	--
Wrathful Blast	--

Elemental Pact Weapon

Prerequisite: The Genie patron, Pact of the Blade

You channel the elemental power of your patron to create your pact weapon. This invocation affects only a created pact weapon, it has no effect on a magic item transformed into your pact weapon.

- You inflict an additional 1d4 damage of a type determined by your patron on a successful hit using your pact weapon: bludgeoning (dao), thunder (djinni), fire (efreeti), or cold (marid).
- Your pact weapon grows more powerful as you gain warlock levels: it gains a +1 bonus to hit and damage at 5th level, a +2 bonus to hit and damage at 11th level, and a +3 bonus to hit and damage at 17th level.
- While wielding a created pact weapon, you can use your Genie's Wrath ability even when not touching your vessel.
- When you score a critical hit using your pact weapon, you inflict additional damage equal to that caused by your Genie's Wrath ability.
- You may use your Pact Weapon as an Arcane Focus.

Elemental Talisman

Prerequisite: The Genie patron, Pact of the Talisman

The wearer of your Talisman gains the benefits of your Elemental Gift feature. Additionally, the wearer of the talisman can expend and roll one of the talisman's dice to gain the fly speed granted by that feature for a number of minutes equal to the result.

Gift of Fortitude

Prerequisite: 12th level; The Genie patron, Elemental Gift feature

You gain an additional ability determined by your patron's kind:

Dao: Resistance to piercing and slashing damage.
Djinni: Resistance to lightning damage.
Efreeti: Immunity to fire damage.
Marid: Resistance to acid damage.

Greater Elemental Gift

Prerequisite: The Genie patron, Elemental Gift feature

When you use your Elemental Gift feature to gain a fly speed, you gain an additional benefit that is determined by your patron's kind for that feature's duration:

Dao: You gain a burrow speed of 30 ft. You can burrow through nonmagical, unworked earth and stone. While doing so, you do you don't disturb the material you move through.
Djinni: Your fly speed is 60 ft. instead of 30 ft.
Efreeti: The fire damage from your Genie's Wrath feature increases to double your proficiency bonus while you have the fly speed granted by this feature.
Marid: You gain a swim speed of 60 ft. and can breathe air and water.

Additionally, you regain one use of the bonus action allowed by your Elemental Gift feature when you finish a long rest.

Familiar Vessel

Prerequisite: The Genie patron, Sanctuary Vessel feature, Pact of the Chain

Your familiar can enter and exit your vessel at will. It can carry objects into the vessel or retrieve objects left within the vessel that are small enough for it to carry. If you temporarily dismiss your familiar while touching your vessel, you can cause it to appear in your vessel along with anything it is carrying. Additionally, your familiar shares the resistance granted by your Elemental Gift feature.

Opulent Vessel

Prerequisite: The Genie patron, Limited Wish feature

You can use your Genie's Vessel and expend the use of a 7th-level or higher Mystic Arcanum spell to cast *magnificent mansion.* When you do so, you can choose for the extra dimensional space of your vessel to appear as one of the rooms within the mansion. Additionally, the extra dimensional space of your vessel is lavishly decorated, and can contain furnishings, food, and servants as described for the mansion.

Sanctuary Item

Prerequisite: The Genie patron, Pact of the Charm, Pact of the Talisman, Pact of the Tome, or Pact of the Totem

Your talisman, lucky charm, book of shadows, or totem becomes your vessel, it has double the normal number of hit points, and you can use your Bottled Respite feature to enter your vessel twice per long rest. Additionally, the item gains an additional benefit depending upon its form:

Charm: A creature that spends a short or long rest in the vessel gains Inspiration.
Talisman: You can use your Bottled Respite and Genie's Wrath abilities of your Talisman Vessel so long as it is within 100 feet of you. Additionally, when a creature other than you that is wearing your talisman hits with an attack roll while within 100 feet of you, you can use your reaction to deal the extra damage from your Genie's Wrath ability to the target.
Tome: The interior of the vessel contains a fully stocked arcane library that cannot be removed. Any creature within the vessel can accomplish 1 day's worth of the Research downtime activity to research any arcane topic for each hour spent within the vessel.



Totem: The totem can use an Action cause an object not worn or carried by an unwilling creature within 5 feet of it to be stored within the vessel or to cause an object left or stored within the vessel to appear in an unoccupied space within 5 feet of it. The object can be no larger than 3 feet on a side and weigh no more than 10 pounds.

Weapon of the Elemental Pact

Prerequisite: The Genie patron, Pact of the Blade, Elemental Pact Weapon invocation

You learn an additional cantrip and spell determined by your patron's kind. You can cast the spell granted by this invocation once, without expending a spell slot, at a level determined by your Pact Magic spell level. You regain the ability to cast the spell in this manner when you finish a long rest. The weapon conjured by the spell is considered your pact weapon and benefits from your Elemental Pact Weapon invocation.

Dao: You learn the *crushing blow* cantrip and the *earth hammer* spell.

Djinni: You learn the *booming blade* or *storm hammer* cantrip and the skybreaker spell.

Efreeti: You learn the *burning blade* cantrip and the *flame brand* spell.

Marid: You learn the *critical insight* cantrip and the *wavespike* spell or the *rime blade* cantrip and the *ice spar* spell.

Wish Arcanum

Prerequisite: The Genie patron, Limited Wish feature

If you expend one of your Mystic Arcanum spells when you use your Limited Wish feature, the effect of the spell can be of a level less than that of the Arcanum spell expended and you regain the use of your Limited Wish feature when you finish your next long rest.

Wrathful Blast

Prerequisite: The Genie patron, Eldritch Blast cantrip

When you cast eldritch blast, you can choose to have it inflict a damage type according to your genie patron: bludgeoning (dao), thunder (djinni), fire (efreeti), or cold (marid). Additionally, when you inflict the additional damage from your Genie's Wrath feature you can cause an effect based on your patron:

Dao (bludgeoning): You can push the target up to 10 feet or knock it prone.

Djinni (thunder): You can push the target up to 10 feet or knock it prone.

Efreeti (fire): You can cause the target to suffer additional fire damage equal to your proficiency bonus at the start of your next turn.

Marid (cold): You can reduce the target's movement speed by 10 feet.

Genii Locorum Patron Invocations

The Genii Locorum Patron Invocation List

Invocation	Pact
Concealing Genus	--
Familiar Loci	Pact of the Chain
Friend of the Spirits	--
Guardian of Spirits	Pact of the Chain or Totem
Protector Genus	--
Spirits of Man	--
Spirit Sense	--
Spiritstave	Pact of the Blade
Stalker Genus	--
Totem Vessel	Pact of the Talisman or Totem
Wisdom of the Genii	--

Concealing Genus

Prerequisite: Powerful Spirits class feature, The Genii Locorum patron

You can forgo an instance of advantage that would be granted by your Spirit Talker class feature to cast *pass without trace* without expending a spell slot or requiring components. The spell lasts for 1 hour and does not require concentration for as long as you remain in the same general area.

Familiar Loci

Prerequisite: Pact of the Chain, Spirit Talker class feature, The Genii Locorum patron

When you finish a short or long rest you can cause your familiar to adopt a new form suitable to your location. The familiar gains temporary hit points equal to your warlock level when it adopts the new form.

Friend of the Spirits

Prerequisite: Spirit Talker class feature, The Genii Locorum patron

When you make a Charisma check when interacting with Elementals or Fey or an Intelligence check relating to elemental or fey knowledge, your proficiency bonus is doubled if it applies to the check. Elementals and Fey summoned by you do not automatically become hostile if you lose concentration on a spell, but instead act in accordance with how you treated them.

Guardian of Spirits

Prerequisite: Pact of the Chain or Totem, Commune with Genus Loci class feature, The Genii Locorum patron

When a beast, elemental, or fey that you summoned ends its turn within 10 feet of your familiar or totem, that creature regains a number of hit points equal to your Charisma modifier.

Protector Genus

Prerequisite: Powerful Spirits class feature, The Genii Locorum patron

You can forgo an instance of advantage that would be granted by your Spirit Talker class feature to cast *spiritual weapon* without expending a spell slot or requiring components. The weapon takes the form of a spectral creature or elemental suitable to the location.

Spirits of Man

Prerequisite: Spirit Talker class feature, The Genii Locorum patron
Your Spirit Talker class feature and *commune with nature* spell function where nature has been replaced by construction, such as in dungeons and towns. The range of *commune with nature* is only 300 feet in such locations.

Spirit Sense

Prerequisite: Spirit Talker class feature, The Genii Locorum patron

- You cannot be surprised by an elemental or fey creature if you are conscious.
- When an elemental or fey creature approaches to within 60 feet, you automatically sense the presence if you are conscious. This also reveals the creatures' location, number, and type within that range.

Spiritstave

Prerequisite: Spirit Talker feature, Pact of the Blade, The Genii Locorum patron
You learn the *shillelagh* cantrip as an additional warlock cantrip known. You can summon your pact weapon in the form of a club (rod) or staff as part of the same bonus action used to cast *shillelagh* on that weapon. If you do so the spell lasts until you dismiss the weapon.

- When cast upon your pact weapon your *shillelagh* cantrip grows more powerful as you gain warlock levels: it gains a +1 bonus to hit and damage at 5th level, a +2 bonus to hit and damage at 11th level, and a +3 bonus to hit and damage at 17th level. You gain the same bonus to the spell save DC and spell attack bonus when using the rod or staff as an arcane focus.
- You may use your Pact weapon as an Arcane Focus.

Stalker Genus

Prerequisite: Powerful Spirits class feature, The Genii Locorum patron
You can forgo an instance of advantage that would be granted by your Spirit Talker class feature to cast *hunter's mark* without expending a spell slot or requiring components. This *hunter's mark* spell lasts for as long as the target remains in the area instead of its normal duration and you do not have to concentrate to maintain the spell. You may only have one *hunter's mark* active using this invocation, if you use this invocation again the previous spell ends.

Totem Vessel

Prerequisite: Pact of the Talisman or Totem, Spirit Talker class feature, The Genii Locorum patron
Your talisman or totem acts as a vessel for the power of the spirits that you treat with. The benefits of your Spirit Talker and Commune with Genus Loci class features do not end once you leave the spirit's domain. Instead they only end when you use the feature again.

Wisdom of the Genii

Prerequisite: Spirit Talker class feature, The Genii Locorum patron
As an Action you can forgo an instance of advantage that would be granted by your Spirit Talker class feature to cast *augury* without expending a spell slot or requiring components. You can't use this invocation again in the same location until you finish a long rest. You can use the invocation to cast *augury* again in a different location before the end of your next long rest without a chance of a random result.



Great Old One Patron Invocations

The Great Old One Patron Invocation List

Invocation	Pact
Advanced Mind Blade	Pact of the Blade
Awakened Knowledge	Pact of the Tome
Dendar's Nightmare	Pact of the Totem
Dire Radiance	--
Enhanced Entropy	--
Enthralling Strike	--
Entropic Familiar	Pact of the Chain
Fate of the Void	--
Favored of Hadar	--
Gift of Hadar	Pact of the Blade
Great Serpent's Venom	--
Lash of Hadar	--
Light of the Far Realms	--
Mental Awakening	--
Merrshaulk's Slumber	Pact of the Tome
Mind Knight	Pact of the Blade
Mind Worm	Pact of the Tome or Totem
Serpent Lash	Pact of the Blade
Serpent Warrior	Pact of the Blade
Veteran of the Psychic Wars	--
Warding Thrall	Pact of the Chain
Warrior of Hadar	Pact of the Blade
Whispering Aura	--

Advanced Mind Blade

Prerequisite: Pact of the Blade, Mind Knight Invocation, The Great Old One patron

You have advantage on the attack roll when using your pact weapon against a charmed, confused, or frightened creature. On a hit, such a creature suffers an additional 1d6 psychic damage.

Awakened Knowledge

Prerequisite: Awakened Mind class feature, Pact of the Tome, Book of Ancient Secrets invocation, The Great Old One patron

You learn three spells of 5th level or lower that inflict psychic damage or from the enchantment school from any spell list. A spell you choose must be of a level you can cast, or a cantrip. These spells count as warlock spells for you, and use Charisma as their spellcasting attribute, but don't count against your number of spells known. You may exchange one of these spells for a new one when you gain a warlock level. When you choose your Mystic Arcanum spells you may choose spells of 6th level or higher that inflict psychic damage or from the enchantment school from any spell list

Dendar's Nightmare

Prerequisite: 7th level, Pact of the Totem, Entropic Ward class feature, The Great Old One patron

You learn the *phantasmal killer* spell as an additional warlock spell known. You can expend the use of your Entropic Ward class feature to cast the spell without using a spell slot, if you do so the initial saving throw versus the spell is made with disadvantage. If you know this invocation, you can select *nemesis* or *weird* as your 9th level Mystic Arcanum spell.

Dire Radiance

Prerequisite: Agonizing Blast invocation, Eldritch Blast cantrip, The Great Old One patron

- Your *eldritch blast* can manifest as a bolt of sickening green radiance. You can choose to inflict radiant, instead of force damage when you cast *eldritch blast,* if you do so a target hit emits a dim, greenish light in a 5-foot radius until the end of your next turn. This light makes it impossible for the creature to benefit from being invisible.
- When a target that is glowing from your *eldritch blast* or *sickening radiance* spell moves closer to you on its next turn, you can use your Reaction to inflict 1d6 + your Charisma modifier radiant damage. The damage die of this invocation increases as you gain levels, to 1d8 at 11th level and 1d10 at 17th level.
- You automatically succeed on the Constitution saving throw versus your own *sickening radiance* spell.

Enhanced Entropy

Prerequisite: Entropic Ward class feature, The Great Old One patron

When you use your Entropic Ward class feature, the creature attacking you has disadvantage on all attacks against you until the end of your next turn. If any attack by that creature misses you, your next attack roll against the creature has advantage if you make it before the end of your next turn. When you have no uses of Entropic Ward remaining, you can expend a warlock spell slot to use it.

Enthralling Strike

Prerequisite: 9th level, Entropic Ward class feature, The Great Old One patron

You learn the *binding smite* spell as an additional warlock spell known. You can expend the use of your Entropic Ward to cast *binding smite* as a 5th level spell, without expending a spell slot. If you do so the target has disadvantage on the initial saving throw to resist the paralysis.

Entropic Familiar

Prerequisite: Entropic Ward class feature, Pact of the Chain, The Great Old One patron

- Either you or your familiar can use a Reaction to trigger your Entropic Ward class feature when a creature makes an attack roll against either you or your familiar. If the attack misses, both you and your familiar have advantage on your next attack roll made against the creature if you make it before the end of your next turn.
- Your familiar shares your Thought Shield class feature.

Fate of the Void

Prerequisite: Entropic Ward class feature, The Great Old One patron

When your Entropic Ward class feature causes a creature to miss with an attack; if you hit with your next attack against the creature that missed you, and have advantage on the attack roll, you inflict an additional 1d10 points of damage. This increases to 2d10 at 11th level and to 3d10 at

17th level. If you reduce a hostile creature to 0 hit points with this attack, you regain the use of your Entropic Ward class feature.

Favored of Hadar

Prerequisite: Lash of Hadar and Grasp of Hadar Invocations, One of Evard's Black Tentacles spell, Hunger of Hadar spell, or Chill of Hadar spell, The Great Old One patron

- You can choose yourself, your familiar, and a number of creatures equal to your Charisma modifier when you cast a warlock Conjuration spell. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.
- If you cast *eldritch blast* during the duration of an *evard's black tentacles* spell, *hunger of hadar* spell, or *chill of hadar* spell you may use your Lash of Hadar invocation to target creatures you can see within 10 feet of one of those spell effects instead of within 10 feet of you. When you hit a creature with the spell, you can move that creature in a straight line 10 feet closer to the center of the spell area.
- You can expend one of your Mystic Arcanum spells to cast a warlock spell of the Conjuration school that you know at the level of the Arcanum spell expended.

Gift of Hadar

Prerequisite: Pact of the Blade, Warrior of Hadar Invocation, The Great Old One patron

- You learn the *mordant blade* cantrip and the *ooze whip* spell as an additional cantrip and spell known. When you cast *ooze whip* you treat the weapon as your pact weapon and the weapon benefits from your Warrior of Hadar invocation.
- You gain resistance to acid damage.

Great Serpent's Venom

Prerequisite: poison spray spell, The Great Old One patron

- A creature that succeeds on its Constitution saving throw vs. your *poison spray* spell suffers half damage instead of none. A creature that fails its Constitution saving throw is poisoned until the end of your next turn.
- When you cast or attack with a warlock spell deals poison damage, you can add your Charisma modifier to one poison damage roll of that spell each turn. At 5th level, if you use an action, bonus action, or reaction to cast or attack with such a spell during a turn this increases to two damage rolls of a spell that turn. At 11th level, this increases to three damage rolls, and to four damage rolls at 17th level.
- You deal an extra 1d6 poison damage to a poisoned target whenever you hit it with a spell attack, or it fails a saving throw versus a spell you cast.
- You have resistance to poison damage.

Lash of Hadar

Prerequisite: Agonizing Blast invocation, Eldritch Blast cantrip, Arms of Hadar spell, The Great Old One patron

- When you cast *eldritch blast* you can cause the blasts manifest as tentacles of dark energy with a reach of 10 feet, and you can make a melee spell attack instead of a ranged spell attack to hit with each tentacle.
- When you cast *arms of hadar* using a spell slot of 2nd level or higher, it can affect all creatures of your choice within the area and any creature failing the Strength saving throw is knocked prone in addition to the normal effects. If you have the Grasp of Hadar, Lance of Lethargy, or Repelling Blast invocation, you can subject any creature failing its saving throw to one of these invocations.

Light of the Far Realms

Prerequisite: Dire Radiance invocation, The Great Old One patron

You channel the dreadful radiance of the far realms. Whenever you cast a warlock spell or use an invocation that inflicts poison or radiant damage it inflicts both poison and radiant damage. A creature is not resistant or immune to such a spell unless it is resistant or immune to both types of damage and is vulnerable to such damage if it is vulnerable to either damage type.

Mental Awakening

Prerequisite: Agonizing Blast invocation, Eldritch Blast cantrip, Awakened Mind class feature, The Great Old One patron

You have delved into the unknowable secrets of ancient elder things, this knowledge has unlocked mental abilities or instability, or perhaps both.

- When you cast *eldritch blast, hex,* or *hellish rebuke* you may choose to have the spell inflict psychic damage instead of the normal damage type. *Hellish Rebuke* cast in this way requires a Wisdom saving throw and you make attacks using *eldritch blast* cast in this way against a DC equal to 10 + the target's Intelligence Saving Throw bonus to hit the target instead of against its AC.
- When you cast or attack with a warlock spell other than *eldritch blast* that deals psychic damage, you can add your Charisma modifier to one psychic damage roll of that spell each turn. At 5th level, if you use an action, bonus action, or reaction to cast or attack with such a spell during a turn this increases to two damage rolls of a spell that turn. At 11th level, this increases to three damage rolls, and to four damage rolls at 17th level.
- The Telepathy granted by your Awakened Mind class feature now allows you to communicate with any creature within 120 feet.

Merrshaulk's Slumber

Prerequisite: Pact of the Tome, Thought Shield class feature, The Great Old One patron

As an Action you can target up to five creatures you can see within 60 feet of you. Each target must succeed on a Constitution saving throw or fall into a magical sleep and be unconscious for 10 minutes. A sleeping target awakens if it takes damage or if someone uses an Action to shake or slap it awake. This magical sleep has no effect on a creature immune to being charmed.

Once you use this invocation, you can't use it again until you finish a long rest.

Mind Knight

Prerequisite: Awakened Mind class feature, Pact of the Blade, The Great Old One patron

You can channel psychic energy to create a pact weapon known as a Mind Blade. You use your Charisma modifier instead of Strength for the attack and damage rolls of melee attacks using the weapon, attack rolls using the weapon are made against a DC equal to 10 + the target's Intelligence Saving Throw bonus to hit the target instead of against its AC, and it inflicts 2d6 psychic damage on a successful hit.

- Your mind blade grows more powerful as you gain warlock levels: it gains a +1 bonus to hit and damage at 5th level, a +2 bonus to hit and damage at 11th level, and a +3 bonus to hit and damage at 17th level.
- You may use your Pact weapon as an Arcane Focus.

Mind Worm

Prerequisite: Pact of the Tome or Totem, Thought Shield class feature, The Great Old One patron

You can cast *geas* once, at 5th level, without expending a spell slot. You can't do so again until you finish long rest. When you reach 13th level as a warlock, *geas* is treated as if you cast it using a 7th level spell slot, when you reach 17th level warlock you are considered to have cast the spell using a 9th level spell slot. A creature affected by your Create Thrall receives no saving throw versus a *geas* cast by you.

Serpent Lash

Prerequisite: Pact of the Blade, Serpent Warrior Invocation, The Great Old One patron

- You learn the *venomous strike* spell as an additional warlock spell known. You can expend the use of your Entropic Ward to cast *venomous strike* as a spell of a level determined by your warlock level, without expending a spell slot. If you do so the target has disadvantage on the initial saving throw to resist the poison.
- Each time you strike a Poisoned creature using your pact weapon you inflict an additional 1d6 poison damage.
- A whip created using your Serpent Warrior invocation can inflict 2d4 piercing or slashing damage instead of the normal damage for a whip.

Serpent Warrior

Prerequisite: Pact of the Blade, The Great Old One patron

You channel the wrath of one of the Great Serpents to create a pact weapon. This always manifests as a weapon that inflicts piercing or slashing damage. A whip with the head of a serpent is a common manifestation for this weapon. This invocation affects only a created pact weapon, it has no effect on a magic item transformed into your pact weapon.

- When you create the weapon choose poison, psychic, or necrotic damage; you inflict an additional 1d4 damage of the type chosen on a successful hit.
- Your pact weapon grows more powerful as you gain warlock levels: it gains a +1 bonus to hit and damage at 5th level, a +2 bonus to hit and damage at 11th level, and a +3 bonus to hit and damage at 17th level
- When you score a critical hit using your pact weapon, the target becomes poisoned (if you chose poison damage) or frightened (if you chose necrotic or psychic damage) until the end of your next turn.
- You may use your Pact weapon as an Arcane Focus.

Veteran of the Psychic Wars

Prerequisite: Thought Shield, The Great Old One patron

- You gain proficiency with Intelligence saving throws.
- You are immune to the charmed and frightened conditions.

Warding Thrall

Prerequisite: Create Thrall class feature, Pact of the Chain, The Great Old One patron

You and your familiar suffer half damage from any attack if your Thrall is within 100 feet. Also, each time you or your familiar takes damage, your thrall takes the same amount of damage if within 100 feet.

Warrior of Hadar

Prerequisite: Pact of the Blade, The Great Old One patron

You channel the essence of Hadar to create a disturbing pact weapon. This weapon often manifests as an extension of your own body. This invocation affects only a created pact weapon, it has no effect on a magic item transformed into your pact weapon.

- When you form your pact weapon choose acid, cold, or necrotic damage; you inflict an additional 1d4 damage of the type chosen on a successful hit.
- Your pact weapon grows more powerful as you gain warlock level: it gains a +1 bonus to hit and damage at 5th level, a +2 bonus to hit and damage at 11th level, and a +3 bonus to hit and damage at 17th level.
- You cannot be disarmed of your pact weapon while you are conscious and your reach with the pact weapon increases by 5 feet.
- You may use your Pact Weapon as an Arcane Focus.

Whispering Aura

Prerequisite: Thought Shield class feature, The Great Old One patron

You have seen and studied the unknowable elder secrets of the cosmos. Any creature that touches your mind hears whispers of the gibbering madness contained within that knowledge.

Any creature that attempts to read your thoughts without permission or that suffers psychic damage from your Thought Shield must make a Wisdom saving throw. On a failure, that creature drops whatever it is holding and becomes Frightened until the end of its next turn. While frightened by this effect a creature's speed is 0 and it cannot take Actions or Reactions.

Hexblade Patron Invocations

The Hexblade Patron Invocation List

Invocation	Pact
Artifact Knowledge	Pact of the Tome
Accursed Armor	--
Bladebearer	Pact of the Blade
Cursestrike	--
Hexblade Riposte	--
Familiar Weapon	Pact of the Chain
Panoply of Legend	Pact of the Tome
Soul Surge	--
Spectral Ally	---
Spectral Hex	Pact of the Chain
Warding Hex	--

Artifact Knowledge

Prerequisite: Hex Warrior class feature, Pact of the Tome, The Hexblade Patron

You have studied the forging techniques of mythical weapons of power. You gain proficiency in Smith's Tools. You can craft mundane and magical items using smith's tools at half the usual cost and time. You can use your Hex Warrior class feature on any weapon that you have forged yourself.

You learn the *adamantine edge* cantrip and the *magic weapon* spell as an additional Warlock cantrip and spell known. When you cast a warlock spell targeting the weapon affected by your Hex Warrior class feature, the spell does not require concentration but ends if you are incapacitated or if you die.

Accursed Armor

Prerequisite: Armor of Hexes, Hex spell, The Hexblade Patron

- You can use your Armor of Hexes class feature when any creature cursed by you hits you with an attack. A *bane, hex*, or *bestow curse* spell counts as a curse, as do warlock features of yours, such as Hexblade's Curse or Sign of Ill Omen.
- When you use your Armor of Hexes class feature, and the attack still hits, the attacker suffers 1d8 + your Charisma modifier necrotic damage.

Bladebearer

Prerequisite: The Hexblade patron, Hex Warrior class feature, Pact of the Blade

When you create your pact weapon you summon an aspect of an archetypal weapon of power. This invocation affects only a created pact weapon, it has no effect on a magic item transformed into your pact weapon.

- This pact weapon has a +1 bonus to hit and damage. The weapon's enchantment increases as you grow in power. When you gain the Armor of Hexes class feature the bonus to hit and damage increases to +2; this increases to +3 when you gain the Master of Hexes class feature.
- Your pact weapon inflicts an additional 1d4 weapon damage on a successful hit.
- If you score a critical hit with the pact weapon, you regain hit points equal to half the damage inflicted.
- You can use this pact weapon as an arcane spellcasting focus for your Warlock spells.

Cursestrike

Prerequisite: 7th level, Hexblade's Curse class feature, The Hexblade patron

You learn the *baleful smite* spell as an additional warlock spell known. When you hit a creature with a melee attack using *baleful smite*, you can cause the target to be affected by your Hexblade's Curse instead of a *bestow curse* effect, ending the spell. This does not expend the use of your Hexblade's Curse and the target does not receive a saving throw to resist the effect.

Familiar Weapon

Prerequisite: Pact of the Chain, Spectral Mote familiar, Hexblade patron

As a Bonus Action on its turn your familiar can change its form to that of a shadowy weapon of spectral energy. The weapon takes the form of a magical melee weapon with which you are proficient and benefits from your Hex Warrior class feature. Regardless of form, the weapon inflicts necrotic damage instead of the normal damage type. A creature hit by the spectral weapon must succeed Constitution saving throw versus your spell save DC or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

The familiar retains its senses while in the weapon form but can take no Actions other than to use a Bonus Action to resume its normal form.

Hexblade Riposte

Prerequisite: Armor of Hexes, The Hexblade Patron

If your Armor of Hexes causes a melee attack to miss, you can immediately make a melee weapon attack against the attacker as part of the same Reaction.

Panoply of Legend

Prerequisite: 5th Level, Artifact Knowledge Invocation, Pact of the Tome, The Hexblade Patron

You learn the *adamantine fortification* cantrip and the *magic armor* spell as an additional warlock spell and cantrip known.

When you finish a long rest, you can also touch one suit of light or medium armor and one shield in addition to a weapon. Until the end of your next long rest, when you cast a warlock spell of 1st through 5th level targeting one of these items, the spell is considered to be cast using a spell slot two levels higher than you expended.

Soul Surge

Prerequisite: Accursed Specter class feature, The Hexblade patron

When you slay a creature, you can expend the use of your Accursed Specter class feature to regain either a warlock spell slot or your Hexblade's Curse. When you do so, you cannot use this invocation or your Accursed Specter class feature again until you finish a long rest.

Spectral Ally

Prerequisite: Pact of the Chain, Accursed Specter class feature, The Hexblade patron

As an Action, you can use your Accursed Specter class feature to raise a specter from the body a slain ally that has been dead for less than 1 hour. If used in this manner the ally's game statistics are replaced by the statistics of the specter, but it retains its alignment, personality, and Intelligence, Wisdom, and Charisma scores. It also retains all of its skill and saving throw proficiencies, in addition to gaining those of the specter. If the specter has the same proficiency as the ally and the bonus in its stat block is higher than the ally's, use the specter's bonus instead. While the specter exists, the ally's body suffers no sign of decay and the body and soul are protected from abilities that would raise it as an undead or fiend. The Spectral Ally remains for 10 days and regains the temporary hit points from your Accursed Specter class feature each time it finishes a rest.

If the specter is present when a *raise dead* or similar magic is cast to resurrect the ally, the specter disappears, the spell does not require a material component to cast, and the ally does not suffer penalties for returning from the dead. You cannot use your Accursed Specter class feature while the Spectral Ally exists.

Spectral Hex

Prerequisite: Pact of the Chain, Hexblade's Curse and Accursed Specter class feature, The Hexblade Patron

An Accursed Specter raised by you gains the ability to cast *hex* as a 1st level spell once during its existence. You and your familiar gain the same benefits as the specter when attacking a creature affected by its *hex* spell. An Accursed Specter or a Familiar raised by you gains the same benefits as you when attacking a creature affected by your *hex* spell or your Hexblade's Curse.

Warding Hex

Prerequisite: Accursed Armor invocation, The Hexblade Patron

When you would make a saving throw against a spell cast by a target you cursed, you can use your reaction to gain advantage on that saving throw. If you would normally take half damage on a successful save, you instead take no damage if you succeed on the saving throw, and only half damage if you fail. A *bane, hex*, or *bestow curse* spell count as curses as do warlock features of yours, such as Hexblade's Curse or Sign of Ill Omen.



Legendary Hero Patron Invocations

The Legendary Hero Patron Invocation List

Invocation	Pact
Eldritch Protector	Pact of the Tome
Epic Hero	--
Hero's Talisman	Pact of the Talisman
Inspired Effort	--
Inspiring Prowess	--
Legendary Heroism	Pact of the Chain
Legendary Weapon	Pact of the Blade
Lucky Familiar	Pact of the Chain
Martial Heroics	Pact of the Blade

Eldritch Protector

Prerequisite: 5th-level warlock; The Legendary Hero patron, Pact of the Tome

You gain the *counterspell* and *dispel magic* spells as additional warlock spells known. If you use a Hero Die on a Spellcasting Ability check made as part of casting these spells, the target spell is automatically dispelled or countered if its level is less than the result on the Hero Die roll.

Epic Hero

Prerequisite: The Legendary Hero patron, Unending Epic feature

When you could grant another creature a Hero Die, you may instead roll the die and grant temporary hit points equal to the result on the die plus your Charisma modifier to all friendly creatures within 30 feet of you who can see you. A creature that has temporary hit points from this feature is immune to the frightened condition.

Hero's Talisman

Prerequisite: The Legendary Hero patron, Pact of the Talisman

When a creature uses a die from your talisman and succeeds on the affected ability check (or the affected saving throw or attack roll if you have the appropriate invocations), it gains temporary hit points equal to the result on the talisman's die.

Inspired Effort

Prerequisite: The Legendary Hero patron, Inspiring Heroics feature

When you use a Hero Die on an attack roll, ability check, or saving throw you can substitute your Charisma modifier for the normal ability used for that roll or check. If you do this on an attack roll you gain a bonus equal to your Charisma modifier to the attack's damage roll on a hit.

Inspiring Prowess

Prerequisite: The Legendary Hero patron, Inspiring Heroics feature

When you score a critical hit with an attack against a creature within 30 feet of you or reduce a creature to 0 hit points with one, you can grant a Hero Die to a creature other than yourself within 60 feet of you who can see you. This does not expend one of your Hero Dice.

Legendary Heroism

Prerequisite: The Legendary Hero patron, heroism spell

When you cast the *heroism* spell it has a range of 60 feet, and you can grant each target of the spell a Hero Die without expending a use of that feature.

Legendary Weapon

Prerequisite: The Legendary Hero patron, Pact of the Blade

Your revered hero carried a weapon of legend, your creation of a pact weapon is inspired by this weapon. This invocation affects only a created pact weapon, it has no effect on a magic item transformed into your pact weapon.

- You score a critical hit with the pact weapon on a roll of 19 or 20 and when you score a critical hit using your pact weapon you regain one expended hero die.
- Your pact weapon grows more powerful as you gain warlock levels: it gains a +1 bonus to hit and damage at 5th level, a +2 bonus to hit and damage at 11th level, and a +3 bonus to hit and damage at 17th level.
- You can create your pact weapon as a ranged weapon with which you are proficient, the invocation summons ammunition for the weapon each time you fire it.
- You may use your Pact Weapon as an Arcane Focus.

Lucky Familiar

Prerequisite: The Legendary Hero patron, Pact of the Chain

Your familiar grants you one additional Hero Die while it is within 100 feet of you. It grants you another die when you reach 5th level (2), 11th level (3), and 17th level (4). You regain these additional Hero Dice when you finish a long rest. When the familiar takes the Help action, it can grant one of your Hero Dice to the ally it is aiding.

Martial Heroics

Prerequisite: The Legendary Hero patron, Pact of the Blade

You learn two maneuvers of your choice from among those available to the Battle Master archetype in the fighter class. You can use your Hero Dice to use these maneuvers. When you spend a hero die to use a maneuver successfully, you can choose one creature other than yourself within 60 feet of you who can see you. That creature gains a Hero Die. Creatures with a hero die from you can also spend that hero die to use the maneuvers granted by this invocation.



Machine Patron Invocations

The Machine Patron Invocation List

Invocation	Pact
Arcane Mechanism	Pact of the Tome or Totem
Babbage Engine	Pact of the Totem
Book of Arcane Invention	Pact of the Tome
Colossal Construct	--
Electro-Mechanical Research	Pact of the Tome
Familiar Construct	Pact of the Chain
Machine Hex	--
Machine Mind	Pact of the Chain
Machine Talisman	Pact of the Talisman
Master Animator	--
Master Mechanic	--
Master's Amulet	Pact of the Talisman
Mechanical Weaponry	Pact of the Blade
Optimized Design	Pact of the Tome
Pact Armor	Pact of the Blade
Power Armor	Pact of the Blade
Robust Construction	--
Zero Point Energy Device	Pact of the Chain

Arcane Mechanism

Prerequisite: Axiomatic Mind class feature, Pact of the Tome or Totem, The Machine Patron

- You may become attuned to one additional magical item.
- You can cast *identify* at will, without expending a spell slot or requiring components and can become attuned to the item you are identifying as part of casting the spell.

Babbage Engine

Prerequisite: Mechanical Insight class feature, Pact of the Totem, The Machine Patron

- When your totem applies your proficiency bonus to an Intelligence (Arcana) or Intelligence (History) check it applies double your proficiency bonus to the check instead.
- When you gain the Axiomatic Mind class feature you can use your totem to cast *legend lore* once, without using a spell slot or needing material components. You can't do so again until you finish a short or long rest.

Book of Arcane Invention

Prerequisite: Pact of the Tome, Book of Ancient Secrets invocation, The Machine Patron

You can now inscribe wizard Imbuement spells in your Book of Shadows. Choose two spells of a level you can cast that have the Imbuement tag from the wizard spell list. The spells, along with their prerequisite spells, appear in the book and don't count against the number of spells you know.

On your adventures, you can add other Imbuement spells to your Book of Shadows. When you find such a spell, you can add it to the book if the spell's level is equal to or less than half your warlock level (rounded up) and if you can spare the time to transcribe the spell. You must also find and inscribe each prerequisite for the Imbuement spell before you can successfully cast it. For each level of the spell, the transcription process takes 2 hours and costs 50gp for the rare inks needed to inscribe it.

Colossal Construct

Prerequisite: 15th level, Animate Object spell, The Machine patron

You can cast a*nimate objec*t to animate a single gargantuan object instead of the normal effects.

Gargantuan Animated Object Statistics

HP	AC	Attack	STR	DEX
160	16	+12 to hit, 4d12+8 damage	26	6

Electro-Mechanical Research

Prerequisite: Mechanical Insight class feature, Pact of the Tome, Book of Ancient Secrets invocation, The Machine patron

You learn three spells of 5th level or lower that inflict force or lightning damage from any spell list. A spell you choose must be of a level you can cast, or a cantrip. These spells count as warlock spells for you, and use Intelligence as their spellcasting attribute, but don't count against your number of spells known. You may exchange one of these spells for a new one when you gain a warlock level. When you choose your Mystic Arcanum spells you may choose spells of 6th level or higher that inflict force or lightning damage from any spell list.

Familiar Construct

Prerequisite: 7th-level warlock, Pact of the Chain, Clockwork familiar, The Machine patron

You learn the *summon construct* spell as an additional warlock spell known. When you cast this spell, you can cause your clockwork familiar to polymorph into the Construct Spirit form summoned by the spell. If you do so, the spell does not require concentration and lasts for 1 hour or until the Construct drops to 0 hit points or dies. While in Construct form, the familiar takes on the characteristics of the Construct Spirit, but retains its senses and damage immunities, can still act as your familiar, and its attacks are considered magical for the purposes of bypassing resistance or immunity to damage.

Machine Hex

Prerequisite: Hex spell, The Machine patron

- When you cast *hex* it inflicts Force or Lightning damage (your choice) instead of Necrotic damage. The Force or Lightning damage caused to a Construct affected by *hex* bypasses all resistances and immunities.
- You can cast *hex* on one non-magical mechanical object. If you do so the machine ceases to function for the duration. A creature attempting to use the machine may use an Action on its turn to make an Intelligence saving throw. If successful, the spell ends on that object, on a failure the machine will not function for that creature for the duration of the spell.

Machine Mind

Prerequisite: Pact of the Chain, Animate Construct spell, The Machine patron

- You gain the *familiar foray* cantrip as an additional warlock cantrip known.
- When you cast *familiar foray* during the duration of an *animate armament, animate object, animate construct,* or *tiny servant* spell cast by you, you can target an animated object

or construct you control within range instead of your familiar.

Machine Talisman

Prerequisite: Pact of the Talisman, Machine Servants feature, The Machine patron

You can grant a creature that wears your Talisman the ability to command constructs created or summoned by you. A construct created using the *animate construct* spell is animated permanently while it wears your talisman.

Master Animator

Prerequisite: The Machine patron

You gain the *minor animation* cantrip as an additional warlock cantrip known.

- You can specially prepare mechanical constructs for animation via magic. When you take a short or long rest you can prepare a number of constructs equal to your Warlock level. Medium targets count as two objects, Large targets count as four objects, Huge targets count as eight objects, and Gargantuan targets count as 16 objects. The process to prepare the objects costs 10gp for small or tiny object, 20gp for medium, 40gp for large, 80gp for a huge, or 160gp for a gargantuan object. Once prepared you can animate the objects using your magic until they are lost or destroyed.
- You double the range and movement speed of specially prepared objects animated by your *minor animation* spell and they benefit from the hit point, damage, and AC increases of your Machine Servants class feature.
- When you cast the *implement animation, animate armament, tiny servant, aerial conveyance,* or *animate object* spells, you can choose up to two specially prepared objects to gain the benefits of your Machine servants class feature. This increases to three objects at 11th level and four objects at 17th level.

Master Mechanic

Prerequisite: The Machine patron

- You gain the *mending* cantrip as an additional cantrip known. When you cast *mending* on a mechanical construct it restores 1d6 hit points, this increases to 2d6 at 5th level, 3d6 at 11th level, and 4d6 at 17th level.
- You gain the *repair object* spell as an additional Warlock spell known. When you cast *repair object* on a construct you can add double your proficiency bonus to the amount of hit points regained instead of your proficiency bonus.
- You can expend one of your Mystic Arcanum spells to cast *make whole* at the level of the Arcanum spell expended. When you cast make whole on a construct you restore additional hit points equal to 4 times your proficiency bonus instead of double.

Master's Amulet

Prerequisite: Pact of the Talisman, Mechanical Masterpiece feature, The Machine patron

The construct you create for your Mechanical Masterpiece feature takes the form of a Shield Guardian for which your Talisman acts as the guardian's Master's Amulet. While you wear your talisman, the range of the damage transfer of the golem's Bound trait is increased to 500 feet and you can use dice from your talisman to affect the golem's rolls and checks.

Mechanical Artifice

Prerequisite: 5th level, The Machine patron, proficiency with the Arcana skill

You learn to craft magical items. You gain an ability similar to the Artificer Infuse Item feature. You learn two infusions from the list of Artificer infusions in the *Tasha's Cauldron of Everything* sourcebook or the new infusions in this book. You are treated as an artificer of your warlock level to meet prerequisites and to determine the power of your infused items. You can have a maximum of one infusion active at a time.

You may choose this invocation multiple times, each time you do so you learn two additional infusions and increase your maximum number of active infusions by one.

Mechanical Weaponry

Prerequisite: Pact of the Blade, The Machine patron

You can use your mechanical magic to summon an unusual pact weapon. Such a weapon manifests as a rocket propelled hammer, a chain-sword, an electro-pike, or similar magical-mechanical weapon. This invocation affects only a created pact weapon, it has no effect on a magic item transformed into your pact weapon.

- When you create the weapon choose bludgeoning, piercing, slashing, fire, force, or lightning damage; you inflict an additional 1d4 damage of the type chosen on a successful hit.
- You can create a pistol or musket as your pact weapon using this invocation, the weapon replaces the Loading property with the Reload (6 shots) for a pistol or Reload (12 shots) for a musket. Each time you summon the weapon in this form it appears fully loaded.
- Your pact weapon grows more powerful as you gain warlock levels: it gains a +1 bonus to hit and damage at 5th level, a +2 bonus to hit and damage at 11th level, and a +3 bonus to hit and damage at 17th level.
- You may use your pact weapon as an Arcane Focus.

Optimized Design

Prerequisite: 9th level, Pact of the Tome, Animate Construct spell, The Machine patron

When you cast *implement animation, animate construct, tiny servant, aerial conveyance,* or *animate object* the objects either gain a fly speed equal to their walking speed or increase their speed 20 feet for all modes of movement.

Pact Armor

Prerequisite: Pact of the Blade, Mechanical Weaponry invocation, The Machine patron

You can choose to create a suit of mechanical heavy armor around your body as part of the same Action used to summon your pact weapon. You are considered proficient in wearing the armor and it provides an AC of 17. This increases to AC 18 at 5th level, AC 19 at 11th level, and AC 20 at 17th level or higher.

The armor doesn't let you add your Dexterity modifier to your Armor Class, but it also doesn't penalize you if your

Dexterity modifier is negative. Wearing your pact armor does not add to your encumbrance or slow your speed as the mechanical servos built into the armor handle the weight and bulk. You have disadvantage on Dexterity (Stealth) checks while garbed in the armor. The armor disappears if you remove it, you dismiss the armor (no Action required), or you die.

You can use your pact armor as a spellcasting focus for your warlock spells.

Power Armor

Prerequisite: Pact of the Blade, Pact Armor invocation, The Machine patron

- While wearing your Pact Armor it enhances your strength. You may use your Intelligence score or modifier in place of Strength when making Strength saving throws and checks; weapon attack and damage rolls using Strength; to determine how much weight you can carry, push, pull, or lift; and to determine your jump distance.
- You learn the *armor of agathys* spell as an additional warlock spell known. You can cast this spell as part of the same action used to summon your pact armor. If cast this way or while wearing your pact armor you can choose to have the spell inflict force or lightning damage instead of cold.

Robust Construction

Prerequisite: Axiomatic Mind class feature, Animate Construct spell, The Machine patron

Mechanical constructs created by you gain proficiency in all saving throws and resistance to Bludgeoning, Piercing, and Slashing damage from Nonmagical Attacks that aren't Adamantine. This also applies to a Clockwork familiar.

Zero Point Energy Device

Prerequisite: Pact of the Chain, Animate Construct spell, The Machine patron

Your clockwork familiar contains an inexhaustible power source that it can use to maintain your constructs. Your familiar can cast *animate construct* once on your behalf, but only to reanimate existing constructs created by you, not to create a new one. The spell is cast as a spell of a level determined by your warlock level and requires no verbal, somatic, or material components. Your familiar regains the use of this spell when you finish a long rest.



Primal Chaos Patron Invocations

The Primal Chaos Patron Invocation List

Invocation	Pact
Chaos Ball	Pact of the Chain
Chaos Blade	Pact of the Blade
Chaos Magic	--
Chaos Knowledge	Pact of the Tome
Chaos Strike	--
Destructive Blade	Pact of the Blade
Dissolve Magic	--
Eldritch Cloud	--
Entropic Hex	Pact of the Totem
Entropic Ooze	Pact of the Chain
Familiar Slaad	Pact of the Chain
Feed the Storm	--
Limbo Spawn	Pact of the Chain
Phage Bringer	--
Reformation	--
Spawning Stone Link	Pact of the Chain
Talisman of Chaos	Pact of the Talisman
Warping Release	--

Chaos Ball

Prerequisite: 9th-level warlock, Pact of the Chain, Slaad Tadpole familiar, The Primal Chaos patron

You gain the *fireball* spell as an additional warlock spell known.

If you cast the spell while within 100 feet of your Slaad Tadpole familiar you can do so without requiring components, you can choose to have the spell inflict Acid, Cold, Fire, Lightning, or Thunder damage, and the spell originates from your familiar's location. If the spell inflicts Cold or Thunder damage the saving throw changes to a Constitution saving throw.

Additionally, you can cast *fireball* once using this invocation at a level determined by your Pact Magic feature without expending a spell slot. You regain the ability to do so when you finish a long rest.

Chaos Blade

Prerequisite: Chaos Wielder feature, Pact of the Blade, The Primal Chaos patron

You can channel primal chaos to create a pact weapon known as a Chaos Blade. You use your Charisma modifier instead of Strength for the attack and damage rolls of melee attacks using the weapon and it inflicts 2d6 chaos damage on a successful hit.

- Your chaos blade grows more powerful as you gain warlock levels: it gains a +1 bonus to hit and damage at 5th level, a +2 bonus to hit and damage at 11th level, and a +3 bonus to hit and damage at 17th level.
- You may use your Pact weapon as an Arcane Focus.

Chaos Magic

Prerequisite: Agonizing Blast invocation, The Primal Chaos patron

- When you cast *armor of agathys* or *hellish rebuke* you may choose to have the spell inflict chaos damage instead of the normal damage type.
- When you cast or attack with a warlock spell other than *eldritch blast* that deals chaos damage, you can add your Charisma modifier to one chaos damage roll of that spell each turn. At 5th level, if you use an action, bonus action, or reaction to cast or attack with such a spell during a turn this increases to two damage rolls of a spell that turn. At 11th level, this increases to three damage rolls, and to four damage rolls at 17th level.

Chaos Knowledge

Prerequisite: Chaos Magic invocation, Pact of the Tome, Book of Ancient Secrets invocation, The Primal Chaos patron

You learn three spells of 5th level or lower that inflicts force or necrotic damage, that creates or destroys non-living matter, that disrupts magical effects, or that changes the form of a living creature from any spell list. A spell you choose must be of a level you can cast, or a cantrip. These spells count as warlock spells for you, and use Charisma as their spellcasting attribute, but don't count against your number of spells known. You may exchange one of these spells for a new one when you gain a warlock level. When you choose your Mystic Arcanum spells you may choose spells of 6th level or higher that meet the criteria above from any spell list.

Chaos Strike

Prerequisite: Agonizing Blast invocation, Eldritch Blast cantrip, The Primal Chaos patron

Whenever you hit a target with a melee spell attack using your *eldritch blast* or a melee weapon attack using your pact weapon you can expend a spell slot to inflict an additional 1d8 points of chaos damage plus an additional 1d8 points per level of the spell slot expended.

Destructive Blade

Prerequisite: Chaos Blade invocation, Pact of the Blade, The Primal Chaos patron

Whenever your Chaos Blade hits an object or a creature composed of non-living material, such as a stone golem, the hit is a critical hit.

Dissolve Magic

Prerequisite: counterspell or dispel magic spell, The Primal Chaos patron

Whenever you successfully counter or dispel a spell, you can cause the target of the *dispel magic* or *counterspell* spell to suffer 1d4 chaos damage per level of the spell slot you expended to cast the spell.

Eldritch Cloud

Prerequisite: Chaos Storm feature, The Primal Chaos patron

You deal an extra 1d6 chaos damage whenever you hit a target within the cloud of your Chaos Storm with an attack.

Entropic Hex

Prerequisite: Warp Spasm feature, Pact of the Totem, hex spell or a warlock feature that curses, The Primal Chaos patron

As a bonus action, you cause chaotic eruption around the target cursed by your *hex* spell or by a warlock feature of yours, such as Sign of Ill Omen. When you do so, you deal chaos damage to the cursed target and each creature within 5 feet of it. The damage equals 1d6 + your Charisma modifier. To use this invocation, the cursed target must be within 30 feet of you.

Entropic Ooze

Prerequisite: Pact of the Chain, Chaos Ooze familiar, The Primal Chaos patron

- Your Chaos Ooze familiar shares your Entropy Hardened feature.
- When you use your Warp Spasm feature, your familiar can use a bonus action on its next turn to attack using a single chaos tendril manifestation of your eldritch blast using your melee spell attack bonus and inflicting the damage of a single tendril on a hit.
- When you use your Chaos Storm feature, the entropic cloud also affects a 5-foot radius around your familiar. A creature within the area of the clouds of both you and your familiar is affected only once.
- Your familiar is immune to chaos damage inflicted by your spells and class features.

Familiar Slaad

Prerequisite: 7th-level warlock, Pact of the Chain, Slaad Tadpole familiar, The Primal Chaos patron

You learn the *summon aberration* spell as an additional warlock spell known. When you cast this spell, you can cause your salad tadpole familiar to polymorph into the Slaad Aberrant Spirit form summoned by the spell. If you do so, the spell does not require concentration and lasts for 1 hour or until the Slaad drops to 0 hit points or dies. While in Slaad form, the familiar takes on the characteristics of the Slaad Aberrant Spirit, but retains its Keen Senses, Magic Resistance, and damage resistances, can still act as your familiar, and its attacks are considered magical for the purposes of bypassing resistance or immunity to damage.

Feed the Storm

Prerequisite: Chaos Storm feature, The Primal Chaos patron

As an Action during your Chaos Storm you can expend a spell slot or a Mystic Arcanum spell and channel the magical energy into the storm. The area affected by the storm is increased to a 20-foot radius until the start of your next turn and all creatures other than you within the storm immediately suffer 1d6 points of chaos damage per level of the spell slot you expended.

Limbo Spawn

Prerequisite: Pact of the Chain, Slaad Tadpole familiar, The Primal Chaos patron

- Your Slaad Tadpole familiar shares your Entropy Hardened and Primal Resonance features and gains a fly and swim speed equal to its walking speed.

- Your familiar can use an action to harmlessly implant itself inside you. While it remains, you share its Magic Resistance trait and its resistance to Acid, Cold, Fire, Lightning, and Thunder damage. While implanted it is immune to damage while you live and can take no action other than to use an action to emerge.
- Your familiar is immune to chaos damage inflicted by your spells and class features.

Phage Bringer

Prerequisite: Chaos Storm feature, The Primal Chaos patron
Whenever a target suffers a chaos damage from a warlock spell or class feature used by you, it must make a Constitution saving throw versus your warlock spell save DC at the end of the turn. On a failed save it is infected with a disease called chaos phage. While infected, the target can't regain hit points, and its hit point maximum is reduced by 3d6 every 24 hours. If the disease reduces the target's hit point maximum to 0, the target instantly dissolves into primal goo. Only a *reincarnate* or *wish* spell can reverse the transformation.

Reformation

Prerequisite: Primal Resonance feature, The Primal Chaos patron
- You learn the *deny death* spell as an additional warlock spell known. You suffer only half the indicated damage to cast this spell.
- When you gain the Chaos Storm class feature, you learn the *reincarnate* spell as an additional warlock spell known. You do not require material components to cast this spell using a warlock spell slot.

Spawning Stone Link

Prerequisite: 12th-level, Pact of the Chain, Slaad Tadpole familiar, The Primal Chaos patron
You learn the Slaad language. You can expend the use of one of your Mystic Arcanum spells to summon a slaad. You use your Slaad Tadpole as a mystic link to the summoned slaad. The slaad remains for 1 hour and obeys you as if you possessed its control gem for as long as your familiar remains within 100 feet. If your familiar dies within the hour duration, the slaad is free to act as it chooses for the remaining duration before returning to limbo.

The type of Slaad you summon is determined by the level of the Mystic Arcanum spell you expend:
6th-level: Red Slaad
7th-level: Blue Slaad
8th-level: Green Slaad
9th-level: Grey Slaad

Talisman of Chaos

Prerequisite: Pact of the Talisman, Primal Resonance feature, The Primal Chaos patron
The wearer of your talisman shares your Primal Resonance feature. While a creature wears your Talisman, if it would be dissolved into chaos by your Chaos Storm feature, your talisman is destroyed, and the creature drops to 0 hit points or dies normally instead.

Warping Release

Prerequisite: Warp Spasm feature, The Primal Chaos patron
When you have no remaining uses of your Warp Spasm feature remaining, you may release your hold on the chaos within you to use it additional times between long rests. When you do so, you suffer 1d10 chaos damage plus an additional 1d10 damage for each time you have previously used this invocation since your last long rest.

Primeval Ooze Patron Invocations

The Primeval Ooze Patron Invocation List

Invocation
Altered Form
Amorphic Nature
Amorphous Sense
Consumption
Engulfing Ooze
Flexible Telepathy
Flinging Ooze
Liquid Fission
Oozing Corruption
Viscous Ooze

Altered Form

Prerequisite: The Primeval Ooze patron
The strength and flexibility of your altered form allows you to accomplish great physical feats. You gain proficiency with Acrobatics and Athletics. If you are already proficient with a skill, you add double your proficiency bonus to checks you make using it.

Amorphic Nature

Prerequisite: Amorphous Gift feature, The Primeval Ooze patron
You can use your Amorphous Gift without expending one of its uses by instead expending a hit die. Roll the hit die, the temporary hit points granted by the feature equals the result on the hit die instead of the normal amount granted by that feature.

Amorphous Sense

Prerequisite: Eldritch Ooze feature, The Primeval Ooze patron
While using your Amorphous Gift, you gain blindsight with a range of 60 feet.

Consumption

Prerequisite: Eldritch Ooze feature, The Primeval Ooze patron
While using your Amorphous Gift, if you reduce a creature you have grappled to 0 hit points, you can consume its body and everything it is wearing and carrying that is not magical, glass, or gemstone, slaying it instantly. When you consume a creature in this way, you regain hit points equal to your Charisma modifier + your warlock level (minimum 1). A creature consumed in this way can only be returned to life by magic that does not require the creature's body to function.

Engulfing Ooze

Prerequisite: Eldritch Ooze feature, The Primeval Ooze patron
While using your Amorphous Gift, you can attempt to grapple creatures up to two sizes larger than you.

Flexible Telepathy

Prerequisite: The Primeval Ooze patron
You gain telepathy (as described in the *Monster Manual*) and with a range of 60 feet. If you already have any form of telepathy, increase its range by 60 feet. Additionally, you can communicate telepathically with oozes, even with oozes that do not understand any language, though such communication is limited to the simplest instinctual concepts.

Flinging Ooze

Prerequisite: Eldritch Ooze feature, The Primeval Ooze patron
When you use your Amorphous Gift, and as a bonus action on your turn during its duration you can cast *acid splash.*

Liquid Fission

Prerequisite: 15th-level; Curse of Liquification or Gelatinous Fission feature; The Primeval Ooze patron
If you have the Curse of Liquification feature, you also gain the Gelatinous Fission feature. If you have the Gelatinous Fission feature, you also gain the Curse of Liquification feature.

Oozing Corruption

Prerequisite: The Primeval Ooze patron
Your magic corrupts and consumes all. Whenever you cast a warlock spell or use an invocation or class feature that inflicts acid or necrotic damage it inflicts both acid and necrotic damage. A creature is not resistant or immune to such a spell unless it is resistant or immune to both types of damage and is vulnerable to the damage if vulnerable to either damage type.

Viscous Ooze

Prerequisite: Caustic Magic feature, The Primeval Ooze patron
You learn the *viscous splash* spell as an additional warlock spell known. You can use this invocation to cast this spell a number of times equal proficiency bonus without expending a spell slot. You regain all expended uses when you finish a long rest. Additionally, when you cast *acid splash* you can add your Charisma modifier to the damage it deals.



The Source Patron Invocations

The Source Patron Invocation List

Invocation	Pact
Arcane Fortification	--
Arcane Resilience	--
Chromatic Blast	--
Eldritch Metamagic	--
Familiar Drake	Pact of the Chain
Source Blade	Pact of the Blade
Source Talisman	Pact of the Talisman
Sustained by Magic	--
Tome of Crystalline Shadow	Pact of the Tome

Arcane Fortification

Prerequisite: The Source patron, Arcane Source feature
A creature that regains spell slots from your Arcane Source feature gains temporary hit points equal to double the total combined level of spell slots it regained.

Arcane Resilience

Prerequisite: The Source patron, Sustained by Magic invocation
When you expend a warlock spell slot, you can give yourself a number of temporary hit points equal to double the level of the spell slot. In addition, whenever you finish a short rest or long rest, your exhaustion level, if any, is decreased by 1 (this is in addition to the normal reduction in exhaustion for finishing a long rest).

Chromatic Blast

Prerequisite: Eldritch Blast cantrip, The Source patron
When you cast eldritch blast, armor or agathys, or hellish rebuke, you can choose to inflict acid, cold, fire, lightning, poison, or thunder damage instead of the normal damage type for the spell.

Eldritch Metamagic

Prerequisite: 5th-level; The Source patron
Choose a metamagic option from the list in the Sorcerer feature. You gain 2 sorcery points to spend on Metamagic (these points are added to any sorcery points you have from another source but can be used only on Metamagic). You regain all spent sorcery points when you finish a long rest. Alternatively, you can expend a use of your Mystic Font feature in place of up to 3 sorcery points required to use a metamagic option.
You can choose this invocation multiple times, choosing a different metamagic option and gaining 2 additional sorcery points each time you do so.

Familiar Drake

Prerequisite: 3rd-level warlock, Pact of the Chain, Psuedodragon familiar, The Source patron
You learn the *summon spell drake* spell as an additional warlock spell known. When you cast this spell, you can cause your pseudodragon familiar to polymorph into the spell drake summoned by the spell. If you do so, the spell does not require concentration and lasts for 1 hour or until the drake drops to 0 hit points or dies.

While in spell drake form, the familiar takes on the characteristics of the drake, but retains its Keen Senses, Magic Resistance, and Limited Telepathy traits, can still act as your familiar, and gains a **Sting** attack:

Sting. *Melee Weapon Attack*: your spell attack modifier to hit, reach 5 ft., one target. Hit:1d4 + 2 + the spell's level piercing damage, and the target must succeed on a Constitution saving throw against your Spell Save DC or become poisoned for 1 hour. If the saving throw fails by 5 or more, the target falls unconscious for the same duration, or until it takes damage, or another creature uses an action to shake it awake.

Source Blade

Prerequisite: Eldritch Surge feature, Pact of the Blade, The Source patron

You can channel pure magical energy to create a pact weapon known as a Source Blade. You use your Charisma modifier instead of Strength for the attack and damage rolls of melee attacks using the weapon and it inflicts 2d6 force damage on a successful hit.

- Your source blade grows more powerful as you gain warlock levels: it gains a +1 bonus to hit and damage at 5th level, a +2 bonus to hit and damage at 11th level, and a +3 bonus to hit and damage at 17th level.
- The source blade causes a disruption of magical energies within the target. A creature damaged by a source blade has disadvantage on the Constitution saving throw it makes to maintain concentration on a spell as a result of that damage.
- You may use your Pact weapon as an Arcane Focus.

Source Talisman

Prerequisite: Eldritch Surge feature, Pact of the Talisman, The Source patron

You can use your Arcane Source and Mystic Font features as if you were touching or occupying the space of the wearer of your talisman if they are within 100 feet of you. Additionally, the wearer of your talisman and expend and roll one of the talisman's dice when it makes a spell damage roll and add the result to the damage.

Sustained by Magic

Prerequisite: The Source patron

Your connection to the magical source sustains you. You no longer need to eat, drink, or sleep. To gain the benefits of a long rest, you can spend all 8 hours doing light activity.

Tome of Crystalline Shadow

Prerequisite: The Source patron, Pact of the Tome, Book of Ancient Secrets invocation

Your Book of Shadows takes the form of a dark crystal. While holding the crystal, you can use an action to open your mind to the crystal, seeing its content in your mind. On subsequent rounds, reading the text or scribing new text on blank "pages" in the shard requires concentration (as if concentrating on a spell) and takes half the amount of time it takes you to read and write normally. Thinking of a particular phrase or topic draws you to the first section in the shard that addresses it. Scribing a spell into crystal the using your Book of Ancient Secrets invocation takes half the normal time and no gold cost.

You can use the Crystalline Shadow as a spellcasting focus, and when you do so it substitutes for any material component required by a warlock spell you cast.



Undying Patron Invocations

The Undying Patron Invocation List

Invocation	Pact
Among the Deathless	--
Brink of Death	--
Deathless Knight	Pact of the Blade
Deathly Weapon	Pact of the Blade
Defy the Dead	--
Enduring Magic	--
Eternal Health	--
Eternal Vigor	--
Familiar Spirit	Pact of the Chain
Ignore Death	--
Killing Hex	Pact of the Totem
Reaper Pact	Pact of the Blade
Second Life	Pact of the Tome
Secrets of Death	Pact of the Tome
Student of the Undying	--
Sustaining Talisman	Pact of the Talisman
Undead Steed	--
Undying Rebuke	--
Undying Savior	--
Undying Servant	Pact of the Chain

Among the Deathless

Prerequisite: Among the Dead or Gifts of the Deathless feature, The Undying patron

If you have the Among the Dead feature, you gain the Gifts of the Deathless feature and the range of your *spare the dying* cantrip increases by 30 feet. If you have the Gifts of the Deathless feature, you gain the Among the Dead feature and the range of your *spare the dying* cantrip increases by 30 feet.

Brink of Death

Prerequisite: The Undying patron

When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this invocation again until you finish a long rest. If you have the Defy Death feature, you also gain the benefits of that feature when you use this invocation without expending a use of that feature.

Deathless Knight

Prerequisite: False Life spell, Pact of the Blade, The Undying patron

- You can expend a hit die when you strike a creature with your Pact weapon, you inflict additional necrotic or force damage equal to the number rolled on the Hit Die + your Constitution modifier.
- You can expend a single Hit Die when you cast the *false life* spell on yourself; you gain additional temporary hit points from the spell equal to the number rolled on the Hit Die + your Constitution modifier and the spell lasts until you finish a long rest or the temporary hit points are lost.

Deathly Weapon

Prerequisite: Pact of the Blade, The Undying patron

You channel spiritual energy to create your pact weapon. This invocation affects only a created pact weapon, it has no effect on a magic item transformed into your pact weapon.

- The weapon inflicts an additional 1d4 force or necrotic damage on a successful hit, chosen when you create the weapon.
- Your pact weapon grows more powerful as you gain warlock levels: it gains a +1 bonus to hit and damage at 5th level, a +2 bonus to hit and damage at 11th level, and a +3 bonus to hit and damage at 17th level.
- If you score a critical hit with the pact weapon, you regain hit points equal to half the damage inflicted.
- You may use your Pact weapon as an Arcane Focus.

Defy the Dead

Prerequisite: Among the Dead class feature, The Undying patron

When an undead creature fails the Wisdom saving throw versus your Among the Dead class feature you can use your Reaction to take control of the creature, you decide what Actions the creature will take until the end of its current turn. If you use this ability on an unintelligent undead creature (Intelligence of less than 8), you may command that creature for 24 hours or until you use this ability again.

Enduring Magic

Prerequisite: The Undying patron

- You gain proficiency with Constitution saving throws..
- You can treat your warlock Spellcasting Ability modifier as being the sum of your Charisma modifier + your Constitution modifier, to a maximum of a +5 modifier. You can also use this modifier when using warlock invocations, spells, and class features that normally use Charisma.

Eternal Health

Prerequisite: Undying Nature class feature, The Undying patron

- You are immune to disease and you cannot have your hit point maximum reduced.
- When you finish a short rest, you regain one spent Hit Die; when you finish a long rest, you regain all your spent Hit Dice.

Eternal Vigor

Prerequisite: Indestructible Life class feature, The Undying patron

- When you use your Indestructible Life class feature, you can expend Hit Dice to regain additional hit points as if you had just completed a short rest.
- You are immune to Exhaustion.

Familiar Spirit

Prerequisite: 5th-level warlock, Pact of the Chain, Spectral Mote familiar, The Undying patron

You learn the *summon undead* spell as an additional warlock spell known. When you cast this spell, you can cause your Spectral Mote familiar to polymorph into the Ghostly Undead Spirit form summoned by the spell. If you do so, the spell does not require concentration and lasts for 1 hour or until the Undead drops to 0 hit points or dies. The familiar takes on the characteristics of the Ghostly Undead Spirit, but retains its Drain Light, Turn Immunity, and damage and

condition resistances and immunities, can still act as your familiar, and a creature failing the saving throw versus its Deathly Touch attack has its hit point maximum reduced by the necrotic damage inflicted.

Ignore Death

Prerequisite: Indestructible Life class feature, The Undying patron
When you drop to 0 hit points, but are not killed instantly, you do not fall unconscious. You must still make death saving throws as normal and act for most purposes as if you were at 0 hit points, but you can still take actions until you fail 3 death saving throws, suffer instant death, or are healed.

Killing Hex

Prerequisite: Pact of the Totem, Hex spell, Defy Death class feature, The Undying patron

- When cast *hex* on a creature or use a Bonus Action to transfer your *hex* spell to a new target you can force the creature to make a Wisdom saving throw or suffer necrotic damage equal to 1d8 + your Constitution modifier.
- Whenever you fulfill a condition that would activate your Defy Death class feature during the duration of a *hex* spell cast by you, the creature affected by the spell suffers necrotic damage equal to 1d8 + your Constitution modifier and you regain the same number of hit points, without expending a use of your Defy Death feature.

Reaper Pact

Prerequisite: Pact of the Blade, Deathly Weapon invocation, The Undying patron
You learn the *death strike* cantrip and the *dark reaper* spell as an additional cantrip and spell known. You can cast *dark reaper* once, without expending a spell slot, at a level determined by your Pact Magic spell level. You regain the ability to cast the spell in this manner when you finish a long rest.

When you cast *dark reaper* you treat the weapon as your pact weapon and the weapon benefits from your Deathly Weapon invocation.

Second Life

Prerequisite: 15th level, Pact of the Tome, Undying Nature class feature, The Undying patron
You may cast *clone* once using this class feature. You can only use this feature to make a clone of yourself and you cannot use it again until that clone is activated or destroyed. When a clone created by this feature is activated it ages at a much slower rate, only aging 1 year for every 100 years that pass.

Sustaining Talisman

Prerequisite: Pact of the Talisman, The Undying Patron
When the wearer of your talisman uses one of its dice, it gains temporary hit points equal to the result.

Secrets of Death

Prerequisite: Pact of the Tome, Book of Ancient Secrets invocation, The Undying patron
You learn three necromancy spells of 5th level or lower from any spell list. A spell you choose must be of a level you can cast, or a cantrip. These spells count as warlock spells for you, and use Charisma as their spellcasting attribute, but don't count against your number of spells known. You may exchange one of these spells for a new one when you gain a warlock level. When you choose your Mystic Arcanum spells you may choose necromancy spells of 6th level or higher from any spell list

Student of the Undying

Prerequisite: 5th level, The Undying patron

- When you cast *spare the dying* it has a range of 30 feet, and you may cast it as a Bonus Action.
- You can cast *revivify* once without expending a spell slot or material components. You regain the ability to do so when you finish a long rest. You can use your Defy Death class feature when you successfully *revivify* a creature.

Undead Steed

Prerequisite: 5th level, The Undying patron
You can cast *skeletal steed* once, without using a spell slot. The steed gains additional hit points equal to double your warlock level and uses your proficiency bonus it place of its own.

You can't do so again until you finish a long rest.

Undying Rebuke

Prerequisite: The Undying patron
When you are damaged by a creature within 60 feet, you can use your reaction drain the creature's life force. The creature must make a Wisdom saving throw. It takes 1d6 + your Charisma modifier necrotic damage on a failed save, or half as much damage on a successful one. You regain hit points equal to the damage suffered by the target.

You can use this reaction a number of times equal to your proficiency bonus, you regain all expended uses when you finish a long rest. Alternatively, you can expend a warlock spell slot to use this reaction without expending a use of this invocation. When you do so, the damage is increased by 1d6 per level of the spell slot.

Undying Savior

Prerequisite: Defy Death class feature, The Undying patron

- If you are capable of taking actions, you may expend a Hit Die to activate Defy Death additional times, if you do so you restore hit points equal to the result of the Hit Die plus your Constitution modifier.
- When you activate Defy Death as a result of saving another creature, both you and the creature you just saved regain the hit points.
- You gain the Defy Death feature enhancement described in this chapter, even if it is not being commonly used.

Undying Servant

Prerequisite: Pact of the Chain, The Undying patron

- Your Spectral Mote or Undead Animal familiar also gains your Among the Dead class feature and can cast *spare the dying* without components. If your familiar casts *spare the dying* it can trigger your Defy Death class feature.
- Whenever you regain hit points or gain temporary hit points your familiar gains the same benefit if it is within 100 feet



Sorcerer

Taking a solid stance before a heavy wooden door, a Dwarf utters a deep resonant chant. Strength surges up through him as he slams his now stone encased hand into the heavy oak, sending it flying into splinters.

Long white hair streaming, a dark-skinned elf paces quickly down a lightless tunnel deep within the earth. Suddenly he stops, concentrating for a moment to allow his arcane sight to reveal the telltale glimmer of the magical alarm he sensed the moment before.

The almost painfully thin githzerai makes a warding gesture as the illithid's mental blast rolls over him, defecting the surprised aberration's attack. With the slightest of grins, the gith sends a sharp spike of mental force back towards the creature in an attempt to breach its mental defenses.

Sorcerers at the Arcanum almost universally study at the School of Innate Arcana where their natural talents can be nurtured and trained.

Optional Sorcerer Class features

The following are additional sorcerer class feature options. An option noted with a * was originally presented in *Tasha's Cauldron of Everything* and is included here for reference.

Spellcasting

1st-level Sorcerer feature (enhancement)

Spellcasting Focus

An arcane spellcasting focus is usually a specially prepared crystal, orb, rod, staff, or wand. A specially prepared dagger (cost 5gp), known as an Athame, is added to the list of arcane spellcasting focuses in The Player's Handbook.

Eschew Materials

1st level Sorcerer feature

A sorcerer's magic is inherent, while a sorcerer can use focuses and material components to help shape their magic, these are often not required. You do not need material components to cast your sorcerer spells, except those with a gold piece cost. You can choose to use a spellcasting focus in the casting of any sorcerer spell.

Font of Magic

2nd-level Sorcerer feature (enhancement)

As an optional rule you can add the following ability to the Sorcerer's Font of Magic class feature:

Soul Casting

2nd-level Sorcerer feature

Of all the arcane spellcasters, sorcerers have the closest fundamental connection to the magic they wield. When a sorcerer gains the Font of Magic feature, they also learn to use their own life force to supplement their magical energies. Within the Arcanum this technique is known as soul casting or life casting.

- When you use a bonus action to use Flexible Casting to create spell slots, you may choose to expend 1 hit die per sorcery point in place of expending any or all of the required sorcery points.
- When you use a bonus action to use Flexible Casting to convert spell slots into sorcery points you may choose to expend hit dice in addition to or in place of expending a spell slot. You gain additional sorcery points equal to the number of hit dice you expend.

When you use either option, roll each hit die you spend, reduce your current hit points by half the total (round up). this damage cannot be reduced or negated. You can never have more sorcery points than shown on the The Sorcerer Table for your level.

Metamagic Options

3rd-level Sorcerer feature (enhances Metamagic)

New Metamagic options that can be chosen when you gain Metamagic options from the Metamagic sorcerer class feature or the Metamagic Knowledge feat are listed at the end of this section.

Sorcerous Versatility*

4th-level sorcerer feature

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can do one of the following, representing the magic within you flowing in new ways:

- Replace one of the options you chose for the Metamagic feature with a different Metamagic option available to you.
- Replace one cantrip you learned from this class's Spellcasting feature with another cantrip from the sorcerer spell list.

Magical Guidance*

5th-level sorcerer feature

You can tap into your inner wellspring of magic to try to conjure success from failure. When you make an ability check that fails, you can spend 1 sorcery point to reroll the d20, and you must use the new roll, potentially turning the failure into a success.

Sorcerous Reserves

20th-level sorcerer feature (replaces Sorcerous Restoration)

At the beginning of each of your turns while in combat you gain one temporary sorcery point that is lost if not used before the start of your next turn.



Sorcerous Origin Options

The following are new options for existing published Sorcerous Origins:

Aberrant Mind

The strange sorcery of the Aberrant Mind is detailed in *Tasha's Cauldron of Everything*.

Telepathy

1st-level Aberrant Mind feature (replaces Telepathic Speech)
You gain Telepathy (as described in the *Monster Manual*) with a range of 30 feet.

Clockwork Soul

The clockwork soul sorcerer is described in *Tasha's Cauldron of Everything*.

Clockwork Sorcery

6th-level Clockwork Soul feature (replaces Bastion of Law)
You gain the *animate construct* spell as an additional Clockwork Magic spell. Additionally, when you cast one of your Clockwork Magic spells, you can cast it by expending a spell slot as normal, by spending sorcery points equal to the spell's level, or by expending a combination of a spell slot plus sorcery points with a total equal to the spell's level.

Divine Soul

The Divine Soul sorcerer is described in *Xanathar's Guide to Everything*. Sorcerers bearing the spark of the divine represented by the Divine Soul sorcerous origin will find several new class feats in the Arcane Character Options section based on the origin of their divine magic: Good (Celestial Soul), Evil (Dark Soul), Neutral (Divine Balance), Chaos (Divine Chaos), and Law (Divine Order).

Additionally, the following optional enhancements to several Divine Soul sorcerer features can be used:

Favored by the Gods

1st-level Divine Soul feature (enhancement)
You can expend 2 sorcery points to use your Favored by the Gods feature additional times between short or long rests.

Empowered Healing

6th-level Divine Soul feature (enhancement)
The range at which you can use your Empowered Healing increases as you gain levels, to 15 feet at 10th level, 20 feet at 14th level, and to 30 feet at 18th level.

Otherworldly Wings

14th-level Divine Soul feature (enhancement)
If you already possess a fly speed, you may instead add 20 feet to your fly speed while the wings are manifested.

Unearthly Recovery

18th-level Divine Soul feature (enhancement)
You can expend 6 sorcery points to use your Unearthly Recovery feature additional times between long rests.

Draconic Bloodline

The Draconic Bloodline is described in the *Player's Handbook*. Sorcerers of the Draconic Bloodline will find spells and techniques within the Arcanum that are particularly tailored to their sorcerous talents.

The *draconic aspect, draconic breath* , and *draconic form* spells can only be cast by a sorcerer with a Dragon Ancestor. The *shifting strike* cantrip also finds regular use among draconic sorcerers.

Additionally, enhancements to the Elemental Affinity and Dragon Wings features and an optional replacement for the Elemental affinity feature are described below:

Draconic Ancestry

1st-level Draconic Bloodline feature (enhancement)
Fizban's Treasury of Dragons includes rules for Gem Dragons and Gem Dragonborn characters. You may choose one of the following ancestries to represent a character with a gem dragon bloodline.

Gem Draconic Ancestry

Dragon	Damage Type
Amethyst	Force
Crystal	Radiant
Emerald	Psychic
Moonstone	Radiant
Sapphire	Thunder.
Topaz	Necrotic

In addition to using the associated damage type for your Draconic Bloodline features, you also use this damage type and dragon type for the *draconic aspect, draconic breath* , and *draconic form* spells.

Elemental Affinity

6th-level Draconic Bloodline feature (enhancement)
Each turn, when you cast or attack with a spell that deals damage of the type associated with your draconic ancestry, you can add your Charisma modifier to one damage roll of that spell that turn. At the same time, you can spend 1 sorcery point to gain resistance to that damage type for 1 hour, or gain immunity to that damage type if you are already permanently resistant to that damage. (If you gain immunity to Poison damage, you also gain immunity to the Poisoned Condition.)

If you use an action, bonus action, or reaction to cast or attack with a spell that deals that damage type during a turn you can add your Charisma modifier to two damage rolls of that spell that turn. At 11th level, this increases to three damage rolls, and to four damage rolls at 17th level.

Draconic Attributes

6th-level Draconic Bloodline feature (replaces Elemental Affinity)
You gain darkvision with a range of 60 feet and blindsight with a range of 10 feet. If you gain these senses from another source their range is extended by the range granted by this feature. You also gain resistance to the damage type associated with your draconic ancestry, if you are already resistant to that damage type you gain immunity to that

damage type instead. (If you gain immunity to Poison damage, you also gain immunity to the Poisoned Condition.)

Additionally, if you know the *draconic breath, draconic aspect,* or *draconic form* spells, you can cast them by expending a spell slot as normal, by spending sorcery points equal to the spell's level, or by expending a combination of a spell slot plus sorcery points with a total equal to the spell's level.

Dragon Wings

14th-level Draconic Bloodline feature (enhancement)
If you already possess a fly speed, you may instead add 20 feet to your fly speed while the wings are manifested.



Shadow Magic

These sorcerers who's magic and being are tainted by the Shadowfell are described in *Xanathar's Guide to Everything*. The sorcerer spell list lacks some of the spells that a properly represent the dark magic of the Shadowfell. It is recommended that you add the following feature to the list of sorcerer class features available to a Shadow Magic sorcerer.

Shadow Sorcery

1st-level Shadow Magic feature (optional additional feature)
When your Spellcasting feature lets you learn or replace a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the warlock spell list or the sorcerer spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

Storm Sorcery

This sorcerous origin is described in *Xanathar's Guide to Everything*. Additional options for storm sorcerers can be found below. These sorcerers that wield the power and fury of the storm, known as Stormborn within the Arcanum, will find instruction and guidance in several new spells and techniques of interest.

The Thundercaller and Stormbinder feats enhance your abilities with spells of thunder and lighting, respectively.

The Stormrider feat further enhances your Storm Sorcery class features, while the Storm Warden feat does the same, specifically for Aarakocra sorcerers.

New spells within the Arcanum of specific interest to a Storm Sorcerer include the *arc lightning* and *flying thunder strike* cantrips. The 1st level *witch lightning* spell allows a sorcerer to expend a spell slot to increase the damage of certain cantrips that inflict lightning damage.

Tempestuous Magic

1st-level Storm Sorcery feature (enhancement)
You can use an action, bonus action, or reaction on your turn to cause whirling gusts of elemental air to briefly surround you, immediately before or after you cast a spell of 1st level or higher. Doing so allows you to fly up to 10 feet, plus 5 feet per level of the spell above 1st, without provoking opportunity attacks or using your movement.

Heart of the Storm

6th-level Storm Sorcery feature (enhancement)
When you trigger your Heart of the Storm you can choose to inflict additional damage equal to double the level of the spell being cast, but cause all creatures within 10 feet other than you to suffer the feature's damage instead of only selected creatures.

Wind Soul

18th-level Storm Sorcery feature (enhancement)
If you already have a natural flying speed, your flying speed is increased by 60 feet when you gain this feature. If you use this feature to grant a magical flying speed to a creature that has a natural flying speed, that creature's flying speed is increased by 30 feet.

Wild Magic

The unpredictable Wild Magic sorcerer is described in the *Player's Handbook*. Sorcerers bearing the touch of chaos that comes with Wild Magic sorcerous origin are not exactly common at the college, after all what can one be taught regarding controlling chaos. Regardless, there are several new spells and feats concerning wild magic.

There are four new spells exclusive to sorcerers of the Wild Magic origin:

- The *wild blast* cantrip is an unpredictable spell that inflicts a random damage type and has a chance of jumping to a secondary target.
- The *wild surge* cantrip allows a wild mage to just throw out power and see what happens.
- The 1st level *wild conduit* spell allows a sorcerer a great deal of flexibility with his spell slots, at the cost of courting disaster.
- The *chaos curse* spell allows a wild magic sorcerer to extend the touch of their wild magic to their enemies.

Additionally, The following enhancements to the Wild Magic Sorcerer's class features are recommended for a truly chaotic experience:

Wild Magic Surge

1st-level Wild Magic feature (enhancement)

Immediately after you cast a sorcerer spell of 1st level or higher, roll a d20. If the result is less than or equal to the level of the spell, roll on the Wild Magic Surge table to create a magical effect. If that effect is a spell, it is too wild to be affected by your Metamagic, and if it normally requires concentration, it doesn't require concentration in this case; the spell lasts for its full duration.

Tides of Chaos

1st-level Wild Magic feature (enhancement)

You can manipulate the forces of chance and chaos to gain advantage on one attack roll, ability check, or saving throw. Once you do so, you must finish a long rest before you can use this feature again.

Any time before you regain the use of this feature, your Wild Magic Surge feature creates a surge if the result of the d20 roll is less than or equal to the level of the spell+5. Alternatively, any time before you regain the use of this feature, the DM can choose to have you roll on the Wild Magic Surge table immediately after you cast a sorcerer spell of 1st level or higher, regardless of the d20 roll. You regain the use of this feature if you roll on the Wild Magic Surge table to create a magical effect for any reason.

Bend Luck

6th-level Wild Magic feature (enhancement)

You have the ability to twist fate using your wild magic. When another creature you can see makes an attack roll, an ability check, or a saving throw, you can use your reaction and spend 1 sorcery point to roll 1d4 and apply the number rolled as a bonus or penalty (your choice) to the creature's roll. You can do so after the creature rolls but before any effects of the roll occur. You may instead spend 2 sorcery points to use this feature without using your reaction.

Spell Bombardment

18th-level Wild Magic feature (enhancement)

The harmful energy of your spells intensifies. When you roll damage for a spell and roll the highest number possible on any of the dice, choose one of those dice, roll it again and add that roll to the damage. If you again roll the highest number possible on that die, you may roll it again and add that roll to the damage. You continue to do so until you roll a result other than the highest number possible on that die. You can use this feature only once per turn.



New Sorcerous Origins

1st-level Sorcerer feature (enhancement)

The following are additional Sorcerous Origins that can be chosen when you create a sorcerer character:

Accursed Bloodline

Your bloodline bears an ancient magical curse. The curse may manifest itself physically, for example, you may bear bestial features or a characteristic such as pure white eyes or a forked tongue or the curse may manifest more subtly. Regardless if the curse's actual effect, you have learned to wield its power within your own magic.

Sorcerous Bane

1st-level Accursed Bloodline feature

You learn the *bane* spell as an additional Sorcerer spell known. You can cast this spell using this feature a number of times equal to your proficiency bonus without expending a spell slot or requiring components. You regain all expended uses of this feature when you finish a long rest.

Additionally, while you are maintaining a *bane* spell, if a creature within 30 feet of you damages you or forces you to make a saving throw, the creature must make a saving throw versus the spell or become affected for the duration.

Accursed Blood

1st-level Accursed Bloodline feature

Your cursed blood protects you from other magic and curses. You have advantage on saving throws against spells, magical effects, and curses. In addition, when your Spellcasting feature lets you learn or replace a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the warlock spell list or the sorcerer spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

Additionally, choose a flaw or distinctive physical characteristic that reflects the effects of your curse.

Cursed Sorcery

6th-level Accursed Bloodline feature

Your skill with sorcerous curses grants you the following benefits:

- You learn the *bestow curse* spell as an additional sorcerer spell known. When you cast this spell, it gains a range of 90 feet and you can choose to affect a single creature with two curses, affect two creatures with a single curse, or cause the spell to not require concentration. You can cast this spell once using this feature without expending a spell slot, you regain the ability to do so when you finish a long rest.
- When a creature damages you or forces you to make a saving throw, you can use a reaction to cast *bestow curse* targeting that creature.
- When you cast a sorcerer spell that curses, you can cast it by expending a spell slot as normal, by spending sorcery points equal to the spell's level, or by expending a combination of a spell slot plus sorcery points with a total equal to the spell's level.

Rebounding Hex

14th-level Accursed Bloodline feature

When you are damaged by a creature within 90 feet that is cursed by you, it suffers 2d8 necrotic damage or 2d8 damage of the same type it inflicted upon you (your choice).

Grand Malediction

18th-level Accursed Bloodline feature

You learn the *mass curse* spell as an additional sorcerer spell known. You can cast that spell once using this feature without expending a spell slot, you regain the ability to do so when you finish a long rest.

Additionally, any creature cursed by you suffers disadvantage on saving throws versus your sorcerer spells and on attack rolls against you.

Arcane Bloodline

Your family has always been skilled in the arcane arts. Perhaps you are descended from a long line of wizards or your ancestors were exposed to extreme magical energies. Regardless of the source, magic is in your blood and your powers have developed naturally without the need for study.

Sense Magic

1st-level Arcane Bloodline feature

You can sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use a bonus action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.

The sense can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Instinctive Knowledge

1st-level Arcane Bloodline feature

You increase your number of sorcery points by an amount equal to your Charisma modifier and learn two Metamagic options of your choice. You gain an additional Metamagic option from this feature at levels 3, 10, and 17. The sorcery points gained from this feature can only be used to fuel metamagic until you gain the Font of Magic feature.

Advanced Metamagic

6th-level Arcane Bloodline feature

You can accomplish feats of sorcery that cannot be matched by other spellcasters:

- You may use an additional Metamagic option on a spell when you cast it.
- The sorcery point cost to create a spell slot using your Font of Magic feature equals the level of the spell slot.
- You can cast a spell of up to 5th level with a casting time of 1 action in the same turn that you cast a spell using your bonus action.

You also gain an additional Metamagic option of your choice.

Reservoir of Power

14th-level Arcane Bloodline feature

You can draw upon a reservoir of power within yourself to enhance your spells. You can use a bonus action to regain Sorcery Points equal to your Charisma modifier. Once you do so, you must finish a short or long rest before you can use this feature again.

You also gain an additional Metamagic option of your choice.

Spell Savant

18th-level Arcane Bloodline feature

You have developed an innate mastery of two of your commonly used spells, you may cast those spells at will. Choose a 1st level sorcerer spell and a 2nd level sorcerer spell that you know. You can cast those spells at their lowest level without expending a spell slot. You may change these spells whenever you gain a level in this class.

You also gain an additional Metamagic option of your choice.



Blood Sorcery

Magic literally courses through the veins of a Blood Sorcerer. Your blood is magically potent, and you have learned to use the magical essence within you to enhance your sorcery using blood magic techniques. The potential source of the magic infusing your blood is manifold, an ancestor could have been a thrall to a legendary vampire, you could have been a survivor of a magical plague, or you or an ancestor could have been touched by the blood of a god.

Blood Sorcerers can often be identified by the myriad scars on limb and torso, a result of the bloodletting required to gain access to your potent blood. Some cover and hide these scars while others revel in them and practice ritual scarification. While blood sorcerers are often regarded with fear and suspicion outside of the Arcanum due to the gory nature of their practices, blood magic is more a magic of life than a magic of death.

Vital Essence

1st-level Blood Sorcery feature

You may use Constitution as the spellcasting ability of your Sorcerer spells, any time you would use your Charisma modifier for a Sorcerer class feature, spell, or Metamagic you may use your Constitution modifier instead. In addition, when your Spellcasting feature lets you learn or replace a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the warlock spell list or the sorcerer spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

Blood Magic

1st-level Blood Sorcery feature

You can use a dagger as an arcane spellcasting focus. As a bonus action during your turn, you can inflict from 1 to 4 hit points of damage to yourself using a dagger or other bladed weapon you can use as a spellcasting focus, you gain a pool of d4s equal to the damage you suffer. These dice are known as Blood Magic Dice, and can be used in the following ways:

- You can expend dice from this pool when you roll damage for an attack using the weapon used to generate them, or a spell you cast. Roll each die you expend and add the result to the damage roll as additional necrotic damage.
- You can expend dice from this pool when you roll to determine the number of hit points or temporary hit points a spell you cast restores or grants to a creature. Roll each die you expend and add the result to the number of hit points the spell restores or grants.
- If you have the Blood Ritual feature, you can expend blood magic dice when you start a Ritual Bloodletting to reduce the time required for the ritual by 1 minute per die, to a minimum of 1 minute.
- If you have the Sanguinary Shield feature, you can expend dice from your pool when a creature suffers damage from that feature. Roll each die you expend; the creature suffers additional necrotic damage equal to the result.
- You can expend one die in place of a component required by a spell, or 2 dice for expensive material components consumed in the casting.

Dice in this pool disappear after 1 minute. If you use this ability while you still have dice remaining, you add the additional dice to your existing pool and renew the duration.

The necrotic damage inflicted by rolling blood magic dice and from your class features is known as Blood Magic damage. If you use blood magic dice to increase the damage of a spell or effect that inflicts necrotic damage, all of the necrotic damage of the spell or effect becomes blood magic damage. This damage, fueled by life essence, ignores any resistance or immunity to necrotic damage possessed by a creature other than a construct.

The damage inflicted to use this feature cannot be healed until the blood magic dice generated by the damage are expended or disappear.

Blood Ritual

1st-level Blood Sorcery feature

You gain **Ritual Casting**: you can cast a sorcerer spell you know as a ritual if that spell has the ritual tag. You also gain the ability to conduct a ritual bloodletting.

Ritual Bloodletting. You can perform a 10-minute ritual to recover expended spell slots or increase the level at which a ritual spell is cast. The ritual can be performed during a rest or during the casting of a ritual spell. At the end of the ritual you and other willing or helpless creatures that participated in the ritual can expend hit dice to allow you to recover expended spell slots or increase the level at which a ritual spell is cast. You regain a number of expended spell slots of 5th level or lower with a total level equal to or less than the number hit dice expended by you plus half the number of hit dice (round down) expended by other creatures. Alternatively, you may increase the level at which a ritual spell is cast by the same amount. Any creature that expends hit dice in this ritual more than once between long rests suffers one level of exhaustion each additional time it does so.

Sanguinary Shield

1st-level Blood Sorcery feature (replaces Blood Ritual)

You learn the *false life* spell as an additional sorcerer spell known. When you cast *false life* on yourself, you can expend a hit die and increase the number of temporary hit points granted by that spell by the result of the hit die + your Constitution modifier. When you do so, the duration of the spell is extended until the end of your next long rest or the temporary hit points are depleted.

In addition, while you have temporary hit points from this spell remaining, if a creature hits you with a melee attack it suffers necrotic damage equal to your Constitution modifier.

Improved Blood Magic

6th-level and 18th-level Blood Sorcery feature

Your Blood Magic dice turn into d6s. At 18th level, they turn into d8s.

Blood Mark

6th-level Blood Sorcery feature

Whenever you inflict blood magic damage on a creature, you can choose to spend 2 sorcery points to sear an arcane blood mark into it (requires no action). You always know

the direction and distance to the marked creature, and it becomes vulnerable to Blood Magic damage that you inflict.

In addition, you can expend a Blood Magic die when a marked creature makes a saving throw versus a spell you cast. Roll the die and subtract the result from the creature's saving throw total.

Your mark lasts until the target is restored to its hit point maximum. A *remove curse* spell or similar magic can also remove the mark.

Hardened

14th-level Blood Sorcery feature

Whenever you make a Constitution check or Constitution saving throw, you can treat a d20 roll of 9 or lower as a 10.

Improved Blood Magic

18th-level Blood Sorcery feature

Your Constitution score increases by 2, up to a maximum of 22. In addition, your Blood Magic dice turn into d8s.

Deep Magic

Your innate magic comes from the power of the earth. Known as deep magic or geomancy, this power arises only in those races with a deep connection to the earth and stone. The origins of this power often begin with generations of your people dwelling in or on the same mountain or underdark caverns. Dwarves are the most common race to develop this power, but it is not unknown within other races, especially earth genasi, deep gnomes, and goliaths.

Earth Magic

1st-level Deep Magic feature

Your deep connection to the magic of the earth infuses your being and grants your several benefits:

- You may use Constitution as the spellcasting ability of your Sorcerer spells, any time you would use your Charisma modifier for a Sorcerer class feature, spell, or Metamagic you may use your Constitution modifier instead.
- You learn the *mold earth* cantrip as an additional sorcerer cantrip known and you can cast it as a bonus action on your turn.
- When your Spellcasting feature lets you learn or replace a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the sorcerer spell list, or from any spell list if that spell involves earth, stone or metal. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.
- When you make an ability check relating to earth, stone, or metal your proficiency bonus applies to the check. In addition, you might discover additional information on a successful check that would not normally be available. For example, you might determine the place of origin of a piece of stone or the ore in a forged blade.

Spellquake

1st-level Deep Magic feature

Whenever you start casting a spell of 1st level or higher while standing upon earth or stone, you can cause tremors in the earth around you. Creatures of your choice standing or climbing upon the same surface within 10 feet of you must make a Dexterity saving throw versus your sorcerer spell save DC or suffer 1d4 bludgeoning damage per level of the spell and be knocked prone.

Deep Magic

6th-level Deep Magic feature

You learn the *earth sense* spell as an additional sorcerer spell known. You gain the following abilities while standing or resting upon earth or stone:

- You can spend 1 sorcery point to cast *earth sense* without expending a spell slot or requiring components.
- When you would make a Strength or Constitution check or a Strength or Constitution saving throw you can spend 1 sorcery point to gain advantage on such checks and saving throws for 1 hour. This effect ends if you are no longer in contact with earth or stone.
- While standing upon earth or stone, you can spend 1 sorcery point to negate an effect that would push you or knock you prone.
- When you finish a short or long rest you are considered to have consumed food and drink necessary to sustain you for the day and you can expend sorcery points to remove levels of exhaustion and regain hit dice equal to the number of sorcery points expended.

Strength of Stone

14th-level Deep Magic feature

When you are standing upon earth or stone, you may add your Spellcasting Ability modifier as a bonus to Strength checks and Strength saving throws and to weapon damage rolls using Strength. You can add your Strength modifier as a bonus to spell damage rolls of your sorcerer spells involving earth, stone, or metal; and to weapon damage rolls using your Spellcasting Ability.

Mountain's Fortitude

18th-level Deep Magic feature

Your Constitution score increases by 2, up to a maximum of 22.

In addition, while standing upon earth or stone, you have resistance to all damage.



Demonic Bloodline

You are a descendant of a sorcerous bloodline tainted with the blood of fiends. Most commonly demonic in origin, devilish or mixed origins are also represented among sorcerers of this bloodline, many of which are tieflings.

There is always a physical manifestation of your fiendish heritage, even if you do not present as a tiefling. Small horns, vestigial wings or tails, cloven hooves, a forked tongue, or unusual hair, eye, or skin coloration are among the traits that accompany the compelling beauty of these sorcerers.

The demon lord Graz'zt is one infamous progenitor of this sorcerous bloodline. Scions of this being's bloodlines are characterized by one or more of the following traits: charcoal-black skin, cloven hooves, six-fingered hands, and unearthly beauty.

Fiendish Charm

1st-level Demonic Bloodline feature

As an action you can magically charm one humanoid you can see within 30 feet. The target must succeed on a Wisdom saving throw versus your spell save DC or be magically charmed for 1 day. The charmed target obeys your spoken commands. If the target suffers any harm from you or another creature or receives a suicidal command from you, the target can repeat the saving throw, ending the effect on itself on a success. If a target's saving throw is successful, or if the effect ends for it, the creature is immune to your Fiendish Charm for the next 24 hours. The effect also ends if you use this feature again.

Demonic Blessings

1st-level Demonic Bloodline feature

Your demonic bloodline grants you certain inherent benefits:

- When your Spellcasting feature lets you learn or replace a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the warlock or sorcerer spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.
- You gain darkvision with a range of 60 feet. If you already have darkvision, its range increases by 30 feet.
- You can speak, read, and write Abyssal or Infernal.
- While you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Charisma modifier.
- You gain proficiency with one of the following skills: Deception, Intimidation, Perception, or Stealth.

Diabolical Sorcery

6th-level Demonic Bloodline feature

Simple magic comes quickly to your call. You gain the Quicken Spell and Twin Spell metamagic options as additional metamagic options known. When you use metamagic on a sorcerer cantrip, you can reduce the total cost of metamagic options applied to the cantrip by 1 (to a minimum of 0).

Additionally, you learn the *command, detect magic,* and *alter self* spells as additional sorcerer spells known and can cast them without requiring components or concentration. You can cast each of these spells a number of times equal to half your proficiency bonus without expending a spell slot, regaining all expended uses when you finish a long rest.

Demonic Wings

14th-level Demonic Bloodline feature

You gain the ability to sprout a pair of demonic wings from your back, gaining a flying speed equal to your walking speed. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn.

You can't manifest your wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.

If you already possess a fly speed, you may instead add 20 feet to your fly speed while the wings are manifested.

Fiendish Resistance

18th-level Demonic Bloodline feature

You gain resistance to Cold, Fire, Lightning, and Poison damage, and to Bludgeoning, Piercing, and Slashing damage from Nonmagical Attacks that aren't silvered.



Elemental Bloodline

You are descended from one of the genie lords of the elemental planes. The blood of your genie ancestor gives your power over one of the four elements. The Dao blooded have power over elemental earth, those with Djinni blood have sway over the air, Efreeti bloodlines hold the power of elemental fire, and Marid blooded sorcerers have magic of elemental water.

Genie Ancestor

1st-level Elemental Bloodline feature

You choose one type of elemental Genie Ancestor; you gain an ability and spells known at certain levels based upon your Genie Ancestor:

Dao. You can speak and read primordial and the terran dialect and your hit point maximum increases by 2 and increases by 2 again whenever you gain a level in this class. In addition, you gain **Surefooted:** you have advantage on Strength and Dexterity saving throws made against effects that would knock you prone.

You gain the following spells known when you gain the ability to cast sorcerer spells of the listed level:

Dao Spells

Spell Level	Spells Known
Cantrip:	*Mold Earth, Magic Stone*
1st Level:	*Earth Stomp*
2nd Level:	*Pass without Trace*
3rd Level:	*Meld into Stone*
4th Level:	*Stone Shape*
5th Level:	*Passwall*
6th Level:	*Move Earth*
7th Level:	*Plane Shift (Elemental Plane of Earth Only)*

Djinni. You can speak and read primordial and the auran dialect and gain resistance to thunder and lightning damage.

You gain the following spells known when you gain the ability to cast sorcerer spells of the listed level:

Djinni Spells

Spell Level	Spells Known
Cantrip:	*Gust, Arc Lightning*
1st Level:	*Thunderwave*
2nd Level:	*Gust of Wind*
3rd Level:	*Create Food & Water (can create wine)*
4th Level:	*Greater Invisibility*
5th Level:	*Creation*
6th Level:	*Wind Walk*
7th Level:	*Plane Shift (Elemental Plane of Air Only)*

Efreeti. You can speak and read primordial and the ignan dialect. You also gain resistance to fire damage and Darkvision 60 feet, if you already have darkvision its range increases by 30 feet. Your Darkvision is in shades of red instead of black and white.

You gain the following spells known when you gain the ability to cast sorcerer spells of the listed level:

Efreeti Spells

Spell Level	Spells Known
Cantrip:	*Control Flames, Produce Flame*
1st Level:	*Burning Hands*
2nd Level:	*Enlarge/Reduce*
3rd Level:	*Gaseous Form (smoke)*
4th Level:	*Wall of Fire*
5th Level:	*Immolation*
6th Level:	*Scorching Blades*
7th Level:	*Plane Shift (Elemental Plane of Fire Only)*

Marid. You can speak and read primordial and the aquan dialect and gain Amphibious: You can breathe air and water and gain a swim speed of 30 feet. If you already have a swim speed it increases by 15 feet.

You gain the following spells known when you gain the ability to cast sorcerer spells of the listed level:

Marid Spells

Spell Level	Spells Known
Cantrip:	*Shape Water, Torrent*
1st Level:	*Create or Destroy Water*
2nd Level:	*Invisibility*
3rd Level:	*Water Breathing*
4th Level:	*Control Water*
5th Level:	*Water Jet*
6th Level:	*Wall of Ice*
7th Level:	*Plane Shift (Elemental Plane of Water Only)*

Elemental Plane Shift. The Plane Shift spell granted by your Genie Ancestor class feature only allows travel to the listed Elemental Plane and from that elemental plane to your home Material Plane.

Elemental Magic

6th-level Elemental Bloodline feature

You learn to focus your elemental power. Once per turn, when you cast certain spells or make certain attacks, as described in your bloodline below, you can enhance the spell or attack in one of the following ways:

- You can reduce the total sorcery point cost of Metamagic applied to the spell by 1 (minimum 0).
- When you roll damage for an applicable cantrip or weapon attack you can spend up to two sorcery points to increase the damage by 1d10 per sorcery point spent. This increases to up to three sorcery points at 15th level and up to four at 18th level.

- You can spend up to two sorcery points when you cast an applicable spell of 1st level or higher, the spell is considered to be cast using a spell slot equal to the slot level you expend plus the number of sorcery points you expend. This increases to up to a maximum of three sorcery points at 15th level and four at 18th level.

Dao Magic. You can enhance sorcerer spells that involve earth, stone, or metal, that grant resistance to damage, or any spell from the Dao Spells class feature. You can also enhance the damage of your unarmed strikes and weapons constructed of metal or stone.

Djinni Magic. You can enhance sorcerer spells that involve air, wind, or weather, allow flight, that inflict or resist lightning or thunder damage, or any spell from the Djinni Spells class feature. You can also enhance the damage of ranged weapon attacks or inflict additional lightning or thunder damage on a melee weapon attack.

Efreeti Magic. You can enhance sorcerer spells that involve fire, heat, or smoke, or that inflict or resist fire damage, or any spell from the Efreeti Spells class feature. You can also cause a melee attack using a metal weapon or one that inflicts fire damage to inflict additional fire damage.

Marid Magic. You can enhance sorcerer spells involving water (including ice), that inflict or resist cold or acid damage, or any spell from the Marid Spells class feature. You can also enhance the damage of melee or thrown weapon attacks that inflict acid, cold, or piercing damage.

Genie Senses

6th-level Elemental Bloodline feature

You can cast *detect magic* at will without using a spell slot or requiring components.

Call Elemental

14th-level Elemental Bloodline feature

You gain the ability to summon an elemental to aid you. As an Action, you may summon a large Elemental. The type of elemental is based on your Genie Ancestor: (Earth for Dao, Air for Djinni, Fire for Efreeti, Water for Marid). The elemental is friendly to you and remains for up to one hour or until you dismiss it as an Action.

You may use this ability once; you regain the use of this ability when you finish a short or long rest.

Elemental Lord

18th-level Elemental Bloodline feature

You discover the true powers of a genie lord. You learn the *wish* spell as an additional sorcerer spell known. You use the alternate rules in the Wish Magic section of the Arcane Rule Options chapter for the detrimental effects of casting this spell to produce an effect other than duplicating another spell and you reduce the exhaustion level suffered as a result by one. Additionally, the DM may allow you to escape the detrimental effects entirely if the spell is cast at the behest and for the benefit of another being in accordance with a true and binding magical bargain with that being.

In addition, you gain additional powers based upon your Elemental Ancestor:

Dao Lord. You gain a burrow speed of 30 feet, a fly sped of 30 feet, and Earth Glide: You can burrow through nonmagical, unworked earth and stone. While doing so, you don't disturb the material you move through.

Djinni Lord. You gain a fly speed of 90 feet.

Efreeti Lord. You gain a fly speed of 60 feet and are immune to fire damage.

Marid Lord. You gain a swim speed of 90 feet, a fly speed of 60 feet, and resistance to cold damage.



Fey Touched

You have a touch of the fey in your ancestry, it manifests in the ability to tap into the unique natural magic of the Feywild. Your magic deals with glamour, illusion, and the powers of the natural world. Your unworldly origin determines the type of sorcery you are most proficient with.

There is always a physical manifestation of your fey heritage. Vestigial wings or antennae for fairy blood, the tail or ears of a fox or wolf for wild fey, or dusky gray skin or black eyes for dark fey are common manifestations.

Fey Magic

1st-level Fey Touched feature

Your magic is influenced by the untamed natural power of the fey. When your Spellcasting feature lets you learn or replace a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the druid spell list, the ranger spell list, or the sorcerer spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

In addition, you learn one druid cantrip of your choice as an additional sorcerer cantrip known.

Unworldly Origin

1st-level Fey Touched feature

When you choose this bloodline choose one origin from among Dark Fey, Fairy Blood, or Wild Fey. You gain different class features at 1st-level, 6th-level, and 14th-level based upon your chosen origin.

Dark Fey

Your magic rises from the darker fey that feed upon the terror of mortals. You gain the Phobophage feature at 1st-level, the Veil of Fear feature at 6th-level, and the Inured to Terror feature at 14th-level.

Phobophage

1st-level Fey Touched Unworldly Origin feature

You learn the *terrorizing onslaught* cantrip as an additional sorcerer cantrip known. Once per turn, when you reduce a frightened creature to 0 hit points, you regain hit points equal to your Charisma modifier + your sorcerer level (minimum of 1) plus 1 sorcery point. If this causes you to regain hit points in excess of your hit point maximum, you gain the excess as temporary hit points.

Veil of Fear

6th-level Fey Touched Unworldly Origin feature

You learn to easily induce fear in mortals.

- You can reduce the total sorcery point cost of Metamagic applied to a spell that causes fear or darkness or inflicts psychic damage by 1 (minimum 0).
- You learn the *phantasmal phobia* spell as an additional sorcerer spell known. You can spend 1 sorcery point to cast *phantasmal phobia* as a 2nd level spell, without requiring components or expending a spell slot.
- Starting at 10th level, you learn the *fear* spell as an additional sorcerer spell known and you can spend 2 sorcery points to cast *fear* as a 4th level spell, without requiring components or expending a spell slot.

Inured to Terror

14th-level Fey Touched Unworldly Origin feature

You become immune to the Frightened condition, and when another creature attempts to Frighten you, you can use your Reaction to attempt to turn the fear back on that creature. The creature must succeed on a Wisdom saving throw against your Sorcerer spell save DC or be Frightened of you for 1 minute. As an action, the creature can make a Wisdom check against your spell save DC to steel its resolve and end the frightened condition.

Fairy Blood

Your magic arises from the illusory glamour of the fairy folk. You gain the Glamor feature at 1st-level, the Gloaming Veil feature at 6th-level, and the Otherworldly Resistance feature at 14th-level.

Glamour

1st-level Fey Touched Unworldly Origin feature

You learn the *minor glamour* cantrip, this does not count against your number of cantrips known. When you cast *minor glamour*, you can create two effects with a single casting of the spell and can have two effects active upon a target at once.

Gloaming Veil

6th-level Fey Touched Unworldly Origin feature

You learn to magically vanish from sight.

- You can reduce the total sorcery point cost of Metamagic applied to a spell that grants invisibility or changes a creature's appearance by 1 (minimum 0).
- You learn the *invisibility* spell as an additional sorcerer spell known. You can spend 1 sorcery point to cast *invisibility* without requiring components or expending a spell slot.
- Starting at 10th level, you learn the *greater invisibility* spell as an additional sorcerer spell known and you can spend 2 sorcery points to cast *greater invisibility* without requiring components or expending a spell slot.

Otherworldly Resistance

14th-level Fey Touched Unworldly Origin feature

You have advantage on saving throws against spells and other magical effects. (If you already have advantage on such saving throws, such as from the Magic Resistance trait, you may instead gain proficiency with Intelligence or Wisdom saving throws.) Additionally, while you are invisible by any means, you also have resistance to all damage.

Wild Fey

Your magic arises from the bestial wild fey. You gain the Bestial Strike feature at 1st-level, the Fey Forms feature at 6th-level, and the Fey Shapechanger feature at 14th-level.

Bestial Strike

1st-level Fey Touched Unworldly Origin feature

You learn the *shifting strike* cantrip as an additional sorcerer cantrip known. You may always cast *shifting strike* to make an opportunity attack as a reaction, even if

you did not cast it on your previous turn and when you cast *shifting strike* you can form a natural weapon that inflicts 1d4 damage instead of the normal damage for your unarmed strike.

Fey Forms

6th-level Fey Touched Unworldly Origin feature

You learn to gracefully slip in to the shape of a beast.

- You can reduce the total sorcery point cost of Metamagic applied to a spell that changes a creature's form by 1 (minimum 0). Additionally, you retain your own mental abilities, alignment, personality, and class features when you change shape by any means but cannot cast spells unless the chosen form is capable of the required somatic and verbal components.
- You learn the *alter form* and *polymorph self* spells as additional sorcerer spells known. You can spend 1 sorcery point to cast these spells without requiring components or expending a spell slot.
- Starting at 10th level, you learn the *polymorph* spell as an additional sorcerer spell known and you can spend 2 sorcery points to cast *polymorph* without requiring components or expending a spell slot.

Fey Shapechanger

14th-level Fey Touched Unworldly Origin feature

You automatically succeed at saving throws to avoid being transformed against your will and you gain resistance to bludgeoning, piercing, and slashing damage from weapons that aren't magic or silvered.

Fey Majesty

18th-level Fey Touched feature

You achieve your birthright that is the eternal beauty and grace of the fey. For every 10 years that pass, your body ages only 1 year, and you cannot be magically aged. In addition, your Dexterity and Charisma scores increase by 2. Your maximum for those scores also increases by 2.

Mindborn

A mind born sorcerer's ancestor was altered or touched by powerful mental magic; perhaps an ancestor was a slave of an Aboleth or an Illithid hive mind, or maybe a Mind Thrall to a powerful Warlock. You have inherited a portion of those mental powers, but lack the ability to use other sorts of magic.

When you gain this Sorcerous Origin, you can choose either the Natural Telepath or the Natural Psionic feature.

Mind Magic

1st-level Mindborn feature

This Origin grants great powers of thought and mind but your magic in other areas is limited. You use the following rules when learning and casting your sorcerer spells:

- When your Spellcasting feature lets you learn or replace a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the bard, sorcerer, warlock, or wizard spell list, but only from the divination, enchantment, and illusion schools of magic. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.
- You gain *empathic sense* as an additional sorcerer cantrip known and one bonus 1st level sorcerer spell known. When you reach 3rd level you gain *detect thoughts* as an additional sorcerer spell known. When you reach 5th, 7th, 9th, 11th, 13th, 15th, and 17th level in this class you may choose an additional bonus sorcerer spell known of the spell level that just became available to you.
- You do not need components to cast your sorcerer spells.

Natural Telepath

1st-level Mindborn feature

You gain proficiency in the Insight skill and have the ability to touch the minds of other creatures. You can communicate telepathically with any creature within 30 feet of you. You don't need to share a language with the creature for it to understand your telepathic communications, but the creature must be able to understand at least one language in order for you to receive more than broad impressions.

When a spell requires a target be able to hear or understand you, if the target is within range of your telepathy, it is considered to be able to hear and understand you.

Natural Psionic

1st-level Mindborn feature (replaces Natural Telepath)

You harbor a wellspring of psionic energy within yourself. This energy is represented by your Psionic Energy dice, which are each a d6. You have a number of these dice equal to twice your proficiency bonus, and they fuel various psionic powers you have, which are detailed below.

Some of your powers expend the Psionic Energy die they use, as specified in a power's description, and you can't use a power if it requires you to use a die when your dice are all expended. You regain all your expended Psionic Energy dice when you finish a long rest. In addition, as a bonus action, you can regain one expended Psionic Energy die, but you can't do so again until you finish a short or long rest unless you spend 2 sorcery points to do so.

When you reach certain levels in this class, the size of your Psionic Energy dice increases: at 5th level (d8), 11th level (d10), and 17th level (d12). The powers below use your Psionic Energy dice.

Psionic Assault. When you roll psychic damage for a sorcerer spell, you can expend a Psionic Energy die and increase the damage by the result. When you do so, if you have the Empowered Spell metamagic, you can use it on that spell to reroll psychic damage without spending a sorcery point.

Telepathic Contact. You can establish telepathic communication between yourself and others. As an action, choose one or more creatures you can see or sense with your *empathic sense* cantrip, up to a number of creatures equal to your proficiency bonus, and then roll one Psionic Energy die. For a number of hours equal to the number rolled, the chosen creatures can speak telepathically with you, and you can speak telepathically with them. To send or receive a message (no action required), you and the other creature must be within 1 mile of each other. A creature can't use

this telepathy or receive more than emotions and broad impressions from you if it can't speak any languages. You and the creature don't need to speak a common language to understand each other.

The first time you use this power after each long rest, you don't expend the Psionic Energy die. All other times you use the power, you expend the die.

Reinforce Enchantment. When a creature succeeds on a saving throw that would free them from the effects of a sorcerer spell you are concentrating upon, you can use your reaction to expend a Psionic Energy die and subtract the result from their saving throw, potentially changing the result. If this causes the saving throw to fail, you suffer psychic damage equal to half the result on the die (round up, this damage does not risk breaking your concentration).

Mental Adept

6th-level Mindborn feature

You become more adept at mental magic, you gain the following benefits when using such powers:

- Your thoughts cannot be read without your permission.
- The range of your telepathy and any divination spell you cast increases to match the range of your *empathic sense* cantrip, unless it would otherwise be longer. This also increases the range of any sense granted by a divination spell.
- If a spell requires that you see a creature, you can target that creature with a sorcerer spell even if you can't see it, so long as you can sense it using *empathic sense* or *detect thoughts*, and it is not behind total cover.
- You can reduced the total cost of metamagic applied to a sorcerer spell you cast by 1 (to a minimum of 0).
- If you use the Empowered Spell Metamagic to reroll psychic damage you can add your Charisma modifier to the damage roll.

Strength of Mind

14th-level Mindborn feature

You gain proficiency with Intelligence and Wisdom saving throws. If you fail an Intelligence, Wisdom, or Charisma saving throw you can spend 1 sorcery point to reroll the saving throw with Advantage on the roll.

If you have the Natural Psionic feature you can instead expend a Psionic Energy die to reroll the saving throw with advantage and gain a bonus to the saving throw equal to the result on the die.

Mental Sensitive

18th-level Mindborn feature

The range of your *empathic sense* cantrip increases to 240 feet and you can cast and focus your *empathic sense* as a bonus action.

In addition, you may cast *detect thoughts* at will, without expending a spell slot or requiring components, and creatures have disadvantage on saving throws to prevent you from reading their thoughts.

Nephilim Bloodline

You are a descendant of a sorcerous heritage bearing the blood of a celestial. The shape-changing guardian or messenger celestials such as a couatl or deva are the most common ancestors for this bloodline. Many, of this bloodline are aasimar, but even if you do not present as an aasimar, there is always a physical manifestation of your celestial heritage. Flawless skin tones of unusual coloration, beautiful luminescent eyes, fine feather-like manes of hair, or iridescent scales are some of the traits that accompany the celestial beauty of these sorcerers.

A couatl heritage might also be represented by choosing green dragonborn or yuan-ti pureblood for your race and selecting this sorcerer bloodline.

Celestial Magic

1st-level Nephilim Bloodline feature

When your Spellcasting feature lets you learn or replace a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the cleric spell list, the paladin spell list, or the sorcerer spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

Additionally, you learn the following spells as additional sorcerer spells known when you gain the listed sorcerer level, based on your celestial heritage:

Deva. 1st: *detect evil and good, cure wounds*; 3rd: *alter self, calm emotions*

Couatl. 1st: *detect evil and good, detect magic*; 3rd: *alter self, detect thoughts*

You can cast these spells without requiring components or concentration and you can cast each of these spells a number of times equal to half your proficiency bonus without expending a spell slot. You regain all expended uses of this feature when you finish a long rest.

> If you wish to construct your own celestial heritage rather than deva or couatl, you can choose the following:
>
> ***Other.*** 1st: *detect evil and good, (choose one level 1 spell)*; 3rd: *alter self, (choose one level 2 spell)*

Angelic Blessings

1st-level Nephilim Bloodline feature

Your Nephilim Bloodline grants you certain inherent benefits:

- You gain darkvision with a range of 60 feet. If you already have darkvision, its range increases by 30 feet.
- You can speak, read, and write Celestial.
- While you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Charisma modifier.
- You have Telepathy with a range of 30 feet (as described in the Monster Manual).

Celestial Sorcery

6th-level Nephilim Bloodline feature

When a creature takes damage or regains hit points from one of your spells, you can deal 1d8 radiant damage to that creature or cause the creature to regain an additional 1d8 hit points. Once you deal this damage or heal this additional amount, you can't use this feature again until the start of your next turn.

When you use this feature, you can spend 1 or more sorcery points to increase this damage or healing by 1d8 per sorcery point expended.

Angelic Wings

14th-level Nephilim Bloodline feature

You gain the ability to sprout a pair of angelic wings from your back, gaining a flying speed equal to your walking speed. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn.

You can't manifest your wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.

If you already possess a fly speed, you may instead add 20 feet to your fly speed while the wings are manifested.

Celestial Resistance

18th-level Nephilim Bloodline feature

You gain resistance to necrotic, psychic, and radiant damage and to Bludgeoning, Piercing, and Slashing damage from Nonmagical Attacks.



Sea Sorcery

Water is in your blood. Generations of your family have spent their lives and blood within or on the seas, rivers, and lakes of your world. Your innate magic rises from the flow of current, tide, and wave and grants you power over the water and the creatures that dwell within.

Most commonly known as a Sea Sorcerer or Wave Witch, you and your water magic are welcome on board any waterborne vessel or within any coastal community.

Water Magic

1st-level Sea Sorcery feature

When your Spellcasting feature lets you learn or replace a sorcerer cantrip or a sorcerer spell of 1st-level or higher, you can choose the new spell from the sorcerer spell list, or from any spell list if that spell involves water, water creatures or vehicles, or the weather. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

In addition, you gain the *shape water* cantrip as additional sorcerer cantrip known and can cast it as a bonus action.

Rituals of Wave and Tide

1st-level Sea Sorcery feature

You can cast any sorcerer spell you know as a ritual if that spell has the ritual tag. Additionally, you learn the *find familiar* spell as an additional sorcerer spell known. If your familiar takes the form of a sea creature, it gains the ability to breathe both air and water while bonded to you and can move through and act in the air as if it were water.

You learn an additional ritual spell when you reach 5th, 10th, and 15th level in this class. These spells may be selected from the sorcerer spell list or from any spell list if that spell involves water, water creatures or vehicles, or the weather. The spell must be of a level you can cast when you learn the spell.

Water in the Blood

1st-level Sea Sorcery feature

You gain proficiency with the dagger, javelin, shortsword, spear, trident, dart, all crossbows, and the net and can use these weapons as spellcasting focuses for your sorcerer spells. You also gain one of the following abilities:

Deep Diver. You gain proficiency in the Athletics and Perception skills. In addition, you can breathe both air and water and you gain a swimming speed equal to your walking speed + 5 feet.

Friend of the Sea. You can *speak with animals,* as the spell, but only with beasts of the water. Additionally, your familiar gains the benefits of the Improved Familiar feat.

Ocean Born. You may only choose this ability if you have a racial trait that allows you to breathe water and have a natural swim speed. You gain proficiency in the Animal Handling and Athletics skills; your proficiency bonus is doubled when using these skills with creatures with a natural swim speed or while you are swimming. In addition, you can take the Dash or Disengage action as a bonus action while swimming.

Son of a Son of a Sailor. You gain proficiency in Water Vehicles and the Athletics and Acrobatics skills. In a ritual that takes 1 hour to perform you can attune yourself to a water vehicle you are on. You must be a valid member of the ship's crew or the owner of the vessel to conduct this ritual, which can be done during a short or long rest. You gain the following benefits while on your attuned vessel:

- When you make an ability check related to the operation of the vessel, you gain a bonus equal to your Charisma modifier. This includes checks related to climbing and moving in a ship's rigging or maintaining balance on the deck.
- You can use the entirety of your attuned vessel as an arcane spellcasting focus for your sorcerer spells. When you cast a spell using your vessel as a focus you can cause the spell effect to originate from any point on the vessel you can see. You can also cast spells as part of the same action used to perform other ship operations, such as piloting the vessel.

Power of the Sea

6th-level Sea Sorcery feature

You learn to draw magical power from the currents and tides to enhance your own magic and to wear away the magic of others.

- You learn the *counterspell* and *dispel magic* spells as additional sorcerer spells known.
- You may cast *dispel magic* or *counterspell* or any spell that involves water, water creatures or vehicles, or the weather by expending a spell slot as normal, by spending sorcery points equal to the spell's level, or by expending a combination of a spell slot plus sorcery points with a total equal to the spell's level.
- While in or on the water or a water vessel, you can reduce the total sorcery point cost of Metamagic applied to a spell by 1 (minimum 0).
- When you finish a short rest spent in or on a body of water or a water vessel, you regain sorcery points equal to half your proficiency bonus.

Luck of the Tides

14th-level Sea Sorcery feature

When you fail an ability check or saving throw you can spend 2 sorcery points to reroll the check or saving throw with advantage. This feature costs only 1 sorcery point while in or on a body of water or a water vessel.

Majesty of Oceans

18th-level Sea Sorcery feature

Your Charisma score increases by 2, up to a maximum of 22. Additionally, you gain the ability to sense currents of air and water: Your vision is not obscured by water, mist, rain, fog, smoke, or other atmospheric or water conditions out to 180 feet and you can see twice as far as normal in such conditions beyond this range. You also have advantage on ability checks to pilot a water or air vehicle and on checks to swim or fly.

Spellfire Adept

Spellfire is a rare magical gift that allows its wielder to absorb and manipulate raw magical energy. You have inherited this gift and have sought to master the magical potential it offers. While you can wield any sort magic available to a sorcerer, you are particularly adept with spells of fire and force.

Spellfire

1st-level Spellfire Bloodline feature

You empower your spells of fire or force with magical spellfire. When you cast a sorcerer spell that inflicts fire or force damage it instead inflicts spellfire damage. Spellfire Damage is a combination of both fire and force damage. A creature is not immune or resistant to this damage unless it is immune or resistant to both types of damage and is vulnerable to the damage if it is vulnerable to either damage type. Several of your class features inflict this special damage type. You never need material components to cast a sorcerer spell that inflicts spellfire damage.

When you roll damage for a spell that inflicts spellfire damage you may expend sorcery points to increase the damage by 1d8 points per sorcery point. The maximum number of sorcery points you can expend on a single damage roll using this ability is equal to your Proficiency bonus.

You briefly glow with a fiery nimbus of energy when you use this ability illuminating an area 20 feet around you with bright light, and dim light for an additional 20 feet. If a creature hits you with a melee attack before the start of your next turn, it suffers 1 point of spellfire damage per sorcery point you spent to activate this feature.

Spellfire damage can ignite flammable objects.

Absorb Spells

1st-level Spellfire Bloodline feature

You may drain the energy from spells that affect you or that you come into contact with.

- As a Reaction, you can make a Constitution saving throw with a DC equal to the spell's save DC to absorb a spell that targets you (not in an area of effect).
- As an Action, you may intentionally touch an ongoing spell effect to attempt to absorb the energy in the same manner. If you are attempting to absorb a spell from an unwilling target you must succeeded at a melee spell attack. If you successfully contact an ongoing spell you must make a Constitution saving throw with a DC equal to the spell's save DC.

On a successful Constitution save, you absorb the spell's energy; you gain a number of sorcery points equal to the absorbed spell's level and the spell is instantly canceled and has no effect on you. If your Constitution save fails, you do not absorb the spell; if the spell would have a detrimental effect, you suffer the effects as normal.

You can only absorb a spell if it would normally be susceptible to a *dispel magic* and its level is less than or equal to half your Sorcerer level (round up). If absorbing a spell would cause your sorcery points to exceed your maximum, you suffer 1d4 spellfire damage per sorcery point over your maximum, and you lose the excess points.

You briefly glow with a fiery nimbus of energy when you absorb a spell, illuminating an area 20 feet around you with bright light, and dim light for an additional 20 feet. If a creature hits you with a melee attack before the start of your next turn it suffers 1 point of spellfire damage per sorcery point you gained using this feature.

Sorcery Points

Your maximum number of sorcery points is equal to your Sorcerer level plus your Charisma modifier instead of the normal maximum listed on the Sorcerer table. Unlike a normal sorcerer, however, you do not regain sorcery points naturally after a long rest; you only gain sorcery points by converting spell slots via your Flexible Casting class feature or by absorbing other spells.

Your sorcery points drain away over time, when you finish a short rest you retain sorcery points equal to your Charisma modifier or your current sorcery point total, whichever is less; when you complete a long rest your sorcery points drain away completely.

Spellfire Adept Options

Without a plentiful amount of magic to absorb, spellfire adepts can find themselves struggling for sorcery points. Several new feats and class feats described in the Arcane Character Options chapter can aid with this: The Spellfire Master and Drain Magic sorcerer class feats aid in retaining and gaining sorcery points. The Metamagic Knowledge feat can also provide these sorcerers with inherent sorcery points that refresh after a long rest.

A spellfire adept with both the Spellfire Master feat and the Metamagic Knowledge feat gains and retains sorcery points as follows:

- When completing a short rest, the sorcerer may retain sorcery points equal to half their sorcerer level + their Charisma modifier + their proficiency bonus, or their current sorcery point total, whichever is less.
- When completing a long rest, the spellfire adept regains sorcery points equal to their proficiency bonus, plus they can regain sorcery points equal to their Charisma modifier or their previous sorcery point total, whichever is less, to a maximum sorcery point total after a long rest of their proficiency bonus + their Charisma modifier.

Feel Magic

1st-level Spellfire Bloodline feature

When you touch a creature or object you can sense if there is magic present. You discover only the presence and relative power (spell level) of the enchantment you sense, and if the magic you sense would be susceptible to your Absorb Spells feature.

Fiery Flight

6th-level Spellfire Bloodline feature

You gain the ability to fly using the power of the Spellfire within you. As a Bonus Action, you may spend Sorcery Points to grant yourself a fly speed of 60 feet for 1 minute per sorcery point spent. This flight does not require concentration but ends if you are incapacitated or if you die.

While flying in this manner you are enveloped by a nimbus of spellfire illuminating an area 20 feet around you with bright light, and dim light for an additional 20 feet. If a creature hits you with a melee attack during this time it suffers 1 point of spellfire damage per sorcery point you spent to use this feature.

Healing Flames

14th-level Spellfire Bloodline feature

You gain the ability to heal with your spellfire. As an Action, you can touch a creature and expend sorcery points to heal 1d8 hit points per point expended.

Alternatively, you can expend 2 sorcery points to cure a single disease or neutralize a single poison afflicting the target.

Crown of Fire

18th-level Spellfire Bloodline feature

You may expend 10 sorcery points as a Bonus Action to gain Crown of Fire. You are enveloped in a fiery nimbus of spellfire that illuminates the area within 30 feet of you with bright light, and dim light for an additional 30 feet. You gain the following benefits while the effect is active:

- You have a fly speed of 90 feet.
- You gain 40 temporary hit points, resistance to all damage, and advantage on all saving throws.
- Spells you cast that inflict spellfire damage inflict an additional 2d8 points of spellfire damage.
- A creature that strikes you with a melee attack suffers 10 points of spellfire damage.

The effect lasts for 1 minute, or until you are incapacitated, or you end it as an Action on your turn.



Sun Sorcery

This type of magic most often arises among peoples dwelling in desert climates, for this reason it is also referred to as desert magic. You wield innate powers of light and heat and can command the shifting sands of the desert. Sorcerers of this origin often eschew the traditional sheltering clothing of their desert tribes and go with face and flesh bared to the sun as proof that its radiance will not sear their skin.

Desert Magic

1st-level Sun Sorcery feature

Your link to the magic of the sun grants you greater access to the spells of light and fire and to magic of the arid desert. When your Spellcasting feature lets you learn or replace a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the sorcerer spell list, or from any spell list if that spell involves sand or the weather or inflicts or grants resistance to radiant or fire damage. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

Additionally, you also learn the *light* cantrip as an additional sorcerer cantrip known and can cast it as a bonus action.

Sunseeker

1st-level Sun Sorcery feature

You are resistant to fire and radiant damage and you are immune to the fire and radiant damage caused by your own spells and class features. Additionally, you are immune to the blinded condition caused by bright light and difficult terrain composed of shifting sand doesn't cost you extra movement.

Heat Shimmer

6th-level Sun Sorcery feature

When you cast a spell of 1st level or higher that causes fire or radiant damage or produces light, your body becomes blurred, shifting and wavering to all who can see you. Until the end of your next turn, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

When you cause this effect, you can extend it to one additional creature of your choice within 10 feet of you per level of the spell above 1st.

Children of the Sun

6th-level Sun Sorcery feature

As a bonus action you can spend 1 sorcery point to share your Sunseeker class feature with a number of willing creatures within 30 feet of you equal to your Charisma modifier. This effect lasts for 1 hour. You can end this effect for any creature on your turn (no action required).

Nourishing Radiance

14th-level Sun Sorcery feature

The sun is both a giver or life and a force of destruction. When you expend a spell slot to cast a spell that inflicts fire or radiant damage, you regain hit points equal to the slot's level + your Charisma modifier.

In addition, when you spend a short rest outside under the open sun, you regain 2 sorcery points.

Sun Soul

18th-level Sun Sorcery feature

As an Action you can cause the light of the sun within you to blaze forth. When you take this action you can choose any number of creatures you can see to be unaffected by this light. For 1-minute, or until you are incapacitated or drop to 0 hit points, bright light shines from you in a 30-foot radius, and dim light shines 30 feet beyond that. This light is sunlight and dispels any magical darkness in the area of bright light. Whenever a creature starts its turn in the bright light, the creature takes 10 radiant damage and must make a Constitution saving throw versus your spell save DC or be blinded until the start of its next turn.

Once you take this action, you cannot do so again until you finish a long rest, unless your spend 5 sorcery points to take this action again.

Telekinetic Sorcery

Known among the Arcanum as kinetic savants or psychokinetics, these sorcerers have an innate talent for telekinetic magic. Able to move objects with a simple glance, these sorcerers are very impressive within their narrow field of expertise, but their magical skills in other areas are limited. The common spells of a psychokinetic are *push/pull, impel weapon, telekinetic burst, telekinetic projection, telekinetic deflection, levitation, telekinetic throw, telekinetic barrage, telekinesis,* and *mass telekinesis.* Beyond these telekinetic magics, most concentrate on spells that create or employ pure magical force.

It is common for these sorcerers to be seen with bandoleers of darts and other items for use with their telekinetic magic.

Psionic Power

1st-level Telekinetic Sorcery feature

You are practiced at the psionic magic of telekinesis. This is represented by your Psionic Power dice, which are each a d6 You have a number of these dice equal to twice your proficiency bonus, and they fuel various psionic powers you have, which are detailed below.

Some of your powers expend the Psionic Power die they use, as specified in a power's description, and you can't use a power if it requires you to use a die when your dice are all expended. You regain all your expended Psionic Power dice when you finish a long rest. In addition, as a bonus action, you can regain one expended Psionic Power die, but you can't do so again until you finish a short or long rest unless you spend 2 sorcery points to do so.

When you reach certain levels in this class, the size of your Psionic Energy dice increases: at 5th level (d8), 11th level (d10), and 17th level (d12). The powers below use your Psionic Power dice.

Psionic Telekinesis. So long as you have Psionic Power dice or Sorcery Points remaining, you can use your Psionic Power to manipulate the environment around you as a form of telekinesis. Your Psionic Telekinesis range starts at 60 feet and increases by 30 feet at 5th level (90), 11th level (120), and 17th level (150). You can use your Psionic Telekinesis within this range in the following ways:

- You can use an action and/or bonus action during to grab an object you can see within your Psionic Telekinesis range in a telekinetic grasp and take the Use an Object action to manipulate it as if you were using the item at that location.
- You can move an object in your grasp up to 30 feet as part of the action or bonus action. If an interaction would not normally use an action, you can make one such interaction or move one object already grasped by the power without using your action and/or bonus action.
- You can't lift an object weighing more than 30 times your Charisma score in pounds with this power. You may release one object and grasp a new one as part of your Action to use this power during a turn. Any ability check required to manipulate an item controlled by this power uses your Charisma modifier.
- Alternatively, as an Action you can take Attack action to attack using a single weapon held in your telekinetic grasp or cast the *impel weapon* or *push/pull* cantrip to make an attack with a weapon in your telekinetic grasp. Make a weapon attack using your Spell Attack modifier and add your Charisma modifier to the damage roll on a hit as if you were wielding it at the weapon's location. You can move the weapon up to 30 feet as part of this action.

You can accomplish more complex tasks using this power as you gain levels. Starting at 5th-level when you use your Psionic Telekinesis power you may grasp up to two objects within range, this increases to 3 objects at 11th-level, and to 4 objects at 17th-level.

The total weight of all objects grasped cannot exceed the weight that can be lifted by the power. You can use your Action and your free interaction to interact with and move all objects grasped by the power, but you can only make a single attack or use a single magic item (such as a potion) as part of an Action.

Psionic Power Talent. You have learned to harness your Psionic Power; you can use your Psionic Power dice in the following ways:

- When you fail a spell attack roll or spellcasting ability check while using a sorcerer spell that moves or manipulates an object or creature, you can roll one Psionic Power die and add the number rolled to the attack roll or check, potentially turning failure into success. You expend the die only if the roll or check succeeds.
- When a creature succeeds on a saving throw or ability check versus a sorcerer spell you cast that telekinetically moves or manipulates an object or creature, you can roll one Psionic Power die and subtract the number rolled from the saving throw or check, potentially turning the success into a failure. You expend the die only if the saving throw or check fails.
- You can expend a Psionic Power die when you attempt to telekinetically lift an object or creature weighing more than you can lift using your Psionic Telekinesis (usually 30 times your Charisma score) or a spell. The weight you can telekinetically lift is increased by an amount equal to 100 times the result on that die until the end of your next turn. You expend the die only if you are able to telekinetically lift the target.

Telekinetic Strike. Once on each of your turns, immediately after you deal damage to a target using a sorcerer spell that moves or manipulates an object, you can expend a Psionic Power die and increase the damage by the result + your Charisma modifier.

Telekinetic Surge. You can expend a Psionic Power die to cast *impel weapon* or *push/pull* as a bonus action and can do so on an object you grasp using your Psionic Telekinesis as part of the bonus action used to grasp it. You can add the result on the Psionic Power die to the damage roll of an attack on a hit or to a spellcasting ability check made as part of the spell.

Telekinetic Sorcery

1st-level Telekinetic Sorcery feature

Your psionic talent for telekinesis enhances your abilities with your sorcerer spells that move or manipulate objects or creatures. You learn the *impel weapon* or *push/pull* cantrip as an additional sorcerer cantrip known and you the following benefits:

- You gain proficiency in all simple and martial weapons with the Thrown property and with improvised thrown weapons.
- You may add your proficiency bonus to Spellcasting Ability checks and attack rolls made using a sorcerer spell that manipulates or moves an object or creature and such spells do not require components when cast by you.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- The range of any sorcerer spell that moves or manipulates an object or creature is increased to match your Psionic Telekinesis range if it would otherwise be shorter.
- Any action or bonus action you can take with your Psionic Telekinesis power you can also take using the *telekinesis* or *mass telekinesis* spell, except on a grander scale and you increase the maximum weight of a *push/pull, levitate, telekinesis,* or *mass telekinesis* spell you cast by the maximum weight of your Psionic Telekinesis power.

The extreme focus of your magic comes with a cost. When your Spellcasting feature lets you learn or replace a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can only choose sorcerer spells from the abjuration, evocation, and transmutation schools of magic.

Psionic Levitation

6th-level Telekinetic Sorcery feature

As a bonus action you can telekinetically lift and move yourself up to 30 feet in any direction. You must use a bonus action on each of your turns to move yourself using this feature. You fall if you become incapacitated while lifted using this feature.

Additionally, you learn the *levitate* spell as an additional sorcerer spell known and can cast it by expending a spell slot

as normal, by spending sorcery points equal to the spell's level, or by expending a combination of a spell slot plus sorcery points with a total equal to the spell's level.

Telekinetic Mastery

14th-level Telekinetic Sorcery feature

Your mastery of psionic telekinesis is almost complete, you gain the following benefits:

- You learn the *telekinesis* spell as an additional sorcerer spell known and can cast it by expending a spell slot as normal, by spending sorcery points equal to the spell's level, or by expending a combination of a spell slot plus sorcery points with a total equal to the spell's level.
- The distance you can move an object or creature using the *telekinesis* or *mass telekinesis* spell, or an object using your Psionic Telekinesis increases by 30 feet.
- Once you grasp a creature, you do not need to use an action on your turn to maintain your telekinetic grasp, however, if you do not do so, the creature may use its action on its turn to attempt to break free by making a Strength check versus your Spell Save DC.
- During the duration of a *telekinesis* or *mass telekinesis* spell cast by you; damage rolls and spellcasting ability checks using your Psionic Telekinesis power, the push/pull and impel weapon cantrips, and the telekinetic deflection, telekinetic throw, telekinesis, and mass telekinesis spells gain a bonus equal to the level of the spell slot used to cast telekinesis or mass telekinesis.
- You can cast *levitate, telekinesis,* or *mass telekinesis* as a bonus action. Any use of these spells that can be performed when the spell is cast, or as an Action on your turn, can also be performed as a Bonus Action during the duration.

Telekinetic Storm

18th-level Telekinetic Sorcery feature

You learn the *mass telekinesis* spell as an additional sorcerer spell known and can cast it by expending a spell slot as normal, by spending sorcery points equal to the spell's level, or by expending a combination of a spell slot plus sorcery points with a total equal to the spell's level. Additionally, as an Action on your turn you can end this spell to cast *telekinetic throw* as a 6th level spell on each creature and object you have in your telekinetic grasp without expending an additional spell slot.

Winter Sorcery

Your innate magic comes from the icy depths of winter. Many with this power are descended from a bheur hag or one of the fey of the winter court, or perhaps you were born during the height of a blizzard of legend, or your lineage might include a fiend of one of the icy lower planes. Whatever its source, the chill magic of winter infuses your heart and your magic.

Winter Magic

1st-level Winter Sorcery feature

Your link to the icy magic of winter grants you greater access to the spells of the frigid wastes. When your Spellcasting feature lets you learn or replace a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the sorcerer spell list, or from any spell list if that spell involves ice, snow, or weather, or inflicts cold damage. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

You also learn the *create ice* cantrip as an additional sorcerer cantrip known and can cast it as a bonus action.

Ice Walker

1st-level Winter Sorcery feature

You are resistant to cold damage and you are immune to the cold damage caused by your own spells. You can move across and climb icy surfaces without needing to make an ability check or saving throw. Additionally, difficult terrain composed of ice or snow doesn't cost you extra movement.

Aura of Frost

1st-level Winter Sorcery feature

When you cast a spell of 1st level or higher that involves ice or snow or inflicts cold damage, you can cause an aura of arctic chill to form around you. For 1 minute per spell level, or until your are incapacitated or drop to 0 hit points, the ground within 10 feet of you becomes icy and is difficult terrain to creatures other than you. This aura moves with you. For the duration of this effect, any creature that ends its turn within 5 feet of you suffers 1d4 cold damage. This increases to 2d4 at 5th level, 3d4 at 11th level, and to 4d4 at 17th level.

You can end this effect as part of any other action or bonus action on your turn.

Glacial Surge

6th-level Winter Sorcery feature

During the duration of your Aura of Frost you can control the icy terrain around you. Your walking speed increases by 10 feet, and you can take the Dash or Disengage action as a bonus action. In addition, momentary spans and columns of ice form at your whim, bridging gaps and heights of up to 10 feet without you having to jump or climb.

Companions of Winter

6th-level Winter Sorcery feature

As a bonus action you can spend 1 sorcery point to share your Ice Walker class feature with a number of willing creatures within 30 feet of you equal to your Charisma modifier. This effect lasts for 1 hour. You can end this effect for any creature on your turn (no action required).

Arctic Winds

14th-level Winter Sorcery feature

As part of any other action or bonus action you can spend 1 sorcery point to cause chill wintry winds to swirl around you for 1 minute or until you are incapacitated or drop to 0 hit points. For the duration of this effect you gain a fly speed of 60 feet and ranged weapon attacks against you suffer disadvantage. You can use a Reaction during this effect when a creature starts its turn within 15 feet of you or approaches to within 15 feet during a turn. The creature suffers cold damage equal to your sorcerer level. A creature that suffers this cold damage must make a Constitution

saving throw against your sorcerer spell save DC. On a failed save, the creature is Restrained by freezing ice until the end of your next turn.

Winter Heart

18th-level Winter Sorcery feature

You gain immunity to cold damage and to the charmed and frightened conditions.

If you are reduced to less than half your hit points or are incapacitated against your will, you can immediately gain the benefits of an *armor of agathys* spell as if it were cast using a 9th-level spell slot. In addition to its normal benefits, while you have the temporary hit points from this effect you regain 1 hit point at the beginning of each of your turns.

Once you gain this benefit, you can't gain it again until you finish a long rest or you expend 9 sorcery points.



New Metamagic Options

Metamagic Options Table

Metamagic Option	Sorcery Point Cost	Source
Accurate Spell	2	AM
Bolster Spell	1 per add spell level	AM
Careful Spell	1	PHB
Consecrated Spell	1	AM
Corrupted Spell	1	AM
Disruptive Spell	1	AM
Distant Spell	1	PHB
Empowered Spell	1	PHB
Enlarge Spell	1	AM
Extended Spell	1 per spell level	PHB
Fearsome Spell	2	AM
Heightened Spell	3	PHB
Hold Spell	1	AM
Intensify Spell	2 per add spell level	AM
Maximize Spell	2 + 1 per spell level	AM
Piercing Spell	2	AM
Quickened Spell	2	PHB
Ready Spell	1	AM
Reinforce Spell	2	AM
Seeking Spell	2	TCE
Silvered Spell	1	AM
Square the Circle	1	AM
Subtle Spell	1	PHB
Transmuted Spell	1	TCE
Twinned Spell	1 per spell level	PHB

Option Source: AM appears in this tome, PHB in the Player's Handbook, TCE indicates *Tasha's Cauldron of Everything.*

Accurate Spell

When you roll an attack for a spell, you can spend 2 sorcery points gain advantage on that roll.

You can use Accurate Spell even if you have already used a different Metamagic option during the casting of the spell.

Bolster Spell

You can spend sorcery points as a Reaction when someone attempts to counter or dispel a spell you are casting or concentrating upon. For the purposes of countering or dispelling the spell, you are considered to have cast the target spell using a spell slot equal to the slot actually used + the number of sorcery points expended.

You can use Bolster Spell even if you have already used a different Metamagic option during the casting of the spell.

Consecrated Spell

When you cast a spell that deals damage, you can spend 1 sorcery point to cause the spell's damage to bypass any damage resistance or immunity possessed by a creature not also resistant or immune to radiant damage.

Unless you have the Divine Magic (Good) or Celestial Magic feature, you must be a devout follower of a good aligned deity and use that deity's holy symbol as an additional component to use this option.

Corrupted Spell

When you cast a spell that deals damage, you can spend 1 sorcery point to cause the spell's damage to bypass any damage resistance or immunity possessed by a creature not also resistant or immune to necrotic damage.

Unless you have the Divine Magic (Evil), Demonic Blessings, or Strength of the Grave feature, you must be a devout follower of an evil aligned deity and use that deity's holy symbol as an additional component to use this option.

Disruptive Spell

When you cast a spell that inflicts damage, you can spend 1 sorcery point to impose disadvantage on any Constitution saving throw made to maintain concentration as a result damage caused by the spell and cause any creature that fails a save to maintain concentration forced by this spell's damage to suffer additional force damage equal to your Charisma modifier.

You can use Disruptive Spell even if you have already used a different Metamagic option during the casting of the spell.

Enlarge Spell

When you cast a spell that affects an area you may spend a number of sorcery points equal to the spell's level (or 1 sorcery point for a cantrip) to double the dimensions of the area of effect.

Extended Spell *(Enhancement)*

When you cast a spell that has a duration of 1 minute or longer, you can spend 1 sorcery point to double its duration, to a maximum duration of 24 hours. You can spend 1 additional sorcery point when you use this metamagic to ignore the maximum duration.

Fearsome Spell

When you cast a spell that inflicts damage, you can spend 2 sorcery points to force any creature that suffers damage from the spell that turn to make a Wisdom saving throw with a DC equal to 10 or half the damage it suffered, whichever number is higher. On a failed save, it becomes frightened of you and the spell effect until the end of your next turn.

Hold Spell

When you fail a Constitution saving throw to maintain concentration on a spell, you may spend 1 sorcery point to succeed on the saving throw instead.

You can use Hold Spell even if you have already used a different Metamagic option during the casting of the spell.

Intensify Spell

When you cast a spell, you may spend sorcery points to increase the power of the spell of 1st level or higher as if you had cast it using a higher-level spell slot. You expend a spell slot as normal to cast the spell, then spend 2 sorcery points per additional spell slot level you wish the spell to be cast at. For example, if you wish to cast a fireball spell as a 7th level spell you could expend a 5th level slot plus 4 sorcery points or a 3rd level slot plus 8 sorcery points.

If you cast a spell using this Metamagic option at a spell level above that you could normally cast, you suffer one level of Exhaustion.

Maximize Spell

When you cast a sorcerer spell of 5th level or lower that deals damage you can spend a number of sorcery points equal to 2 + the spell's level to deal maximum damage with that spell (2 sorcery points if the spell is a cantrip) instead of rolling.

Piercing Spell

When you cast a spell that inflicts damage you can spend 2 sorcery points to cause the spell to bypass resistance to a single damage type.

If you have the Elemental Adept feat you can spend 2 sorcery points to cause a spell you cast to bypass immunity to the damage type you selected for your Elemental Adept feat, creatures with immunity suffer half damage instead.

Ready Spell

When you ready a spell as part of the Ready action, you may spend 1 sorcery point to hold onto the spell's magic without losing concentration on any other spell you are maintaining and you gain an additional reaction that can only be used to release the spell before the start of your next turn. If you continue to hold the spell from round to round by taking the Ready action on each of your turns to hold onto the spell's magic you gain the additional reaction each time you take the Ready action to hold the spell.

Reinforce Spell

You can spend 2 sorcery points as a Reaction when a target succeeds on a saving throw or ability check versus a spell you cast that requires concentration. The target must reroll the d20, and must use the new roll.

You can use Reinforce Spell even if you have already used a different Metamagic option during the casting of the spell.

Seeking Spell*

If you make an attack roll for a spell and miss, you can spend 2 sorcery points to reroll the d20, and you must use the new roll.

You can use Seeking Spell even if you have already used a different Metamagic option during the casting of the spell.

Silvered Spell

When you cast a spell that deals damage, you can spend 1 sorcery point to cause the spell's damage to bypass any damage resistance or immunity possessed by a creature that has a resistance or immunity to damage that can be overcome by a silver weapon.

Unless you have the Unworldly Origin: Wild Fey sorcerer feature, you must use a specially constructed silvered focus (+100gp), most commonly a silvered athame dagger, as an additional component to use this option.

Square the Circle

When you cast a spell that affects an area you may spend 1 sorcery point to change the type of area, causing the spell to produce a line, cone, cube, sphere, or cylinder of roughly the same total area. A line or cone must usually have the caster as its point of origin.

At the DM's option, you can spend 2 sorcery points when you use this option to cause a more unusual effect, such as bouncing a *lightning bolt* around a corner or causing a *fireball* to fill available space when cast in a constrained area. This can have unpredictable results: for example, it might reduce the total area of the spell or cause targeting to become imprecise.

Subtle Spell *(enhancement)*
When you cast a spell, you can spend 1 sorcery point to cast it without any somatic or verbal components. You can spend 2 sorcery points when you use this option cast the spell without any somatic, verbal, or material components.

Transmuted Spell*
When you cast a spell that deals a type of damage from the following list, you can spend 1 sorcery point to change that damage type to one of the other listed types: acid, cold, fire, lightning, poison, thunder.



Bard

Dressed in red and orange motley, a diminutive goblin tumbles across the stage juggling a bundle of flaming torches. Suddenly, he puts one torch to his lips and exhales a long line of blazing green fire into the sky, eliciting an excited shriek from his audience of mostly human children.

Applause fills the theatre as the statuesque human on the stage curtsies to the audience, long sleeves sweeping the floor. As the curtains close the human form seems to melt and flow into a slim elven form of indeterminate gender.

Moonlight reflects off crooked tombstones as the young dark eyed woman dances through the graveyard, half glimpsed spectral creatures keeping step with her twirling form.

The Bardic Colleges are afforded almost the same degree of respect at the Arcanum as the Schools of Wizardry. The College of Lore and the College of the Spellsong, especially among all the colleges contribute greatly to the accumulated magical lore gathered within its halls.

Optional Bard Class Features

These are optional class features available to bards of any college.

Bardic Focus

1st-level Bard feature (optional)

Some bard concepts are non-musical or less musical in focus. For example, a bard may be a great orator, an adventuring archaeologist, or a famous acrobat. While others are less martial and more scholarly or musical in focus. To align with these concepts more closely, if you choose bard as your first class at 1st level, you may alter the usual Weapon and Tool proficiencies granted by your bard Proficiencies feature in the following ways:

Weapons. You may choose to replace any or all of your proficiencies with hand crossbows, longswords, rapiers, and shortswords in the following ways:

- You can exchange one of these weapon proficiencies with a different martial weapon proficiency of your choice that lacks the two-handed or heavy property. For example, you could replace your proficiency in longswords with proficiency in whips.
- You can exchange all four of these martial weapon proficiencies for proficiency with a single skill, such as Arcana or Persuasion.
- You can exchange two of these proficiencies for proficiency with a tool or a musical instrument of your choice, such as thieves' tools or the flute.

Tools. You may replace any or all of your three musical instrument proficiencies with other proficiencies as follows:

- You can replace each musical instrument with a tool of your choice instead, for example Calligrapher's Supplies or Cartographer's tools.
- You can exchange two musical instrument proficiencies for proficiency with a single skill, such as Acrobatics or History.
- You can exchange two musical instrument proficiencies for proficiency with a single martial weapon of your choice that lacks the two-handed or heavy property.

Instrument Expertise

1st-level Bard feature

If you have proficiency with three or more musical instruments from any one of the following broad types: Percussion, String, or Wind, you can apply your proficiency bonus to checks you make with any instrument of that type and you gain expertise with any instrument of that type that you are already proficient with.

Spellcasting

1st-level Bard feature (enhancement)

A bard's spellcasting functions as described in the Player's Handbook, with the following clarification:

Spellcasting Focus. When a bard uses an instrument as a spellcasting focus, the music of the instrument can replace any required verbal component of the spell. The instrument must still be heard, so this does not function in an area of magical silence.

Magical Inspiration*

2nd-level bard feature

If a creature has a Bardic Inspiration die from you and casts a spell that restores hit points or deals damage, the creature can roll that die and choose a target affected by the spell. Add the number rolled as a bonus to the hit points regained or the damage dealt. The Bardic Inspiration die is then lost.

Bardic Versatility*

4th-level bard feature

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can do one of the following, representing a change in focus as you use your skills and magic:

- Replace one of the skills you chose for the Expertise feature with one of your other skill proficiencies that isn't benefiting from Expertise.
- Replace one cantrip you learned from this class's Spellcasting feature with another cantrip from the bard spell list.

Bardic College Options

The following are new options for existing Bardic Colleges:

College of Creation

The College of Creation is detailed in *Tasha's Cauldron of Everything*.

Performance of Creation

3rd-level College of Creation feature (enhancement)
If you expend a spell slot of 3rd level or higher to use your Performance of Creation, you can either increase the maximum value of the item by 20 times your bard level per slot level above 2nd or increase the duration by a number of hours equal to your proficiency bonus per slot level above 2nd.

College of Eloquence

The College of Eloquence is described in *Tasha's Cauldron of Everything*.

Universal Speech

6th-level College of Eloquence feature (enhancement)
If you cast *comprehend languages* or *tongues* as a bard spell, you can use your Universal Speech feature without expending a use of that feature.

College of Glamour

Information on the college can be found in *Xanathar's Guide to Everything*. The following are optional enhancements to this college's features:

Enthralling Performance

3rd-level College of Glamour feature (enhancement)
If you cast *enthrall* as a Bard spell you can also start an Enthralling Performance, without expending a use of that class feature.

Mantle of Majesty

6th-level College of Glamour feature (enhancement)
You can use your Mantle of Majesty feature as part of the same bonus action used to grant a Bardic Inspiration die.

You can expend a spell slot of 3rd level or higher to use Mantle of Majesty additional times before finishing a long rest. If you use a spell slot of 4th level or higher, the feature lasts for 1 additional minute per slot level above 3rd.

Unbreakable Majesty

14th-level College of Glamour feature (enhancement)
When you gain this feature, your current and maximum Charisma score is increased by 2.

You can expend a 5th level or higher spell slot to use Unbreakable Majesty additional times between a short or long rest. If you use a spell slot of 6th level or higher, the feature lasts for 1 additional minute per slot level above 5th.

College of Lore

The College of Lore can be discovered in the Player's Handbook.

Additional Magical Secrets

6th-level College of Lore feature (enhancement)
You can exchange a spell leaned through your Additional Magical Secrets feature for a new spell each time you gain a level in this class.

College of Swords

Information on this college can be found in *Xanathar's Guide to Everything*. The following enhancement to this college's Extra Attack feature allows these bards to more easily blend performance and swordplay.

Extra Attack

6th-level College of Valor feature (enhancement)
You can attack twice, instead of once, whenever you take the Attack action on your turn. Moreover, you can cast one of your bard cantrips that requires a weapon attack as part of casting the spell in place of one of those attacks. Alternatively you can start a Countercharm performance in place of one of those attacks.

> *Anticipatory Attack, critical insight, entrancing attack, impel weapon, inspiring attack*, and *phantom strike* are examples of new bard cantrips from Arcane Spells chapter that require a weapon attack as part of casting the spell.

College of Valor

The College of Valor is listed in The Player's Handbook. The following are optional enhancements to this college's features for these courageous bards.

Combat Inspiration

3rd-leve College of Valor feature (enhancement)
When a creature adds the number rolled on a Bardic Inspiration die from you to a weapon damage roll, if you are within 60 feet and it can hear or see you, it inflicts additional damage equal to your Charisma modifier

Extra Attack

6th-level College of Valor feature (enhancement)
You can attack twice, instead of once, whenever you take the Attack action on your turn. Moreover, you can cast one of your bard cantrips or start a Countercharm performance in place of one of those attacks.

Valorous Magic

14th-level College of Valor feature (replaces Battle Magic)
When you take the Attack action on your turn, you can cast a bard spell of 1st level or higher in place of one of the attacks you could make as part of that action.

College of Whispers

The College of Whispers is contained in *Xanathar's Guide to Everything*. The Shadow Whisperer class feat from this book enhances the insidious magic of this college.

Words of Terror

3rd-level College of Whispers feature (enhancement)
You can expend a spell slot to use your Words of Terror additional times. If you do so, the feature lasts for a number of hours equal to the level of the spell slot on a failed save.

Mantle of Whispers

3rd-level College of Whispers feature (enhancement)
You can expend a Bardic Inspiration die to capture another shadow before finishing a short or long rest. In addition, when you transform yourself using a shadow, you can expend a spell slot to increase the duration of the transformation by a number of hours equal to the level of the spell slot expended.



New Bardic Colleges

3rd-level Bard feature (enhancement)
The following are additional Bardic Colleges that can be chosen when you reach 3rd level as a bard:

College of Acrobatics

Bards of this college are skilled dancers, gymnasts, acrobats, and tumblers. A wide variety of performers learn their craft through this college; from elvish ballerinas, dwarven war-stompers, kenku aerialists, and halfling jesters to genasi water dancers and goblin fire-breathers. The impressive physical abilities of these bards rival those of monks, though the bards of this college are less focused on martial skills and more on beauty in motion.

Acrobatic Arts

3rd-level College of Acrobatics feature
When you choose this college, you learn to combine dance and acrobatic prowess into a form of martial arts that uses unarmed strikes and Acrobatic Arts weapons, which are any simple melee weapons that don't have the two-handed or heavy property, plus the dart and short sword.

You can treat your Bard Spellcasting Ability modifier as being the sum of your Charisma modifier + your Dexterity modifier, to a maximum of a +5 modifier. You can also use this modifier for bard spells and class features that normally use Charisma.

You gain the following benefits while you are unarmed or wielding only acrobatic arts weapons and you aren't wearing armor or wielding a shield:

- You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and acrobatic arts weapons and when making checks to grapple or shove a creature.
- You can roll a d4 in place of the normal damage of your unarmed strike or acrobatic arts weapons. This die changes as you gain bard levels, to a d6 at 11th level and a d8 at 17th level.

Additionally, you gain the following benefits so long as you are not encumbered or wearing armor and your speed is not reduced to 0:

- You can use somatic components in place of verbal components required by spells you cast.
- Immediately before or after casting a spell on your turn, you can take the Disengage action as a bonus action.
- When you use a spell or class feature that requires that a creature be able to hear you (such as Bardic Inspiration or Countercharm), you can use this same ability to affect creatures that can see or hear you instead.

Unarmored Defense

3rd-level College of Acrobatics feature

At 3rd level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Charisma modifier.

Inspired Action

3rd-level College of Acrobatics feature

You can achieve amazing feats of physical grace and prowess. You gain proficiency in the Acrobatics, Athletics, and Performance skills. If you are already proficient in a skill, your proficiency bonus is doubled for any ability check you make using it.

In addition, if you are not incapacitated you may expend your Bardic Inspiration dice to enhance your physical abilities further. You learn three Inspired Action options from this list below. You learn two additional options at 6th, 10th, and 14th level.

Acrobatic Strike. When you make an unarmed strike or an attack using an acrobatic arts weapon during your Action and you moved at least 10 feet before the attack is made you may expend a Bardic Inspiration die to gain advantage on the attack roll. Add the result on the die to the damage roll if it hits.

Agile Force. When you make a Strength check or saving throw, you may expend a Bardic Inspiration die and add the result to the roll. When you use this option, until the end of your next turn you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift and the size of the creature you can affect with a combat maneuver. You may decide to use this option after the saving throw or check is made but before success or failure is determined.

Dancer's Grace. When you make a Dexterity check or saving throw, you may expend a Bardic Inspiration die and add the result to the roll. When used on a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail. You may decide to use this option after the saving throw or check is made but before success or failure is determined.

Death Defying Leap. When you make a long jump or high jump you may roll a Bardic Inspiration die. You add a number of feet equal to 4 + double the result to the distance of a long jump you make or add a number of feet equal to 2 + the result to the height of a high jump. You add the bonus jump distance to the distance you may move during the turn you use this option, and if a Strength or Dexterity check is required as part of the leap you also add the result to that check. You cannot use this option if your speed is reduced to 0.

Gymnastic Tumble. You can expend a Bardic Inspiration die as a Reaction when you fall or are knocked prone to make a Dexterity (Acrobatics) check, add the result of the inspiration die to the check. You reduce the amount of damage you suffer from the fall by an amount equal to double the result of the check and you may immediately stand up and move up to half your speed. This movement does not provoke opportunity attacks. You cannot use this option if your speed is reduced to 0.

Roll With It. You can expend a Bardic Inspiration die as a Reaction when you suffer damage to reduce the amount of damage you suffer by the result on the die + your Proficiency Bonus + your Dexterity Modifier and to move up to half your speed. This movement does not provoke opportunity attacks. You cannot use this option if your speed is reduced to 0.

Slip Free. You can expend a Bardic Inspiration die as a Reaction when you are grappled or restrained. You may make an immediate saving throw or check to escape. Add the result of the die to your saving throw or check, if successful you may immediately move up to half your speed. This movement does not provoke opportunity attacks.

Sudden Strike. You can expend a Bardic Inspiration die to make an Unarmed Strike or an attempt to Grapple or Shove as a Bonus Action. You may roll the die and add the result to either the Attack or Damage roll of the Unarmed Strike, or to the check made to Grapple or Shove.

Tumbling Escape. You can expend a Bardic Inspiration die to take the Dash, Disengage, or Dodge action as a Bonus Action on your turn. You may add the number rolled on the die to your AC and to the result of Dexterity Saving throws until the start of your next turn. You can move through the spaces of hostile creatures during the turn you use this option. You cannot use this option if your speed is reduced to 0.

Agile Performance

6th-level College of Acrobatics feature

When you take the Dash, Disengage, or Dodge action on your turn you may start a Countercharm performance without using an Action to do so. In addition to the normal effects of the performance, you and all friendly creatures affected by your Countercharm ignore difficult terrain, have advantage on saving throws and ability checks made to move and to avoid or escape the grappled, paralyzed, and restrained conditions, or an effect that would reduce their speed.

Inspirational Prowess

14th-level College of Acrobatics feature

Once on each of your turns when you use an Inspired Action option, you can roll a d4 and use it instead of spending a Bardic Inspiration die.

Your feats of acrobatic prowess can inspire your companions, when you spend a Bardic Inspiration die to use an Inspired Action option, you may choose one creature other than yourself within 60 feet who can see you. That creature gains one Bardic Inspiration die without expending an additional use of that feature.

College of Dramatic Arts

You are a renowned thespian and a master of the stage. Comedy and Tragedy, Soliloquy and Poetry; these are the weapons you wield. Your words can incite a mob to riot or bring a tyrant to tears. Bards of this college might live as a player upon the stage, an agent provocateur, or a simple poet.

> "All the world's a stage, and all the men and women merely players;" Jaques; William Shakespeare; As you Like It

Method Actor

3rd-level College of Dramatic Arts feature

When you choose this college, you gain the *minor glamour* cantrip and the *disguise self* spell as an additional bard cantrip and spell known. You also gain proficiency with Disguise kits. In a process that takes 1 minute, you can use *minor glamour* and a Disguise kit to craft a disguise. If you cast *disguise self* to create the disguise, you can do so in one Action.

To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC +5.

You can craft more solid roles for yourself in a process that takes seven days and 25 gp to acquire appropriate clothing and accoutrement, craft a background, and develop the role. You can maintain a number of the alternate roles equal to your Proficiency Bonus + your Charisma modifier.

Thereafter, you can use 1 minute to adopt the new role as your identity, other creatures believe you to be that person until given an obvious reason not to. Checks made to piece one of your permanent roles are made with disadvantage. You must also use a *disguise self* spell, or similar magics if the role requires changes to your appearance in excess of what can be accomplished using a disguise kit.

Even when not specifically disguised, you have advantage on Charisma (Deception) and Charisma (Performance) checks when trying to pass yourself off as a different person.

Tools of the Trade

3rd-level College of Dramatic Arts feature

You gain proficiency with the Deception, Persuasion, and Performance skills. If you are already proficient in a skill, your proficiency bonus is doubled for any ability check you make using it. You can also add half your proficiency bonus, rounded down, to any attack roll you make that doesn't already include your proficiency bonus.

Additionally, any time you make an ability check that applies your proficiency with Deception, Persuasion, or Performance, you can expend a Bardic Inspiration die and add the result as a bonus to the check. You can do so after you roll the check, but before the result is decided.

Impersonation

6th-level College of Dramatic Arts feature

You gain the ability to unerringly mimic another person's speech and behavior or the sounds made by other creatures. You must spend at least 1 minute observing or interacting with another creature outside of combat, listening to speech and observing mannerisms. Once you do so you can you can use your Method Actor class feature to disguise yourself as that creature (if humanoid) and you can mimic that creature's speech and sounds almost flawlessly. A suspicious creature can use its action to make a Wisdom (Insight) check contested by your Charisma (Deception) check to determine that your speech or a sound is faked, however you have advantage on your check.

If you spend at least three hours observing or interacting with a creature you can adopt that creature's identity as one of your roles. Such a ruse is indiscernible to the casual observer. If a wary creature suspects something is amiss, you have advantage on any check you make to avoid detection and creatures have disadvantage on their checks to pierce the disguise.

If you have studied a creature enough to adopt that creature's identity as a role you also have advantage on Wisdom (Insight) checks when dealing with that creature.

Flawless Acumen

14th-level College of Dramatic Arts feature

When you make an Intelligence, Wisdom, or Charisma saving throw or check, you can treat a d20 roll of 9 or lower as an 10.

College of Eldritch Lore

The College of Eldritch Lore is an offshoot of the more traditional College of Lore that focuses on magical lore and forbidden eldritch secrets. While more traditional bards might challenge figures of authority with their musical prowess, these bards are known to question cosmic powers. One well known bard of this college is infamous for winning a fiddle of pure gold in a musical contest against a devil.

> "I guess you didn't know it but I'm a fiddle player too
> And if you'd care to take a dare, I'll make a bet with you
> Now you play a pretty good fiddle, boy
> But give the devil his due
> I'll bet a fiddle of gold against your soul
> 'Cause I think I'm better than you"
>
> The boy said, "my name's Johnny and it might be a sin
> But I'll take your bet, you're gonna regret
> 'Cause I'm the best there's ever been"
> -The Devil Went Down to Georgia; The Charlie Daniels Band

Eldritch Lore

3rd-level College of Eldritch Lore feature

You gain proficiency with the Arcana skill and one musical instrument of your choice. If you are already proficient with this skill or instrument, you may add double your proficiency bonus to checks using it. Additionally, you learn two cantrips of your choice from any class and when your Spellcasting feature lets you learn or replace a bard cantrip or a bard spell of 1st level or higher, you can choose the new spell from the bard spell list or the warlock spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a bard spell for you.

Cutting Words

3rd-level College of Eldritch Lore feature (enhancement)

You learn how to use your wit to distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.

Forbidden Secrets

6th-level College of Eldritch Lore feature

You learn two spells of your choice from any class. A spell you choose must be of a level you can cast, as shown on the Bard table, or a cantrip. The chosen spells count as bard spells for you but don't count against the number of bard spells you know. Alternatively, you can replace one spell granted by this feature with an Eldritch Invocation of your choice from the warlock class feature. You are considered a warlock of your bard level for the purposes of meeting any prerequisites of the chosen invocation.

Additionally, each time your Magical Secrets feature grants additional spells known, you may replace one of those bonus spells with an Eldritch Invocation of your choice as described above, this also replaces one of your bard spells known, as listed on The Bard Table.

When you gain a bard level, you may exchange an eldritch invocation you gained from this feature for a different one.

Eldritch Manipulation

14th-level College of Eldritch Lore feature

Your knowledge of eldritch lore allows you to better hinder the spells of your enemies and enhance the spells of your allies. You gain the following benefits:

- When you use your Cutting Words feature to affect a spell attack roll, a spellcasting ability check, or a spell damage roll, you can add your Charisma modifier to the result on the die.
- You can use your Cutting Words when a creature that you can see within 60 feet of you makes a saving throw versus a spell or magical effect.
- When a creature uses a Bardic Inspiration die from you to affect the hit points restored or damage dealt by a spell it casts, as described in the Magical Inspiration feature, the creature can add your Charisma modifier to the result on the die.
- When a creature uses a Bardic Inspiration die from you to make a saving throw or ability check versus a spell or magical effect, the creature can add your Charisma modifier to the result on the die.



College of Inspiration

A bard joins this college out of a desire to use their art to uplift their fellows. Whether poet or minstrel, comedian or orator, the message of their performance is always positive, meant to motivate and inspire. Even to their enemies, their message is usually one of sorrow over choices and actions rather than spite or hatred.

Inspirational Presence

3rd-level College of Inspiration feature

You use poetry and song to inspire your companions to greatness, you gain the following benefits when inspiring your allies:

- When you give up your Inspiration to grant it to another character, you can also grant that character a Bardic Inspiration die without expending a use of that feature.
- When you grant a creature advantage on a roll, they can reroll one of the dice once.
- When a creature uses one of your Bardic Inspiration dice to affect a roll made with advantage, it can roll the Bardic Inspiration die twice and can reroll one of those dice once and choose which result to use.

Heartening Words

3rd-level College of Inspiration feature

Your allies are heartened by your words. When a creature uses one of your Bardic Inspiration dice, it regains hit points equal to the number rolled on the Bardic Inspiration die plus your Charisma modifier. If this causes the creature to regain hit points in excess of its hit point maximum, it gains temporary hit points equal to the excess.

Encouraging Performance

6th-level College of Inspiration feature

You learn the *helpful inspiration* cantrip as an additional bard cantrip known. If you already know this cantrip, you gain a different bard cantrip of your choice. When you use a bonus action to grant a bardic inspiration die, you can cast *helpful inspiration* as part of that same bonus action, but cannot then start a Countercharm Performance or expend a bardic inspiration die as part of casting the spell.

Additionally, friendly creatures affected by your Countercharm Performance do not suffer disadvantage on any attack roll, ability check, or saving throw made during your performance.

Magical Inspiration

14th-level College of Inspiration feature

If you cast a bard spell with a spell slot of 1st level or higher that targets an ally, you can grant one target of the spell a Bardic Inspiration die without expending a use of that feature or cause it to gain Inspiration if it is not currently inspired.

College of Mockery

The bards of this college have raised mockery to a high art form. On their tongues, insults are poetry, and poetry becomes a weapon. These poets, often called makar, engage in social duels of insults for entertainment or more formalized contests known as flytings for honor and prestige. The vicious prose of a makar has been known to start wars and bring down empires.

Cutting Wit

3rd-level College of Mockery feature

You learn the *vicious mockery* cantrip and the *infuriating mockery, intimidating mockery,* and *malicious invective* spells as an additional bard cantrip and additional bard spells known. If you already know a cantrip or spell you can learn a bard cantrip or spell of your choice instead. Additionally, you gain the following benefits when casting these spells:

- When you cast *vicious mockery* or *malicious invective* you can force a target to make an Intelligence or Charisma saving throw instead of Wisdom to resist the spell and you can add your Charisma modifier to the psychic damage inflicted on a failed saving throw.
- When a creature fails a saving throw versus your *vicious mockery* or *malicious invective,* you can take the Help action to aid an ally that is also within range of the spell in attacking or using a skill against the target as a bonus action.
- When a creature misses with an attack affected by your *vicious mockery* or *malicious invective* spells, you can use a reaction to grant the target of the attack a Bardic Inspiration die, without expending a use of that feature. If the target was you, you instead regain one spent Bardic Inspiration die.
- When a creature you can see within 60 feet fails an attack roll, ability check, or saving throw, you can expend and roll a Bardic Inspiration die as a reaction to cast *vicious mockery* targeting that creature. You can add the result on the Bardic Inspiration die to the spell's damage if the target fails its saving throw.

Duel of Insults

3rd-level College of Mockery feature

You are a master of the social duel, battling with words rather than weapons. You gain proficiency with the Insight, Intimidation, and Performance skills. If you are already proficient with a skill, you add double your proficiency bonus to checks you make using it. Additionally, when you reduce a creature to 0 hit points with psychic damage from a bard spell, you can choose to have the creature become stable at 0 hit points instead of dying.

Mocking Performance

6th-level College of Mockery feature

You can weave subtle barbs and insults to create a performance of devastating ridicule. You can start a Countercharm performance as part of the same action used to cast *vicious mockery, infuriating mockery, intimidating mockery,* or *malicious invective.* Additionally, during the duration of your Countercharm performance, all affected

creatures have advantage on ability checks made to interact socially with creatures that are not benefiting from the performance.

Derisive Tirade

14th-level College of Mockery feature

If you cast a bard spell as an action during your turn, you can cast *vicious mockery* as a bonus action and can do so as part of the same bonus action used to grant a Bardic Inspiration die.

College of Pantomime

The mimes that make up the College of Pantomime are considered a bit 'touched' by the rest of the bardic community. However, their ability to magically manipulate reality with their silent performance is undeniable.

Pantomimed Magic

3rd-level College of Pantomime feature

You accomplish your magic with pantomimed movements and effects, you have the following benefits:

- You can substitute somatic components for any required verbal or material components of a bard spell. But if a cost is indicated for a material component, you must have that specific component before you can cast the spell.
- When you use a spell or class feature that requires that a creature be able to hear you (such as Bardic Inspiration or Countercharm), you can use this same ability to affect creatures that can see you instead.
- You can communicate simple concepts to most creatures via pantomimed motions. You can use such motions to convey meaning when you cast a spell that requires a creature to understand you, so long as the creature can see you and understands at least one language.
- You learn additional spells when you reach certain levels in this class, as shown on the Pantomimed Spells table. Each of these spells counts as a bard spell for you but does not count against the number of bard spells you know.

Pantomimed Spells

Bard Level	Spell
3rd	*shield, unseen servant*
3rd	*rope trick, silence*
5th	*arcane barrier, phantom steed*
7th	*dimension door, resilient sphere*
9th	*passwall, wall of force*

Spells you cast from this list never make a sound or cause a visible effect unless you wish them to and require only somatic components to cast.

Mimicked Item

3rd-level College of Pantomime feature

As your free object interaction (as if drawing a weapon), you can mime drawing an invisible weapon or tool (including musical instruments). The weapon or tool must be one with which you are proficient and can only be used by you but is otherwise real and is considered magical for the purposes overcoming resistance and immunity to damage and can be used normally. If the weapon is a ranged weapon with the ammunition property, you can ignore that property as you can draw invisible ammunition in the same manner. While invisible, the overly emphasized actions needed to strike with the weapon means you gain no benefit from the weapon's invisible state. If you end your turn without the item in your grasp, it disappears.

You use Charisma in place of Strength or Dexterity for the attack and damage rolls of a mimicked weapon and for ability checks to use a mimicked tool. Additionally, you can expend a bardic inspiration die when you hit with a mimicked weapon to use a dramatic flourish to inflict additional damage equal to the result on the die + your Charisma modifier.

Mimed Evasion

6th-level College of Pantomime feature

When you are hit by an attack or fail a Dexterity saving throw, you can use your reaction to make a Charisma (Performance) check versus the result of the attack roll or versus the save DC. If successful, the attack misses you, or you succeed on the saving throw.

You can use this reaction as part of the same reaction used to cast a *shield* spell; if you do so you gain a +5 bonus on your Charisma (Performance) check.

Invisible Cage

14th-level College of Pantomime feature

You learn the *forcecage* spell as an additional bard spell known and can cast this spell requiring only a somatic component. You can cast this spell once using this feature, without expending a spell slot. You regain the ability to do so when you finish a long rest. The spell effect is invisible when cast by you.

College of the Bladesong

Originally created as an elven tradition of wizardry, this tradition has been adopted by fascinated bards of every race as a bardic college. The magic of the bardic College of the Bladesong is subtler, with less outright devastation than their wizardly counterparts, but containing more enchantment and illusion magic to inspire and amaze with the elegance of their performance.

Training in Song and Battle

3rd-level College of the Bladesong feature

You gain proficiency with martial weapons and the Performance skill. If you are already proficient with this skill, you add double your proficiency bonus to checks you make using it.

Additionally, if you're proficient with a simple or martial melee weapon, you can use it as a spellcasting focus for your bard spells and you learn the *booming blade* cantrip as an additional bard cantrip known.

Bardic Bladesong

3rd-level College of the Bladesong feature

You can invoke an elven magic called the Bladesong, provided that you aren't wearing medium or heavy armor or using a shield. It graces you with supernatural speed, agility, and focus.

You can use a bonus action to start the Bladesong, which lasts for 1 minute. It ends early if you are incapacitated, if you don medium or heavy armor or a shield, or if you use two hands to make an attack with a weapon. You can also dismiss the Bladesong at any time (no action required).

While your Bladesong is active, you gain the following benefits:

- You gain a bonus to your AC equal to your Charisma modifier (minimum of +1).
- Your walking speed increases by 10 feet.
- You have advantage on Dexterity (Acrobatics) checks.
- You gain a bonus to any Constitution saving throw you make to maintain your concentration on a spell. The bonus equals your Charisma modifier (minimum of +1).
- When you gain the Countercharm feature, when you start a Bladesong, you also start a Countercharm performance that lasts for the duration of the Bladesong.



You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

Extra Attack

6th-level College of the Bladesong feature

You can attack twice, instead of once, whenever you take the Attack action on your turn. Moreover, you can cast one of your cantrips or start a Countercharm performance in place of one of those attacks.

Song of Triumph

14th-level College of the Bladesong feature

You can add your Charisma modifier (minimum of +1) to the damage of your melee weapon attacks while your Bladesong or Countercharm performance is active.

College of the Companion

A student of the college of the companion is trained to offer companionship and succor to those deemed worthy. Companions are skilled in the arts of conversation, entertainment, and lovemaking. How Companions choose to employ their arts is a purely personal choice. Some are exclusive courtesans and escorts, some ply their wits in the salons and courts of the powerful, others seek a worthy hero to serve as a confidant and squire.

Companion Training

3rd-level College of the Companion feature

You gain proficiency with the Performance and Persuasion skills. If you are already proficient with a skill, you add double your proficiency bonus on checks you make using it.

Inspiring Companionship

3rd-level College of the Companion feature

When you take a long rest, you can choose to share your companionship with one willing creature of your choice. If that creature shares your companionship for the duration of the rest, it becomes inspired, gaining Inspiration and gaining the following benefits for the next 24 hours::

- The creature has advantage on saving throws against being frightened.
- The creature's current and maximum hit points increase by 5 for every 3 levels you have in this class.
- The creature becomes charmed by you and is immune to the charmed condition from other sources while it is charmed by you.
- When the creature uses a Bardic Inspiration die provided by you, is affected by your Song of Rest class feature, or you roll dice to determine the beneficial effect of a bard spell on the creature, it may treat the result of one die of such a roll as being as the greater of the actual result or your Charisma modifier.

Winsome Smile

3rd-level College of the Companion feature

You can use your reaction when a creature within 30 feet attacks you to flash a friendly smile to distract it. If the attacker can see you, it must make a Wisdom saving throw against your Bard spell save DC. On a failed save, the attacker becomes Charmed by you until the end of your next turn or until you do anything harmful to it.

On a successful save, you can't use this feature on the attacker again until you finish a long rest. You cannot use this feature on a creature you have attacked during the current combat.

Encouraging Presence

6th-level College of the Companion feature

When you start a Countercharm performance all affected creatures gain temporary hit points equal to your Charisma modifier. When you grant a Bardic Inspiration die to a creature affected by your Countercharm performance, all other creatures affected by the performance gain a d4 that they can use in the same manner as a Bardic Inspiration die. After 10 minutes, targets lose any remaining temporary hit points or Bardic Inspiration dice granted by this feature. A creature can have only one Bardic Inspiration die at a time.

Hero's Succor

14th-level College of the Companion feature

When you use your Inspiring Companionship feature the target is also cleansed of all diseases, curses, and effects causing its hit point maximum to be reduced, becomes immune to being cursed or frightened, and gains advantage on all Wisdom saving throws. These benefits last for 24 hours and are in addition to the Inspiring Companionship benefits.

College of the Harbinger

Harbingers, colloquially known as doomsayers or banshees, are a college of bards who learn fell dirges that presage the arrival of death's embrace, moving the skeins of fate to their will. Often associated with temples of deities connected to death and fate, doomsayers move through battlefields offering succor to fallen friends and pronouncing doom on their enemies. Most bards of this college have a distrust and dislike for creatures that attempt to cheat their rightful fate via the expediency of undeath and will seek to destroy the undead at every opportunity.

Harbinger of Death

3rd-level College of the Harbinger feature

You learn the *toll the dead* and *spare the dying* cantrips. These cantrips do not count against the number of bard cantrips you know. You gain the following advantages when casting these cantrips:

- A creature that fails its saving throw to resist your *toll the dead* cantrip loses any resistance or immunity to necrotic damage until the end of your next turn.
- Your *spare the dying* cantrip has a range of 60 feet and attack rolls against a creature stabilized by this spell suffer disadvantage until the end of your next turn.

Pronouncement of Doom

3rd-level College of the Harbinger feature

You can expend a use of your Bardic Inspiration as a bonus action to utter a pronouncement of doom on one hostile creature within 60 feet that can hear you. For the next 10 minutes the creature suffers disadvantage on death saving throws, and the first time it suffers damage during while so afflicted, it suffers additional damage equal to a roll of your Bardic Inspiration die.



At the end of its next turn after the creature suffers this damage, roll the Bardic Inspiration die again, the creature suffers necrotic damage equal to the result. The necrotic damage increases as you gain levels in this class, to two rolls of your Bardic Inspiration die at 11th level, and to three rolls at 17th level.

A *remove curse* spell or similar magic can remove the effects of this feature.

Banshee's Song

6th-level College of the Harbinger feature

You begin a keening song that inspires your allies before rising to a crescendo that foretells the death of your enemies. You can expend a spell slot when you start a Countercharm performance. If a hostile creature that can hear you ends its turn within range of the performance, it suffers 1d8 necrotic damage per level of the spell slot expended and must make a Wisdom saving throw or become Frightened of you until the end of your next turn.

Chooser of the Slain

14th-level College of the Harbinger feature

You gain the ability to twist the skein of fate in the final frozen moment before death. When a creature under your Pronouncement of Doom is reduced to 0 hit points, you can choose one of the following:

- You regain a Bardic Inspiration die, the Pronouncement of Doom ends, and you leave the creature to its natural fate.
- The creature becomes unconscious but stable at 0 hit points, it knows you spared it from its doom, and is affected by a *geas* spell when it recovers.
- The creature is irrevocably slain, it can be restored to life only by means of a *true resurrection* or a *wish* spell.

College of the Magician

Bards of this college are stage magicians. In a world where magic is real, the magic of a stage magician may seem mundane, but these bards still delight and entertain audiences with their enchanting performances.

Stage Magic

3rd-level College of the Magician feature

You learn the venerable art of stage magic, gaining the following benefits:

- You gain proficiency with the Sleight of Hand and Performance skills and with Playing Card sets. If you are already proficient with a skill or tool, you can instead gain expertise with it: you add double your proficiency bonus to checks you make using it.
- You learn the *card trick* cantrip and the *magician's gambit* spell as an additional bard cantrip and spell known.
- You can use a Dexterity (Sleight of Hand) check in place of any other ability check or saving throw to escape from the grappled or restrained conditions or any similar effect and can do so as a bonus action if it would normally require your action.

Magician's Gambit

3rd-level College of the Magician feature

You can cast *magician's gambit* a number of times equal to your proficiency bonus without expending a spell slot or requiring components and can do so as part of the same bonus action used to grant a Bardic Inspiration die. You regain all expended uses of this feature when you finish a long rest.

Inspired Magician

3rd-level College of the Magician feature

When you make an ability check that applies your proficiency with Sleight of Hand, Performance, Stealth, or Playing Card sets or force a creature to make an Intelligence (Investigation) or Wisdom (Perception) check or Wisdom saving throw as a part of your *card trick* cantrip or *magician's gambit* spell, you can expend a Bardic Inspiration die and add the result as a bonus or subtract the result as a penalty to the ability check or saving throw. If you do so as part of an action or reaction that would end your magician's gambit spell, the spell does not end. You may decide to expend a die in this way after the initial roll is made, but before the result is determined.

Magical Performance

6th-level College of the Magician feature

You can start a Countercharm Performance as part of any action or bonus action used to cast a bard spell of 1st level or higher and the performance can affect creatures that can see or hear it. Additionally, when you start a Countercharm performance you can make a Charisma (Performance) check versus the passive Wisdom (Insight) score of any number of creatures of your choice within range. If you win the contest versus a creature, that creature has disadvantage on Intelligence (Investigation), Wisdom (Perception), and Wisdom (Insight) checks made during the performance.

Impossible Magic

14th-level College of the Magician feature

You can cast your bard spells without requiring components other than a somatic component. If a bard spell has an expensive material component that is consumed in the casting, you must still provide that component, but it can be consumed from anywhere on your person, you need not manipulate it to cast the spell.

Additionally, you learn the *disguise self, silent image, invisibility, knock,* and *misty step* spells as additional bard spells known and you can expend uses of your Magicians Gambit feature to cast any of these spells as a bonus action without expending a spell slot and can do so as part of the same bonus action used to grant a Bardic Inspiration die. A *knock* spell cast in this way does not make a sound. For each of these spells that you already know, you instead gain additional bard spell or cantrip known of your choice.

College of the Soundsmith

Bards of this college craft the musical instruments used by bards and musicians across the realms. Part musician and part craftsman, these bards can coax amazing magic from their instruments.

Soundsmith Magic

3rd-level College of the Soundsmith feature

You learn the *thunderous tune* cantrip as an additional bard cantrip known and when your Spellcasting feature lets you learn or replace a bard cantrip or a bard spell of 1st level or higher, you can choose the new spell from the bard spell list or the artificer spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a bard spell for you.

Additionally, when you cast a spell using a musical instrument as a focus, you can expend and roll a Bardic Inspiration die and increase one damage or healing roll of the spell by the result + your Charisma modifier. You can also use your bard spell save DC and spell attack bonus for any spell or effect produced by a magic musical instrument.

Finally, your approach to music is often more technical and even mathematical than other bards. You can treat your bard Spellcasting Ability modifier as being the sum of your Charisma modifier + your Intelligence modifier, to a maximum of a +5 modifier. You can also use this modifier for bard spells and class features that normally use Charisma.

Craft Instrument

3rd-level Soundsmith feature

You gain proficiency with the Arcana skill and two artisan tools of your choice that can be used in crafting musical instruments. If you are already proficient with Arcana, you can add double your proficiency bonus to checks using it. Your skill at crafting musical instruments grants you the following benefits:

- You can craft mundane and magical instruments at half the normal cost and in one quarter the normal time.
- You gain an ability similar to an Artificer's Infuse Item feature, except that you can only learn the Replicate Magical Instrument infusion (see below). You learn a number of Replicable Magical Instrument infusions equal to your proficiency bonus. You must meet any prerequisites for the infusions, and your levels in bard count as artificer levels for this purpose. You can exchange an infusion you know for a different one when you gain a bard level.
- When you finish a long rest, you can infuse an item as described for the Infuse Item Artificer feature, except that your maximum number of infused items equals half your proficiency bonus, and these infusions must be Replicable Magical Instrument infusions.

Tune Instrument

3rd-level College of the Soundsmith feature

You gain proficiency with two musical instruments of your choice. When you finish a short or long rest you can tune a number of instruments you touch equal to half your proficiency bonus. The chosen instruments grant advantage on any ability check made to use them, including Spellcasting Ability checks when used as a spellcasting focus for a spell. This benefit lasts for 24 hours or you use this feature again.

When an instrument affected by this feature is used as a spellcasting focus to cast a spell, the caster can apply one metamagic option from the list in the sorcerer feature that has a cost in sorcery points that is no higher than your proficiency bonus to the spell. Doing so ends the Tune Instrument effect on that instrument.

Accompaniment

6th-level College of the Soundsmith feature

When you cast a bard spell using a musical instrument as a spellcasting focus, you gain the following benefits:

- You gain a bonus equal to your Charisma modifier to thunder damage you inflict with the spell.
- When you use an action to cast a bard spell of 1st level or higher, you can start a countercharm performance as part of the same action.
- When a creature within range of your Countercharm performance casts a spell with a verbal component or that uses a musical instrument as a spellcasting focus, you can grant that creature a Bardic Inspiration die (no action required). If the creature immediately uses that die with your Magical Inspiration feature, it gains a bonus to the roll equal to your Charisma modifier.

Master Soundsmith

14th-level College of the Soundsmith feature

Your skills at crafting and tuning musical instruments reaches its pinnacle, you gain the following benefits:

- You can become attuned to one additional magic item, so long as the item is a magic musical instrument.
- When you finish a long rest, you can choose one magical instrument that bears an infusion from your Replicate Magical Instrument infusion or a magical instrument that you crafted yourself. You can use an infusion you know on that instrument, without counting as one of your infused items. The instrument gains the properties of both items, but if it grants a bonus you use the higher of the two bonuses, and if both the item and the infusion requires attunement, the instrument counts as a single item for the purposes of attunement.
- When a creature uses an instrument affected by your Tune Instrument feature to produce a metamagic option, it can make a Spellcasting Ability check that applies their proficiency bonus with the instrument with a DC of 15 + double the Sorcery Point cost of the metamagic option. On a success, the Tune Instrument effect does not end.

Replicate Magical Instrument

Prerequisite: proficiency with a musical instrument of a type appropriate to the replicable instrument

This infusion is gained by Songsmith bards with the Craft Instrument feature but can also be learned as a regular infusion by an artificer with the appropriate musical instrument proficiency. Add your levels in bard to your artificer level to determine if you meet a prerequisite for this infusion.

If you know this infusion you can use musical instruments as spellcasting focuses for artificer spells and bard spells, any benefit a magical instrument grants to bard spells also applies to your artificer spells cast using the instrument.

Using this infusion, you replicate a particular magical instrument. You can learn this infusion multiple times; each time you do so, choose a magic instrument that you can make with it, picking from the Replicable Instrument tables. A table's title tells you the level you must be in the class to choose an item from the table.

> Note: Unless they type of instrument is integral to the function of the magical item (such as a horn of blasting), the infusion can be used on any instrument, not just the type described in the item's description.

Replicable Instrument (2nd-Level Artificer)

Magic Item	Source	Attunement
Instrument of Illusions	XGE	Yes
Instrument of Scribing	XGE	Yes
Horn of Silent Alarm	XGE	No
Pipe of Smoke Monsters	XGE	No
Rhythm-Maker's Drum +1	TCE	Yes

Replicable Instrument (6th-Level Artificer)

Magic Item	Source	Attunement
Mac-Fuirmidh Cittern	DMG	Yes
Pipes of Haunting	DMG	No
Thundering Wargong	AM	Yes
Wind Horn	AM	No

Replicable Instrument (10th-Level Artificer)

Magic Item	Source	Attunement
Chime of Opening	DMG	No
Doss Lute	DMG	Yes
Fochlucan Bandore	DMG	Yes
Pipes of the Sewers	DMG	Yes
Reveler's Concertina	TCE	Yes
Horn of Valhalla (Silver)	DMG	No
Rhythm-Maker's Drum +2	TCE	Yes

Replicable Instrument (14th-Level Artificer)

Magic Item	Source	Attunement
Canaith Mandolin	DMG	Yes
Cli Lyre	DMG	Yes
Horn of Blasting	DMG	No
Horn of Valhalla (Brass)	DMG	No
Lyre of Building	TCE	Yes

College of the Spellsong

The spellsingers of this bardic college studies the mysteries of song and magic. In many legends of creation, the universe is said to have been sung into existence; spellsingers listen for the echoes of that first song in the world around them. This college is said to have originated with elven-kind, but the knowledge and music of the spellsong has spread to all that value both beauty and magic.

Song and Magic

3rd-level College of the Spellsong feature

Your talent with the arcane song of magic enhances the spells of you and your allies, granting you the following benefits:

- You gain proficiency in the Arcana and Performance skills. If you are already proficient in a skill, your proficiency bonus is doubled for any ability check you make using it.
- When your Spellcasting feature lets you learn or replace a bard cantrip or a bard spell of 1st level or higher, you can choose the new spell from the bard spell list or the sorcerer spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a bard spell for you.
- When you cast a bard spell you may replace any required Somatic or Material components with a Verbal Component, but if a cost is indicated for a material component, you must have that specific component before you can cast the spell.
- Once per turn, when you roll damage or healing for a bard spell you cast, you can expend a Bardic Inspiration die and add the number rolled to the spell damage or healing roll you just made.
- A creature that has a Bardic Inspiration die from you can roll that die and add the number rolled to a spell damage roll or a spell healing roll it just made.

Spellsong

3rd-level College of the Spellsong feature

You can invoke the power of the Spellsong. The spellsong enhances your magic as you weave music and magic together into a wondrous display.

You can use a Bonus Action to start the Spellsong, which lasts for 1 minute. It ends early if you are incapacitated or silenced or if you voluntarily end it (no action required). While your Spellsong is active you gain the following benefits:

- All of your bard spells require Verbal components, but do not need Material or Somatic components.
- When you use your Action to cast a bard spell of 1st level or higher, you may cast a bard cantrip as a Bonus Action during your turn.
- You can maintain concentration on two bard spells at once, weaving them as melody and harmony. You cannot take Bonus Actions while maintaining two spells.
- You can make a Charisma (Performance) check in place of a Constitution saving throw to maintain your concentration on a spell.
- When you expend a Bardic Inspiration die to enhance the damage or healing for a bard spell you cast, you gain an additional bonus to the damage or healing equal to your Charisma modifier.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

Counter Song

6th-level College of the Spellsong feature

Your Spellsong protects those around you from hostile magic. While your Spellsong is active, your Countercharm performance is also active without expending an Action to activate it.

While your Countercharm performance is active all affected creatures also gain the following additional benefits:

- They have advantage on saving throws against all spells and magical effects.
- If an affected creature spends a Bardic Inspiration die granted by you on a Saving Throw against a spell or magical effect that allows a saving throw for half damage, it instead suffers no damage on a successful save or half damage on a failed save.
- If an affected creature spends a Bardic Inspiration die granted by you to increase a spell damage roll or a spell healing roll, it gains an additional bonus equal to your Charisma modifier.

Master Spellsinger

14th-level College of the Spellsong feature

Your Spellsong also inspires your allies. When you start a Spellsong you regain one spent Bardic Inspiration die. When you expend a Bardic Inspiration die to bolster a spell during your Spellsong you may also give one eligible creature you choose a bardic inspiration die, this expends only one use of your Bardic Inspiration.

College of the Spirit Dirge

Known as Spirit Singers, bards of this college have sway over the dead. They combine an intense knowledge of necromantic magic with bardic traditions; they are known to be able to bring the dead back to life or curse them with eternal undeath.

Dark Knowledge

3rd-level College of the Spirit Dirge feature

You gain proficiency in the Arcana and Religion skills. Additionally, when your Spellcasting feature lets you learn or replace a bard cantrip or a bard spell of 1st level or higher, you may choose the new spell or cantrip from the bard spell list or any enchantment or necromancy spell from other spell lists. You must otherwise obey all the restrictions for selecting the spell, and it becomes a bard spell for you.

Dance of the Dead

3rd-level College of the Spirit Song feature

Once per turn when you hit a creature with a melee attack (spell or weapon), you can expend one use of your Bardic Inspiration to deal an additional 2d6 necrotic damage to that target and cause the damage from this attack to ignore an undead creature's immunity or resistance to damage.

The additional damage increases when you reach certain levels in this class, increasing to 2d8 at 5th level, 2d10 at 10th level, and 2d12 at 15th level.

Spirit Dirge

3rd-level College of the Spirit Dirge feature

Your spells of enchantment can affect undead creatures as if they were a creature of the type they were in life. Even undead normally immune to the charmed, frightened, or paralyzed condition are subject to such effects caused by your bard spells and class features.



Dirge for the Dead

6th-level College of the Spirit Dirge feature

You learn the *speak with dead* spell. This spell does not count against your number of bard spells known. You can spend a use of your Bardic Inspiration when you cast this spell. If you do so, the spell does not expend a spell slot or require components and the spirit called to answer questions is considered charmed by you. The spirit answers as helpfully as possible and will answer a number of additional questions equal to the result on the Bardic Inspiration die.

Undead Ally

14th-level College of the Spirit Dirge feature

You gain the ability to permanently ensnare an undead creature with your song. You can spend 10 minutes quietly singing to enthrall an undead creature within 30 feet that you have charmed or created. That creature is then permanently charmed by you until a *remove curse* spell is cast on it, the charmed condition is removed from it, or you use this feature again. An undead creature charmed by this feature is completely and utterly devoted and loyal to you, obeying and fulfilling your every whim and command to the best of its ability.

College of War

Adherents of the war college study tactics, military lore, and battlefield command. While also trained in arms, these bards more often act to direct and inspire their allies on the battlefield. The College of War teaches that the right maneuver at the right moment can do far more to affect the outcome of a battle than the might of their single extra blade.

It is common for these bards to take the **Bardic Focus** optional feature to exchange some of their musical instrument proficiencies for proficiency with various strategic gaming sets, such as Dragonchess.

Bonus Proficiencies

3rd-level College of War feature

You gain proficiency with medium armor, shields, and martial weapons.

Lore of War and Honor

3rd-level College of War feature

You gain proficiency with the History skill and learn the *inspiring attack* cantrip as an additional bard cantrip known. If you are already proficient with this skill you can add double your proficiency bonus to checks you make using it. If you already know this cantrip, you learn a cantrip of your choice instead.

Additionally, when your Spellcasting feature lets you learn or replace a bard spell of 1st level or higher, you can choose the new spell from the bard spell list or the paladin spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a bard spell for you.

Inspired Maneuver

3rd-level College of War feature

When you grant a creature a Bardic Inspiration die, it can use a reaction to immediately do one of the following:

- Make an attack against an enemy it can see. It may roll the Bardic Inspiration die and add the result to the damage if it hits with this attack.
- Move up to its speed without provoking opportunity attacks or stand from prone and move up to half its speed without provoking opportunity attacks. It may roll the Bardic Inspiration die and add the result to its AC and Dexterity Saving throws until the start of your next turn.
- Make a saving throw or ability check to remove the charmed, frightened, grappled, or restrained condition. It may roll the Bardic Inspiration die and add the result to a saving throw or ability check it makes as part of this reaction.

Battlefield Command

6th-level College of War feature

Your commanding voice can be clearly heard over the din of battle, the range of your Countercharm performance is increased to 60 feet and when you use an action to start the performance you can grant one creature affected by the performance a special Bardic Inspiration die, a d4, that it can only use to immediately use its reaction as described in your Inspired Maneuver feature. This does not expend a use of your Bardic Inspiration.

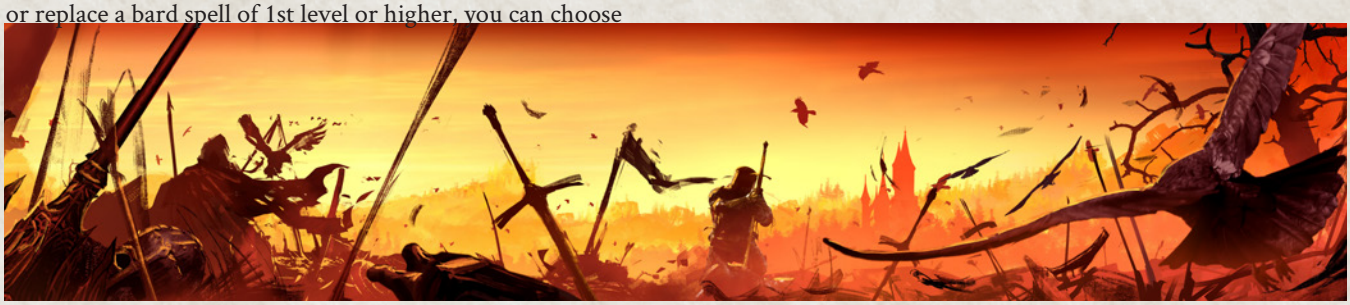
Additionally, for the duration of your Countercharm performance, friendly creatures affected by the performance have advantage on attack rolls against a creature if at least one ally is within 5 feet of the creature and the ally isn't incapacitated.

Tactical Foresight

14th-level College of War feature

You can grant yourself bonus to your initiative rolls equal to your Charisma modifier. If you are surprised at the beginning of a combat, you can forgo this bonus to negate the surprise against you.

Additionally, when you roll initiative, so long as you are not surprised, you can use your reaction to grant one friendly creature within 60 feet of you a Bardic Inspiration die without expending a use of that feature. If that creature was surprised, it is no longer surprised and can use one of the options granted by your Inspired Maneuver feature.





Artificer

Amid the screams and panic of his fellow villagers the gray haired gentleman calmly puts the finishing touches on a complex pattern of colorful thread in his hands. Looking up at the gang of marauding bugbears charging down the lane, he casually flicks the completed weaving in their direction where it expands into a twisting pattern of color, entrancing the group while his long colorful scarf snaps out to snag the lone marauder that escaped his spellweaving.

The young gnome stands at the edge of the mountain cliff and tugs on the straps of their oddly shaped custom leather armor. Each built in pocket, strap, and control is touched once, twice, thrice, as they complete their mental check list, pull down their goggles, and cause metal and leather wings to snap from the module on their back as they leap exultantly into empty air.

The dwarf looks furtively up and down the line of lightning rail conductor stones, then back at the heavily modified wagon sitting astride the closest stone. With one final wack of her wrench to the housing of the custom lightning generator, the contraption rises a few inches off the ground with a quiet hum. She mutters "Proprietary House Orien tech my rosy red buttocks," as she climbs aboard and starts the vehicle floating down the line with a crackle of lighting.

Artificers are masters of arcane invention, within the Arcanum they almost exclusively study within the College of Artifice of the Applied Arcana program. Artificers of the Eldritch Artifice specialty can instead pursue a General Wizardry degree.

The artificer class originally appeared in the *Eberron: Rising from the Last War* setting book for the D&D world of Eberron. It was updated and reprinted in *Tasha's Cauldron of Everything*, which is the version the following options are based upon.

Optional Artificer Class Features

This section offers additional features that you can gain as a artificer, or enhancements to existing artificer class features.

Magical Tinkering

1st-level Artificer feature (enhancement)

Add the following to the list of magical properties that can be chosen using the magical tinkering feature:

- When tapped, the object displays the current time.
- When tapped, the object indicates which direction is north.
- As an Action, you can cause the object to point to the nearest source of water within 100 feet.
- You modify an object to channel magic. The object functions as an arcane spellcasting focus for you.
- When held near your mouth, the device amplifies your voice to up to three times as loud as normal.
- When commanded, the object heats up, providing heat as a small campfire until commanded to stop.
- As an action you can use the object to instantaneously light or snuff out a candle, a torch, or a small campfire within 10 feet.
- As an action you can use the object to instantaneously clean a 5 cubic foot object or section of an object within 10 feet.

> **Arcane Synergy**. A new cantrip and a new spell in the Arcane Spells chapter enhances this feature further. The *arcane tinkering* cantrip will increase the number of objects that can be affected by this feature and the *advanced magical tinkering* spell allows this feature to work on magical objects and provides more advanced properties that can be applied using this feature.

Craft Permanent Infusion

2nd-level Artificer feature

Your infusions are prototypes of permanent magical items that require constant tinkering to maintain. If you know an infusion, you can craft a permanent magic item version of that infused item using the crafting rules at half the normal cost and time. When you gain the Magic Item Adept feature, when you craft common and uncommon versions of your infused items, it takes you an eighth of the normal time, and it costs you a quarter as much of the usual gold. You must retain knowledge of that infusion for the entire time spent crafting the item, if you replace your knowledge of the infusion, any progress on the permanent infused item is lost.

Custom Specialist Spells

3rd-level Artificer feature

If the specialist option you chose for your Artificer Specialist feature offers a list of spells that are always prepared after you reach particular levels in this class, you can customize that list in the following way: Whenever you gain an artificer level, you can replace one spell you gained from that feature with another spell of the same level. The new spell must be thematically appropriate to your chosen specialty and is subject to your DM's approval.

Spell Tinkering

5th-level Artificer feature

When you use your artificer Spellcasting feature to prepare a spell of 1st level or higher, you can choose one Metamagic option from the sorcerer feature. The spell counts as a spell one level higher than normal for each sorcery point required to apply the chosen Metamagic option to the spell and can only be cast with the chosen option applied. You must be capable of casting a spell of the modified level to prepare a tinkered spell in this manner. You can also prepare the spell normally, but the spell and the tinkered spell each count as one of your prepared spells.

You use Intelligence in place of Charisma to determine any effect of the chosen metamagic.

Artificer Specialist Options

This section contains additional options, notes, and special rules for the artificer specialties contained in *Tasha's Cauldron of Everything*.

Alchemist

Three new infusions have been developed within the Arcanum that are of use exclusively to alchemist artificers:

- The Alchemical Grenadier Tools infusion affects the *alchemical bomb* cantrip (described in the Arcane Spells chapter).
- The Alchemical Healing Tools infusion enhances your healing spells and elixirs and your Restorative Reagents and Chemical Mastery features.
- The Experimental Elixir Tools allows you to create one additional elixir each time you create an elixir using the Experimental Elixir feature.

Additionally, an enhancement to the Experimental Elixir feature is described below:

Experimental Elixir

3rd-level Alchemist feature (enhancement)

If you expend a 2nd-Level or higher spell slot to create an additional experimental elixir, the elixir gains an additional effect as described below:

Healing. The drinker regains an additional 2d4 hit points per slot level above 1st.

Swiftness. The elixir lasts for an additional hour per slot level above 1st and grants a bonus to initiative rolls equal to the spell level.

Resilience. The elixir lasts for an additional 10 minutes per slot level above 1st, and the bonus also applies to saving throws. At 5th level the bonus increases to +2.

Boldness. The elixir lasts for an additional minute per slot level above 1st and the benefit also applies to ability checks. At 3rd level or higher the benefit also applies to damage rolls.

Flight. The flying speed granted by the elixir increases by 10 feet and the duration by 10 minutes per slot level above 1st.

Transformation. The elixir lasts for an additional 10 minutes per slot level above 1st and the drinker can choose any of the variations described in the *alter form* spell for a spell of the level you expended.

Additionally, when you target an ally with an artificer spell, you can use one of your experimental elixirs as an additional material component of the spell that is consumed in the casting to either cause one target of the spell to gain the effects of the elixir as if they had consumed it or to increase the level at which the spell is cast by the level of the elixir (elixirs not created using a spell slot are 1st level elixirs).

Armorer

Armorer artificers have developed additional Arcane Armor models, represented by the Additional Armor Models feature below. Additionally, they have discovered a series of infusions that change their properties when applied to a set of Arcane Armor, depending on the armor's current model:

- Arcane Armor Core System Enhancement
- Arcane Armor Control System Enhancement
- Arcane Armor Mobility System Enhancement
- Arcane Armor Weapon System Enhancement

Additional Armor Models

3rd-level Armorer feature (enhances Armor Model)

You add the Cannoneer, Lancer, and Utility models to the list of armor models you can choose using the Armor Model feature.

Cannoneer

The Cannoneer armor is designed as a pure ranged combatant with a powerful integrated blast cannon.

Blast Cannon. As a bonus action you can cause one of the Armor's gauntlets to be replaced with a magical cannon that can fire shots of arcane force. The cannon remains until you use a bonus action to return the gauntlet to normal. The ***Blast Cannon*** counts as a simple ranged weapon, with a normal range of 120 feet and a long range of 480 feet, that deals 1d10 force damage on a hit. The arm containing the cannon cannot be used to hold or carry anything. If you do not use your other hand to help brace the cannon when you fire it, you have disadvantage on the attack roll.

Charged Shot. When you gain the Extra Attack feature, you can forgo the additional attack when you take the Attack action to make a single powerful attack using the ***Blast Cannon*** that inflicts 3d10 force damage on a hit. When you make this charged shot, you can expend a spell slot to increase the damage by 1d10 per level of the spell slot.

Destructive Beam. As an action you can emit a beam of arcane force from your cannon in a line 5-feet wide and 120 feet long. Each creature in the line must make a Dexterity saving throw against your spell save DC. A creature takes 2d10 force damage on a failed save, or half as much damage on a successful one. The damage increases to 3d10 at 5th level, 4d10 at 11th level, and to 5d10 at 17th level. When you take this action, you can expend a spell slot to increase the beam's damage by 1d10 per level of the spell slot. The beam also damages objects and structures in the area that aren't being worn or carried.

You can fire a ***Destructive Beam*** a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest. Additionally, the beam takes some time to recharge, when you fire a Destructive Beam, you cannot do so again until after the end of your next turn.

Lancer

The Lancer is a versatile armor model that is designed as a primary melee combatant.

Force Lance. As your free object interaction during your turn (as if drawing a weapon), you can cause one gauntlet to summon a spear composed of magical force that lasts until you dismiss it (no action required). The ***Force Lance*** is

wielded as a spear that deals 1d8 force damage on a hit had has the Thrown (range 20/60) and Versatile (1d10 force) properties. When you form the weapon, you can decide to either enhance the Thrown range to 30/120 or give the weapon the Reach property, you can change this option as your free object interaction during your turn. If you throw the lance to make an attack, it reforms in your hand immediately after it hits or misses. If you drop the weapon it vanishes.

The ***Force Lance*** gauntlet can accept any infusion that can affect a weapon, and the force lance formed by the gauntlet gains the benefits of such infusions.

Force Shield. One of the armor's gauntlets is configured to emit a shield of pure force. You can cause the gauntlet to form this shield as a bonus action, which lasts until you end it (no action required), and grants a shield's normal +2 bonus to AC. You can also momentarily overcharge the shield as a reaction when you are hit by an attack or targeted by the *magic missile* spell to gain the effects of a *shield* spell. You can use this reaction a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest. You can expend spell slots to use this reaction additional times.

The ***Shield Gauntlet*** can be enchanted separately with any infusion that can affect a shield.

Utility

You design your armor for rugged manual labor and magical utility.

Integrated Tool System. This model has an integrated suite of tools, many of which can double as weapons in an emergency. As your free object interaction on your turn (like drawing a weapon) you can configure this system to replicate any tool or light weapon with which you are proficient or any common type of non-expendable adventuring gear. The integrated tool or weapon takes the place of one of the armor's hands and you cannot use that hand for other tasks until you use an object interaction on your turn to retract or change the tool or weapon.

Any ability check you make using the integrated tool or gear can use Intelligence in place of the normal ability for that check and a replicated weapon counts as the armor's special weapon.

Arcane Tools. Tasks and crafting using the integrated tools take half the normal amount of time. As a bonus action on your turn, you can use integrated thieves' tools to disarm a trap or open a lock or take the Use an Object action to use any integrated tool or gear.

Dedicated Systems. When you cast an artificer spell as a ritual, you can use the spell's normal casting time, rather than adding 10 minutes to it. You can use this benefit a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Perfected Armor

15th-level Armorer feature (Enhancement)

Your Arcane Armor gains different benefits when configured to one of the Additional Armor Models, as shown below:

Cannoneer. As an action, you can cause your cannon to fire a ***Disintegrating Shot*** at a target within 120 feet. The target can be a creature, an object, or a creation of magical force.

A creature targeted by this shot must make a Dexterity saving throw. On a failed save, the target takes 6d10 + double your Artificer level force damage, or half damage on a successful save. The target is disintegrated if this damage leaves it with 0 hit points. When you use this shot you can expend a spell slot to increase the damage by 1d10 per level of the spell slot.

A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a true resurrection or a wish spell.

This shot automatically disintegrates a Large or smaller nonmagical object or a creation of magical force. If the target is a Huge or larger object or creation of force, this shot disintegrates a 10-foot-cube portion of it. A magic item is unaffected by this shot.

You can fire this shot once; you regain the ability to do so when you finish a long rest, or you expend a 5th level or higher spell slot to fire it again.

Lancer. Once per turn, when you move at least 10 feet in a straight line towards a target immediately before making a melee or thrown weapon attack using the ***Force Lance***, you can gain bonus to the attack's damage roll equal to half your artificer level on a hit.

When you activate your ***Force Shield*** to gain the effects of a *shield* spell, and the attack misses, you can force a Huge sized or smaller attacker to make a Strength saving throw against your spell save DC. On a failed save the attacker is pushed up to 20 feet and knocked prone. On a successful save it is pushed half the distance and not knocked prone.

Utility. You can cast the *fabricate* spell without preparing it and can cast it as a ritual.



Artillerist

The artillerist artificers of the Arcanum have discovered methods of creating different types of eldritch cannons along with two new infusions, the Artillerist's Tools and the Focus Cannon infusion, available only to artillerist artificers. Additionally, the Spellblast Staff, Spellslinger Wands, and Spellstrike Rod infusions provide enhanced benefits when used as an Arcane Firearm.

Eldritch Cannon

3rd-level Artillerist feature (Enhancement)

When you create an Eldritch Cannon, you can choose from the expanded options in the Eldritch Cannons table below:

Eldritch Cannons

Cannon	Activation
Arc Projector	The cannon projects lightning in an adjacent 30-foot long by 5-foot-wide line that you designate. Each creature in that area must make a Dexterity saving throw against your spell save DC, taking 2d8 lightning damage on a failed save or half as much damage on a successful one. Creatures wearing metal armor have disadvantage on this save.
Chill Projector	The cannon projects intense cold in an adjacent 15-foot cone that you designate. Each creature in that area must make a Constitution saving throw against your spell save DC, taking 2d8 cold damage and having their movement speed reduced by 10 feet until the start of your next turn on a failed save, or half as much damage on a successful one.
Flamethrower	The cannon exhales fire in an adjacent 15-foot cone that you designate. Each creature in that area must make a Dexterity saving throw against your spell save DC, taking 2d8 fire damage on a failed save or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.
Flame Suppressor	The cannon, and friendly creatures within 10 feet of the cannon gain resistance to fire damage until the end of your next turn and any ongoing fire effects within the area that can be removed are extinguished. Additionally, a fire elemental or a creature with a similar water vulnerability within 10 feet suffers 2d8 cold damage when the cannon is activated.
Fire Ballista	Make a ranged spell attack, originating from the cannon, at one creature or object within 120 feet of it. On a hit, the target takes 2d8 fire damage and ignites, suffering an additional 1d4 fire damage at the start of your next turn. When you gain the Explosive Cannon feature this additional fire damage increases to 1d8.
Force Ballista	Make a ranged spell attack, originating from the cannon, at one creature or object within 120 feet of it. On a hit, the target takes 2d8 force damage, and if the target is a creature, it is pushed up to 5 feet away from the cannon.
Frost Protector	The cannon coats itself and each creature of your choice within 10 feet of it with a layer of magical frost. Targets gain a number of temporary hit points equal to your Intelligence modifier (minimum of 1). When a creature hits a target with a melee attack while it has these hit points and is within 10 feet of the cannon, the creature takes cold damage equal to your Intelligence modifier (minimum of 1).
Ice Ballista	Make a ranged spell attack, originating from the cannon, at one creature or object within 120 feet of it. On a hit, the target takes 1d8 piercing damage plus 1d8 cold damage and its movement speed is reduced by 10 feet until the start of your next turn.
Lightning Ballista	Make a ranged spell attack, originating from the cannon, at one creature or object within 120 feet of it. On a hit, the target takes 2d8 lightning damage. You have advantage on this attack roll if the target is wearing metal armor.
Protector	The cannon emits a burst of positive energy that grants itself and each creature of your choice within 10 feet of it a number of temporary hit points equal to 1d8 + your Intelligence modifier (minimum of +1).
Pulse Cannon	The cannon releases a pulse of magical force in an adjacent 30-foot long by 5-foot-wide line that you designate. Each creature in that area must make a Strength saving throw against your spell save DC, taking 2d8 force damage and being knocked prone on a failed save or half as much damage on a successful one.
Shield Protector	The cannon emits a burst of magical force that grants itself and each creature of your choice within 10 feet of it a number of temporary hit points equal to your Intelligence modifier (minimum of 1). When a creature hits a target with a melee attack while it has these hit points and is within 10 feet of the cannon, the creature takes force damage equal to your Intelligence modifier (minimum of 1).
Voltaic Protector	The cannon emits a burst of electrical energy that grants itself and each creature of your choice within 10 feet of it a number of temporary hit points equal to your Intelligence modifier (minimum of 1). When a creature hits a target with a melee attack while it has these hit points and is within 10 feet of the cannon, the creature takes lightning damage equal to your Intelligence modifier (minimum of 1).

Additionally, when you expend a spell slot of 2nd-level or higher to create an Eldritch Cannon, you can either increase the duration by 1 hour or grant the cannon 5 temporary hit points per slot level above 1st.

Enhanced Eldritch Cannon

9th-level Artillerist feature (replaces Explosive Cannon)

Every eldritch cannon you create is more effective:

- The cannon's damage rolls all increase by 1d8.

- The range of the cannon is doubled. This increases the area of a cone effect to 30 feet, the area of a line to 60 feet, and the range of a protector to 20 feet.

If you have this class feature, you are considered to have the Explosive Cannon feature for the purposes of prerequisites.

Battle Smith

The Battle Smith artificers of the arcanum have developed several techniques to enhance the battle prowess of these themselves and their faithful steel defender companions. The Improved Steel Defender artificer class feat grants increased independence and intelligence to a steel defender, while the Battle Smith only Smelting Hammer and Improved Smith's Tools infusions offer unique magical improvements.

Steel Defender

3rd-level Battle Smith feature (enhancement)

If you use your smith's tools to revive your steel defender using a spell slot of 2nd-level or higher, you can either reduce the time before the defender returns to life by 2 rounds (12 seconds) per slot level above 1st or cause your steel defender to be revived with 5 temporary hit points per slot level above 1st.

New Artificer Specialist Options

This section contains new types of specialists that can be chosen when an artificer gains the Artificer Specialist feature.

Aeronaut

The dream of flying among the birds and clouds has always drawn the land-bound races. In a world of magic, flight is most often accomplished via arcane methods. Aeronaut artificers combine aeronautical engineering with magical infusions to realize the dream of independent flight by constructing a specialized suit of aeronaut armor with a built-in flight mechanism. The mechanisms that allow aeronaut armor its flight capability are categorized as one of three functional systems: a personal gyrocopter, a rocket pack, or a set of mechanical wings.

Flight Training

3rd-level Aeronaut feature

You gain proficiency with leatherworker's tools. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice. You also gain proficiency with Air Vehicles and Dexterity saving throws.

Aeronaut Spells

3rd-level Aeronaut feature

You always have certain spells prepared after you reach particular levels in this class, as shown in the Aeronaut Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Aeronaut Spells

Artificer Level	Spell
3rd	*feather fall, zephyr strike*
5th	*mirror image, wind cloak*
9th	*fly, haste*
13th	*air dance, freedom of movement*
17th	*skill empowerment, steel wind strike*

Aeronaut Armor

3rd-level Aeronaut feature

Your fascination with flight has led to you making a suit of armor capable of limited flight. As an action, you can turn a suit of light armor you are wearing into Aeronaut Armor, provided you have leatherworker's tools or tinker's tools in hand.

You gain the following benefits while wearing this armor:

- You have a flying speed equal to your current walking speed. This benefit works only in short bursts; you fall if you end your turn in the air and nothing else is holding you aloft.
- Your proficiency with air vehicles applies to any Dexterity check made to move or maneuver while flying using the armor.
- So long as you are capable of taking actions, you suffer half damage from any fall, and can you move horizontally in a direction of your choice up to half the distance you fall during a turn.
- The flight mechanism of the suit unfolds from a device attached to the back of the armor. Choose one of the following when you create the armor:
  - ◊ ***Gyrocopter.*** Your flying speed is reduced by 5 feet and you can hover. The omni-directional nature of your flight allows you to take the Disengage action as a bonus action on your turn.
  - ◊ ***Rocket Pack.*** Your flying speed is increased by 5 feet and you can take the Dash action as a bonus action on your turn.
  - ◊ ***Winged Flight.*** You can wield the wings as simple melee weapons that inflict 1d6 bludgeoning damage on a hit. You use Intelligence instead of Strength for the attack and damage rolls using the wings. As a bonus action on your turn, you can either make a melee attack using the wings or use the wings to block attacks as if wielding a shield until the start of your next turn.
- You can use the aeronaut armor as a spellcasting focus for your spells, and any fly speed granted to yourself by a spell you cast while wearing the armor is increased by the flying speed of your armor.

The armor continues to be Aeronaut Armor until you don another suit of armor or you die. You can change the flight mechanism type when you finish a short or long rest, or you create a new suit of aeronaut armor.

Aerial Strike

5th-level Aeronaut feature

Once per turn you can deal an extra 1d8 damage when you damage a target with a spell or attack while flying.

Improved Flight Mechanism

9th-level Aeronaut feature

Your aeronaut armor is now capable of sustained flight, you no longer fall if you end your turn in the air. Additionally, you have advantage on Dexterity checks and Dexterity Saving Throws while flying.

Natural Aeronaut

A creature with a natural winged fly speed who becomes an aeronaut gains the following benefits: Your Aeronaut Armor is designed to enhance and strengthen your wings in addition to providing magical thrust. While wearing your Aeronaut Armor you gain the benefits of both the Rocket Pack and Winged Flight Mechanism and these features enhance your natural fly speed. When you gain the Improved Flight Mechanism feature, your fly speed increases by 10 feet while wearing your Aeronaut Armor..

Master Aeronaut

15th-level Aeronaut feature

You have perfected your aeronaut armor and have become a master aviator. You gain the following benefits while wearing your Aeronaut **Armor:**

- Your flying speed for your flight mechanism type and any air vehicle piloted by you increases by 10 feet.
- The extra damage from your Aerial Strike feature increases to 2d8.
- When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage while flying, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Arcane Jeweler

While an artificer of this specialty is often a practiced goldsmith, silversmith, and lapidarist; the mundane aspect of their craft is the least of their abilities. An arcane jeweler can craft adornments of amazing magical power and beauty and create synergistic enchantments that allow the creation of entire sets of magical jewels.

Jewel Crafter

3rd-level Arcane Jeweler feature

You gain proficiency with jeweler's tools. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice. You gain the following benefits when crafting or infusing items of jewelry:

- You can use certain infusions you know on an item of jewelry instead of the normal item for that infusion. The item of jewelry can replicate the magical effects of an infusion from the Replicable Items list that can be used on an item that can be worn or an infusion that can be used on an arcane spellcasting focus. The effects of the infusion are active while the jewelry is worn. You can also craft permanent versions of magical jewelry in this manner. For example, you could craft Gauntlets of Ogre Power as a ring.
- It only takes you 1 minute of concentration to become attuned to an item of magical jewelry or a set of such items, or to change which such item or set you are attuned to.
- When you gain this feature, you learn one additional infusion from the Replicable Items list that can take the form of an amulet, belt, bracelet, brooch, circlet, necklace, periapt, ring, talisman, or tiara and you can have one additional active infusion of this type without counting against your maximum number of infused items. This increases to two additional infusions at 5th level, three at 9th level, and four at 15th level.

Arcane Jeweler Spells

3rd-level Arcane Jeweler feature

You always have certain spells prepared after you reach particular levels in this class, as shown in the Arcane Jeweler Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Arcane Jeweler Spells

Artificer Level	Spell
3rd	*absorb elements, shield*
5th	*protection from poison, warding bond*
9th	*mage sight, protection from energy*
13th	*arcane portal, death ward*
17th	*chromatic ward, circle of power*

Jewelcaster

3rd-level Arcane Jeweler feature

You use items of jewelry such as amulets, belts, bracelets, brooches, circlets, earrings, necklaces, periapts, rings, talismans, and tiaras as the basis for your artificer magic. You can use any item of jewelry worn by you as a spellcasting focus for your artificer spells and you do not require a free hand to wield such an item as a focus.

Additionally, you can expend a spell slot in place of spending the charges or uses of a magical item of this sort and can use your artificer Spell Attack bonus and Spell Save DC in place of that of the item. If there is no direct spell level correlation for the effect, the DM will assign an appropriate spell level.

Magical Charm

3rd-level Arcane Jeweler feature

You learn the *mystic foci* and *mystic talisman* cantrips as additional cantrips known. When you cast these cantrips on an item of jewelry, you can use your Magical Tinkering feature as part of casting the spell to create a magical charm. The duration changes to 'until dispelled or expended' and does not require concentration but is treated as one of your Magical Tinkering objects for the duration.

Arcane Pairing

5th-level Arcane Jeweler feature

You learn the Arcane Pairing infusion as an additional infusion known. Your use of this infusion on a set of jewelry does not count as one of your infused items.

Arcane Pairing

Prerequisite: Arcane Pairing feature
Items: Up to two items of magical jewelry (requires attunement)
This infusion can be used collectively on up to two items of magical jewelry (including infused items). Both items are treated as a single item for the purposes of attunement, a creature attuned to the set is treated as being attuned to all items of the set. A creature attuned to the set can summon all affected items to themselves as a bonus action, becoming instantly adorned with the jewelry. A creature can be attuned to only a single such item set.

Enchanted Accoutrement

9th-level Arcane Jeweler feature
You learn the Enchanted Accoutrement infusion as an additional infusion known. Your use of this infusion on a set of jewelry does not count as one of your infused items.

Enchanted Accoutrement

Prerequisite: Enchanted Accoutrement feature
Items: Up to three items of magical jewelry (requires attunement)
This infusion can be used collectively on up to three items of magical jewelry (including infused items). All three items are treated as a single item for the purposes of attunement, a creature attuned to the set is treated as being attuned to all items of the set. A creature attuned to the set can summon all affected items to themselves as a bonus action, becoming instantly adorned with the jewelry. A creature can be attuned to only a single such item set.

Eldritch Regalia

15th-level Arcane Jeweler feature
You learn the Eldritch Regalia infusion as an additional infusion known. Your use of this infusion on a set of jewelry does not count as one of your infused items.

Eldritch Regalia

Prerequisite: Eldritch Regalia feature
Items: Up to five items of magical jewelry (requires attunement)
This infusion can be used collectively on up to five items of magical jewelry (including infused items). All five items are treated as a single item for the purposes of attunement, a creature attuned to the set is treated as being attuned to all items of the set. A creature attuned to the set can summon all affected items to themselves as a bonus action, becoming instantly adorned with the jewelry. A creature can be attuned to only a single such item set.

Bowyer

A master-craftsman specialized in the construction of bows and arrows, these artificers are often found on the fringes of civilization. Preferring traditional technologies and natural magics, a bowyer is also quite proficient in the use of the bow and can imbue their arrows with magical effects.

Bonus Proficiencies

3rd-level Bowyer feature
You gain proficiency with woodcarver's (bowyer's) tools. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice. You also gain proficiency with longbows and shortbows.

Bowyer Spells

3rd-level Bowyer feature
You learn the *impel weapon* cantrip as additional artificer cantrip known. Additionally, when you prepare the list of artificer spells that are available for you to cast, you may prepare a number of additional spells equal to your proficiency bonus and you can choose the spells you prepare from the ranger spell list or the artificer spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes an artificer spell for you.

The *Primordial Lore: Masters of the Wild* source book contains a new type of ranger spell, known as Arrow Tricks, that are especially suitable for a Bowyer.

Customized Bow

3rd-level Bowyer feature
When you finish a long rest, you can use bowyer's tools to customize one bow you touch. You can either cause a single bow to be affected by two infusions you know, or you can affect a bow that is already magical with a single infusion. If both infusions or the magical bow's normal enchantment offers a bonus to hit and damage, you use the higher bonus.

The infusions used as part of this feature do not count against your number of infused objects and you can use the same infusions on other objects normally. The bow is treated as a single item for the purposes of attunement, even if it bears more than one infusion or enchantment requiring attunement. Additionally, the bow can have one Magical Tinkering property without counting as one of your Magical Tinkering objects.

The bow remains your Customized Bow until you affect a new bow with this feature.

Trick Arrows

3rd-level Bowyer feature
When you finish a long rest, you can prepare a number of special arrows equal to double your proficiency bonus. These arrows are magical until used or you finish a long rest and for each trick arrow choose one of the following cantrips: *booming blade, burning blade, crushing blow, green-flame blade, mordant blade, rime blade, serpent strike, slashing shot, smelting smite,* or *storm hammer.*

When you make an attack using a bow, you can choose to use one of your special arrows allowing you to cast that cantrip using that arrow in place of that attack. For the purposes of this feature, a cantrip that normally involves a melee weapon and a melee attack instead requires a bow and an attack using the arrow against any target within half your bow's short range. A cantrip that involves either a melee or ranged weapon attack requires a ranged weapon and an attack using the arrow against any target within your bow's range.

Only you can use these special arrows to cast the cantrip. Starting at 5th level your Trick Arrows have a +1 bonus to attack and damage, this increases to +2 at 15th level.

Extra Attack

5th-level Bowyer feature
You can attack twice, instead of once, whenever you take the Attack action on your turn.

Bowyer's Quiver

9th-level Bowyer feature

When you cast a spell that normally affects a specific number of pieces of ammunition drawn from a quiver (*magic quiver, poisoned arrows, flame arrows, split-arrow quiver, storm quiver*), the spell does not require concentration, the duration changes to 'until dispelled or expended', and a number of additional arrows equal to your proficiency bonus can be drawn from the quiver before the spell ends. The spell also ends if you cast a second such spell affecting the same quiver or if you cast that spell again. Each use of this feature counts as one of your Magical Tinkering objects.

Master Bowyer

15th-level Bowyer feature

Your skills with the tools of a bowyer lets you more effectively enhance bows and arrows:

- When you use an infusion or cast a spell that grants a bow or an arrow a magical bonus to hit and damage, you can increase that bonus by +1, to a maximum of a +3 bonus.
- You learn the Arrow of Slaying infusion as an additional infusion known, your use of this infusion does not count against your maximum number of infused items.

Arrow of Slaying

Prerequisite: Master Bowyer feature

Item: An arrow

You infuse an arrow with magic meant to slay a particular kind of creature. The arrow has a +3 bonus on attack and damage rolls. Choose a type, race, or group of creatures when you infuse the arrow. If a creature belonging to the chosen type, race, or group associated with an arrow of slaying takes damage from the arrow, the creature must make a Constitution saving throw versus your spell save DC, taking an extra 6d10 piercing damage on a failed save, or half as much extra damage on a successful one.

Once an arrow of slaying deals its extra damage to a creature, or you use this infusion to affect a new arrow, it becomes a nonmagical arrow.



Clockwork Tinker

You are an expert in the creation and control of constructs and clockwork mechanical devices. Beginning with a unique Homunculus Servant, you learn to build and customize a variety clockwork devices and constructs.

Machine Insight

3rd-level Clockwork Tinker feature

Whenever you make a check related to constructs, machines, or mechanical devices, you are considered proficient and add double your proficiency bonus to the check, instead of your normal proficiency bonus. When using the crafting rules, you can create constructs and mechanical devices at half the normal cost and in one quarter the normal amount of time.

Clockwork Spells

3rd-level Clockwork Tinker feature

You always have certain spells prepared after you reach particular levels in this class, as shown in the Clockwork Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Clockwork Tinker Spells

Artificer Level	Spell
3rd	*implement animation, repair object*
5th	*animate armament, siege bolt*
9th	*animate construct, tiny servant*
13th	*fabricate, summon construct*
17th	*aerial conveyance, animate object*

Clockwork Homunculus

3rd-level Clockwork Tinker feature

You learn the Homunculus Servant infusion as an additional infusion known and gain the benefits of the Improved Homunculus feat.

Construct Tinker

5th-level Clockwork Tinker feature

You are proficient in the construction and modification of constructs, you gain the following benefits:

- You can cast the *animate construct* spell once using this feature, without having the spell prepared or expending a spell slot. You can use this feature to cast *animate construct* again when you finish a long rest.
- You learn the Enduring Construct infusion as an additional infusion known. You may have a single use of this infusion active on a construct without counting as one of your infused objects.
- You learn a number of additional infusions from the list in the Construct Enhancement infusion list equal to your Intelligence modifier. You may have a single use of a Construct Enhancement infusion active on each construct you have created without counting as one of your infused objects.

Manual Control

9th-level Clockwork Tinker feature

You have a special connection to constructs you create.

- You can mentally command any construct you have crafted or object you have animated with an artificer spell within 500 feet.
- As an Action on your turn, you can assume direct control of a construct or animated object controlled by you within this range. You can sense what it senses until the start of your next turn, gaining the benefits of any special senses it possesses. When you use this ability, you can cause the construct or object to use its Reaction to take an Action during your turn and to speak with your voice. You may use your spell attack modifier for any attack rolls or ability checks the construct or object makes during the Action and you may add your spellcasting ability modifier to the creature's damage rolls during the Action. Any saving throw required as a result of the Action may use your spell save DC instead of the normal save DC.

Master Construct Tinker

15th-level Clockwork Tinker feature

You may have up to two Construct Enhancement infusions active on each construct you have created without counting against your maximum number of infused objects.

Eldritch Artificer

An Eldritch Artificer specializes in the blending of the traditional magic practiced by wizards and the arcane science of the artificer. Such artificers are especially skilled in the creation and use of traditional magical items.

Bonus Proficiencies

3rd-level Eldritch Artificer feature

You gain proficiency in the Arcana skill and one artisan tool of your choice. If you are already proficient in the Arcana skill, you add double your proficiency bonus to checks you make using it.

Traditional Magic

3rd-level Eldritch Artificer feature

As a student of wizardly magic, you have a spellbook containing wizard spells. Designs and schematics for your Artificer devices also tend to find their way into this book. You may cast spells and scribe spells in your spell book as described under the Wizard Spellcasting feature in the Player's Handbook (p.114), except as noted below:

Cantrips

You learn two additional cantrips of your choice from the wizard spell list.

Studied Cantrips. As a special rule for wizards and other spellcasters that keep a spellbook, a cantrip can be recorded in your spellbook in a process that takes 1 hour and costs 25gp. With 1 hour of study, you can exchange one of your cantrips known for a cantrip from your spellbook.

Prepared Cantrips. When you prepare spells for the day, you can prepare a cantrip contained in your spell book in place of a spell of 1st level or higher.

Spellbook

You gain a spellbook containing your research into traditional arcane magic. The spellbook contains three cantrips from the wizard spell list and six 1st-level wizard spells of your choice. You may add two additional spells of a level you can cast or a cantrip to your spell book each time you gain an artificer level, or you can add spells as you come across them on your adventures, as described in the wizard Spellcasting feature.

Preparing and Casting Spells

When you prepare the list of artificer spells each day you may also prepare spells from your spell book. Choose a number of Wizard spells equal to your Intelligence modifier + your proficiency bonus (minimum of one spell). The spells must be of a level for which you have spell slots. You may cast these spells using your artificer spells slots.

Ritual Casting

You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

Spellcasting Focus Required

You can use an arcane focus, typically an orb, a crystal, a rod, a specially constructed staff, a wand-like length of wood, or some similar item as a spellcasting focus for your wizard and artificer spells. You must have a spellcasting focus in hand when you cast any wizard spell, you cannot cast your wizard spells without such aid. You can use your Spellbook as an arcane spellcasting focus for your wizard and artificer spells.

Eldritch Artifice

3rd-level Eldritch Artificer feature

Your skill at blending magic and artifice grants you several benefits when crafting and identifying magical items.

Artifact Lore. You have an innate familiarity with magical items. As an Action you can tell if an item you touch is magical and you can cast *identify* at will, without expending a spell slot, requiring components, or having the spell prepared.

You can become attuned to the item you are identifying as part of casting the spell.

Enchant Minor Item. You gain the Craft Permanent Infusion optional artificer feature, even if it is not commonly being used. You also know the Replicate Minor Magic Item infusion as an additional infusion known and you gain the *advanced magical tinkering* spell as an artificer spell that is always prepared.

Magecraft. You can cast *advanced magical tinkering* to imbue an object with the Replicate Minor Magic Item or Specialized Cantrip Focus property as an action instead of the normal casting time and without expending material components. Additionally, you can choose spells from the wizard spell list when you imbue the Specialized Cantrip Focus property.



Magic Item Expert

5th-level Eldritch Artificer feature

Your skill in crafting magical items has also made you an expert in their use.

- You may use your own Spell Attack Modifier and spell save DC for any spell or effect generated by a magic item.
- You may attune to one additional magical item and you may attune to magical items as if you were a wizard.
- When you cast a spell from an item, you may expend a spell slot in place of a charge or use of an item to cast the spell at the level of the spell slot expended.

Arcane Infusions

9th-level Eldritch Artificer feature

You may choose a number of additional Replicable Items from the Replicate Magic Item Infusion list equal to your proficiency bonus as additional infusions known. The items must be ones allowed by your level. You may replace one of these infusions with a new one when you gain an Artificer level. You may have a number of additional infusions active equal to half your proficiency bonus so long as those infusions are replicated magic items.

Additionally, you can imbue an item that is already magical with one of your artificer infusions. If the infusion offers the same bonus as the item being infused, you use the higher of the two bonuses. The item counts as single item for the purposes of attunement.

Improved Spell-Storing Item

15th-level Eldritch Artificer feature

When you use your Spell-Storing Item feature, you can store up to two spells in the object and the spells can be of up to 3rd level and from the artificer or wizard spell list. The total number of times the item can be used to cast a spell is equal to twice your Intelligence modifier, regardless of which spell is cast from it.

When you reach 19th level, you may store up to three spells in the object and the spells can be of up to 4th level.

Engineer

An engineer is an artificer's artificer. You blend mechanical and arcane knowledge to create amazing custom devices and to operate and service vehicles of all types.

Bonus Proficiencies

3rd-level Engineer feature

You gain proficiency with Vehicles (air, land, and water). If you already have proficiency with a listed vehicle, you instead gain proficiency with a tool of your choice. (**Note:** You gain proficiency with air vehicles only if such vehicles exist in the campaign world.) Additionally, you are proficient with improvised weapons.

Engineer Spells

3rd-level Engineer feature

When you prepare the list of artificer spells that are available for you to cast, you may prepare a number of additional spells equal to half your artificer level (round up).

Tool Expertise

3rd-level Engineer feature

Your proficiency bonus is doubled for any ability check you make that uses your proficiency with a tool (including your proficiency with vehicles). When you would normally get the artificer Tool Expertise feature at 6th level, you instead gain proficiency with two skills, tools, or weapons of your choice.

Custom Engineering

3rd-level & 9th-level Engineer feature

Choose one of the following options: Custom Arcane Device, Custom Construct Assistant, Custom Tools, or Custom Vehicle from the options below. You gain that option. When you reach 9th level you gain one feature you did not choose at 3rd level. When you gain a level in this class you can replace one Custom Engineering Option you chose with a different one.

Custom Arcane Device

When you finish a long rest, you can use Tinker's Tools to turn one item you touch that can be worn or carried into a Custom Arcane Device (CAD). This device varies widely in form, from an arcane-mechanical gauntlet or a custom spell-powered weapon to a suit of magically reinforced armor; the form is often indicative of the spell that can be produced by the device. The CAD can be used as a spellcasting focus for your Artificer spells and grants the following benefits:

- You can choose one artificer spell with a casting time of 1 Action or less; the CAD gains the ability to produce that spell effect. When you gain this feature the spell must be a cantrip. When you reach 5th level the spell can be of up to 1st level, this increases to 2nd level at 9th level, to 3rd level at 13th level, and up to 4th level at 17th level. Using an appropriate action, you can use the CAD to produce that spell effect without requiring components. If a cantrip, you can cast it at will, if a spell of 1st-level or higher, you can cast it a number of times equal to your proficiency bonus without expending a spell slot, or you can expend a spell slot to cast the spell at the level of the spell slot expended.
- Your CAD can bear up to two infusions that can affect a spellcasting focus or a normal item of its type. These infusions do not count against your maximum number of infused items or count as a use of the infusion. The item is treated as a single item for the purposes of attunement, even if it bears more than one infusion requiring attunement.
- You can have up to two Magical Tinkering properties active on your CAD, without counting against your maximum number of Magical Tinkering objects.

Custom Construct Assistant

When you finish a long rest, you can use Tinker's Tools to create a Custom Construct Assistant (CCA). Your CCA has the statistics of a Homunculus Servant with the following additional benefits:

- It gains the ability to speak languages you know and its Intelligence and Wisdom scores increase to 12 (with the appropriate changes to skills and saving throws).

- It contains a set of integrated thieves' tools and tinkers' tools and can use these tools on its own without being commanded using its appropriate ability modifier + your PB with the tool. While your CCA is within 5 feet of you, you have advantage on ability checks that apply your proficiency bonus with thieves' tools or artisan tools.
- It can take the Dash, Disengage, Dodge, Help, Hide, Search, or Use an Object action without you using a bonus action to command it.
- It gains additional hit points equal to double your artificer level.
- You can have up to two Construct Enhancement infusions active on your CCA as if it were a homunculus, and these infusions do not count against your maximum number of infused items.

Your CCA remains until it is destroyed, you create a new CCA, or you die.

Custom Tools

You learn the Custom Tool Bag infusion as an additional artificer infusion known, and your use of this infusion does not count as one of your infused items. When you use this infusion, tool sets contained in the infused bag become your custom tools. You gain the following benefits when using your Custom **Tools:**

- While carrying the custom tool bag you always have something on hand that you can use as an improvised weapon, most commonly a favorite wrench or similar heavy object. When using tools from the bag as improvised weapons, they count as simple weapons the Light and Thrown (range 20/60) properties for you, and inflict 1d6 bludgeoning, piercing, or slashing damage (your choice) on a hit. You can use Intelligence in place of Strength for the attack and damage rolls of these weapons.
- Infusions that can affect a bag, a tool, spellcasting focus, or melee weapon can instead be used on the Custom Tool Bag. You can have up to two additional infusions active on your Custom Tool Bag, and these infusions do not count against your maximum number of infused items or count as a use of the infusion. If the infusion affects a tool, it affects all tool sets contained in the bag, if it affects a weapon, it affects any tool drawn from the bag while you wield it as a weapon.
- The bag is treated as a single item for the purposes of attunement, even if it bears more than one infusion requiring attunement.
- Magical Tinkering properties that can be used on bags, tools, spellcasting focuses, or melee weapons can be used on the Custom Tool Bag. You can have up to two Magical Tinkering properties active on your Custom Tool Bag, without counting against your maximum number of Magical Tinkering objects. If the property affects a tool, it affects all tool sets contained in the bag, if it affects a weapon or spellcasting focus, it affects any improvised weapon or tool used as a focus drawn from the bag for as long as you wield it.

The tools remain your custom tools until you switch out tool sets in the bag, or you die. Only you gain any benefit from your custom tools. Custom tools reappear in the bag if they are more than 5 feet away from you and the custom tool bag for 1 minute or more.

Custom Vehicle

When you finish a long rest, you can use you can use Tinker's tools to customize one vehicle you touch with which you are proficient, that vehicle becomes your Custom Vehicle. Your Custom vehicle gains the following benefits:

- The vehicle can tirelessly move at its normal speed without fuel or any other means of propulsion (no draft animal, fuel, rowers, or wind required). The vehicle is not animated, but instead becomes equipped with an apparatus to steer and direct its movement which is used to pilot it.
- You have advantage on ability checks related to the operation, maintenance, and repair of your custom vehicle.
- While in or on your custom vehicle, you can use the entirety of the vehicle as an arcane spellcasting focus for your artificer spells. When you cast a spell using your custom vehicle as a focus you can cause the spell effect to originate from any point on the vehicle you can see. You can also cast spells as part of the same action used to perform other vehicle operations, such as piloting the vehicle.
- While in or on your custom vehicle, you can make any spell you cast that targets only you also target your vehicle.
- You can have up to two Vehicle Enhancement infusions active on your Custom Vehicle, and these infusions do not count against your maximum number of infused items.

The vehicle remains your Custom Vehicle until you use this feature on a different vehicle or you die.

Jury-rig

5th-level Engineer feature

You can cobble together a magical device on the fly. In a process that takes 1 minute, you can create a temporary device that mimics the effects of one infusion. You needn't know this infusion, but you must meet the prerequisites for it as normal. This device functions for a number of hours equal to your Intelligence modifier or until you use this feature again and does not count as one of your infused items. Once you create an item using this feature, you cannot do so again until you finish a short or long rest, or you end one of your active infusions to use it.

Additionally, you can now use your Infuse Item feature to infuse a single item when you finish a short rest.

Custom Engineering

9th-level Engineer feature

You gain one of the following options you did not chose at 3rd level: Custom Arcane Device, Custom Construct Assistant, Custom Tools, or Custom Vehicle.

Master Engineer

15th-level Engineer feature

You learn 4 additional infusions and the maximum number of items you can infuse at once increases by 2. Additionally, an item created using your Jury-rig feature now lasts until you use that feature again.

Guncrafter

A Guncrafter is an expert in the crafting and use of firearms. The term guncraft is collectively used by such artificers to refer to all aspects of their passion for firearms of every shape and form. The custom firearms created by these artificers are amazing examples of the gunsmith's craft and often works of deadly beauty. These firearm aficionados love nothing more than to constantly tinker with, modify, and test their weapons.

"I'm a Mandalorian. Weapons are part of my religion." – Star Wars: The Mandalorian (S1.Ep2)

Gunsmithing

3rd-level Guncraft feature

You gain proficiency gunsmith's tools. If you are already proficient with such tools you gain proficiency with a different tool of your choice. You also gain proficiency with all firearms and when you craft a firearm or firearm ammunition, mundane or magical, it takes you a quarter of the normal time, and it costs you half as much of the usual gold. (This is not cumulative with the Craft Permanent Infusion feature, but is cumulative with the Magic Item Adept feature.)

Eldritch Ammunition

3rd-level Guncraft feature

You learn the Enhanced Ammunition Crafting Tools infusion as an additional infusion known. The use of this infusion on a set of Gunsmith's Tools does not count as one of your infused items. You can use the tools affected by this infusion once, without expending a spell slot, as if you had used the highest-level artificer spell slot available to you. You regain the ability to use these tools without expending a spell slot when you finish a long rest.

Custom Firearms

3rd-level Guncraft feature

You have put your gunsmithing skills to excellent use, you gain the following benefits:

- Your custom firearms can bear one of your infusions and one of your Magical Tinkering properties without counting against your number of infused items or Magical Tinkering objects and your use of an infusion on your custom firearm does not count as a use of that infusion.
- You can use your Custom Firearm as a spellcasting focus for your artificer spells.
- You have meticulously crafted a custom weapon that makes use of your gunsmithing skills, choose a Custom Blunderbuss, a pair of Custom Dragoons, a Custom Musket, a pair of Custom Pistols, or a Custom Rifle. You gain the Custom Firearm(s) selected.

Custom Blunderbuss

Damage 2d8 Piercing, Properties: Ammunition (Firearms), (Range 40/120), Reload (1), Two-Handed, Special:

Spread. You never suffer disadvantage on attack rolls using the blunderbuss, but the damage is reduced to 1d8 against a target at long range.

Repeating. If you use the Repeating Shot infusion on the blunderbuss, it instead gains the Reload (12) property. You can fire 12 shots, then you must magically reload it using an action or a bonus action.

Blast. When you hit a medium or smaller creature at half your short range or less with an attack using the blunderbuss, it must make a Strength saving throw versus your Artificer Spell Save DC or be knocked prone.

Custom Dragoons

Damage 2d6 Piercing, Properties: Ammunition (Firearms), (Range 30/90), Reload (1), Light, Special:

Spread. You never suffer disadvantage on attack rolls using the dragoon, but the damage is reduced to 1d6 against a target at long range.

Repeating. If you use the Repeating Shot infusion on the dragoons, they instead each gain the Reload (6) property. You can fire 6 shots with each dragoon, then you must magically reload each pistol using an action or a bonus action.

Matched Set. You gain two Custom Dragoon Pistols. Attunement to both dragoon pistols count as attunement to a single item and an infusion or magical tinkering property targeting one dragoon affects both dragoons and counts as a single item. While wielding a custom dragoon in each hand, when you use your Action to cast an artificer spell or take the Attack action using one dragoon, you can make an attack using the second dragoon as a bonus action.

Custom Musket

Damage 1d12 Piercing, Properties: Ammunition (Firearms), (Range 100/400), Loading, Two-Handed, Special:

Accurate. You gain the benefits of the Archery fighting style, granting you a +2 bonus on ranged attack rolls, but only when using your custom musket.

Custom Pistols

Damage 1d10 Piercing, Properties: Ammunition (Firearms), (Range 50/150), Loading, Light, Special:

Matched Set. You gain two Custom Pistols. Attunement to both pistols count as attunement to a single item and an infusion or magical tinkering property targeting one pistol affects both pistols and counts as a single item. While wielding a custom pistol in each hand, when you use your Action to cast an artificer spell or take the Attack action using one pistol, you can make an attack using the second pistol as a bonus action.

Custom Rifle

Damage 1d12 Piercing, Properties: Ammunition (Firearms), (Range 150/600), Reload (1), Two-Handed, Special:

Accurate. You gain the benefits of the Archery fighting style, granting you a +2 bonus on ranged attack rolls, but only when using your custom rifle.

Repeating. If you use the Repeating Shot infusion on the rifle, it instead gains the Reload (12) property. You can fire 12 shots, then you must magically reload it using an action or a bonus action.

Your custom firearm requires constant care and tinkering to function, if it is more than 5 feet away from you for 1 minute or more, it ceases to function until back in your possession.

If you lose this custom weapon, or wish to change the type of custom weapon, you can craft a new weapon using gunsmith's tools in a process that takes 1-hour, which can be completed during a short or long rest. The previous weapon is cannibalized for parts and is destroyed when you do so.

> **Armor Piercing Optional Special Property.** To represent the historical advantage of a firearm, the Martial Options: The Art of Combat sourcebook presents the option to add the Armor Piercing Special Property to rifles, pistols, and muskets (not blunderbusses or dragoons): If you make a ranged weapon attack using a firearm at the weapon's short range, you ignore any bonus to AC from non-magical armor or shield included in the target's AC.

Guncrafting

3rd-level Guncraft feature

Your constant tinkering with firearms allows you to quickly make modifications to a weapon. You learn two infusions of your choice for which you meet the prerequisites that can be used on ranged weapons. You learn an additional ranged weapon infusion when you reach 9th level and 15th level in this class. These infusions do not count against your number of infusions known. You also learn the *advanced magical tinkering* spell. This spell is always prepared but does not count against the number of artificer spells you prepare.

As a bonus action on your turn, you can do one of the following:

- You can cast *advanced magical tinkering* on a ranged weapon without requiring components. This does not count as one of your magical tinkering objects, but is not permanent, it lasts for a number of hours equal to your Intelligence modifier, or you cast this spell on the weapon again.
- You can infuse a ranged weapon with an infusion you know that can be used on a ranged weapon. This infusion does not count as one of your infused items or a use of that infusion but does not last indefinitely, it lasts for a number of hours equal to your Intelligence modifier, or you use this feature to infuse a new item.

You can use this feature on a weapon even if that weapon is already magical or bears one of your infusions or on an item already bearing one of your Magical Tinkering properties. If both infusions or the magical weapon's normal enchantment offers a bonus to hit and damage, you use the higher bonus. If the weapon bears more than one infusion or enchantment requiring attunement, it counts as only a single item for the purposes of attunement.

You can use this feature a number of times equal to your proficiency bonus, you regain all expended uses when you finish a long rest.

Extra Attack

5th-level Guncraft feature

You can attack twice, rather than once, whenever you take the Attack action on your turn.

Gunplay Expert

9th-level Guncraft feature

You gain one of the following feats: Deadly Aim, Gunner, Piercer, Pistoleer, or Sharpshooter. If you choose not to take a feat, you may instead gain a +2 bonus to either Dexterity or Intelligence or a +1 bonus to each score, to the normal maximum of 20.

Guncraft Master

15th-level Guncraft feature

Your skill as a gunsmith has reached its pinnacle, granting you the following benefits:

- When you use an infusion or cast a spell that grants a firearm a magical bonus to hit and damage, you can increase that bonus by +1, to a maximum of a +3 bonus.
- Your Custom Firearm(s) can now be imbued with up to two infusions. Infusions used on your custom firearm do not count as a use of that infusion or as one of your infused items. If the weapon bears more than one infusion requiring attunement, it counts as only a single item for the purposes of attunement.
- Your Custom Firearm(s) can now bear two Magical Tinkering properties without counting against your number Magical Tinkering objects.

> **Guncrafting Infusions and Magical Tinkering Properties**
> - Common infusions used with this feature are: Dragon Gun, Enhanced Focus Weapon, Enhanced Ranged Weapon, Enhanced Weapon, Guncraft Cannon, Impelled Weapon, Precise Weapon, Repeating Shot, Sharpshooting Weapon, or Sniping Weapon.
> - Common advanced magical tinkering properties used with this feature include: Minor Property, Optical Sighting System, Replicate Minor Magic Item (Light Tube), Silencing Enhancement, Target Marking System, or Triggering Refinement..



Iron Chef

An artificer of this specialty travels the world in search of the freshest and most exotic ingredients, ably defending themselves, their companions, and the provisions with the tools of their trade. Their skills at cooking and battle make them much sought-after companions of the road and they often find an honored place in armies or mercenary companies. Kings and emperors have gone to war to secure the services of the most skilled Iron Chefs.

Chef Training

3rd-level Iron Chef feature

You gain the Chef feat:

Chef

Time spent mastering the culinary arts has paid off, granting you the following benefits:

- Increase your Constitution or Wisdom score by 1, to a maximum of 20.
- You gain proficiency with cook's utensils if you don't already have it.
- As part of a short rest, you can cook special food, provided you have ingredients and cook's utensils on hand. You can prepare enough of this food for a number of creatures equal to 4 + your proficiency bonus. At the end of the short rest, any creature who eats the food and spends one or more Hit Dice to regain hit points regains an extra 1d8 hit points.
- With one hour of work or when you finish a long rest, you can cook a number of treats equal to your proficiency bonus. These special treats last 8 hours after being made. A creature can use a bonus action to eat one of those treats to gain temporary hit points equal to your proficiency bonus.

> If you already have proficiency with cook's utensils, you gain proficiency with one other type of artisan's tools of your choice.

Iron Chef Spells

3rd-level Iron Chef feature

You always have certain spells prepared after you reach particular levels in this class, as shown in the Iron Chef Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Iron Chef Spells

Artificer Level	Spell
3rd	*bless, heroism*
5th	*dragon's breath, lesser restoration*
9th	*create food and water, haste*
13th	*death ward, stoneskin*
17th	*greater restoration, skill empowerment*

Iron Chef Implements

3rd-level Iron Chef feature

When you finish a long rest you can touch a set of cook's utensils you carry and turn them into Iron Chef Implements. You gain the following benefits while carrying these implements:

- You can always grab items you can use as a weapon or a shield, commonly a knife (dagger), cleaver (hand ax), skillet (light hammer), rolling pin (club), or pot lid (shield) these weapons are simple weapons for you, and you can grab and ready two such items as part of any attack you make using them. You can use your Intelligence modifier in place of Strength or Dexterity for attack and damage rolls using these weapons.
- The implements can bear one of your infusions that can be used on a set of tools, a spellcasting focus, or one or more weapons. A weapon infusion affects any tool drawn from the set while you wield it as a weapon. Items drawn from the utensils are only magical when used by you and reappear back among the rest of the utensils if they are more than 5 feet away from you for 1 minute or more.

Additionally, when used in conjunction with your Chef feat the utensils grant additional benefits:

- You can add your Intelligence modifier to the hit points regained from a meal during a short rest and to the temporary hit points granted by a treat.
- When you make a meal during a short rest you can feed additional creatures equal to your Intelligence modifier.
- When you make treats using these utensils, you can make additional treats equal to your Intelligence modifier, but each of these additional treats takes the place of one of your Magical Tinkering objects until consumed.
- When you make treats using these utensils, you can cast one or more beneficial artificer spells you know as part of that process. The spell effect of each spell you cast is imbued in one of the treats (if the spell can affect multiple targets it can be used on multiple treats). A creature that consumes a treat gains the benefits of the spell, targeting itself, which lasts for its full duration without concentration. Each treat can be imbued with only one spell and must be consumed within 8 hours of creation.

These utensils remain your Iron Chef Implements until you use this feature on a new set of cook's utensils.

Extra Attack

5th-level Iron Chef feature

You can attack twice, rather than once, whenever you take the Attack action on your turn.

Implement Skills

9th-level Iron Chef feature

You are an expert with the use of a knife and similar implements in cooking and combat. A simple weapon with the light property deals one extra die of its damage when you hit with it.

Additionally, the *create food and water* spell gains the ritual tag for you, and when you cast the spell, you can create any nonmagical food or beverage you wish.

Master Iron Chef

15th-level Iron Chef feature

You have mastered the techniques of the Iron Chef, gaining the following benefits:

- When you use your Chef feat to cook special food as part of a short rest, you can create a magical meal that grants creatures that eat the food the benefits of a *heroes' feast* spell, in addition to the normal benefits. Once you create this magical meal, you cannot do so again until you finish a long rest.
- When cast spells with your Iron Chef Tools as part of preparing treats using your Chef feat, those spells do not require material components to cast.

Physicker

You are an able arcane healer, surgeon, and physician, capably blending arcane magic with medical skill and herb lore.

Physician

3rd-level Physicker feature

You gain proficiency with the Medicine skill and with Herbalism Kits. If you are already proficient with the Medicine skill, you add double your proficiency bonus to checks you make using it. If you are already proficient with Herbalism Kits, you gain proficiency with one other type of artisan's tools of your choice. Additionally, you can use Healer's kits and Herbalism Kits, and their resulting products, as spellcasting focuses for your artificer spells and you learn the *minor healing* & *minor restoration* cantrips as additional artificer cantrips known.

Physicker Spells

3rd-level Physicker feature

You always have certain spells prepared after you reach particular levels in this class, as shown in the Physicker Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Physicker Spells

Artificer Level	Spell
3rd	*cure wounds, grievous wound*
5th	*protection from poison, lesser restoration*
9th	*feign death, revivify*
13th	*death ward, staggering smite*
17th	*greater restoration, raise dead*

Surgical Skill

3rd-level Physicker feature

Your study of physiology grants you the ability to heal your patients more effectively and to inflict additional damage when you can strike with precision. Once on each of your turns, you can use one of the following effects:

- When you hit a creature you can see within 30 feet of you with a spell attack or a weapon attack using a ranged, finesse, or light weapon, you can inflict additional damage equal to your proficiency bonus in the Medicine skill to that creature.
- When you cast a spell or use a feat or class feature to restore hit points to a creature you can see within your reach, you can restore additional hit points equal to your proficiency bonus in the Medicine skill to that creature.

Once you use this feature to inflict additional damage or restore additional hit points, you cannot use it again until the start of your next turn. You cannot inflict the additional damage from this feature if you have disadvantage on the attack roll.

Expert Healer

5th-level Physicker feature

You gain the Healer feat. If you already have this feat, you gain a feat of your choice instead.

Healer

You are an able physician, allowing you to mend wounds quickly and get your allies back in the fight. You gain the following benefits:

- When you use a healer's kit to stabilize a dying creature, that creature also regains 1 hit point.
- As an action, you can spend one use of a healer's kit to tend to a creature and restore 1d6 + 4 hit points to it, plus additional hit points equal to the creature's maximum number of Hit Dice. The creature can't regain hit points from this feat again until it finishes a short or long rest.

Herbal Panacea

9th-level Physicker feature

As an action, you can use an Herbalism Kit to produce and administer a restorative ointment to a creature you can touch. The creature regains 2d8 + your Intelligence modifier hit points, ceases to be poisoned, blinded, deafened, and paralyzed, and is cured of any disease.

You can use this feature a number of times equal to your proficiency bonus with herbalism kits, and you regain all expended uses when you finish a long rest. Additionally, you can expend a use of this feature in place of a material component for an artificer spell you cast which heals or aids a creature that has a gold piece cost of less than 100gp per artificer level you possess.

Master Physician

15th-level Physicker feature

You learn how best to inflict or heal injuries. You gain the following benefits:

- When a creature suffers damage from your Surgical Skill feature, it must make a Constitution saving throw versus your Artificer Spell Save DC. On a failed save, double the damage of your attack against the creature.
- When you use your Expert Healer or Herbal Panacea feature you can either cause the effects of a *greater restoration* spell or cause the creature to regain additional hit points equal to four times your artificer level. You can't use this effect again until you finish a short or long rest.

Reanimator

A reanimator explores the secrets of life and death: the reanimation of tissue and the restoration of the vital essence of life. What others accomplish by utilizing the dark arts of necromancy, a reanimator accomplishes via the triumph of science over the scourge of death.

Tools of Reanimation

3rd-level Reanimator feature

You gain proficiency with the Medicine skill and with leatherworker's tools. If you are already proficient with the Medicine skill, you add double your proficiency bonus to checks you make using it. If you are already proficient with leatherworker's tools, you gain proficiency with one other type of artisan's tool of your choice.

Additionally, when you summon or create a corporeal undead creature using an artificer spell or infusion, the creature is a construct rather than undead, is unaligned, and is not subject to any spells or effects that affect an undead creature, other than ones used by you. These undead constructs gain immunity to Poison damage, and are immune to the Charmed, Exhaustion, Frightened, Paralyzed, Petrified, and Poisoned conditions.

Your artificer spells and effects that affect undead can affect constructs composed of once living components, and when using the crafting rules, you can create such constructs at half the normal cost and in one quarter the normal amount of time.

Reanimator Spells

3rd-level Reanimator feature

You always have certain spells prepared after you reach particular levels in this class, as shown in the Reanimator Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Reanimator Spells

Artificer Level	Spell
3rd	*alter corpse, create undead beast*
5th	*gentle repose, skeletal steed*
9th	*summon undead, undead fortitude*
13th	*ghastly claws, undead arms*
17th	*danse macabre, raise dead*

Reanimated Construct

3rd-level Reanimator feature

You learn the Reanimated Construct infusion as an additional infusion known. You may have a number of uses of this infusion equal to half your proficiency bonus active on undead constructs created by an artificer spell or class feature without counting against your maximum number of infused items.

Reanimated Construct

Prerequisite: Tools of Reanimation feature
Item: A construct animated using a create undead beast, skeletal steed, or animate dead spell

The undead construct is permanently under your control until destroyed, does not rot or decay, and gains the following benefits:

- Its hit point maximum is increased by an amount equal to your artificer level.
- It adds half your proficiency bonus to its weapon damage rolls and AC (round up).
- Its movement speed is increased by 10 feet.
- You can have this infusion active on multiple undead constructs, each construct counting as one of your infused items.

Undead Construct Expert

5th-level Reanimator feature

You are an expert in the creation and enhancement of constructs created using once living components, you gain the following benefits:

- You learn the *animate dead* spell as an artificer spell. This spell is always prepared and you can cast it once using this feature without expending a spell slot. You can use this feature to cast *animate dead* again when you finish a long rest, or by expending a 2nd level or higher spell slot.
- When you expend a spell slot to cast *create undead beast, skeletal steed*, or *animate dead*, you can expend a spell slot of one level lower than the normal level required for the spell (minimum 1st level) and the spell is treated as being one level higher than the level of the spell slot you expended.
- You learn a number of additional infusions from the list in the Construct Enhancement infusion list equal to your Intelligence modifier. You may have a single use of a Construct Enhancement infusion active on each construct composed of once living components you have created without counting against your maximum number of infused items.

Voltaic Regeneration

9th-level Reanimator feature

Constructs composed of once living components that you create gain immunity to lightning damage and have the Lightning Absorption trait.

Lightning Absorption. Whenever the construct is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

Additionally, if you create a Flesh Golem, it is a perfect specimen, it does not have the Berserk or Aversion of Fire traits.

Reanimated Flesh

15th-level Reanimator feature

You can cast *regenerate* as an action without expending a spell slot or requiring components other than a focus. Once you cast this spell with this feature, you can't cast the spell with it again until you finish a long rest, or you expend a 5th level or higher spell slot.

Additionally, if you cast this spell on a construct composed of once living components, the duration of the spell increases to 8 hours.

Optional Rule: Reanimated Companion

The methods you use to return a creature to life work differently than that of other spellcasters. When you bring a creature back to life using an Artificer spell, their creature type changes to Construct as well as their original creature type and they gain the Deathless Nature racial trait:

Deathless Nature

You have escaped death, a fact represented by the following benefits:

- You have advantage on saving throws against disease and being poisoned, and you have resistance to poison damage.
- You have advantage on death saving throws.
- You don't need to eat, drink, or breathe.
- You don't need to sleep, and magic can't put you to sleep. You can finish a long rest in 4 hours if you spend those hours in an inactive, motionless state, during which you retain consciousness.

Runewright

An artificer that specializes as a Runewright is a practitioner of ancient runic magic. This magic is thought to have originated among giant kind, but both the dwarven and elven races developed their own runic systems as part of their written language.

A runewright learns to decipher the theoretical linguistic origins of this magic. This allows them to draw upon the runic lore of one of these systems to enhance their martial and magical prowess once they become proficient with the associated root language.

Bonus Proficiencies

3rd-level Runewright feature

You gain proficiency with an artisan tool of your choice and you learn to speak, read, and write Elvish, Dwarvish, or Giant. The artisan tool chosen should be one that can be used to etch runes into an object such as Jeweler's Tools, Mason's Tools, Smith's Tools, or Woodcarver's Tools.

Runewright Spells

3rd-level Runewright feature

You always have certain spells prepared after you reach particular levels in this class, as shown in the Runewright Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you can prepare.

Runewright Spells

Artificer Level	Spell
3rd	*comprehend languages, identify*
5th	*arcane lock, magic weapon*
9th	*magic circle, magic armor*
13th	*banishment, polymorph*
17th	*animate objects, legend lore*

Runic Weaponry

3rd-level Runewright feature

You gain the ability to use your Magical Tinkering feature to etch a minor rune into a magical or non-magical weapon. Choose a cantrip from the following table that is related to a rune you know from your Runewrighting feature:

Minor Runes Known

Giant Runes	Minor Rune Cantrip
Cloud Rune	*booming blade, impel weapon, entrancing attack, phantom strike*
Fire Rune	*burning blade, smelting smite*
Friend Rune	*anticipatory attack, warding blade*
Frost Rune	*disruptive strike, rime blade*
Hill Rune	*crushing blow, forceful blow*
Ice Rune	*disruptive strike, rime blade*
Inferno Rune	*burning blade, green flame blade*
Longstrider Rune	*critical insight, impel weapon*
Sea Rune	*crushing blow, mordant blade*



Sky Rune	*critical insight, impel weapon*
Stone Rune	*entrancing attack, warding blade*
Storm Rune	*anticipatory attack, critical insight, booming blade, storm hammer*
Tempest Rune	*booming blade, storm hammer*

Dwarvish Runes	Minor Rune Cantrip
Adamantine Rune	*crushing blow, forceful blow*
Bronze Rune	*anticipatory attack, warding blade*
Crystal Rune	*death strike, radiant blade*
Earth Rune	*crushing blow, mordant blade*
Forge Rune	*burning blade, smelting smite*
Gemheart Rune	*critical insight, warding blade*
Gold Rune	*anticipatory attack, critical insight*
Iron Rune	*disruptive strike, warding blade*
Steel Rune	*critical insight, impel weapon*
Truesilver Rune	*moon strike, phantom strike*

Elvish Runes	Minor Rune Cantrip
Arcane Rune	*disruptive strike, warding blade*
Blade Rune	*anticipatory attack, entrancing attack*
Evenstar Rune	*critical insight, radiant blade*
Mist Rune	*dimensional assault, phantom strike*
Moon Rune	*impel weapon, moon strike*
Oak Rune	*splinterthorn cudgel, springing spear*
Oathbow Rune	*critical insight, impel weapon*
Shadow Rune	*death strike, mordant blade*
Summer Rune	*entrancing attack, radiant blade*
Winter Rune	*dread blade, rime blade*

The weapon etched with the minor rune must be one that can be used as part of an attack with the chosen cantrip. While the weapon bears the minor rune, the weapon becomes magical if it is not magical already, you can cast the chosen cantrip using the weapon bearing the rune to make the attack, and the distance at which you can make an attack using the spell increases to match the reach of the weapon if it would otherwise be shorter.

When you attack with a weapon etched with one of your runes, you can use your Intelligence modifier, instead of Strength or Dexterity modifier, for the attack and damage rolls of the weapon.

A weapon can bear only one of your minor runes, a true rune from your Runewrighting feature, and one of your Infusions. Each minor rune etched in this way counts as one of your Magical Tinkering objects.

Runewrighting

3rd-level Runewright feature

You can use magic runes, known as true runes, to enhance your gear. You learn two runes of your choice for each of the following languages you know: dwarvish, elvish, and giant. You choose these runes from among the runes described below, and each time you gain a level in this class, you can replace one rune of each language you know with a different one from this feature. When you reach certain levels in this class, you learn additional runes from each language you know, as shown in the Runewrighting table.

Runewrighting Table

Artificer Level	Runes Known	Wrought Runes
3rd	2	2
5th	3	3
9th	4	4
15th	5	5

Whenever you finish a long rest, you can touch a number of objects equal to the number of Wrought Runes listed in the Runewrighting table, and you etch a different rune onto each of the objects. To be eligible, an object must be a weapon, a suit of armor, a shield, a piece of jewelry, or something else you can wear or hold in a hand. Your rune remains on an object until you finish a long rest, and an object can bear only one of your runes at a time, though it may also bear a minor rune and one of your infusions.

The following runes are available to you when you learn a rune. If a rune has a level requirement, you must be at least that level in this class to learn the rune. If a rune requires a saving throw or spell attack, it uses your artificer Spell Save DC and Spell Attack modifier.

Giant Runes

You must be able to speak, read, and write Giant to learn these runes.

Cloud Rune. This rune emulates the deceptive magic used by some cloud giants. While wearing or carrying an object etched with this rune, you have advantage on Dexterity (Sleight of Hand) checks and Charisma (Deception) checks.

In addition, when you or a creature you can see within 30 feet of you is hit by an attack roll, you can use your reaction to invoke the rune and choose a different creature within 30 feet of you, other than the attacker. The chosen creature becomes the target of the attack, using the same roll. This magic can transfer the attack's effects regardless of the attack's range. Once you invoke this rune, you can't do so again until you finish a short or long rest.

Fire Rune. This rune's magic channels the masterful craftsmanship of great smiths. While wearing or carrying an object etched with this rune, your proficiency bonus is doubled for any ability check you make that uses your proficiency with a tool. When you gain the Tool Expertise feature, this rune grants a different benefit: When you make an ability check that lets you add your proficiency bonus with a tool, you can treat a d20 roll of 9 or lower as a 10.

In addition, when you hit a creature with an attack using a weapon, you can invoke the rune to summon fiery shackles: the target takes an extra 2d6 fire damage, and it must succeed on a Strength saving throw or be restrained for 1 minute. While restrained by the shackles, the target takes 2d6 fire damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, banishing the shackles on a success. Once you invoke this rune, you can't do so again until you finish a short or long rest.

Friend Rune. This rune is invoked as part of rituals to resolve disputes among giant kind. While wearing or carrying an object that bears this rune, you have advantage on Wisdom (Persuasion) checks and at the start of every combat, attack rolls against you have disadvantage until you take your first turn in the combat.

In addition, you can invoke the rune as a bonus action and strike a point on a surface within your reach. The first time in the next minute that a creature within 60 feet of that point deals damage to another creature, the attacker takes psychic damage equal to half the damage it dealt to the target. Once you invoke this rune, you can't do so again until you finish a short or long rest.

Frost Rune. This rune's magic evokes the might of those who survive in the wintry wilderness, such as frost giants. While wearing or carrying an object etched with this rune, you have advantage on Wisdom (Animal Handling) checks and Charisma (Intimidation) checks.

In addition, you can invoke the rune as a bonus action to increase your sturdiness. For 10 minutes, you gain a +2 bonus to all ability checks and saving throws that use Strength or Constitution. Once you invoke this rune, you can't do so again until you finish a short or long rest.

Hill Rune (7th Level or Higher). This rune's magic bestows a resilience reminiscent of a hill giant. While wearing or carrying an object that bears this rune, you have advantage on saving throws against being poisoned, and you have resistance against poison damage.

In addition, you can invoke the rune as a bonus action, gaining resistance to bludgeoning, piercing, and slashing damage for 1 minute. Once you invoke this rune, you can't do so again until you finish a short or long rest.

Ice Rune (5th Level or Higher). An object etched with this rune is always cold to the touch. While wearing or carrying an object that bears this rune, you are naturally acclimated to cold weather and you have resistance to fire damage.

In addition, you can invoke the rune as a bonus action to touch yourself or another creature and create an icy mantle of protection. The creature gains temporary hit points equal to double your artificer level. If a creature hits the affected creature with a melee attack while it has these hit points, the creature takes cold damage equal to double your artificer level. Any remaining temporary hit points from this effect vanish after 1 hour. Once you invoke this rune, you can't do so again until you finish a short or long rest.

Inferno Rune (5th Level or Higher). This rune channels the fiery drive to burn and destroy present within many fire giants. An object etched with this rune is always warm to the touch. While wearing or carrying an object etched with this rune, you deal double damage to objects and structures and have resistance to cold damage.

In addition, you can invoke this rune as a bonus action to cause weapons you wield to burst into flame for 1 minute, shedding light as a torch, inflicting an additional 1d6 fire damage, and igniting unattended flammable objects on a hit. Once you invoke this rune, you can't do so again until you finish a short or long rest.

Longstrider Rune. This secret rune represents the magic and cunning of the verbeeg longstrider giants. You must have the Spellcasting feature to learn this rune. While wearing or carrying an object inscribed with this rune, your walking speed increases by 10 feet. Additionally, while you bear this rune the following spells can be cast as a spell of the class granting your Spellcasting feature by expending a spell slot of an appropriate level: a*nimal messenger, fog cloud, freedom of movement, pass without trace, silence,* and *water walk*. The spell need not be prepared or known and requires no components other than the object bearing the rune.

In addition, you can invoke this rune as a bonus action to gain special prowess with simple weapons. For one minute a simple weapon wielded by you deals one extra die of its damage when you hit with it. Once you invoke this rune, you can't do so again until you finish a short or long rest.

Sea Rune. This rune's magic evokes the undersea realms of the storm giants. While wearing or carrying an object etched with this rune, you gain a swim speed equal to your walking speed and can breathe air and water.

In addition, you can invoke this rune as a bonus action to extend the passive benefits of the rune to up to a number of other creatures of your choice within 30 feet equal to your proficiency bonus + your Intelligence modifier for 1 hour. Once you invoke this rune, you can't do so again until you finish a short or long rest.

Sky Rune (5th Level or Higher). This rune's magic evokes the cloud shrouded realms of the cloud giants. When you fall while wearing or carrying an object etched with this rune, you descend 60 feet per round and take no damage from falling.

In addition, you can invoke this rune as a bonus action to gain a flying speed equal to your walking speed for 10 minutes. Once you invoke this rune, you can't do so again until you finish a short or long rest.

Stone Rune. This rune's magic channels the judiciousness associated with stone giants. While wearing or carrying an object etched with this rune, you have advantage on Wisdom (Insight) checks, and you have darkvision out to a range of 120 feet.

In addition, when a creature you can see ends its turn within 30 feet of you, you can use your reaction to invoke the rune and force the creature to make a Wisdom saving throw. Unless the save succeeds, the creature is charmed by you for 1 minute. While charmed in this way, the creature has a speed of 0 and is incapacitated, descending into a dreamy stupor. The creature repeats the saving throw at the end of each of its turns, ending the effect on a success. Once you invoke this rune, you can't do so again until you finish a short or long rest.

Storm Rune (7th Level or Higher). Using this rune, you can glimpse the future like a storm giant seer. While wearing or carrying an object etched with this rune, you have advantage on Intelligence (Arcana) checks, and you can't be surprised as long as you aren't incapacitated.

In addition, you can invoke the rune as a bonus action to enter a prophetic state for 1 minute or until you're incapacitated. Until the state ends, when you or another

creature you can see within 60 feet of you makes an attack roll, a saving throw, or an ability check, you can use your reaction to cause the roll to have advantage or disadvantage. Once you invoke this rune, you can't do so again until you finish a short or long rest.

Tempest Rune. This rune channels the thunderous fury of the storm giants. While wearing or carrying an object etched with this rune, whenever you make an attack you can cause a javelin formed of lightning to appear in your free hand to make the attack. You can wield the javelin as a simple melee weapon with the Finesse and Thrown (range 60/240) properties that inflicts 1d6 lightning damage on a hit. The javelin disappears immediately after it hits or misses its target.

In addition, you can invoke the rune as a bonus action to release the thunderous energy of the rune in a deafening stomp. All other creatures within 10 feet of you must succeed on a Constitution saving throw or take 2d10 + your artificer level thunder damage and be deafened until the start of your next turn. On a successful save, a creature takes half as much damage and isn't deafened. The thunderclap can be heard out to a range of 600 feet. Once you invoke this rune, you can't do so again until you finish a short or long rest.

War Rune. This rune channels the warlike nature of the giant tribes. While wearing or carrying an object etched with this rune, you have advantage on Wisdom (Perception) checks and, while you are conscious, you and friendly creatures within 20 feet of you have advantage on saving throws against being frightened.

In addition, you can invoke the rune as a bonus action to shield yourself and your allies. For 1 minute, any ranged attack roll that targets you or an ally of yours within 20 feet of you has disadvantage. Once you invoke this rune, you can't do so again until you finish a short or long rest.



Dwarvish Runes

You must be able to speak, read, and write Dwarvish to learn these runes.

Adamantine Rune (9th Level or Higher). Moradin himself is said to have taught the dwarves this rune along with the secrets of forging adamantine. The rune is commonly etched on a suit of armor or a weapon and grants you the strength and durability of adamantine. While wearing or carrying an object etched with this rune, if you are wearing medium or heavy armor made of metal, any critical hit against you becomes a normal hit. Additionally, your weapon attacks with metal weapons count as adamantine weapons, and whenever you hit an object with a metal weapon attack, the hit is a critical hit.

In addition, you can invoke the rune as a bonus action, gaining resistance to bludgeoning, piercing, and slashing damage from weapons that are not adamantine for 1 minute. Once you invoke this rune, you can't do so again until you finish a short or long rest.

Bronze Rune. This rune is dedicated to the dwarven god Gorm Gulthyn, the patron of watchfulness and defense. While wearing or carrying an object etched with this rune, you have advantage on Wisdom (Perception) checks and Initiative rolls.

You can invoke this rune as a bonus action to create a ward on a willing creature you touch that forms a mystic connection between you and the target until you finish a short or long rest, or you invoke this rune again. While the target is within 60 feet of you, it gains a +1 bonus to AC and saving throws, and whenever it suffers damage, it takes half damage, and you take the same amount of damage. The effect ends if you drop to 0 hit points or if you and the target become separated by more than 60 feet. You can also dismiss the effect as a bonus action. Once you invoke this rune, you can't do so again until you finish a short or long rest.

Crystal Rune (9th Level or Higher). Also known as the Lore rune, this rune evokes the love of knowledge and lore represented by the dwarven deity Dugmaren Brightmantle. While wearing or carrying an object etched with this rune, you have advantage on Intelligence checks and can cast *identify* at will without expending a spell slot or requiring components.

In addition, you can invoke this rune as a bonus action to temporarily become attuned to a magic item to you touch. This attunement doesn't count as one of your attuned items, but isn't permanent, it lasts until you finish a long rest, or you invoke this rune again. Once you invoke this rune, you can't do so again until you finish a short or long rest.

Earth Rune. This rune is sacred to Ulaa, the dwarven goddess of mining. While wearing or carrying an object etched with this rune, you have advantage on any ability check related to earth, stone, or mining, and you gain temporary hit points equal to twice your artificer level + your Intelligence modifier.

In addition, you can invoke the rune as a bonus action to regain the temporary hit points granted by the rune. Once you invoke this rune, you can't do so again until you finish a short or long rest.

Forge Rune. This rune is sacred to Moradin and the item on which it is etched is always hot to the touch. While wearing or carrying an object etched with this rune, you gain resistance to fire damage and advantage on any ability check relating to metal or smithing.

In addition, you can invoke this rune as a bonus action to cause metal weapons you wield to inflict an additional 1d6 fire damage for 1 minute. Once you invoke this rune, you can't do so again until you finish a short or long rest.

Gemheart Rune (7th-Level or Higher). This rune is said to be sacred to Dumathoin, the Keeper of Secrets Under the Mountain, and aids in guarding secrets and treasures. While wearing or carrying an object etched with this rune, you can't be targeted by any divination magic or perceived through magical scrying sensors. This effect also applies to the object bearing the rune.

In addition, you can invoke this rune as a bonus action to extend this effect to a creature or object you touch for 8 hours. Once you invoke this rune, you can't do so again until you finish a short or long rest.

Gold Rune. This rune's magic channels the mercantile aspect of dwarvish culture represented by gold and is sacred to the god Vergadain. While wearing or carrying an object etched with this rune, you can add double your proficiency bonus to any check made to bargain, haggle, appraise values, or engage in similar mercantile activities.

In addition, you can invoke this rune as a bonus action to gain the ability to sense precious materials. For 1 hour you can pinpoint the location of precious metals and stones, such as coins and gems, within 60 feet of you. This sense is not blocked by total cover and you gain an innate sense of the value of objects sensed in this manner. Once you invoke this rune, you can't do so again until you finish a short or long rest.

Iron Rune. This rune evokes the magic resistant properties of cold iron and is sacred to the dwarven goddess Haela Brightaxe. While wearing or carrying an object etched with this rune, you have advantage on saving throws against spells and other magical effects.

In addition, you can invoke the rune as a bonus action to gain resistance to the damage of spells for 1 minute. Once you invoke this rune, you can't do so again until you finish a short or long rest.

Steel Rune. This rune evokes the martial skill and spirit of the dwarvish people and is said to be sacred to Clangeddin Silverbeard. While wearing or carrying an object etched with this rune, you have proficiency with all types of weapons and armor and have advantage on saving throws against being frightened. If you are already proficient with all types of weapons and armor, you gain either a +1 bonus to AC while wearing armor, or a +1 bonus to weapon damage rolls (chosen when you scribe the rune).

In addition, you can invoke the rune as a bonus action to make one weapon attack. For 1 minute, you can repeat this bonus action to make a weapon attack on each of your turns. Once you invoke this rune, you can't do so again until you finish a short or long rest.

Truesilver Rune. This rune is sacred to Berronar Truesilver, is usually etched on a suit of armor or a weapon and grants you the subtle grace of mithral. While wearing or carrying an object etched with this rune, you have advantage on Wisdom (Insight) checks, armor worn by you does not impose disadvantage on Dexterity (Stealth) checks or have a Strength requirement, and your weapon attacks count as silver weapons.

In addition, you can invoke the rune as a bonus action to increase your prowess and insight. For 10 minutes, each time you make an ability check or saving throw that uses Wisdom or Dexterity you can roll a d4 and gain a bonus equal to the result. Once you invoke this rune, you can't do so again until you finish a short or long rest.

Elvish Runes

You must be able to speak, read, and write Elvish and have the Spellcasting or Pact Magic feature to learn these runes.

Arcane Rune. This rune represents the arcane power and knowledge of the high elvish folk. When you etch the rune choose one cantrip from the Wizard spell list. While wearing or carrying an object etched with this rune you know that cantrip and the *detect magic* spell and can cast both at will without expending a spell slot.

In addition, you can invoke the rune as a bonus action to choose a spell from the Wizard spell list. The spell must be a cantrip or of a level for which you have spell slots. Until you finish a long rest, or you invoke this rune again, you can cast this spell as if you knew it or had prepared it, using spell slots available to you if necessary. Once you invoke this rune, you can't do so again until you finish a short or long rest.

Blade Rune. This rune evokes the graceful elegance of the elven blade styles. While wearing or carrying an object etched with this rune, you have proficiency with the longsword and shortsword. If you are already proficient with the weapon, you gain a +2 bonus to damage rolls on melee attacks made with such a weapon.

In addition, while wielding a longsword or shortsword you can invoke this rune as a bonus action. For one minute while such a weapon is in your hand, and you are not incapacitated, you gain a bonus to your Armor Class equal to half your proficiency bonus (round up). Once you invoke this rune, you can't do so again until you finish a short or long rest.

Evenstar Rune. This rune evokes the pure light and guidance of the stars. While wearing or carrying an object etched with this rune, you always know which direction is north and you can't become lost except by magical means. Moreover, you learn the *guidance* cantrip as an additional cantrip known and can cast it at a range of 30 feet without requiring components.

In addition, when you hit a target with an attack, you can invoke this rune to inflict an additional 2d6 radiant damage and cause the target to be outlined in twinkling starlight for 1 minute. During this time, the target sheds dim light in a 10-foot radius. Any attack roll against an affected target has advantage if the attacker can see it, and the affected target can't benefit from being invisible. Once you invoke this rune, you can't do so again until you finish a short or long rest.

Mist Rune (5th Level or Higher). This rune evokes the magic and glamour of the misty realms of the Feywild. While wearing or carrying an object etched with this rune, you have advantage on saving throws and ability checks made to pierce or resist illusions. Additionally, while you carry this rune, you know the *misty step* spell and can cast it using any spell slot available to you without requiring components.

In addition, you can invoke the rune as a bonus action to cast *misty step* without expending a spell slot or requiring components. For 1 minute you can repeat this bonus action on each of your turns. Once you invoke this rune, you can't do so again until you finish a short or long rest.

Moon Rune (4th Level or Higher). This rune evokes the changeable nature of the moon. While wearing or carrying an object etched with this rune, you can cast *disguise self* at will without expending a spell slot or requiring components and you have advantage on Charisma (Deception) and Charisma (Performance) checks when trying to pass yourself off as a different person.

In addition, you can invoke the rune as a bonus action to magically assume the shape of a beast. This functions as described in the druid's Wild Shape feature as if you were a druid of a level equal to half your artificer level. Once you invoke this rune, you can't do so again until you finish a short or long rest.

Oak Rune (7th Level or Higher). This rune evokes the sturdy majesty of the enduring forest. While wearing or carrying an object etched with this rune, you have advantage on Constitution saving throws and Constitution checks.

In addition, you can invoke this rune as a bonus action to cast *speak with plants* without expending a spell slot or requiring components. Once you invoke this rune, you can't do so again until you finish a short or long rest.

Oathbow Rune. Based on the runes etched upon the legendary oathbows, this rune evokes the elven skill with archery and their sense of vengeance. While wearing or carrying an object etched with this rune, you have proficiency with the longbow and shortbow. If you are already proficient with the weapon, you gain a +2 bonus to damage rolls on ranged attacks made with such a weapon.

In addition, you can invoke this rune as a bonus action to cause the target of your next attack using a bow to become the target of your vengeance. For 1 minute, when you make a ranged attack roll with a bow against this target, you have advantage on the roll. In addition, your target gains no benefit from cover, other than total cover, and you suffer no disadvantage due to long range. However, for 1 minute, while this target lives, you have disadvantage on attack rolls against other creatures. Once you invoke this rune, you can't do so again until you finish a short or long rest.

Shadow Rune. This rune evokes the bleak power of the shadowfell. While wearing or carrying an object etched with this rune, you gain darkvision with a range of 120 feet, dim light does not impose disadvantage on your Wisdom (Perception) checks, and you can try to hide when you are lightly obscured from the creature from which you are hiding. Additionally, while you carry this rune, you know the *shadow touch* spell and can cast it using any spell slot available to you.

In addition, you can invoke the rune as a bonus action to cast *shadow touch* without expending a spell slot or requiring components. When you invoke this rune, for the duration of the *shadow touch* spell, shadows flicker around you turning dim light within 10 feet of you into darkness, and bright light in the same area to dim light. Once you invoke this rune, you can't do so again until you finish a short or long rest.

Summer Rune. This rune evokes the enticing splendor of the summer court. While wearing or carrying an object etched with this rune, you have advantage on saving throws against being charmed and advantage on Charisma (Persuasion) checks.

You can invoke the rune as a bonus action to attempt to instill a sense of charmed infatuation in a creature you can see within 30 feet of you. It must make a Wisdom saving throw. If it fails the saving throw, it is charmed by you for 1 hour or until you do anything harmful to it. The charmed creature is friendly to you. Once you invoke this rune, you can't do so again until you finish a short or long rest.

Winter Rune. This rune evokes the icy menace of the winter court. While wearing or carrying an object etched with this rune you have advantage on saving throws against being frightened and advantage on Charisma (Intimidation) checks.

In addition, when a creature you can see ends its turn within 30 feet of you, you can use your reaction to invoke the rune and force the creature to make a Wisdom saving throw. Unless the save succeeds, the creature is frightened by you for 1 minute. While frightened in this way, the creature has a speed of 0 and is incapacitated, gripped by icy fear. The creature repeats the saving throw at the end of each of its turns, ending the effect on a success. Once you invoke this rune, you can't do so again until you finish a short or long rest.

Extra Attack

5th-level Runewright feature

You can attack twice, instead of once, whenever you take the Attack action on your turn. Moreover, you can cast a cantrip granted by one of your runes in place of one of those attacks.

Invoker

9th-level Runewright feature

You learn to invoke your runes in a different way. As a bonus action you can touch an object worn or carried by a willing creature and invoke a rune. That rune's invoked effect is expended, instead of the rune's normal invoked effect, while that creature wears or carries the touched object, it gains the rune's passive effects until it finishes a long rest, or you invoke that rune in this manner again.

Runic Mastery

15th-level Runewright feature

You can invoke each rune you know from your Runewright feature twice, rather than once, and you regain all expended uses when you finish a short or long rest.

Sigilist

A sigilist is an expert at written magic. Also known as Namers, these artificers learn to invoke magical power through a written or symbolic representation of the true essence of a thing. Their spells are composed of written sigils that are capable of creating magical effects and summoning creatures. Sigilists use a variety of mediums to draw their spells: scribing their sigils into crystals, creating small scrolls with graceful script, crafting spherical mechanisms with summoning sigils, painting them on their armor and equipment, or even tattooing or drawing their sigils onto their own flesh.

Bonus Proficiencies

3rd-level Sigilist feature

You gain proficiency with a tool of your choice, commonly calligrapher's supplies, painter's tools, or tattooist's tools, and learn two languages of your choice.

Sigilist Spells

3rd-level Sigilist feature

You always have certain spells prepared after you reach particular levels in this class, as shown in the Sigilist Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Sigilist Spells

Artificer Level	Spell
3rd	*find familiar, protection from evil and good*
5th	*guardian sigil, spiritual weapon*
9th	*glyph of warding, magic circle*
13th	*banishment, private sanctum*
17th	*hallow, planar binding*

Sigil Magic

3rd-level Sigilist feature

You learn the Summoning Sigil or Spell Sigil infusion; this infusion does not count against your number of infusions known and you may have one Summoning Sigil or Spell Sigil infused without counting as one of your infused items. You learn an additional Summoning Sigil or Spell Sigil without counting as one of your infusions known and can have an additional Summoning Sigil or Spell Sigil infused without counting as one of your infused items when you reach 5th level (2 sigils), 9th level (3 sigils), 13th level (4 sigils), and 17th level (5 sigils). You can also learn and use these infusions normally.

Summoning Sigil

Prerequisite: Sigil Magic feature

Item: any object or surface can bear a summoning sigil

Using this infusion, you learn to write a sigil that can be used to summon a particular type of creature. You can learn this infusion multiple times; each time you do so, choose one summoning spell that you can cast as an artificer spell using it, picking from the Summoning Sigil tables. You must be an artificer of the level listed on the table to learn a sigil.

Summoning Sigils

Artificer Level	Spell Slot Expended	Spell Level	Spell
3rd	1st	2+	*summon beast, summon spell drake*
5th	2nd	3+	*summon fey, summon shadowspawn*
9th	3rd	4+	*summon aberration, summon construct, summon elemental*
13th	4th	5+	*summon celestial, summon cubic ooze*
17th	5th	6+	*summon fiend, summon chimeric monstrosity*

To cast a spell using a summoning sigil, you must touch the sigil and expend a spell slot of the listed level or higher. The spell is then cast at a level one level higher than the spell slot you expended and does not require somatic or material components other than the sigil. If the spell normally requires concentration, you need not concentrate to maintain it, but the spell ends if you use any other summoning sigil, fall unconscious, drop to 0 hit points, or die during its duration. Only you can use a summoning sigil created by this infusion.

Spell Sigil

Prerequisite: Sigil Magic feature

Item: any object or surface can bear a spell sigil

Using this infusion, you learn to write a sigil that can be used to invoke a particular spell. You can learn this infusion multiple times; each time you do so, choose one artificer, cleric, or wizard spell of a level for which you have spell slots.

You can use the Spell Sigil to cast the chosen spell once, as an artificer spell without expending a spell slot or requiring components other than the sigil. You cannot use the sigil to cast that spell again until you finish a long rest, or you expend a spell slot of an appropriate level to cast it again. Only you can use a spell sigil created by this infusion.



Eldritch Sigils

5th-level Sigilist feature

Your sigils enhance your proficiency with magic, you gain the following benefits:

- Your summoning sigils enhance the creatures you summon. A creature you create or summon using an artificer spell or sigil (including a Familiar) can add your proficiency bonus to its damage rolls and its attacks are considered magical for the purposes of overcoming resistance or immunity to damage.
- Your spell sigils can be used to power magic of a similar type. If you have not used a Spell Sigil's ability to cast its spell without expending a spell slot, you can expend the use of the sigil to cast an artificer spell you have prepared that is of the same school of magic without expending a spell slot. The spell is cast at the sigil's spell level.

Empowered Sigil

9th-level Sigilist feature

When you use a Summoning Sigil or Spell Sigil you can cause the spell to be cast as a spell two levels higher than normal.

You can use this feature a number of times equal to your Intelligence modifier, you regain all expended uses when you finish a long rest.

Contingent Sigil

15th-level Sigilist feature

When you finish a long rest, you can touch one of your Summoning Sigils or Spell Sigils to cause it to automatically summon a creature or cause its spell effect when a certain circumstance occurs.

Contingent Summoning Sigil. For a Contingent Summoning Sigil, describe the triggering circumstance and select what creature from the chosen sigil's spell that will be summoned. Immediately after the circumstance is met for the first time, the chosen creature is summoned by that sigil as if you had expended a 5th level spell slot to use the sigil and used your Empowered Summons feature, without you expending a spell slot or a use of that feature.

The activation of a Contingent Summoning Sigil does not end the effects of any other active sigil, and a Contingent Summoning Sigil spell does not end if you use another summoning sigil, fall unconscious, drop to 0 hit points, or die during its duration. The conjured creature appears within 20 feet of the Sigil. You can set a default command for the summoned creature as part of preparing the Contingent Sigil. If it receives no commands from you, it attempts to defend itself and you to the best of its ability.

Contingent Spell Sigil. For a Contingent Spell Sigil, the sigil must be of a spell with a casting time of 1 action, and that can target you. Describe the triggering circumstance. The contingent spell sigil spell takes effect immediately after the circumstance is met for the first time, whether or not you want it to, and is cast as if you had expended a 5th level spell slot to use the sigil and used your Empowered Sigil feature, without you expending a spell slot or a use of that feature. The Contingent Spell Sigil spell takes effect only on you, even if it can normally target others.

Once you use this feature, you can't use it again until you finish a long rest. Using this feature again renders any existing Contingent Sigil inactive.

Spellweaver

An artificer that takes up the mystic art of spellweaving, can imbue magic into thread and cloth, and the tools used to work with such materials become eldritch implements in their hands. Spellweavers also learn to control every aspect of their personal raiment, and can cause it to animate, extend, and harden for protection.

Tool Proficiency

3rd-level Spellweaver feature

You gain proficiency with weaver's tools. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

Spellweaver Spells

3rd-level Spellweaver feature

You always have certain spells prepared after you reach particular levels in this class, as shown in the Spellweaver Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Spellweaver Spells

Artificer Level	Spell
3rd	*disguise self, entangle*
5th	*augury, web*
9th	*counterspell, hypnotic pattern*
13th	*banishment, divination*
17th	*arcane hand, seeming*

Spellweaver's Raiment

3rd-level Spellweaver feature

Your arcane expertise at the weaver's art allows you to make cloth a conduit for your magic. As an action, you can use weaver's tools to turn a set of clothing and accessories you are wearing into spellweaver's raiment, altering the cut, cloth, and style to suit your tastes as you do so. The outfit never gets dirty or wet and magically mends itself to counteract daily wear and tear and you gain the following benefits while wearing it:

- You can extend and manipulate the flowing cloth of the raiment to grasp items and make attacks. Your reach increases by 5 feet and you can use the raiment to grasp and manipulate objects and make attacks within your reach.
- You may use your Intelligence modifier in place of Strength or Dexterity for ability checks to manipulate creatures or objects within your reach using the raiment. This includes attempts to disarm, grapple, shove, or trip.
- You can wield the long sleeves, scarves, and enveloping cloth of the raiment as simple magical melee weapons with which you are proficient. You can add your Intelligence modifier, instead of Strength, to the attack and damage

rolls of the raiment, and inflict 1d4 bludgeoning or slashing damage on a hit.
- You can use the raiment as a spellcasting focus for your artificer spells. Your reach for touch spells and the range and distance at which you can attack using spells increases by 5 feet.
- You are always perfectly comfortable in the raiment and never suffer from environmental extremes of heat or cold.
- While you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity Modifier + your Intelligence modifier.

You can use any infusion on your spellweaver's raiment that can be used on an arcane spellcasting focus, a weapon, or any article of clothing or accessory. The outfit continues to be Spellweaver's Raiment until you use this feature on another outfit, and it returns to its previous state once it is no longer your raiment.

Spell Weaving

3rd-level Spellweaver feature

You learn the *advanced magical tinkering* spell. This spell is always prepared but does not count against the number of artificer spells you prepare. When you cast this spell using weaver's tools, you may construct a Spell Weaving instead of one of the Advanced Magical Tinkering properties.

Spell Weaving

Item: a woven cloth or thread or a weaving, knitting, or spinning implement

You imbue the weaving or object with the ability to cast a spell. Choose an artificer or sorcerer cantrip, you can use the object as single use magical item that allows you to cast that cantrip once without requiring components. Only you can use the spell weaving to cast the spell. Each spell weaving counts as one of your Magical Tinkering objects until used. If cast as a 2nd level or higher spell, you can instead choose an artificer or sorcerer spell of a level lower than the spell slot you used.

Flowing Raiment

5th-level Spellweaver feature

While wearing your Spellweaver's Raiment, you can use a bonus action on your turn to perform any of the following actions:
- You can attack or make a grapple, shove, disarm, or trip attempt using the raiment.
- You can take the Use an Object action to use an object within your reach.
- You can use it to block or hinder attacks against you, gaining a +2 bonus to the AC granted by the raiment until the start of your next turn.
- You can move up to 10 feet in any direction without provoking opportunity attacks or using movement.

Many Treads

9th-level Spellweaver feature

You may have up to three different infusions and three different Magical Tinkering properties active on your Sepllweaver's Raiment, even if the outfit is already magical. These infusions and Magical Tinkering properties do not count against your number of infused items or Magical Tinkering objects. The outfit is treated as a single item for the purposes of attunement, even if it bears more than one infusion requiring attunement.

Greater Spell Weaving

15th-level Spellweaver feature

When you finish a long rest, you can use Weaver's Tools to construct a special spell weaving that allows you to cast the *forcecage* spell once without requiring components. This greater spell weaving does not count as one of your Magical Tinkering objects, and you can only ever possess a single Greater Spell Weaving.

As an action while you hold the Greater Spell Weaving you can instead use the weaving to do one of the following:

Reweave. You reweave the greater weaving into a spell weaving of any artificer or sorcerer spell of 5th level or lower.

Unravel. You unravel the greater weaving, harvesting the magical energy to regain spells slots with a combined level that is equal to or less than 7.

Stone Shaper

You are an expert at the shaping of earth and stone, with stone practically coming alive at your touch. Dwarves and deep gnomes are the most common practitioners of this specialty, which offers protection and assistance to their peoples in the deep places of the earth. A combination of miner, mason, and guardian, Stone Shapers are usually accompanied by their granite guardian, a protective stone golem brought to life by their skill.

Stoneworker

3rd-level Stone Shaper feature

You learn the mold earth cantrip as an additional artificer cantrip known and gain proficiency with mason's (sculptor's) tools. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice. You are also proficient with the use of mason's tools as weapons.

Stone Shaper's Spells

3rd-level Stone Shaper feature

You always have certain spells prepared after you reach particular levels in this class, as shown in the Clockwork Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Stone Shaper Spells

Artificer Level	Spell
3rd	*earthen durability, earth strider*
5th	*earth hammer, pass without trace*
9th	*earth sense, meld into stone*
13th	*fabricate, stone skin*
17th	*transmute rock, wall of stone*

Granite Guardian

3rd-level Stone Shaper feature

Your mastery of stonework allows the very stone to come alive as a faithful companion, a granite guardian. It is friendly to you and your companions, and it obeys your commands. See this creature's game statistics in the Granite Guardian stat block, which uses your proficiency bonus (PB) in several places. You determine the creature's appearance, if it is small or medium size, and whether it has two legs or four; your choice has no effect on its game statistics. The most common shape is a humanoid composed of stone bearing two stone shields, though a stone tortoise or beetle are also common forms.

In combat, the guardian shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge or Stone Shield action, unless you take a bonus action on your turn to command it to take another action.

Granite Guardian

Medium or Small Construct, unaligned

Armor Class 17 (natural armor and shield)
Hit Points 3 + your Intelligence modifier + five times your artificer level + your artificer level times its Con modifier (the guardian has a number of Hit Dice [d8s] equal to your artificer level)
Speed 30 ft, Climb 20 ft (earth or stone only)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	4 (-3)	12 (+1)	6 (-2)

Damage Resistances Psychic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Adamantine
Damage Immunities poison
Condition Immunities charmed, frightened, exhaustion, paralyzed, petrified, poisoned
Saving Throws STR +2 plus PB, CON +2 plus PB
Skills Athletics +2 plus PB, Perception +1 plus PB x 2
Senses Darkvision 60ft., passive Perception 11 + (PB x 2)
Languages understands the languages you speak
Challenge — **Proficiency Bonus (PB)** equals your bonus

Vigilant. The guardian can't be surprised.

Magic Weapons. The guardian's weapon attacks are magical.

Stone Balance. The guardian has advantage on ability checks and saving throws to avoid being moved or knocked prone and ignores difficult terrain composed of earth or stone.

Actions

Stone Slam. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d6 + STR + PB bludgeoning damage

Stone Shield. The guardian provides half cover to all creatures of its choice within 5 feet of it.

Reaction

Stone Block. When a creature it can see attacks a target within 5 feet of it, the guardian can move up to 5 feet into the space occupied by the target and becomes the target of the attack and moves the target to any point within 5 feet of it. This movement does not provoke opportunity attacks... That action can be one in its stat block or some other action. If you are incapacitated, the guardian can take any action of its choice, not just Stone Shield.

If the mending spell is cast on it, it regains 2d6 hit points. If it has died within the last hour, you can use your mason's tools as an action to revive it, provided you are within 5 feet of it and you expend a spell slot of 1st level or higher. The granite guardian returns to life after 1 minute with all its hit points restored.

If you use a spell slot of 2nd-level or higher, you can either reduce the time before the guardian returns to life by 2 rounds (12 seconds) per slot level above 1st or cause your granite guardian to be revived with 5 temporary hit points per slot level above 1st.

At the end of a long rest, you can create a new granite guardian if you have your mason's tools with you. If you already have a granite guardian from this feature, the first one immediately perishes. The guardian also perishes if you die.

Rock Crusher

3rd-level Stone Shaper feature

You learn the *crushing blow* cantrip as an additional artificer cantrip known. Additionally, as an action or bonus action, you can cause a set of mason's tools you are carrying to produce a magical weapon known as a Rock Crusher. You can wield the rock crusher as a simple magical melee weapon with the Versatile property that inflicts 2d4 (or 2d6 two-handed) bludgeoning or piercing damage (your choice) on a hit. You can use your artificer Spell Attack modifier for attack rolls using this weapon and you can add both your Strength and Intelligence modifier to the weapon's damage rolls on a hit.

You can use the rock crusher as a spellcasting focus for your artificer spells, and if the tools used to create the weapon grant a bonus to the Spell Attack modifier or saving throw DC of your artificer spells, the rock crusher gains those bonuses, as well as an equal bonus to its damage rolls. The weapon disappears if not within your grasp at the end of your turn.

Once you reach 5th-level any magical weapon you wield gains the following ability: objects and structures suffer an additional 1d4 (or 1d6 two-handed) damage on a hit; as do creatures made of inorganic material such as stone, crystal, or metal. This increases to 2d4 (2d6) at 11th-level and to 3d4 (3d6) at 17th-level.

Stone Shaping

5th-level Stone Shaper feature

You gain the *stone shape* spell as an additional artificer spell. This spell is always prepared and gains the Ritual tag for you. You can cast this spell on your granite guardian if it has died or is damaged to revive it and restore 1d8 per level of the spell + your Intelligence modifier hit points to it. A granite guardian targeted by this spell can also expend hit dice as if it had taken a short rest.

In addition, you learn one Construct Enhancement infusion that can be used on your Granite Guardian. This infusion does not count against your number of infusions

known and its use on your guardian does not count as one of your infused items.

Granite Endurance

9th-level Stone Shaper feature

When either you cast an artificer spell of 1st-level or higher or your granite guardian uses its ***Stone Shield*** action, you or your guardian can grant all chosen creatures within 5 feet of you or your guardian temporary hit points equal to 1d6 + your Intelligence modifier, plus an additional 1d6 per slot level above 1st if you use this feature when you cast a spell.

Stone Mastery

15th-level Stone Shaper feature

Your mastery of stone is complete, you gain the following benefits:

- The temporary hit points granted by your Granite Endurance feature increase by 1d6.
- You learn one additional Construct Enhancement infusion that can be used on your Granite Guardian. This infusion does not count against your number of infusions known and its use on your guardian does not count as one of your infused items.
- Whenever your granite guardian hits a creature with an attack, the target has disadvantage on attack rolls against targets other than the guardian until the end of the guardian's next turn.

Tattoo Artist

An artificer of this specialty is an expert at the creation of mundane and magical tattoos. As much artist as craftsman, a tattooist brings their work to life on their own flesh and that of others, tailoring each work to its bearer. Much of their craft are special magical tattoos known as *spellwrought tattoos,* which can grant their bearer the ability to cast a spell once before fading.

Tattooist

3rd-level Tattoo Artist feature

You gain proficiency painter's supplies or tattooist's supplies. If you are already proficient with such tools, you gain proficiency with a different tool of your choice. Additionally, once you have placed a tattoo on a creature, as an Action you can touch the tattoo and erase it, cause it to move or change size on the creature, or transfer it to yourself or another willing creature you touch. You can use any magical tattoo on your body as a spellcasting focus for your artificer spells.

Spellwrought Ink

3rd-level Tattoo Artist feature

When you prepare your spells for the day, you can use tattooist supplies to create one cantrip and one 1st level *spellwrought tattoo* containing a spell from any spell list on your body. When you reach certain levels in this class you can cause additional *spellwrought tattoo*s to appear: One 2nd level tattoo at 5th level, one 3rd level tattoo at 9th level, one 4th level tattoo at 13th level, and one 5th level tattoo at 17th level. You may only have one *spellwrought tattoo* of each spell level available to you created using this feature. When you create the tattoos, you can replace any existing tattoo with a different one of the same spell level, even if the replaced tattoo is not on your body.

When you cast a spell using a *spellwrought tattoo*, you can expend a spell slot of an appropriate level instead of expending the tattoo and you can cast *spellwrought* cantrips at will without expending the tattoo.

Living Art

3rd-level Tattoo Artist feature

You are an expert at working with ink and living flesh. You gain the following benefits:

- When you create a magical tattoo, it takes half the normal space on a creature, and you can interweave the art in such a way that each area of the creature's body can bear two such tattoos. You can craft permanent magical tattoos in half the normal time and at half the normal cost.
- You can cause tattoos on your body to move, animate, and change size or shape at a whim, often with no conscious thought (no action required).
- When you learn an infusion from the Replicate Magic Item infusion that can be worn by a creature or any other infusion that is used on an item that can be worn by a creature you can instead learn a magical tattoo version of the item. The item type of such a tattoo is changed to "A Living Creature". Such tattoos vanish if no longer infused.
- When you create a tattoo with an effect that requires a saving throw or spell attack roll, you can choose if the tattoo uses your artificer save DC and spell attack bonus or the normal DC or attack bonus of the item.
- You can become attuned to one additional magic item, so long as the item is a magical tattoo, and it only takes you 1 minute of concentration to become attuned to a magical tattoo or to change which tattoo you are attuned to.
- You may choose a number of additional Replicable Tattoos from the Replicate Magic Tattoo Infusion list equal to your proficiency bonus as additional infusions known. The tattoos must be ones allowed by your level. You may replace one of these infusions with a new one when you gain an Artificer level. You may have a number of additional infusions active equal to half your proficiency bonus, so long as those infusions are replicated magic tattoos.

> Note: A creature can bear multiple magical tattoos infusions, but can only bear one of the same type of magical tattoo. Each magical tattoo you create counts as one of your infused items. An Infusion version of a *spellwrought tattoo* does not count against the limit of one *spellwrought tattoo* of each level described in your **Spellwrought Ink** feature. Each level of *spellwrought tattoo* infusion counts as a different magical tattoo.

Tattooed Ward

5th-level Tattoo Artist feature

While you are attuned to at least one magical tattoo, you, and friendly creatures within 30 feet of you that bear one of your magical tattoos, have resistance to damage from spells and magical effects.

Binding Ink

9th-level Tattoo Artist feature

You bind magic and life into the ink of your tattoos, you gain the following benefits:

- So long as you are on the same plane of existence, you always know the approximate location and health of any creature bearing one of your magical tattoos.
- You can cast a spell targeting creatures within 100 feet of you that bears one of your magical tattoos, regardless of the spell's normal range or line of sight.
- When you cast a spell of 1st level or higher using a *spellwrought tattoo*, you can cause yourself or one creature within 120 feet that bears one of your magical tattoos to regain 1d6 hit points per level of the spell. If this causes the target to regain hit points in excess of its hit points maximum, any excess healing becomes temporary hit points.
- While attuned to at least one magical tattoo, you gain a +1 bonus to your AC.

Spellwrought Mastery

15th-level Tattoo Artist feature

When you cast a spell using a *spellwrought tattoo*, instead of expending the tattoo you can cause the tattoo to immediately transform to a different spellwrought tattoo of the same level.

Once you use this feature you cannot use it again until you finish a long rest.

Trapsmith

A Trapsmith is an expert at constructing and disabling traps of all sorts. Depending upon inclination or contract, an artificer of this specialty is either a rogue's best friend or worst nightmare.

Bonus Proficiencies

3rd-level Trapsmith feature

You gain proficiency with the Arcana skill and a tool of your choice. If you are already proficient with Arcana, you add double your proficiency bonus to checks you make using it.

Trapsmith Spells

3rd-level Trapsmith feature

You always have certain spells prepared after you reach particular levels in this class, as shown in the Trapsmith Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Trapsmith Spells

Artificer Level	Spell
3rd	*alarm, snare*
5th	*arcane lock, arcanist's magic aura*
9th	*glyph of warding, nondetection*
13th	*hallucinatory terrain, private sanctum*
17th	*teleportation circle, wall of force*

Keen Eyes and Steady Hands

3rd-level Trapsmith feature

Your skill at setting and disabling traps grants you a healthy paranoia and the following abilities:

- You have advantage on ability checks made to detect or investigate traps, secret doors, or hidden compartments.
- When you make an ability check that applies your proficiency with thieves' tools, you can treat a d20 roll of 9 or lower as a 10.

Trapsmithing

3rd-level Trapsmith feature

You are an expert at constructing traps and can construct mundane and magical traps at half the normal cost and in one quarter the normal time. This reduction is also applied to the material component cost and casting time (minimum 1 action) of any of your Trapsmith Spells or the *symbol* spell from your Master Trapsmith feature.

Additionally, you learn to quickly create simple magical traps:

Craft Magical Trap. As an action you can use thieves' tools with your Magical Tinkering feature on an object or space you touch in such a way to cause it to explode when a certain circumstance occurs. Circumstances that can trigger the trap include using the object, moving the object, damaging the object, or moving into or adjacent to the space. Moving the object more than 10 feet from where the trap was set always causes it to trigger as does creating magical trap so that its area overlaps with that of an existing trap. You can use a Reaction to trigger one of your magical traps within 60 feet of you at any time.

The DC to detect or disarm the trap is your Spell Save DC. When you set the trap choose one of the following damage types: acid, cold, fire, force, lightning, poison, or thunder; and choose the area it affects: a 5-foot radius sphere around the object or space or a 15-foot cone or 30 foot long by 5-foot-wide line extending from the object or encompassing the space.

When the trap is triggered, objects not being worn or carried in the area suffer 1d8 damage and creatures in the area must make a Dexterity saving throw (acid, fire, force, or lighting) or Constitution saving throw (cold, poison, or thunder) versus your Spell Save DC. On a failed save the creature suffers 1d8 damage, or half damage on a successful save. The damage caused by your traps increases as you gain levels in this class, to 2d8 at 5th level, to 3d8 at 9th level and to 4d8 at 15th level. You can also increase the area and damage by expending a spell slot when you create the trap: the damage increases by 1d8 per slot level and the area by up to 5 feet (sphere or cone) or 10 feet (line) per slot level.

Each magical trap counts as one of your Magical Tinkering objects until triggered or disabled.

Arcane Trigger

5th-level Trapsmith feature

When you use your reaction to trigger one of your traps, or as a reaction when a magical effect that deals acid, cold, fire, force, lightning, poison, or thunder damage occurs within 60 feet, you can cause the trap or effect to inflict an additional 1d8 damage.

Improved Magical Taps

9th-level Trapsmith feature

When you set a magical trap using your Trapsmithing feature, you can decide to cause an additional effect on any creature failing its saving throw, based on the trap's damage type:

- **Acid:** A creature suffers 3d4 acid damage at the end of its next turn. Objects not worn or carried in the area suffer this damage at the start of your next turn. The damage increases to 4d4 at 15th level.
- **Cold:** A creature's movement speed is halved until the end of its next turn.
- **Fire:** A creature suffers 3d4 fire damage at the end of its next turn. Flammable objects not worn or carried in the area ignite and suffer this damage at the start of your next turn. The damage increases to 4d4 at 15th level.
- **Force:** A creature's movement speed is reduced by 10 feet until the creature regains at least 1 hit point.
- **Lightning:** A creature cannot take reactions until after the end of its next turn.
- **Poison:** A creature is poisoned. It can make a Constitution saving throw to remove the condition at the end of each of its turns.
- **Thunder:** A creature that fails its save by 5 or more is stunned. It can make a Constitution saving throw to remove the condition at the end of each of its turns.

Master Trapsmith

15th-level Trapsmith feature

You ability to craft the most insidious traps is unparalleled, you gain the following benefits:

- You can use this feature to cast *symbol* once, without expending a spell slot. You can do so again when you finish a long rest.
- You can use your Magical Tinkering feature as part of casting *symbol* using this feature or any spell from your Trapsmith Spells feature to cause the spell to not require material components or concentration and gain a duration of Until Dispelled or Destroyed. The spell counts as one of your Magical Tinkering objects for the duration.
- The DC to find or disable a magical *glyph, symbol*, or trap crafted or created by you is increased by 5.



New Artificer Infusions

You can choose any of the following new infusions as infusions known for your artificer Infuse Item feature or other feat or feature that grants knowledge of an infusion.

Agile Weapon

Prerequisite: 6th-level artificer
Item: A simple or martial melee weapon (requires attunement)
This magic weapon grants a +1 bonus to attack and damage rolls made with it.

The magic of the weapon causes it to become light and responsive in the hand of an attuned wielder:

- If the weapon does not have the Heavy or Two-Handed property it gains the Finesse property.
- If the weapon does not have the Heavy, Two-Handed, or Versatile property, it gains the Light property.
- If the weapon has the Heavy property, the wielder can ignore that property.
- If the weapon has the Two-Handed property, it can be wielded in one hand without disadvantage.

Assassin's Bracers

Prerequisite: 6th-level artificer
Item: a pair of bracers (requires attunement)
This infusion alters a pair of bracers, each of which gains the ability to extend a concealed magical blade. As part of any other action, if you aren't holding anything in the hand of the arm wearing the bracer, you can cause a spike to extend from the bracer that can be wielded as a dagger with a +1 bonus on attack and damage rolls. The first time you extend a dagger during a combat, you can gain advantage on the next attack roll using that bracer's dagger as part of that action, bonus action, or reaction.

Additionally, if both hands are empty, when you make an attack using one bracer's dagger as part of an action, you can use a bonus action to make an attack with the other bracer's dagger.

Bashing Shield

Prerequisite: 6th-level artificer
Item: A shield (requires attunement)
A creature gains a +1 bonus to Armor Class while wielding this shield.

A wielder that has proficiency with shields may use this shield to attack as a bonus action. The shield grants a +1 bonus to attack and damage rolls made with it and inflicts 2d4 bludgeoning damage on a hit. Once per turn the wielder can make an immediate attempt to Shove a creature hit by a melee attack using the shield.

Battlefist

Prerequisite: 6th-level artificer
Item: A warforged's arm or a prosthetic arm (requires attunement by a warforged or a creature with a prosthetic arm)
This infusion turns the hand of the affected arm into a magical weapon that resembles a massively oversized gauntlet and enhances the strength of the arm to which it is attached. The battlefist can be wielded as a simple melee weapon that inflicts 1d8 bludgeoning damage on a hit and grants a +1 bonus to attack and damage rolls made with it.

When you take the Attack action on your turn, you can cast the *crushing blow* cantrip to make an attack using the battlefist in place of one of your attacks. Additionally, Strength checks using the affected arm are made with advantage and you are considered to be using a portable ram in any attempt to break down a door using the battlefist.

The bonus to hit and damage increases to +2 when you reach 10th level in this class.

Bloodblade

Prerequisite: 6th-level artificer
Item: A simple or martial melee weapon that inflicts piercing or slashing damage (requires attunement)
This magic weapon grants a +1 bonus to attack and damage rolls made with it. If you reduce a creature other than a construct or undead to 0 hit points with a melee attack using this weapon, you gain 5 temporary hit points.

The bonus increases to +2 and the temporary hit points to 10 when you reach 10th level in this class.

Construct Enhancement

Item: A Construct, Homunculus, or Steel Defender
Using this infusion, you enhance your Steel Defender, Homunculus, or other construct you have crafted or created with an artificer spell. You can learn this infusion multiple times; each time you do so, choose one of the options below to learn.

You may have multiple Construct Enhancement infusions affecting a construct at once, but only one of each specific enhancement infusion on a single construct. Each enhancement infusion affecting one of your constructs counts as one of your infused items, but the same enhancement infusion can be used on multiple different constructs. Infusions that affect an ability score also increase the appropriate checks, saving throws, and attack and damage rolls for most constructs, or as specifically noted for a Homunculus Servant or Steel Defender.

Some infusions are specific to a Steel Defender or a Homunculus, indicated as such in () below:

Aquatic Mode. The construct gains a swim speed of 40 feet. In addition, it contains a built-in apparatus that allows one willing medium or smaller creature within 5 feet of it to breathe underwater and to be pulled along with the construct as it swims.

Armored. The construct gains a +4 (natural) bonus to its AC, but its maximum Dexterity score is reduced to 14.

Climbing Claws (Defender). Your Steel Defender gains a climb speed equal to its walking speed and a claw attack it can make as a bonus action when it hits with its Force-Empowered Rend attack.

Claw. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target you can see. *Hit:* 1d4 + STR slashing damage.

Enchanted Attacks. The construct's attacks are considered magical and gain a +1 bonus on attack and damage rolls.

Force-Empowered Blast. (Defender) Your defender gains a ranged attack, and an additional way to use its Deflect Attack reaction:

Force-Empowered Blast. *Ranged Weapon Attack:* your spell attack modifier to hit, range 30/120 ft., one target you can see. *Hit:* 1d6 + DEX + PB force damage.

Deflect Attack: Covering Fire. The defender imposes disadvantage on the attack roll of an opportunity attack within range of its Force-Empowered Blast, provided the attack roll is against a creature other than the defender.

Fortitude. The construct gains a +4 bonus to its Constitution score. Also, its hit points increase by two times your artificer level. A Homunculus or Steel Defender instead adds its Constitution modifier to its hit points per artificer level.

Graceful Construction. The construct gains a +4 bonus to its Dexterity score. Additionally, a Homunculus Servant can add its Dexterity modifier to the damage of its Force Strike attack and a Steel Defender with the Force-Empowered Blast enhancement can add its Dexterity modifier to the damage of that attack.

Homunculus Focus. (Homunculus) You can use your homunculus as a spellcasting focus if it is within 100 feet of you. When you cast an artificer spell your homunculus can use its Channel Magic reaction to have the spell originate from its location. (If your homunculus has this infusion, it may also bear an infusion that can be used on a spellcasting focus.)

Improved Force Strike. (Homunculus) The damage of your homunculus' Force Strike increases to 1d6 and the range increases to 90 feet.

Integrated Tool. You integrate one tool with which you are proficient into the construct's form. It makes checks using this tool using your proficiency bonus in the tool + its applicable ability modifier. You may use this infusion multiple times on a construct, choosing a different tool each time.

Invisibility. (Homunculus) The homunculus can use an Action to magically turn invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment it wears, or carries is invisible with it.

Locking Jaws (Defender). If your Steel Defender hits a Large sized or smaller creature with its Force Empowered Rend, the creature suffers an additional 1d6 piercing damage is grappled. The DC to escape the grapple equals 10 + the Defender's Strength modifier + your proficiency bonus. The Defender can't use its Rend until the grapple ends and the grappled creature suffers 1d6 piercing damage at the start of each of the defender's turns.

Miniaturization. As an Action you can touch the construct and command it to shrink to a tiny sized trinket representative of its normal form. The construct is incapacitated while in trinket form. As an action while holding the trinket construct, you can command it to regain its normal size in an unoccupied space adjacent to you.

Programed Training. The construct gains proficiency in one skill and one saving throw of your choice. You may use this infusion multiple times on a construct, choosing a different skill and saving throw each time.

Resistance. The Construct has resistance to one of the following damage types, which you choose when you infuse it: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder.

Spell Storing Construct. Choose one 1st-level Artificer spell when you use this infusion. The construct can cast that spell once, it regains the ability to cast the stored spell using this infusion when you finish a long rest. When you reach 10th-level, this infusion can store a 1st or 2nd-level artificer spell. The construct uses your Spell Attack Modifier and Saving Throw DC for this spell. You can change which spell can be cast using this infusion when you prepare spells for the day.

Storage. The construct has an extra dimensional storage compartment. The compartment can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. The construct can use its action to retrieve any item contained within this space. This compartment does not interact negatively with other extra-dimensional spaces.

Strength. The construct gains a +4 bonus to its Strength score and counts as one size larger when determining it carrying capacity and the weight it can push, drag, or lift. Additionally, a Steel Defender can add its Strength modifier to the damage of its Force-Empowered Rend attack.

Swift. The construct increases its movement speed for all modes of movement by 10 feet.

Telepathic Bond. (Homunculus) While the homunculus is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically.

Winged. (Defender) Your Steel Defender gains a flying speed of 40 feet.



Crossbow Bracers

Prerequisite: 6th-level artificer
Item: a pair of bracers (requires attunement)
This infusion alters a pair of bracers, each of which bears a small magical repeating crossbow. The crossbows are ranged weapons with the light property, a range of 30/120, that inflict 1d6 piercing damage on a hit, have a +1 bonus on attack and damage rolls, and do not require a free hand to wield.

If you load no ammunition in the weapon, it produces its own, automatically creating one piece of magic ammunition when you make a ranged attack with it. The ammunition created by the weapon vanishes the instant after it hits or misses a target.

Additionally, if you are not wielding a shield, or weapons other than light weapons, when you make an attack using one crossbow bracer as part of an action, you can use a bonus action to make an attack with the other crossbow bracer.

Custom Tool Bag

Item: A bag, container, or satchel (requires attunement by an artificer)

This bag can contain up to two sets of artisan tools or thieves' tools in specialized compartments without increasing its weight or bulk. The bag also contains a general storage section that can hold up to 4 cubic feet or 80 pounds of material without increasing its weight or bulk, which takes only an Action to stow or retrieve an item from.

While attuned to the bag, you can retrieve and stow tools from the specialized compartments as part of any other action or bonus action made to use them. While wearing or carrying this bag you can take the Use an Object action to use the tools contained within as a bonus action on your turn. If the bag contains thieves' tools, you can pick a lock or disable a trap using the tools as a bonus action on your turn.

The extradimensional properties of this bag do not interact negatively with other extradimensional spaces.

When you reach 10th level in this class the bag can contain up to 4 sets of tools in specialized compartments without increasing its weight or bulk and the general storage increases to 500 pounds, not exceeding a volume of 64 cubic feet.

Custom Wand

Prerequisite: 5th-level artificer

Item: A wand (requires attunement by a spellcaster)

When you infuse this item choose one 1st-level spell from the artificer spell list with a casting time of 1 action. The wand has 4 charges. While holding it, you can use an action to expend 1 of its charges to cast the chosen spell from it. The wand regains all its expended charges daily at dawn. The wand uses your spell attack modifier and spell save DC or that of an attuned wielder (their choice).

The maximum level of the spell that the wand can contain increases to 2nd-level when you reach 9th level in this class, to 3rd-level when you reach 13th-level, and to 4th-level when you reach 17th-level. You may choose a lower level spell cast at a higher level when you choose this spell.

If you have access to spells from other spell lists, such as from an Artificer Specialist Spells feature, the Eldritch Artificer Traditional Magic feature, or via multi-classing, you can choose the wand's spell from any spell list you have access to.

Dancing Shield

Prerequisite: 6th-level artificer

Item: A shield (requires attunement)

A creature gains a +1 bonus to Armor Class while wielding this shield.

The Shield has 4 charges. While holding it, the wielder can use a bonus action to expend a charge to cause it to animate. The shield leaps into the air and hovers in your space to protect you as if you were wielding it, leaving your hands free. The shield remains animated for 1 minute, until you use a bonus action to end this effect, or until you are incapacitated or die, at which point the shield falls to the ground or into your hand if you have one free. The shield regains 1d4 expended charges daily at dawn.

> Arcane Synergy. If you cast *animate armament* on the shield, you can cause it to activate without expending a charge instead of the normal effects of the spell.

Dancing Weapon

Prerequisite: 6th-level artificer

Item: A simple or martial melee weapon (requires attunement)

The Weapon has 4 charges. This magic weapon grants a +1 bonus to attack and damage rolls made with it. You can use a bonus action to expend a charge to cause the weapon to animate. When you do so, the weapon begins to hover, flies up to 30 feet, and attacks one creature of your choice within 5 feet of it. The weapon uses your Spell Attack Modifier to attack and adds your Intelligence modifier to damage rolls.

While the weapon is animated, you can use a bonus action to cause it to fly up to 30 feet to another spot within 30 feet of you. As part of the same bonus action, you can cause the weapon to attack one creature within 5 feet of it. The weapon remains animated for 1 minute, until you use a bonus action to end this effect, or until you are incapacitated or die, at which point the weapon falls to the ground or into your hand if you have one free. The Weapon regains 1d4 expended charges daily at dawn.

> Arcane Synergy. If you cast *animate armament* on the weapon, you can cause it to activate without expending a charge instead of the normal effects of the spell.

Dragon Gun

Prerequisite: 5th-level artificer

Item: An item that can be used as an arcane spellcasting focus or a firearm (requires attunement by an arcane spellcaster)

When you cast a spell using this item as a spellcasting focus, you gain a +1 bonus to the spell attack rolls and to the spell save DC of the spell.

You can use the item to cast the *dragon's breath* spell once without expending a spell slot or requiring components, you cannot do so again until you finish a long rest, or you expend a spell slot of 2nd level or higher to cast it at the level of the spell slot expended. The spell effect extends from the focus, and if you take the Attack action on your turn during the spell's duration, you can use the *dragon's breath* spell in place of one of the attacks you take as part of that action.

The bonus increases to +2 when you reach 10th level in this class.

Eldritch Infusion

Prerequisite: 6th-level artificer

Item: A ring, amulet, cloak, goggles, or similar accessory that can be worn (requires attunement)

When you learn this infusion choose one Eldritch Invocation option from the warlock class and describe the type of item that can be infused with it. You must meet the prerequisites for the invocation to choose it, and the item requires those prerequisites for attunement. While wearing the item bearing this infusion, an attuned creature gains the benefits of that invocation.

You can learn this infusion multiple times, choose a different Eldritch Invocation option each time you do so.

Elemental Weapon

Prerequisite: 6th-level artificer
Item: A simple or martial weapon (requires attunement)
This magic weapon grants a +1 bonus to attack and damage rolls made with it.

Choose one of the following damage types: acid, cold, fire, lightning, or thunder. The wielder can use a bonus action to cause the weapon to deal an extra 1d6 damage of that type on a hit until the wielder uses a bonus action to end the effect, or they drop or sheathe the weapon.

The bonus increases to +2 when you reach 10th level in this class.

Enduring Construct

Item: A construct animated using an animate construct or tiny servant spell
The construct becomes animated permanently, until destroyed, and gains the following benefits:

- The construct's hit point maximum is increased by an amount equal to your artificer level.
- The construct adds half your proficiency bonus to its weapon damage rolls and AC (round up).
- The construct's movement speed is increased by 10 feet.

You can have this infusion active on multiple constructs, each construct counting as one of your infused items.

Energy Weapon

Item: A rod, staff, or wand focus (requires attunement)
You turn a rod, staff, or wand into a magical item capable of creating a weapon of pure energy. The weapon grants a +1 bonus to attack and damage rolls made with it and inflicts damage of a type you choose when you infuse the item: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder.

While holding the focus, an attuned wielder can use a bonus action to activate or deactivate the energy weapon. While active the weapon sheds bright light in a 10-foot radius and dim light for an additional 10 feet of a color indicative of the damage type. (A weapon that inflicts thunder damage instead emits a keening rumble clearly audible within 60 feet.)

Choose one of the following options, based upon the type of focus used:

Energy Blade. (Rod) A blade of energy extends from the rod. It can be wielded as a simple melee weapon with the Light, Finesse, and Versatile properties that inflicts 1d8 damage on a hit, or 1d10 if used in two hands.

Energy Flail. (Rod or Wand) A sphere of energy forms magically suspended above the tip of the focus. It can be wielded as a simple melee weapon with the Finesse, Light, and Thrown (range 30/120) properties that inflicts 1d8 damage on a hit. When thrown, the sphere of energy detaches from the tip of the weapon and hurtles towards the target. Hit or miss, the sphere disappears after the attack and a new sphere forms above the focus. A creature proficient with a flail or morningstar is proficient with this weapon.

Energy Lash. (Rod or Wand) A lash of pure energy extends from the tip of the focus. It can be wielded as a simple melee weapon with the Finesse and Reach properties that inflicts 1d8 damage on a hit. A creature proficient with a whip is proficient with this weapon.

Energy Pike. (Staff) A long blade of energy extends from one end of the staff allowing it to be wielded as a simple melee weapon with the two-handed and reach properties that inflicts 1d12 damage on a hit. A creature proficient with any polearm is proficient with this weapon.

Power Rod. (Rod) An aura of energy surrounds the rod. It is wielded as a magical club that inflicts an additional 1d4 damage of the chosen type on a hit. A creature proficient with a club is proficient with this weapon.

Power Stave. (Staff) An aura of energy surrounds the staff. It is wielded as a magical quarterstaff that inflicts an additional 1d4 damage of the chosen type on a hit. A creature proficient with a quarterstaff is proficient with this weapon.

War Rod. (Rod) The rod gains the ability to project blasts of energy, it can be wielded as a simple ranged weapon with the versatile property, range (100/400), that inflicts 1d8 damage or 1d10 if used in two hands. A creature proficient with any crossbow or firearm is proficient with this weapon.

War Stave. (Staff) The staff gains the ability to project blasts of energy, it can be wielded as a simple ranged weapon with the Versatile property, range (150/600), that inflicts 1d10 damage, or 1d12 if used in two hands. A creature proficient with any crossbow or firearm is proficient with this weapon.

War Wand. (Wand) The wand gains the ability to project blasts of energy, it can be wielded as a simple ranged weapon with the Light property, range (50/200), that inflicts 1d8 damage on a hit. A creature proficient with a hand crossbow or pistol is proficient with this weapon and can engage in two weapon fighting using two war wands.

A creature that can use the infused focus as a spellcasting focus is considered proficient with the created weapon and can use their Spellcasting Ability in place of Strength or Dexterity for attack and damage rolls using the weapon.

The weapon's bonus to attack and damage increases to +2 when you reach 10th level in this class.

When you use this infusion, you can choose to infuse a matched pair of rods or wands. Both focuses count as a single item of the purposes of attunement and your number of infused items, and you can activate both weapons with a single bonus action.



Enhanced Ammunition Crafting Tools

Item: a set of tools that can be used to craft ammunition

If you use the tools affected by this infusion to craft magical or mundane ammunition, you can do so at half the normal cost and in one quarter the normal time. (This is cumulative with other features that reduce crafting time and cost.)

As an Action, you can expend a spell slot to use these tools to magically create up to 12 pieces of ammunition of a type appropriate to the tool or to further enchant a weapon affected by a Repeating Shot infusion. The effect of the infusion depends upon the level of the spell slot:

- 1st-level. The ammunition has a +1 bonus to attack and damage.
- 2nd-level. The ammunition has a +1 bonus to attack and damage and inflicts an additional 1d6 force damage.
- 3rd-level. The ammunition has a +2 bonus to attack and damage and inflicts an additional 1d6 force damage.
- 4th-level. The ammunition has a +2 bonus to attack and damage and inflicts an additional 2d6 force damage.
- 5th-level. The ammunition has a +3 bonus to attack and damage and inflicts an additional 2d6 force damage.

The ammunition remains enchanted until used or until you use this effect of the infusion again. If used on a ranged weapon with the Repeating Shot infusion, the first 12 shots (if a single weapon is targeted) or 6 shots (if two weapons are targeted) fired using ammunition created by the weapon's Repeating Shot infusion gain the ammunition enchantment.

You must be proficient with the infused tools to use these effects.

Enhanced Healer's Kit

Item: A Healer's Kit (requires attunement)

This Healer's kit never runs out of uses. While holding this item you gain +1 bonus to checks that apply your proficiency in the Medicine skill and a +1 bonus to the number of hit points restored by a spell, class feature, or feat used by you to restore hit points to a creature.

An Artificer with the Physician feature also gains a +1 bonus to spell save DC and spellcasting ability checks when they cast artificer spells using the kit as a focus. Additionally, if you have the Healer feat, you can use that feat as a bonus action using these tools.

The bonuses increase to +2 when you reach 10th level in this class.

Enhanced Ranged Weapon

Item: A simple or martial weapon with the ammunition property

This magic weapon grants a +1 bonus to attack and damage rolls made with it and the short and long range of the weapon is doubled.

The bonus increases to +2 when you reach 10th level in this class.

Enhanced Tools

Item: Artisan Tools or Thieves' Tools (requires attunement by an artificer)

While holding this item, or a focus crafted using this item, you gain a +1 bonus to spell attack rolls and to the spell save DC of your Artificer spells and a +1 bonus to ability checks that apply your proficiency in the tool. Additionally, you can use Intelligence in place of the normal ability score when making an ability check that applies your proficiency with the tools.

The bonus increases to +2 when you reach 10th level in this class.

Enhanced Weapon Focus

Prerequisite: 5th-level artificer

Item: A simple or martial weapon (requires attunement by an arcane spellcaster)

You imbue a weapon with the ability to channel magic. This magic weapon grants a +1 bonus to attack and damage rolls made with it. If attuned to the item and proficient with its use as a weapon, you can use the weapon as an arcane spellcasting focus and gain a +1 bonus to spell attack rolls and to the spell save DC of your spells while wielding the weapon as a focus.

Additionally, when you take the Attack action using the weapon on your turn, you can cast a cantrip you know that involves a weapon attack using the weapon focus as part of casting the spell in place of one of the attacks you take as part of that action.

The bonus increases to +2 when you reach 10th level in this class.

Enhanced Weapon Set

Item: Two simple or martial weapons with the light property

This infusion affects two weapons meant to be wielded as a pair. These magic weapons grant a +1 bonus to attack and damage rolls made using them when both are wielded. Additionally, when you engage in two-weapon fighting while wielding both weapons, you can add your ability modifier to the damage of the second attack using one of these weapons. The pair of weapons counts as a single infused item.

The bonus increases to +2 when you reach 10th level in this class.

Focus Item

Item: An item that can be used as an arcane spellcasting focus (requires attunement by an arcane spellcaster)

When you cast a spell using this item as a spellcasting focus, you gain a +1 bonus to the spell attack rolls and spellcasting ability checks and to the spell save DC of the spell.

The bonus increases to +2 when you reach 10th level in this class.

Force Gauntlets

Prerequisite: 6th-level artificer

Item: a pair of gloves or gauntlets (requires attunement)

You enchant a pair of gloves to emit blasts of force and be used as an arcane spell casting focus. Each gauntlet counts as a simple weapon with the light property and a +1 bonus to attack and damage rolls while you are not holding anything in it. When you attack with a gauntlet, you can either make a melee weapon attack or a ranged weapon attack with a range of 30/90. The gauntlets inflict 1d6 force damage on a hit. If you can use the gauntlets as a spellcasting focus, you can use your Spellcasting Ability in place of Strength or Dexterity for the attack and damage rolls of the gauntlets.

If both gloved hands are not holding anything, when you attack using one gauntlet as part of an action, you can use a bonus action to make an attack with the other gauntlet.

The bonus increases to +2 when you reach 10th level in this class.

Heavy Armor Enhancement

Prerequisite: 6th-level artificer
Item: A suit of heavy armor (requires attunement by a creature proficient with heavy armor)
A creature gains a +1 bonus to Armor Class while wearing the infused armor.

Bludgeoning, piercing, and slashing damage that you take from nonmagical weapons is reduced by 3 for an attuned wearer.

Heavy Weapon Enhancement

Prerequisite: 5th-level artificer
Item: A simple or martial melee weapon with the two-handed and heavy properties (requires attunement by a creature proficient with the weapon)
This magic weapon grants a +1 bonus to attack and damage rolls.
An attuned wielder gains the following additional benefits:

- On your turn, when you score a critical hit with the weapon or reduce a creature to 0 hit points with it, you can make one melee weapon attack using the weapon as a bonus action.
- Before you make a melee attack with the weapon, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

Impelled Weapon

Item: A simple or martial ranged weapon with the ammunition property (requires attunement)
This magic weapon grants a +1 bonus to attack and damage rolls.

An attuned wielder gains the *impel weapon* cantrip's range bonus to every attack made using the weapon, and when they take the Attack action, they can cast *impel weapon* to apply the cantrip's other effects in place of one of their attacks.

The bonus increases to +2 when you reach 10th level in this class.

Moderate Armor Enhancement

Item: A suit of medium armor (requires attunement by a creature proficient with medium armor)
A creature gains a +1 bonus to Armor Class while wearing the infused armor.

The armor adjusts to enhance fit and mobility for an attuned wearer, granting the following benefits:

- The armor doesn't impose disadvantage on your Dexterity (Stealth) checks.
- You can add 3, rather than 2, to your AC if you have a Dexterity of 16 or higher.

Precise Weapon

Item: A simple or martial ranged weapon or a simple or martial melee weapon with the finesse or light property (requires attunement)
This magic weapon grants a +1 bonus to attack and damage rolls.

When an attuned wielder takes the Attack action, they can cast *critical insight* using the weapon in place of one of their attacks.

The bonus increases to +2 when you reach 10th level in this class.

Repair Tools

Prerequisite: Mending cantrip
Item: Tinker's Tools (requires attunement by an artificer with the mending cantrip)
You gain the following benefits when using these tools:

- When you cast a spell using this item as a spellcasting focus, you gain a +1 bonus to the spell attack rolls and to the spell save DC of the spell and to the hit points restored to a construct or object by a spell.
- When you cast *mending* using these tools on an object or construct it restores 2d6 hit points, this increases to 3d6 at 5th level, 4d6 at 11th level, and 5d6 at 17th level.
- You can cast *repair object* spell using these tools without having the spell prepared. When you cast repair object it is considered to be cast using a spell slot one level higher than you expended.
- When you reach 11th-level in this class, you can use these tools once to cast *make whole* as if you expended a spell slot equal to half your artificer level (round up). Once you use the tools to cast this spell, you can't do so again until you finish a long rest.

Replicate Imbuement

Prerequisite: 6th-level artificer
Using this infusion, you replicate a Wizard Imbuement spell. You can learn this infusion multiple times; each time you do so, choose a wizard imbuement spell. Instead of casting the Imbuement spell, you infuse spell's effect into an item using your Infuse Item feature. Instead of the normal duration, the Imbuement spell lasts indefinitely, taking the place of one of your active infused items. The imbuement functions as if you were the caster and had expended the highest-level artificer spell slot available to you. If the Imbuement has limited uses, it regains those uses daily at dawn.

Replicate Magical Instrument

Prerequisite: proficiency with a musical instrument of a type appropriate to the replicable instrument
This infusion is gained by Songsmith bards with the Craft Instrument feature but can also be learned as a regular infusion by an artificer with the appropriate musical instrument proficiency. Add your levels in bard to your artificer level to determine if you meet a prerequisite for this infusion.

If you know this infusion you can use musical instruments as spellcasting focuses for artificer spells and bard spells, any benefit a magical instrument grants to bard spells also applies to your artificer spells cast using the instrument.

Using this infusion, you replicate a particular magical instrument. You can learn this infusion multiple times; each time you do so, choose a magic instrument that you can make with it, picking from the Replicable Instrument tables. A table's title tells you the level you must be in the class to choose an item from the table.

> Note: Unless they type of instrument is integral to the function of the magical item (such as a horn of blasting), the infusion can be used on any instrument, not just the type described in the item's description.

Replicable Instrument (2nd-Level Artificer)

Magic Item	Source	Attunement
Instrument of Illusions	XGE	Yes
Instrument of Scribing	XGE	Yes
Horn of Silent Alarm	XGE	No
Pipe of Smoke Monsters	XGE	No
Rhythm-Maker's Drum +1	TCE	Yes

Replicable Instrument (6th-Level Artificer)

Magic Item	Source	Attunement
Mac-Fuirmidh Cittern	DMG	Yes
Pipes of Haunting	DMG	No
Thundering Wargong	AM	Yes
Wind Horn	AM	No

Replicable Instrument (10th-Level Artificer)

Magic Item	Source	Attunement
Chime of Opening	DMG	No
Doss Lute	DMG	Yes
Fochlucan Bandore	DMG	Yes
Pipes of the Sewers	DMG	Yes
Reveler's Concertina	TCE	Yes
Horn of Valhalla (Silver)	DMG	No
Rhythm-Maker's Drum +2	TCE	Yes

Replicable Instrument (14th-Level Artificer)

Magic Item	Source	Attunement
Canaith Mandolin	DMG	Yes
Cli Lyre	DMG	Yes
Horn of Blasting	DMG	No
Horn of Valhalla (Brass)	DMG	No
Lyre of Building	TCE	Yes

Replicate Magic Item: Additional Items

Add the following items to the Replicate Magic Item infusion.

Replicable Items (2nd-Level Artificer)

Magic Item	Source	Attunement
All-Purpose Tool +1	TCE	Yes
Arcane Shield +1	AM	No
Magic Mirror	AM	No
Penumbra Cloak	AM	No
Ring of Swimming	DMG	No
Rope of Climbing	DMG	No
Sonic Apparatus	AM	No
Spellbane Shackles	AM	No
Tools of the Master +1	EE	Yes

Replicable Items (6th-Level Artificer)

Magic Item	Source	Attunement
Eyes of Minute Seeing	DMG	No
Final Messenger	EE	No
Gloves of Storing	EE	No
Ring of Feather Falling	DMG	Yes
Ring of Resistance	DMG	Yes
Ring of Warmth	DMG	Yes
Sentinel Shield	DMG	No

Replicable Items (10th-Level Artificer)

Magic Item	Source	Attunement
All Purpose Tool +2	TCE	Yes
Arcane Shield +2	AM	No
Broom of Flying	DMG	No
Cloak of Charisma	AM	Yes
Decanter of Endless Water	DMG	No
Immovable Rod	DMG	No
Tools of the Master +2	EE	Yes

Replicable Items (14th-Level Artificer)

Magic Item	Source	Attunement
Folding Boat	DMG	No
Raven Cloak	AM	Yes
Ring of Amazing Actuation	AM	Yes
Ring of Dexterity	AM	Yes
Ring of X-ray Vision	DMG	Yes
Rope of Entanglement	DMG	No
Talisman of Understanding	AM	Yes

Replicate Minor Magic Item

When you learn this infusion, you learn to replicate a variety of common magic items. You learn to make all of the items on the Minor Replicable Items table. You can have this infusion active on multiple objects, each use of this infusion counts as one of your infused items.

Additionally, if you know this infusion, you can cast the *advanced magical tinkering* spell to imbue the effects of a Minor Magic Item as one of your Magical Tinkering objects instead of one of your infused items.

Minor Replicable Items

Item	Attunement	Source	Price
Armblade	Yes	E:RLW	320
Armor of Gleaming		XGE	50
Battle Rod		EE	25
Boots of False Tracks		XGE	60
Candle of the Deep		XGE	10
Cast-Off Armor		XGE	40
Charlatan's Die	Yes	XGE	60

Charlatan's Gloves		EE	30
Cloak of Billowing		XGE	50
Cloak of Many Fashions		XGE	70
Clockwork Amulet		XGE	100
Clothes of Mending		XGE	30
Dread Helm		XGE	25
Drybrooch		EE	40
Duster		EE	20
Ear Horn of Hearing		XGE	30
Enduring Spellbook		XGE	100
Ersatz Eye	Yes	XGE	120
Everbright Lantern		E:RLW	55
Feather Token		E:RLW	20
Glamerweave		E:RLW	70
Hat of Vermin		XGE	30
Heward's Handy Spice Pouch		XGE	30
Horn of Silent Alarm		XGE	40
Imbued Wood Focus	Yes	E:RLW	100
Instrument of Illusions	Yes	XGE	70
Instrument of Scribing	Yes	XGE	70
Integrated Tool		EE	30
Lamplighter		EE	20
Light Tube		AM	75
Lock of Trickery		XGE	40
Moon-Touched Sword		XGE	300
Orb of Direction		XGE	50
Orb of Shielding	Yes	E:RLW	90
Orb of Time		XGE	50
Pipe of Smoke Monsters		XGE	25
Pole of Angling		XGE	10
Pole of Collapsing		XGE	20
Prosthetic Limb		E:RLW	100
Rope of Mending		XGE	20
Ruby of the War Mage	Yes	XGE	40
Shield of Expression		XGE	30
Shiftweave		E:RLW	50
Smoldering Armor		XGE	25
Sonic Apparatus		AM	220
Spark		EE	5
Spellshard		E:RLW	100
Staff of Adornment		XGE	30
Staff of Birdcalls		XGE	30
Staff of Flowers		XGE	30
Talking Doll	Yes	XGE	20
Tankard of Sobriety		XGE	30
Talking Wand		EE	25
Thurimbar Rod		EE	30
Unbreakable Arrow		XGE	50
Wand of Conducting		XGE	30
Wand of Pyrotechnics		XGE	70
Wand of Scowls		XGE	30
Wand of Smiles		XGE	30
Wand Sheath	Yes	E:RLW	120
War Staff		EE	50
Welding Wand		AM	120

The source column indicates the sourcebook where the item description is located. (E:RLW indicates an item from *Eberron: Rising from the Last War*, EE indicates an item from *Exploring Eberron*, AM indicates an item in the Arcanum Magic Items Appendix of this book, XGE items are from *Xanathar's Guide to Everything*.)

See the item's description in the appropriate source for more information about it, including the type of object required for its making. The Price listed is the usual market price for such an object, and is used in the advanced magical item crafting rules contained in the Arcane Magic Items chapter.

Sharpshooting Weapon

Prerequisite: 5th-level artificer
Item: A simple or martial ranged weapon with the ammunition property (requires attunement)
This magic weapon grants a +1 bonus to attack and damage rolls.

An attuned wielder gains the following additional benefits when attacking with the weapon:

- Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls.
- Your ranged weapon attacks ignore half cover and three-quarters cover.
- Before you make an attack with a ranged weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.



Sheltering Shield

Prerequisite: 6th-level artificer
Item: A shield (requires attunement)
A creature gains a +1 bonus to Armor Class while wielding this shield.

A wielder that is not incapacitated can add the shield's AC bonus to any Dexterity saving throw made against a spell or other harmful effect. If the wielder is subjected to an effect that allows them to make a Dexterity saving throw to take only half damage, they can use their reaction to take no

damage if they succeed on the saving throw, interposing the shield between themselves and the source of the effect, and only half damage on a failed saving throw.

Skirmisher's Armor

Prerequisite: 6th-level artificer
Item: A suit of light armor (requires attunement by a creature proficient with light armor)
A creature gains a +1 bonus to Armor Class while wearing the armor.

An attuned wearer gains the benefit of the Skirmishing fighting style while wearing this armor.

Skirmishing

While wearing light or no armor your movement speed increases by 5 feet and you gain a bonus to your AC equal to half your proficiency bonus (round down). You lose this benefit if you are incapacitated or if your speed drops to 0. You can use a shield and still gain this benefit.

The bonus increases to +2 when you reach 10th level in this class.

Sniping Weapon

Prerequisite: 5th-level artificer
Item: A simple or martial ranged weapon with the ammunition property (requires attunement)
This magic weapon grants a +1 bonus to attack and damage rolls.

An attuned wielder gains the following additional benefits when attacking with the weapon:

- Your attacks score a critical hit on a roll of 19 or 20. (Or you increase your critical range by one if you already score a critical on a roll other than 20.)
- If you take the Attack action on your turn, you can choose to make only a single attack using a ranged weapon, foregoing any additional attacks during that action. If you hit with this attack you can roll two additional weapon damage dice when determining the damage for the attack for each additional attack you could have made as part of that Attack action.

Spell Draining Focus

Prerequisite: 10th-level artificer
Item: An arcane spellcasting focus (requires attunement by an arcane spellcaster)
While using this focus, you gain a +2 bonus to spell casting ability checks and to the spell save DC of your spells.

In addition, while holding the focus you can expend your spell slots to cast *counterspell* or *dispel magic* without having the spell prepared or requiring components. When you successfully counter or dispel a spell of 1st level or higher you can cause the focus to capture the spell's energy. The focus stores one spell slot of a level equal to the level of the spell countered or dispelled. You can use this spell slot in place of spending one of your own spell slots when you cast a spell while holding the focus. The focus can store only a single spell slot at a time.

Spellblast Staff

Prerequisite: 7th level artificer
Item: A staff arcane focus (requires attunement by an arcane spellcaster)
While wielding this staff, you gain a +1 bonus to spell attack rolls and to the spell save DC of your spells and a +1 bonus to attack and damage rolls when wielded as a weapon. Additionally, while wielding the staff in two hands you can use a bonus action immediately before casting a spell on your turn to empower the staff, roll 1d8 and add the result to one damage roll of a spell you cast using the staff that turn.

If you use the Arcane Firearm feature on this staff, the damage bonus from empowering the staff increases to 2d8.

The bonus to spell attacks and save DC increases to +2 when you reach 10th level in this class.

Spellslinger Wands

Prerequisite: 7th level artificer
Item: A pair of matched wands (requires attunement by an arcane spellcaster)
While wielding one or both of these wands, you gain a +1 bonus to spell attack rolls and to the spell save DC of your spells. Additionally, while wielding both of these wands, when you use your Action to cast a cantrip using these wands you can reduce your effective level by 6 for the purposes of determining the cantrip's damage and other effects (minimum level 1) and cast that cantrip again as a bonus action using the second wand with the same reduction in effect.

If you use the Arcane Firearm feature on these wands, it affects both wands.

The bonus to spell attacks and save DC increases to +2 when you reach 10th level in this class.

Spellstrike Rod

Prerequisite: 7th level artificer
Item: A rod arcane focus (requires attunement by an arcane spellcaster)
While wielding this rod, you gain a +1 bonus to spell attack rolls and to the spell save DC of your spells and can be wielded as a simple weapon that grants a +1 bonus to attack and damage rolls and inflicts 1d8 bludgeoning damage on a hit. You can use your Spellcasting Ability modifier in place of Strength when making melee weapon attack and damage rolls using this rod.

If you use the Arcane Firearm feature on this rod, once per turn you can increase the additional damage from that feature by 1d8 for a spell that requires a melee spell or melee weapon attack.

The bonus to spell attacks and save DC increases to +2 when you reach 10th level in this class.



Vehicle Enhancement

Item: A Vehicle

Using this infusion, you enhance a vehicle. You can learn this infusion multiple times; each time you do so, choose one of the options below to learn. You may have multiple Vehicle Enhancement infusions affecting a vehicle at once, but only one of each specific enhancement infusion on a single vehicle. Each enhancement infusion affecting a vehicle counts as one of your infused items, but the same enhancement infusion can be used on multiple different vehicles.

Cargo Vehicle. The vehicle contains an extradimensional space the size of a 10-foot cube that can be accessed through one of its normal cargo compartments as an action. No matter what is in this space, it adds no weight to the vehicle. The extradimensional properties of this space do not interact negatively with other extradimensional spaces.

Collapsible Vehicle. While the vehicle contains no living creatures, you can touch it as an action and command it to shrink to the size of tiny trinket that resembles the vehicle. While holding the trinket you can issue a command as an action to case the vehicle to return to its normal size in an unoccupied space adjacent to you. When you infuse the vehicle, you can choose specific creatures that are authorized to use this command.

Enhanced Vehicle. The vehicle's speed increases by 10 feet and a creature piloting, maintaining, or repairing the vehicle gains a +1 bonus to any ability check made to operate the vehicle. The bonus increases to +2 when you reach 10th level in this class.

Reinforced Vehicle. The vehicle becomes magical, gaining resistance to all damage and a +1 bonus to AC. The bonus increases to +2 when you reach 10th level in this class.

Vibrational Weapon

Prerequisite: 6th-level artificer

Item: a simple or martial melee weapon with the light or finesse property that inflicts piercing or slashing damage (requires attunement)

This magic weapon grants a +1 bonus to attack and damage rolls made with it.

The wielder can use a bonus action to cause the weapon's blade to begin to oscillate minutely at incredible speed, emitting a faint humming sound. The weapon inflicts an additional 1d6 damage of its type on a hit until the wielder uses a bonus action to end the effect, or they drop or sheathe the weapon. Any hit using the weapon against an object while active is a critical hit.

The bonus increases to +2 when you reach 10th level in this class.

Artificer Specialist Infusions

Some artificer specialties have developed exclusive infusions. These infusions have specific specialist class features as prerequisites and are usable only by artificers with that feature.

Aeronaut Infusions

While not exclusive to the specialty, many Aeronaut artificers use the Skirmisher's Armor infusion on their Aeronaut Armor. When they gain the Improved Flight Mechanism feature, they can learn the following exclusive infusion:

Aeronaut Flight Mechanism Enhancement

Prerequisites: Improved Flight Mechanism feature

Item: Aeronaut Armor flight mechanism (requires attunement by an artificer with the Improved Flight Mechanism feature)

This infusion separately affects the flight mechanism of a suit of aeronaut armor and counts as a separate infused item from the armor itself. The infusion grants a different ability based upon the armor's active flight mechanism type:

Gyrocopter. You gain exceptional maneuverability. When you use a bonus action to take the Disengage action during your turn, you also gain the benefits of the Dodge action while flying.

Rocket Pack. You can use the rocket's momentum to your advantage. When you take the Dash action while flying on your tun, and move at least 10 feet directly towards a target, you can double the additional damage from your Aerial Strike feature inflicted by a melee attack against that target this turn.

Winged Flight. The wings are reinforced. You gain a +1 bonus to attack and damage rolls using the wings as weapons and their damage increases to 1d8. Additionally, when you use the wings to block attacks, you are considered to be wielding a shield with the Sheltering Shield infusion.

Alchemist Infusions

An Alchemist specialist can choose any of the following exclusive infusions as infusions known.

Alchemical Grenadier Tools

Prerequisite: Alchemical Bomb cantrip, Experimental Elixir feature

Item: Alchemist's Supplies (requires attunement by an artificer with the Experimental Elixir feature)

You gain a +1 bonus to the save DC of your artificer spells while using these tools as a focus

If you use Alchemist's supplies affected by this infusion as a focus, they enhance your use of the *alchemical bomb* cantrip. You can expend a spell slot when you cast *alchemical bomb*. If you do so, creatures suffer half damage if they succeed on the saving throw, you may increase the area by up to 5 feet per level of the spell slot expended, and the damage increases by 1d6 plus 1d6 per level of the spell slot expended.

In addition, you may choose one of the following options when you create an *alchemical bomb*. Your Alchemical Savant

feature applies to any damage roll of this spell, regardless of damage type.

Alchemical Trap. You can spend one minute to set an alchemical trap on an object in such a way to cause it to explode when a certain circumstance occurs. Circumstances that can trigger the explosion include using the object, moving the object, damaging the object, or moving into the object's space. The DC to detect or disarm the trap is your Spell Save DC. When triggered, the trap inflicts damage equal to your *alchemical bomb* in the area around the object. You can increase the area and damage by expending a spell slot as normal when you craft the trap. The alchemical trap counts as one of your Magical Tinkering objects until detonated or removed. Setting an alchemical trap so that its area overlaps with an existing alchemical trap triggers the first trap.



Flash Bomb. You may only choose this option if you expend a spell slot when you cast the spell. The saving throw changes to a Constitution saving throw, the damage is radiant damage, and a creature failing the saving throw is also blinded until the end of your next turn.

Smoke Bomb. You may choose to have the bomb generate a cloud of smoke that heavily obscures the area instead of exploding. The smoke lasts for 1 minute, plus 10 minutes per level of the spell slot expended when you create the bomb unless dispersed by a wind. A moderate wind (at least 10 miles per hour) disperses the smoke in 4 rounds; a strong wind (20 or more miles per hour) disperses it in 1 round. If you expend a 3rd level or higher spell slot when you use this option, you can choose to have the cloud have the same effects as a *stinking cloud* spell.

Stun Bomb. You may choose to have the bomb inflict thunder damage. The saving throw changes to a Constitution saving throw and the damage is non-lethal, it knocks a creature unconscious if the damage reduces it to 0 hit points, but it automatically stabilizes and does not require death saves. If you expend a 1st level or higher spell slot when you create this bomb, a creature failing this saving throw by 5 or more is stunned until the end of your next turn.

Vapor Bomb. You may choose to have the bomb explode in a cloud of caustic vapor. Each creature in the cloud when it forms, entering the cloud for the first time on a turn, or ending its turn within the cloud must succeed on a Constitution saving throw or suffer acid or poison damage (your choice). The area of the cloud of acidic vapor is lightly obscured and persists until the start of your next turn.

The bonus to save DC increases to +2 when you reach 10th level in this class.

Alchemical Healing Tools

Prerequisite: Experimental Elixir feature
Item: Alchemist's Supplies (requires attunement by an artificer with the Experimental Elixir feature)

When you use these tools as a spellcasting focus, they enhance your healing abilities in the following ways:

- You gain a +1 bonus to the number of hit points restored by an artificer spell. This bonus also applies to Healing Elixirs created by you and increases to +2 when you reach 10th level in this class.
- When you use these tools to cast *lesser restoration* using your Restorative Reagents feature, the target also benefits as if it consumed one of your Healing Elixirs.
- You can expend a 5th level spell slot to cast a spell using your Chemical Mastery feature without expending a use of that feature.

Experimental Elixir Tools

Prerequisite: Experimental Elixir feature
Item: Alchemist's Supplies (requires attunement by an artificer with the Experimental Elixir feature)

You gain a +1 bonus to spell attack rolls and to the spell save DC of your artificer spells while using the alchemist's supplies as a focus.

Additionally, when you use your Experimental Elixir feature after a long rest or by expending a spell slot, you produce one additional elixir using these tools.

The bonus increases to +2 when you reach 10th level in this class.

Armorer Infusions

The following Armorer specialist infusions can be chosen as infusions known and are used on their Arcane Armor. Uniquely, these infusions change their properties with the model of the armor.

Arcane Armor Control System Enhancement

Prerequisites: Armor Modifications feature
Item: Arcane Armor Helm (requires attunement by an artificer with the Armor Model feature)

This helmet enhancement for the arcane armor system features sensory and control upgrades granting the following benefits:

- You have darkvision out to a range of 60 feet. If you already have darkvision, wearing the helm increases its range by 60 feet.
- You have advantage on Wisdom (Perception) checks that rely on sight. In conditions of clear visibility, you can make out details of even extremely distant creatures and objects as small as 2 feet across.
- You can take the Search action as a bonus action on your turn.

- If attuned to this system, you can treat all other Arcane Armor Enhancement infusions as a single item for the purposes of Attunement (two items instead of four).

Arcane Armor Core System Enhancement

Prerequisites: Armor Model feature
Item: Arcane Armor Chest Piece (armor) (requires attunement by an artificer with the Armor Model feature)
You gain a +1 bonus to Armor Class and to the Spell Attack modifier and Saving Throw DC of your artificer spells while wearing the armor. (This is not cumulative with any other magic items or infusions granting a bonus to spell attack or spell save DC.)

In addition, it gains an additional ability based upon the current Armor Model:

Cannoneer. You can expend a spell slot as a reaction when you suffer fire, force, lightning, radiant, or thunder damage to absorb 5 points of damage per level of the spell slot expended. The damage you take is reduced by that amount and you gain a bonus to the damage roll of your next cannon shot before the end of your next turn equal to the amount of damage prevented.

Guardian. You can use your Intelligence modifier in place of Strength when making Strength checks and Strength saving throws and you regain all expended uses of your Defensive Field when you finish a short or long rest.

Infiltrator. You can use your Intelligence modifier in place of Dexterity when making Dexterity checks and Dexterity saving throws and your Dampening Field allows you to try to hide when you are lightly obscured from the creature from which you are hiding.

Lancer. You can use the armor to cast *longstrider* on yourself once without having the spell prepared or requiring components or expending a spell slot. When you gain the Armor Modifications feature you can cast *haste* on yourself once using the armor without having the spell prepared or requiring components or expending a spell slot. You regain the ability to use the armor to cast each of these spells you finish a long rest. You can expend a spell slot of an appropriate level to cast these spells using the armor additional times.

Utility. When you make an ability check to use a tool replicated by the Armor's Integrated Tool System, you can roll a d4 and add the result to the check.

The bonus to AC, Spell Attack modifier, and Saving Throw DC increases to +2 when you reach 10th level in this class.

Arcane Armor Mobility System Enhancement

Prerequisites: Armor Modifications feature
Item: Arcane Armor Boots (requires attunement by an artificer with the Armor Model feature)
The boots gain an ability based upon the current Armor Model:

Cannoneer. The armor contains an integrated weapon stabilization system for the cannon. You no longer need to brace the cannon with your other hand to avoid disadvantage. If you do use your off hand to brace the cannon, attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls using it and you score a critical hit on a roll of 19-20 when attacking at short range.

Guardian. Your jump distance is tripled, and you have advantage on any ability check or saving throw made to jump or to resist being moved or knocked prone. Additionally, once per turn when you make a jump of 10 feet or more, you do not expend movement for up to 10 feet of movement made as part of that leap.

Infiltrator. Your walking speed increases by 5 feet and you have a flying speed equal to your walking speed. You can use the system to fly for up to 4 hours, all at once or in several shorter flights, each one using a minimum of 1 minute from the duration. If you are flying when the duration expires, you descend at a rate of 30 feet per round until you land. The system regains 2 hours of used flying capability when you finish a short rest and 4 hours when you finish a long rest.

Lancer. You can take the Dash action as a bonus action on your turn.

Utility. While wearing the armor, you count as one size larger and can use Intelligence in place of Strength for the purposes of determining your carrying capacity and the weight you can push, drag, or lift.

Arcane Armor Weapon System Enhancement

Prerequisites: Armor Modifications feature
Item: Arcane Armor Special Weapon (requires attunement by an artificer with the Armor Model feature)
The armor's special weapon gains a +1 bonus to attack and damage rolls made with it. In addition, it gains an additional ability based upon the current Armor Model:

Cannoneer. When you expend a spell slot to increase the damage of a cannon shot, you inflict an additional 1d10 damage.

Guardian. You can cast the *booming blade* cantrip using the armor, but you must use the Thunder Gauntlet to make the attack. You can cast this spell in place of one attack you make using a Thunder Gauntlet as part of an Attack action or a reaction.

Lancer. The Lancer's Shield Gauntlet gains the listed bonus to attack and damage rolls as a bonus to the AC provided by the shield, and you can use a second infusion on the shield gauntlet as a separate item. If the second infusion grants a bonus to AC, use the higher bonus.

Infiltrator. You can cast the *critical insight* cantrip using the armor, but you must use the Lightning Launcher to make the attack. You can cast this spell in place of one attack you make using a Lightning Launcher as part of an Attack action.

Utility. You gain the listed bonus to attack and damage rolls as a bonus to ability checks using tools or gear produced by the armor's integrated tool systems. Additionally, when both of the armor's gauntlets are configured as light weapons, if you engage in two weapon fighting using the weapons, you can add your ability modifier to the damage of the second attack.

The bonus increases to +2 when you reach 10th level in this class.

Artillerist Infusions

An Artillerist specialist can choose any of the following exclusive infusions as infusions known.

Artillerist's Tools

Prerequisite: Arcane Firearm feature
Item: Woodcarving Tools (requires attunement by an artificer with the Arcane Firearm feature)
While holding this item, or an Arcane Firearm created using the tools, you gain a +1 bonus to your artificer Spell Attack Modifier, artificer spell save DCs, and to damage rolls on a hit with a spell attack.

In addition, you gain two new ways to use your Eldritch Cannon feature:

Arcane Artillery Cannon. Instead of creating a separate cannon, you incorporate the cannon into an Arcane Firearm created using these tools, creating an Arcane Artillery Cannon. When you create the cannon, or as an Action while it exists, you can set up the cannon in a location. Thereafter, until you move, the range of any artificer spell cast using the focus is doubled and once during each of your turns you can increase the damage bonus of your Arcane Firearm feature by 2d8 (or by 3d8 if you have the Explosive Cannon feature).

Arcane Enhancement Device. When you create the cannon, or as an Action while it exists, you can deploy the device on a horizontal surface within 5 feet of you. While it remains in that location the device generates an Arcane Enhancement Field within 10 feet of it. Each non-hostile creature within the field adds 1d4 force damage when it hits with a weapon or spell attack. If the cannon is moved, you must use an Action to redeploy it to generate the field again.

The bonus to spell attacks, spell save DC, and spell attack damage rolls increases to +2 when you reach 10th level in this class. If you use these tools to create an Arcane Firearm affecting a focus that already grants a bonus to spell attack rolls or spell save DC, you use the bonus from this infusion or the bonus granted by the focus, whichever is higher.

Focus Cannon

Prerequisite: Eldritch Cannon feature
Item: An Eldritch Cannon (requires attunement by an artificer with the Eldritch Cannon feature)
When you use this infusion, you also use your Eldritch Cannon feature to create a cannon. The cannon lasts until destroyed, and gains the following benefits from the infusion:

- You can use it as a spellcasting focus if it is within 60 feet of you. When you cast an artificer spell you can choose to have it originate from the cannon. When you cast an artificer spell using the cannon as a focus or attack using the cannon you gain a +1 bonus to your spell attack rolls and save DC. You also gain a +1 bonus to the damage roll of a successful spell attack using the cannon.
- The focus cannon can hover and may fly up to 20 feet when commanded to move.
- If created as a Protector cannon, if it is within 60 feet, you can cast Artificer spells with a casting time of 1 reaction and a range of self on any ally you can see within 10 feet of it. For example, you could cast a *shield* spell on an ally when you see that ally hit by an attack.
- If it is within 60 feet, you can use an Action on your turn to cause the cannon to reconfigure into a different type of cannon.
- If you have the Arcane Firearm feature, you can use that feature on your Focus Cannon, creating an Arcane Focus Cannon. You gain that feature's benefits when casting a spell using the cannon as a focus. Additionally, if you are within 5 feet of the cannon, you can fire it manually as an action during your turn. If you do so, the damage is increased by 1d8 and you can add your spellcasting ability modifier to the damage roll of a successful spell attack using the cannon in this way.

The bonus to spell attack rolls, spell save DC, and cannon damage rolls on a successful spell attack, increases to +2 when you reach 10th level in this class.

Battle Smith Infusions

A Battle Smith can choose any of the following exclusive infusions as infusions known.

Improved Smith's Tools

Prerequisite: Adamantine Edge or Adamantine Fortification cantrip, Battle Ready feature.
Item: Smith's Tools (requires attunement by an artificer with the Battle Ready feature)
When you cast a spell using this item as a spellcasting focus, you gain a +1 bonus to the spell attack rolls and to the spell save DC of the spell. When you cast *adamantine edge, adamantine fortification, magic weapon, elemental weapon, magic armor,* or *bane weapon* using these tools as a focus, you gain the following benefits:

- You can cast any of these spells on weapons that are already magical (use the higher of the weapon's bonus to hit and damage or the spell's bonus).
- You can use your Magical Tinkering feature when you cast one of these spells to cause the spell to not require concentration, but the item is considered one of your Magical Tinkering objects for the duration of the spell.
- You can cast any of these spells to affect the attacks or armor class of your Steel Defender for double the normal duration.

The bonus increases to +2 when you reach 10th level in this class.

Smelting Hammer

Prerequisite: 5th-level Artificer, Battle Ready feature.
Item: a light hammer, warhammer, or maul (requires attunement by an artificer with the Battle Ready feature)
This magic weapon grants a +1 bonus to attack and damage rolls made with it.

When you use your Battle ready feature to use your Intelligence modifier, instead of Strength or Dexterity modifier, for the attack and damage rolls of this hammer, you can gain a bonus to the hammer's damage rolls equal to your Strength modifier. Moreover, when you take the Attack action on your turn, you can cast the *smelting smite*

cantrip to make an attack using the hammer in place of one of your attacks.

The bonus increases to +2 when you reach 10th level in this class.

Bowyer Infusions

Bowyer artificers gain the Arrow of Slaying infusion as an additional infusion known when they gain the 15th-level Master Bowyer feature and can choose the exclusive Bowyer's Efficient Quiver infusion as one of their infusions known.

Bowyer's Efficient Quiver

Prerequisite: Trick Arrows feature
Item: A Quiver (requires attunement by an artificer with the Trick Arrows feature)
You enhance a quiver so that each of its three compartments connects to an extradimensional space that allows the quiver to hold numerous items while never weighing more than 2 pounds. The shortest compartment can hold up to sixty arrows, bolts, or similar objects. The midsize compartment holds up to eighteen javelins or similar objects plus a set of bowyer's tools. The longest compartment holds up to six long objects, such as bows, quarterstaffs, or spears.

You can draw any item the quiver contains as if doing so from a regular quiver or scabbard. Additionally, when you draw an arrow affected by your Trick Arrow feature from this quiver, you can change the cantrip that can be cast using the arrow.

Arrow of Slaying

Prerequisite: Master Bowyer feature
Item: An arrow
You infuse an arrow with magic meant to slay a particular kind of creature. The arrow has a +3 bonus on attack and damage rolls. Choose a type, race, or group of creatures when you infuse the arrow. If a creature belonging to the chosen type, race, or group associated with an arrow of slaying takes damage from the arrow, the creature must make a Constitution saving throw versus your spell save DC, taking an extra 6d10 piercing damage on a failed save, or half as much extra damage on a successful one.

Once an arrow of slaying deals its extra damage to a creature, or you use this infusion to affect a new arrow, it becomes a nonmagical arrow.

Clockwork Tinker Infusions

Clockwork Tinker artificers gain several additional Construct Enhancement infusions and the Enduring Construct infusion as bonus infusions known that they can use to enhance their Homunculus Servant and other constructs they create. They also have access to the unique Clockwork Tools infusion.

Clockwork Tools

Prerequisite: Clockwork Tinker feature, Minor Animation cantrip
Item: Tinker's Tools (requires attunement by an artificer with the Clockwork Tinker feature)
When you use this item as a spellcasting focus, you gain a +1 bonus to your spell attack modifier and to your spell save DC.

You can use these tools specially prepare mechanical constructs for animation via magic. When you take a short or long rest you can prepare a number of constructs equal to your artificer level. Medium targets count as two objects, Large targets count as four objects, Huge targets count as eight objects, and Gargantuan targets count as 16 objects. Preparing these objects costs 10gp for small or tiny object, 20gp for medium, 40gp for large, 80gp for a huge object, 160gp for a gargantuan object. Once prepared, unless the object is completely destroyed, you can animate it using your magic and your clockwork tools as a focus for additional effect:
When you cast a *minor animation, implement animation, animate armament, aerial conveyance,* or *animate object* spell on a specially prepared object, it gains the following benefits.

- The construct's hit point maximum is increased by an amount equal to your artificer level.
- The construct adds half your proficiency bonus to its damage rolls and AC (round up) and its attacks are considered magical for the purposes of bypassing resistance or immunity to damage.
- The spell's range is increased by 20 feet and the construct's movement is increased by 10 feet.

A construct summoned by a *summon construct* spell using the tools as a focus also gains these benefits.

The bonus to spell attack modifier and spell save DC increases to +2 when you reach 10th level in this class.

Eldritch Artificer Infusions

The Eldritch Artificer specialist automatically gains the Replicate Minor Magic Item infusion and various Replicate Magic Item infusions from their Eldritch Artifice and Arcane Infusions features respectively. Additionally, they have access to the exclusive Advanced Spell Storing infusion that allows them to replicate the effects of a powerful wizard spell.

Advanced Spell Storing Infusion

Prerequisite: Spell-Storing Item and Traditional Magic features
Item: one simple or martial weapon or one item that you can use as a spellcasting focus
You learn to infuse an item with the ability to cast a powerful spell. Choose one wizard spell with a spell level equal to or less than half your artificer level (round down) with a casting time of 1 Action, you can infuse an item with the ability to produce the effects of that spell. While holding the object, the artificer that infused the item can take an action to produce the spell's effect from it. The item can be used once to produce the spell's effect, it regains the ability to produce the effect daily at dawn. This infusion can affect an item that is already magical or that already bears an infusion.

Engineer Infusions

An engineer artificer is very much a generalist. There are no exclusive Engineer Specialist Infusions. However, an interesting aspect of this subclass is the combination of infusions they can use on their Custom Engineering Devices.

Iron Chef Infusions

There are no Iron Chef Specialist Infusions, though the Enhanced Tools, Enhanced Weapon Focus, and Enhanced Weapon Set infusions often see use on their Iron Chef Implements.

Guncrafter Infusions

Guncrafter artificers commonly employ the Dragon Gun, Enhanced Focus Weapon, Enhanced Ranged Weapon, Enhanced Weapon, Guncraft Cannon, Guncraft Custom, Impelled Weapon, Precise Weapon, Repeating Shot, Sharpshooting Weapon, and Sniping Weapon infusions. Of these, the Guncraft Cannon and Guncraft Custom infusions are exclusive to this specialty.

Guncraft Cannon

Prerequisite: Guncrafting feature
Item: A Cannon
This magic cannon grants a +1 bonus to attack and damage rolls made with it. If an artificer with the Guncraft feature uses this weapon it gains the following additional benefits:

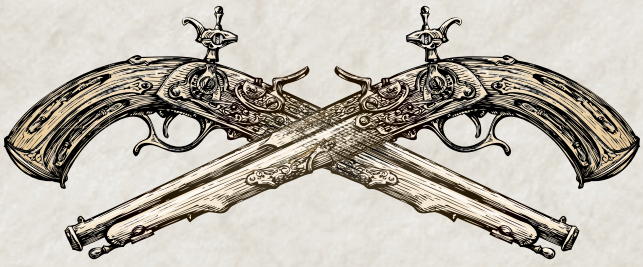
When you use an Action to load the cannon, you can cause it to magically produce its own ammunition. The ammunition created by the weapon vanishes the instant after it hits or misses a target.

As an Action you can aim and fire the cannon (normally a cannon requires one action to aim and one action to fire).

You can use your Spell Attack Modifier in place of the Ranged Weapon Attack Modifier listed in the siege weapon's description and you gain a bonus to the damage roll equal to your Intelligence modifier on a hit.

Guncraft Custom

Prerequisite: Guncrafting feature
Item: One blunderbuss, musket, or rifled musket or a pair of dragoons or pistols (requires attunement by a creature with the Guncrafting feature)
The firearm(s) gain the same benefits as your Custom Firearm of the appropriate weapon type, except that it always has only the Repeating Shot infusion and requires attunement.





Physicker Infusions

The exclusive Physician's Assistant Homunculus infusion provides the physicker artificer with an able medical assistant. While the Enhanced Healer's Kit is not exclusive to a Physicker, it provides a substantial benefit to artificers of that specialty.

Physician's Assistant Homunculus

Prerequisite: Physician feature, Homunculus Servant infusion
Item: A Homunculus Servant
This infusion targets a Homunculus Servant created by you. While it bears this infusion, the Homunculus gains the Medicine skill (+2 plus PB) and can use its Action to administer first aid to an unconscious creature (including you) without being commanded to do so.

Additionally, while a willing creature is within reach of both you and your Homunculus Servant, you can use a bonus action do one of the following:

- Cast a beneficial artificer spell on the creature that normally requires an action to cast.
- Use your Healer feat on the creature.
- Use your Herbal Panacea class feature on the creature.

Reanimator Infusions

The reanimator gains the Reanimated Construct infusion from the feature of the same name when they choose this specialty at 3rd-level. They also commonly use the Reanimated Homunculus infusion to create a customized Homunculus servant and use various Construct Enhancement infusions on their undead constructs.

Reanimated Construct

Prerequisite: Tools of Reanimation feature
Item: A construct animated using a create undead beast, skeletal steed, or animate dead spell
The undead construct is permanently under your control until destroyed, does not rot or decay, and gains the following benefits:

- Its hit point maximum is increased by an amount equal to your artificer level.
- It adds half your proficiency bonus to its weapon damage rolls and AC (round up).
- Its movement speed is increased by 10 feet.

You can have this infusion active on multiple undead constructs, each construct counting as one of your infused items.

Reanimated Homunculus

Prerequisite: Tools of Reanimation feature, Homunculus Servant infusion
Item: A Homunculus Servant
Your homunculus servant is an undead construct that take the form of a miniature winged flesh golem or similar creature and gains the following additional benefits:

- It can choose to inflict force or lighting damage with its Force Strike attack.
- It is immune to any spell or effect that would alter its form.
- It has advantage on saving throws against spells and other magical effects.
- It is immune to the Charmed, Exhaustion, Frightened, Paralyzed, and Petrified conditions.
- It has resistance to Bludgeoning, Piercing, and Slashing damage from Nonmagical Attacks that aren't Adamantine.
- It benefits from your Voltaic Regeneration feature.

Runewright Infusions

A Runewright specialist can choose any of the following exclusive infusions as infusions known to allow them to use their runic magic in additional ways.

Runic Infusion

Prerequisites: Runewrighting feature
Item: a weapon, a suit of armor, a shield, a piece of jewelry, or something else you can wear or hold in a hand (requires attunement by a creature fluent in the rune's language)
You can use your Infuse Item feature to inscribe a rune you know from your Runewrighting feature onto an item. The item must meet the normal requirements for both the rune and an infusion. Any creature attuned to the item gains the benefits of the inscribed rune and can invoke the rune as described in the Runewrighting feature.

A rune wrought using this infusion does not count as one of the runes you can craft, but you cannot bear more than one copy of the same rune. This infusion ends if you replace your knowledge of the inscribed rune with a different one.

Runic Weapon

Prerequisites: Runic Weaponry feature
Item: A simple or martial weapon (requires attunement)
You can use your Infuse Item feature to inscribe one of the minor runes you know from your Runic Weaponry feature onto a weapon. This magic weapon grants a +1 bonus to attack and damage rolls made with it and can be used as an arcane spellcasting focus. When an attuned wielder takes the Attack action using the weapon, it can cast the cantrip granted by the minor rune in place of one of their attacks.

The bonus increases to +2 when you reach 10th level in this class.

A minor rune inscribed on a weapon using this infusion does not count as one of your Magical Tinkering objects. This infusion ends if you replace your knowledge of the inscribed rune with a different one.

Sigilist Infusions

The Sigilist can learn various Summoning Sigils and Spell Sigils from their Sigil Magic feature at 3rd, 5th, 9th, 13th, and 17th level, or they can learn these infusions normally. They also have access to the exclusive Glyph Sigil and Symbol Sigil infusions.

Glyph Sigil

Prerequisite: Eldritch Sigils feature
Item: any object or surface can bear a glyph sigil
Using this infusion, you learn to write a sigil that can be used to invoke the *glyph of warding* spell. As an action, you can use the glyph sigil to cast *glyph of warding* as an artificer spell once, without expending a spell slot or requiring components other than the sigil. The spell effect of the *glyph of warding* spell created using the sigil counts as your infused glyph sigil item until it is dispelled or triggered, or you create a new glyph sigil, which dispels the glyph of warding spell. Only you can use the sigil created by this infusion.

Spell Sigil

Prerequisite: Sigil Magic feature
Item: any object or surface can bear a spell sigil
Using this infusion, you learn to write a sigil that can be used to invoke a particular spell. You can learn this infusion multiple times; each time you do so, choose one artificer, cleric, or wizard spell of a level for which you have spell slots.

You can use the Spell Sigil to cast the chosen spell once, as an artificer spell without expending a spell slot or requiring components other than the sigil. You cannot use the sigil to cast that spell again until you finish a long rest, or you expend a spell slot of an appropriate level to cast it again. Only you can use a spell sigil created by this infusion.

Summoning Sigil

Prerequisite: Sigil Magic feature
Item: any object or surface can bear a summoning sigil
Using this infusion, you learn to write a sigil that can be used to summon a particular type of creature. You can learn this infusion multiple times; each time you do so, choose one summoning spell that you can cast as an artificer spell using it, picking from the Summoning Sigil tables. You must be an artificer of the level listed on the table to learn a sigil.

Summoning Sigils

Artificer Level	Spell Slot Expended	Spell Level	Spell
3rd	1st	2+	*summon beast, summon spell drake*
5th	2nd	3+	*summon fey, summon shadowspawn*
9th	3rd	4+	*summon aberration, summon construct, summon elemental*
13th	4th	5+	*summon celestial, summon cubic ooze*
17th	5th	6+	*summon fiend, summon chimeric monstrosity*

To cast a spell using a summoning sigil, you must touch the sigil and expend a spell slot of the listed level or higher.

The spell is then cast at a level one level higher than the spell slot you expended and does not require somatic or material components other than the sigil. If the spell normally requires concentration, you need not concentrate to maintain it, but the spell ends if you use any other summoning sigil, fall unconscious, drop to 0 hit points, or die during its duration. Only you can use a summoning sigil created by this infusion.

Symbol Sigil

Prerequisite: Contingent Sigil feature
Item: any object or surface can bear a symbol sigil
Using this infusion, you learn to write a sigil that can be used to invoke the *symbol* spell. As an action, you can use the Symbol Sigil to cast *symbol* as an artificer spell once, without expending a spell slot or requiring components other than the sigil. The spell effect of the *symbol* spell created using the sigil counts as your infused Symbol Sigil item until it is dispelled or triggered, or you create a new Symbol Sigil, which dispels the *symbol* spell. Only you can use the sigil created by this infusion.

Spellweaver Infusions

A Spellweaver specialist can choose any of the following exclusive infusions as infusions known.

Animated Threads

Prerequisite: Many Threads feature
Item: Spellweaver's Raiment (requires attunement by an artificer with the Many Threads feature)
You can cause some aspect of your spellweaver's raiment (usually a long scarf) to gain the ability to animate and extend itself. It acts as a Rope of Climbing that you can mentally command as a bonus action. When commanded to move, the rope can move up to your movement speed in a turn, instead of only 10 feet and as an action or bonus action you can cause the rope to instantly pull you to a point it is attached to. If the rope/scarf is destroyed, it repairs itself after a long rest.

When you reach 14th level the item also functions as a Rope of Entanglement that you can mentally command as a bonus action.

Enhanced Spell Weaving

Prerequisite: Spell Weaving feature
Item: A Spell Weaving you created
Using this infusion on a Spell Weaving you constructed using the *advanced magical tinkering* spell, turns it into a permanent magical item. The Spell Weaving no longer counts as one of your Magical Tinkering objects and gains the ability to cast its spell a number of times equal to your proficiency bonus minus the level of the spell, or at will for a cantrip. The weaving regains all expended uses daily at dawn.

Stone Shaper Infusions

A Stone Shaper specialist will often use Construct Enhancement infusions to enhance their Granite Guardian, most commonly the Armored, Fortitude, and Strength enhancements. They have also developed specialized Stone Shaping Tools to assist their craft.

Stone Shaping Tools

Prerequisite: Stone Shaping feature
Item: mason's tools (requires attunement by a creature with the Stone Shaping feature)
While holding this item, or a focus crafted using this item, you gain a +1 bonus to spell attack rolls and to the spell save DC of your Artificer spells and a +1 bonus to ability checks that apply your proficiency in the tool. Additionally, you can use Intelligence in place of the normal ability score when making an ability check that applies your proficiency with the tools. Additionally, the tools grant the following additional benefits:

- When you use the tools to cast *earth hammer*, the spell does not require concentration and the weapon produced grants you the same benefits as a Rock Crusher produced using the tools.
- When you use the tools to cast *stone shape* as a ritual, the spell takes only 1 additional minute instead of 10 additional minute.
- When you use the tools to cast *stone shape* using a spell slot the spell is cast as if you expended a spell slot one level higher.

The bonus increases to +2 when you reach 10th level in this class.

Tattoo Artist Infusions

Tattoo Artists commonly use tattoo versions of replicable magic items and the Replicate Magical Tattoo infusion described below. They can also learn a tattoo version of a Homunculus Servant.

Homunculus Tattoo

Prerequisite: Tattooist feature
Item: your body
You learn a special version of the Homunculus Servant infusion that exists as a tattooed representation upon your flesh. The Homunculus Servant gains a Bonus Action ability that it can use at any time without command. As a Bonus Action on its turn while in tattoo form your homunculus can emerge from the tattoo and assume its normal form. As a Bonus Action while in homunculus form it can touch you and transform into the tattoo. While in tattoo form the homunculus possesses all of its normal senses and can see and hear what is occurring around its master (as long as the tattoo is not covered by clothing, etc.), but can take no Action other than to use a Bonus Action to emerge from the tattoo. While the homunculus is in its normal form the tattoo changes to a stylized representation of it. If the homunculus dies, it returns to the tattoo and cannot reemerge until you finish a long rest, whereupon it is restored to full hit points.

Replicate Magical Tattoo

Prerequisite: Tattooist feature
Item: A Living Creature
If a tattoo from *Tasha's Cauldron of Everything* is replicated, it produces an actual tattoo instead of the needles described in the item's description, but you can use your Tattooist feature to transfer the tattoo. When you inscribe a *spellwrought tattoo*

infusion, you can choose a spell from any spell list of an appropriate level.

Replicable Tattoos (2nd-Level Artificer)

Magic Tattoo	Source	Attunement
Armor Tattoo	AM	No
Barrier Tattoo (Uncommon)	TCE	Yes
Darkseer Tattoo	AM	No
Focus Tattoo (+1)	AM	Yes
Illuminator's Tattoo	TCE	Yes
Masquerade Tattoo	TCE	Yes
Shield Tattoo	AM	No
Spellwrought Tattoo (Cantrip)	TCE	No
Spellwrought Tattoo (1st)	TCE	No
Weapon Tattoo	AM	No

Replicable Tattoos (5th-Level Artificer)

Magic Tattoo	Source	Attunement
Barrier Tattoo (Rare)	TCE	Yes
Coiling Grasp Tattoo	TCE	Yes
Eldritch Claw Tattoo	TCE	Yes
Spellwrought Tattoo (2nd)	TCE	No
Tattoo of Good Fortune	AM	Yes
Tattoo of Supernatural Protection	AM	No

Replicable Tattoos (9th-Level Artificer)

Magic Tattoo	Source	Attunement
Augmenting Tattoo (Any)	AM	Yes
Barrier Tattoo (Very Rare)	TCE	Yes
Focus Tattoo (+2)	AM	Yes
Protective Tattoo	AM	Yes
Shadowfell Brand Tattoo	TCE	Yes
Spellwrought Tattoo (3rd)	TCE	No
Tattoo of Energy Protection	AM	No
Tattoo of Winged Flight	AM	Yes

Replicable Tattoos (13th-Level Artificer)

Magic Tattoo	Source	Attunement
Defensive Tattoo	AM	Yes
Lifewell Tattoo	TCE	Yes
Spellwrought Tattoo (4th)	TCE	No
Sustaining Tattoo	AM	Yes

Replicable Tattoos (17th-Level Artificer)

Magic Tattoo	Source	Attunement
Absorbing Tattoo	TCE	Yes
Ghost Step Tattoo	TCE	Yes
Spellwrought Tattoo (5th)	TCE	No

A creature can bear multiple magical tattoo infusions, each magical tattoo counts as one of your infused items.

Trapsmith Infusions

Trapsmiths commonly employ the Enhanced Tools infusion on a set of thieves' tools as their primary tool and spellcasting focus. They also have access to the exclusive Trapsmith Armor and Trapspringer Homunculus infusions.

Trapsmith Armor

Prerequisite: Trapsmithing feature
Item: A set of light or medium armor (requires attunement by a creature with the trapsmithing feature)
You enhance a set of armor with a myriad of pockets, lenses, and devices useful in your trade. A creature gains a +1 bonus to Armor Class while wearing the armor.

Additionally, you gain the following benefits while wearing the armor:

- The armor can contain a set of thieves' tools in readily accessible pockets that are detectable and retrievable only by the wearer. You can retrieve these tools as part of any action made to use them and can use such to open locks and disarm traps as a bonus action.
- The armor contains four additional pouches that can each hold up to 10 pounds of material, not exceeding a volume of 1 cubic foot, without adding to the weight or bulk of the armor. Retrieving an item from these pouches takes only a bonus action.
- You have advantage on saving throws made to avoid or resist traps.
- You have resistance to the damage dealt by traps.
- Traveling at a fast pace doesn't impose the normal –5 penalty on your passive Wisdom (Perception) score.

The bonus increases to +2 when you reach 10th level in this class.

Trapspringer Homunculus

Prerequisite: Trapsmithing feature, Homunculus Servant infusion
Item: A Homunculus Servant
This infusion targets a Homunculus Servant created by you. While it bears this infusion, it gains the following benefits:

- It contains a set of integrated thieves' tools and can use these tools on its own without being commanded using its appropriate ability modifier + your PB with the tool. It can also take the Help action to assist in the use of thieves' tools without being commanded.
- It can use a reaction to trigger one of your magical traps it can see within range of its Force Strike attack.
- It can choose to inflict acid, cold, fire, force, lightning, poison, or thunder damage with its Force Strike attack.
- It has advantage on saving throws made to avoid or resist traps.
- It has resistance to the damage dealt by traps.
- It can take the Search action as a bonus action on its turn without being commanded.
- Traveling at a fast pace doesn't impose the normal –5 penalty on its passive Wisdom (Perception) score.

Crafting Permanent Infusions

The following table contains the details necessary to use the Crafting downtime activity to craft permanent versions of artificer infusions. If the optional Craft Permanent Infusion feature is being used, an artificer that knows the listed infusion and is of the appropriate artificer level can craft an permanent version of the item at a reduced cost and time.

Permanent Infusion Crafting Prices

Infusion	Artificer Level	Rarity	Item Price	Source
Agile Weapon +1	6	Uncommon	5000	AM
Agile Weapon +2	10	Rare	8000	AM
Agile Weapon +3	14	Very Rare	20000	AM
Arcane Propulsion Armor	14	Very Rare	6000	TCE
Armor of Magical Strength	2	Uncommon	2500	TCE
Assassin's Bracers +1	6	Uncommon	3500	AM
Assassin's Bracers +2	10	Rare	6500	AM
Assassin's Bracers +3	14	Very Rare	18500	AM
Bane Weapon +1	6	Uncommon	2500	EE
Bane Weapon +2	10	Rare	5000	EE
Bane Weapon +3	14	Very Rare	17000	EE
Bashing Shield +1	6	Rare	2500	AM
Bashing Shield +2	10	Very Rare	10000	AM
Battlefist +1	6	Uncommon	5000	AM
Battlefist +2	10	Rare	8000	AM
Battlefist +3	14	Very Rare	20000	AM
Bloodblade +1	6	Rare	2500	AM
Bloodblade +2	10	Very Rare	10000	AM
Boots of the Winding Path	2	Uncommon	2500	TCE
Construct Enhancement	2	N/A	N/A	AM
Crossbow Bracers +1	6	Uncommon	3500	AM
Crossbow Bracers +2	10	Rare	6500	AM
Crossbow Bracers +3	14	Very Rare	18500	AM
Custom Tool Bag (2)	2	Uncommon	2000	AM
Custom Tool Bag (4)	10	Rare	4000	AM
Custom Wand (1)	5	Uncommon	1200	AM
Custom Wand (2)	9	Uncommon	2400	AM
Custom Wand (3)	13	Rare	4800	AM
Custom Wand (4)	17	Rare	9600	AM
Dancing Shield +1	6	Rare	3500	AM
Dancing Shield +2	10	Very Rare	8000	AM
Dancing Weapon +1	6	Rare	3000	AM
Dancing Weapon +2	10	Very Rare	6000	AM
Dragon Gun +1	5	Rare	3000	AM
Dragon Gun +2	10	Very Rare	6000	AM
Eldritch Infusion	6	N/A	N/A	AM
Elemental Weapon +1	6	Uncommon	3000	AM
Elemental Weapon +2	10	Rare	6000	AM
Elemental Weapon +3	14	Very Rare	18000	AM
Enduring Construct	2	N/A	N/A	AM
Energy Weapon +1	2	Uncommon	5000	AM
Energy Weapon +2	10	Rare	8000	AM
Energy Weapon +3	14	Very Rare	20000	AM
Enhanced Ammunition Crafting Tools	2	Uncommon	4000	AM
Enhanced Arcane Focus +1	2	Uncommon	1200	TCE
Enhanced Arcane Focus +2	10	Rare	4800	TCE
Enhanced Arcane Focus +3	14	Very Rare	19200	TCE
Enhanced Defense +1	2	Uncommon	1500	TCE
Enhanced Defense +2	10	Rare	6000	TCE
Enhanced Defense +3	14	Very Rare	24000	TCE
Enhanced Healer's Kit +1	2	Uncommon	1000	AM
Enhanced Healer's Kit +2	10	Rare	4000	AM
Enhanced Healer's Kit +3	14	Very Rare	16000	AM
Enhanced Ranged Weapon +1	2	Uncommon	2500	AM
Enhanced Ranged Weapon +2	10	Rare	5000	AM
Enhanced Ranged Weapon +3	14	Very Rare	17000	AM

Enhanced Tools +1	2	Uncommon	1200	AM
Enhanced Tools +2	10	Rare	4800	AM
Enhanced Tools +3	14	Very Rare	19200	AM
Enhanced Weapon +1	2	Uncommon	1000	TCE
Enhanced Weapon +2	10	Rare	4000	TCE
Enhanced Weapon +3	14	Very Rare	16000	TCE
Enhanced Weapon Focus +1	5	Rare	2200	AM
Enhanced Weapon Focus +2	10	Very Rare	8800	AM
Enhanced Weapon Set +1	2	Uncommon	3500	AM
Enhanced Weapon Set +2	10	Rare	6500	AM
Enhanced Weapon Set +3	14	Very Rare	18500	AM
Focus Item +1	2	Uncommon	1200	AM
Focus Item +2	10	Rare	4800	AM
Focus Item +3	14	Very Rare	19200	AM
Force Gauntlets +1	6	Uncommon	3500	AM
Force Gauntlets +2	10	Rare	6500	AM
Force Gauntlets +3	14	Very Rare	18500	AM
Fortify Defense +1	6	Rare	3500	EE
Fortify Defense +2	10	Very Rare	8000	EE
Healing Salve	2	Uncommon	1000	EE
Heavy Armor Enhancement +1	6	Rare	3500	AM
Heavy Armor Enhancement +2	10	Very Rare	8000	AM
Heavy Weapon Enhancement +1	5	Uncommon	5000	AM
Heavy Weapon Enhancement +2	10	Rare	8000	AM
Heavy Weapon Enhancement +3	14	Very Rare	20000	AM
Helm of Awareness	10	Rare	6000	TCE
Homunculus Servant	2	N/A	N/A	TCE
Impelled Weapon +1	2	Uncommon	2500	AM
Impelled Weapon +2	10	Rare	5000	AM
Impelled Weapon +3	14	Very Rare	17000	AM
Mind Sharpener	2	Uncommon	1000	TCE
Moderate Armor Enhancement +1	2	Rare	3000	AM
Moderate Armor Enhancement +2	10	Very Rare	7500	AM
Precise Weapon +1	2	Uncommon	2500	AM
Precise Weapon +2	10	Rare	5000	AM
Precise Weapon +3	14	Very Rare	17000	AM
Quiver of Energy	6	Uncommon	3000	EE
Radiant Weapon +1	6	Uncommon	2500	TCE
Radiant Weapon +2	10	Rare	5000	TCE
Radiant Weapon +3	14	Very Rare	17000	TCE
Repair Tools +1	2	Uncommon	8000	AM
Repair Tools +2	10	Rare	12000	AM
Repair Tools +3	14	Very Rare	24000	AM
Repeating Shot +1	2	Uncommon	2500	TCE
Repeating Shot +2	10	Rare	5000	TCE
Repeating Shot +3	14	Very Rare	17000	TCE
Replicate Imbuement	6	N/A	N/A	AM
Replicate Magic Item	Varies	*	*	TCE
Repulsion Shield +1	6	Uncommon	3500	TCE
Repulsion Shield +2	10	Rare	8000	TCE
Repulsion Shield +3	14	Very Rare	26000	TCE
Resistance Breaker	2	Uncommon	2500	EE
Resistant Armor	6	Rare	6000	TCE
Returning Weapon +1	2	Uncommon	2500	TCE
Returning Weapon +2	10	Rare	5000	TCE
Returning Weapon +3	14	Very Rare	17000	TCE
Sharpshooting Weapon +1	5	Uncommon	5000	AM
Sharpshooting Weapon +2	10	Rare	8000	AM
Sharpshooting Weapon +3	14	Very Rare	20000	AM

Sheltering Shield +1	6	Uncommon	3500	AM
Sheltering Shield +2	10	Rare	8000	AM
Sheltering Shield +3	14	Very Rare	26000	AM
Silent Weapon +1	2	Uncommon	1000	EE
Silent Weapon +2	10	Rare	4000	EE
Silent Weapon +3	14	Very Rare	16000	EE
Skirmisher's Armor +1	6	Rare	3000	AM
Skirmisher's Armor +2	10	Very Rare	7500	AM
Sniping Weapon +1	5	Uncommon	5000	AM
Sniping Weapon +2	10	Rare	8000	AM
Sniping Weapon +3	14	Very Rare	20000	AM
Spell Draining Focus	10	Rare	8000	AM
Spellblast Staff +1	7	Uncommon	2500	AM
Spellblast Staff +2	10	Rare	5000	AM
Spellblast Staff +3	14	Very Rare	20000	AM
Spell-Refueling Ring	6	Uncommon	6000	TCE
Spellslinger Wands +1	7	Uncommon	3500	AM
Spellslinger Wands +2	10	Rare	6500	AM
Spellslinger Wands +3	14	Very Rare	22500	AM
Spellstrike Rod +1	7	Uncommon	2500	AM
Spellstrike Rod +2	10	Rare	5000	AM
Spellstrike Rod +3	14	Very Rare	20000	AM
Vehicle Enhancement	2	N/A	N/A	AM
Vibrational Weapon +1	6	Uncommon	3500	AM
Vibrational Weapon +2	10	Rare	6500	AM
Vibrational Weapon +3	14	Very Rare	18500	AM

The source column indicates the sourcebook where the infusion description is located. (TCE indicates an item from *Tasha's Cauldron of Everything*, EE indicates an item from *Exploring Eberron*, AM indicates an item in the *Arcane Mysteries: The Secrets of the Arcanum* sourcebook, reprinted in this chapter.)

See the item's description in the appropriate source for more information about it, including the type of object required for its making. The Price listed is the usual market price for such an object, and is used in the advanced magical item crafting rules contained in the Arcane Magic Items Appendix. The typical cost to craft the item is half the listed price, or as modified by relevant class features and feats. An artificer always knows the formula to craft a permanent version of an infusion they know.



Fighter

A heavily cloaked figure hurls arcanely powered taunts at the pair of ogres facing him as his greatsword flashes out, wounding one then the other of the behemoths, keeping their attention focused on him while his companion lines up a killing spell.

A flame haired genasi woman crosses her short metal rods in front of her, as she pulls them apart with a feral grin, wicked lashes formed of living flame trail from each, coiling and flexing at her command.

At his companion's warning shout a dwarf rolls from his bedroll, pieces of armor appearing on his form as he moves, until standing fully armored and holding a heavy shield he grabs a warhammer from the ground as he rushes to place himself between the oncoming swarm of giant spiders and his companions.



The Fighters of the Arcanum mostly follow the Eldritch Knight archetype, of which there are several variations that organize themselves into individual knightly orders. Rune Knights (from *Tasha's Cauldron of Everything*) and Accursed Blades can also be found at the Academy of Battle Magic within the college.

Accursed Blade

You have been brushed by the power of one of the ancient fell weapons of legend. The mighty sword Blackrazor is the most notable of these weapons, which have been spread across the multiverse over the ages. Your connection to this power is not as profound as that of a warlock, you are first and foremost a warrior, but you have gained the ability to call upon a fragment of the artifact's power in battle.

The ways in which you could have acquired your accursed connection to the weapon are manifold: you or an ancestor could have been wounded by the weapon or cursed by a powerful hexblade warlock and survived; you could have briefly wielded such a weapon, then been discarded or forsaken by it when you proved too weak or no longer useful; an ancestor may have been the rightful wielder of such a weapon and passed down a connection to the artifact that grants you power even though you possess not the weapon's physical manifestation.

When you gain the Accursed Blade feature, roll on the Indefinite Madness table in the *Dungeon Master's Guide* to determine a flaw (or choose a flaw from the table or work with your DM to create a flaw of your own) that represents the fell influence of that dread weapon. The effects of the flaw become much more pronounced while your Accursed Blade is manifested, and fade the longer you go without summoning your pact weapon.

Accursed Blade

3rd-level Accursed Blade feature

You can use your action to create a pact weapon in your empty hand. You can choose the form that this melee weapon takes each time you create it (see the Weapons section for weapon options). You are proficient with it while you wield it. This weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Your pact weapon disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die.

You can transform one magic weapon into your pact weapon by performing a special ritual while you hold the weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. You can then dismiss the weapon, shunting it into an extradimensional space, and it appears whenever you create your pact weapon thereafter. You can't affect an artifact or a sentient weapon in this way.

The weapon ceases being your pact weapon if you die, if you perform the 1-hour ritual on a different weapon, or if you use a 1-hour ritual to break your bond to it. The weapon appears at your feet if it is in the extradimensional space when the bond breaks.

Hexblade's Curse

3rd-level Accursed Blade feature

You gain the ability to place a baleful curse on someone. As a bonus action, choose one creature you can see within 30 feet of you. The target is cursed for 1 minute. The curse ends early if the target dies, you die, or you are incapacitated. Until the curse ends, you gain the following benefits:

- You gain a bonus to damage rolls against the cursed target. The bonus equals your proficiency bonus.
- Any attack roll you make against the cursed target is a critical hit on a roll of 19 or 20 on the d20.
- If the cursed target dies, you regain hit points equal to your fighter level + your Charisma modifier (minimum of 1 hit point).

You can't use this feature again until you finish a short or long rest.

Invocations of the Blade

7th-level Accursed Blade feature

You have been granted certain eldritch invocations, fragments of forbidden knowledge that imbue you with an abiding magical ability. You learn eldritch invocations from the Warlock feature. You gain one eldritch invocation when you gain this feature, you gain an additional invocation at 10th, 15th, and 18th level. You must meet the prerequisites for an invocation you choose. You are considered a warlock with the Hexblade patron and the Pact of the Blade boon of a warlock level 5 levels lower than your fighter level for the purposes of meeting an Invocation's prerequisites.

Additionally, when you gain a level in this class, you can choose one of the invocations you know and replace it with another invocation that you could learn at that level.

Charisma is your spellcasting ability for your warlock spells you gain through invocations, so you use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the Saving Throw DC for a warlock spell you cast or invocation you use and when making an attack roll with one.

Spell Save DC = 8 + your proficiency bonus + your Charisma modifier

Spell Attack modifier = your proficiency bonus + your Charisma modifier

Cursing Blade

10th-level Accursed Blade feature

You can now use your Hexblade's Curse twice between short or long rests. Additionally, if the hit points you regain from your Hexblade's Curse would cause you to regain hit points in excess of your hit point maximum, any excess hit points become temporary hit points.

Armor of Hexes

15th-level Accursed Blade feature

Your hex grows more powerful. If the target cursed by your Hexblade's Curse hits you with an attack roll, you can use your reaction to roll a d6. On a 4 or higher, the attack instead misses you, regardless of its roll.

Master of Hexes

18th-level Accursed Blade feature

You can spread your Hexblade's Curse from a slain creature to another creature. When the creature cursed by your Hexblade's Curse dies, you can apply the curse to a different creature you can see within 30 feet of you, provided you aren't incapacitated. When you apply the curse in this way, you don't regain hit points from the death of the previously cursed creature.

Eldritch Knightly Orders

The Eldritch Knight archetype is described in the *Player's Handbook*, p. 74-75. Within the Arcanum variations on the eldritch knight which specialize in different sorts of magic and combat has given rise to new orders of eldritch knights. The Orders are all trained at the Academy of Battle Magic in the School of Applied Arcana. The Battle Mages there have developed several new arcane techniques for the blending of martial and magical prowess as represented in the following options for Eldritch Knights:

Order of Aegis

The Eldritch Knights of the Order of Aegis are made up of defensively minded warriors, largely dwarves and humans, notable for their heavy armor, shields, and mastery of abjuration magic. The signature spells of Aegis Knights are *blade ward, shield, absorb elements, absorb force,* and *vindictive ward* and they favor the Defense and Protection styles of fighting.

Spellcasting

3rd-level Order of Aegis feature (enhancement)

An order of Aegis Eldritch Knight practices protective and enhancing magics, you choose spells as noted for the Eldritch Knight in the *Player's Handbook*, except that you must choose spells from the abjuration and transmutation schools when you learn spells known instead of abjuration and evocation.

Spellcasting Focus. You can use a bonded shield or suit of armor as a spellcasting focus for your spells.

Aegis Bond

3rd-level Order of Aegis feature (Replaces Weapon Bond)

You learn a ritual that creates a magical bond between yourself and one suit of armor or one shield. You perform the ritual over the course of 1 hour, which can be done during a short rest. The item must be within your reach throughout the ritual, at the conclusion of which you touch the item and forge the bond. Once you have bonded an item to yourself it becomes magical and if it is on the same plane of existence, you can summon it as a bonus action on your turn, causing it to instantly teleport to your person. If armor, it appears with you wearing it, if a shield it appears readied on your arm.

You can form this bond with a single suit of armor and a single shield, if you attempt to form the bond with a new item of the same type it breaks your previous bond. You can use a Bonus Action on your turn to call both your armor and shield to you, instantly becoming fully armored and with a readied shield. Your bonded armor and shield are considered magical.

Arcane Ward

7th-level Order of Aegis feature (Replaces War Magic)

You can weave defensive magic about yourself to create an Arcane Ward (as per the Wizard Abjuration Tradition class feature) your Fighter levels count as Wizard levels for the purpose of your Arcane Ward.

Eldritch Shield

10th-level Order of Aegis feature (Replaces Eldritch Strike)
You gain the Protection Fighting Style. If you already know this Fighting Style, you may choose a different option from the Fighting Style class feature.

When you use your Reaction to use the Protection Fighting Style, the target gains your bonded shield's AC bonus as a bonus to its own AC versus that attack. If the attack still hits, the target is protected by your Arcane Ward.

Stalwart Ward

15th-level Order of Aegis feature (Replaces Arcane Charge)
When you use your Second Wind class feature your Arcane Ward regains the same number of hit points. Additionally, your arcane ward gains any resistances you possess.

Spell Resistance

18th-level Order of Aegis feature (Replaces Improved War Magic)
You have advantage on saving throws against spells.

Furthermore, you have resistance against the damage of spells.

Order of the Cloak

Eldritch Knights of the Order of the Cloak know secrets of mind, body, and spirit. Named for the visual effect of their signature Deadly Cloak class feature, the knights of this order are shrouded in cloaks of deadly shadow. Their spells confuse, distract, and debilitate opponents while the knight demolishes them with melee attacks. Knights of this order usually favor the Great-Weapon Fighting combat style and heavy armor. *Angering Attack* and *false life* are the signature spells of this order.

Spellcasting

3rd-level Order of the Cloak feature (enhancement)
A knight of the Order of the Cloak utilizes spells that involve the mind, body, and spirit, you choose spells as described for the Eldritch Knight, except that you must choose spells from the enchantment and necromancy schools when you learn spells known instead of abjuration and evocation.

Spellcasting Focus. You can use a cloak as a spellcasting focus for your spells, this includes the cloak-like effect created by your Deadly Cloak class feature during the duration of a *false life* spell. You do not require a free hand to use a cloak as a focus.

Deadly Cloak

3rd-level Order of the Cloak feature (Replaces Weapon Bond)
You gain the *false life* spell as an additional spell known. When you cast this spell, you gain additional temporary hit points equal to your fighter level and are enveloped in an effect that resembles a cloak formed of shadow. When cast by you, the spell lasts until the temporary hit points are expended or you finish a long rest.

While you have temporary hit points from this spell remaining, if a creature hits you with a melee attack it suffers necrotic damage equal to your Constitution modifier and psychic damage equal to your Intelligence modifier.

While the spell is active, the shadowy movements of the cloak substitute for any somatic components required by a spell you cast.

Additionally, as bonus action on your turn during the spell you can make a melee spell attack to cause the cloak to lash out at a creature within 10 feet of you inflicting 1d4 + your Intelligence modifier necrotic or psychic damage on a hit. Alternatively, you can use this bonus action to attack with a necromancy spell you are maintaining that normally requires an action to make a melee spell attack (such as *vampiric touch*). This spell attack gains a reach of 10 feet.

Eldritch Training

7th-level Order of the Cloak feature (Replaces War Magic)
You gain a bonus feat of your choice, often the War Magic Adept feat.

Instinctive Provocation

10th-level Order of the Cloak feature (Replaces Eldritch Strike)
When a creature you can see within 30 feet of you makes an attack roll against a creature other than you, you can use your Reaction to divert the attack, forcing the attacker to target you instead. The attacker must make a Wisdom saving throw against your spell save DC. On a failed save, the attacker must target you with the attack, and suffers disadvantage on the attack roll. If you are not within range of the attack, the attack is lost, though the target can move before making the redirected attack if it is able to do so. On a successful save, you can't use this feature on the attacker again until you finish a long rest.

You must choose to use this feature before knowing whether the attack hits or misses. Creatures that can't be charmed are immune to this effect.

Drawing the Cloak

15th-level Order of the Cloak feature (Replaces Arcane Charge)
When you use your Second Wind class feature you can cast *false life* as a 2nd level spell as part of the same bonus action without expending a spell slot. In addition, when you cast *false life*, each creature of your choice within 10 feet of you must make a Wisdom saving throw. On a failure, it suffers 5 points of necrotic damage and 5 points of psychic damage per level of the spell slot used to cast *false life*; or half this amount on a successful save.

Mind, Body, Spirit

18th-level Order of the Cloak feature (Replaces Improved War Magic)
You have resistance to necrotic and psychic damage, your hit point maximum can't be reduced, you are immune to the Frightened condition, and you can use your Indomitable class feature when you fail a Constitution or Wisdom saving throw to automatically succeed instead of rerolling.

Order of the Eye

Emphasizing insight and precision a Knight of the Order of the Eye is adept with ranged and finesse weapons and is usually more lightly armed and armored than other Eldritch Knights. Bows, daggers, rapiers, scimitars, shortswords, and even whips are common weapons among the Order of the Eye knights. Knights of this order favor the Archery or Dueling styles. *Precise Strike {True Strike}* and *predictive strike* are the signature spells of the order.

Spellcasting

3rd-level Order of the Eye feature (enhancement)

An Order of the Eye Eldritch Knight practices magics of foretelling and obfuscation, you choose spells as noted for the Eldritch Knight, except that you must choose spells from the divination and illusion schools when you learn spells known instead of abjuration and evocation.

Spellcasting Focus. You can use a ranged weapon or a melee weapon with the Light or Finesse property as a spellcasting focus for your spells. You must be proficient with the weapon to use it as a focus.

Warrior Mystic

3rd-level Order of the Eye feature (Replaces Weapon Bond)

Your training as a warrior mystic grants you several benefits:

- You gain proficiency with the Perception and Stealth skills, if you already have proficiency with a skill you add double your proficiency bonus on checks you make using it.
- You learn the *precise strike {true strike}* cantrip and the *predictive strike* spell as an additional cantrip and spell known.
- When you cast a divination spell you can take the Search action as part of casting the spell and when you cast an illusion spell you can take the Hide action as part of casting that spell.
- When you score a critical hit or reduce a hostile creature to 0 hit points with a light, finesse, or ranged weapon during your turn you can use a Bonus Action to cast a Divination or Illusion spell you know that has a casting time of 1 action.

Personal Portent

7th-level Order of the Eye feature (Replaces War Magic)

You learn to gain glimpses into the possible future similar to the Wizard Portent Divination Tradition class feature, except that you only receive glimpses of your own future. When you finish a long rest, roll two d20s and record the numbers rolled. You can replace any attack roll, saving throw, or ability check made by you or a by creature that is attacking you, making a saving throw against a spell or ability used by you, or that makes an ability check relating to you, with one of these foretelling rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn.

Each foretelling roll can be used only once. When you finish a long rest, you lose any unused foretelling rolls.

Prescient Strike

10th-level Order of the Eye feature (Replaces Eldritch Strike)

Your insight lends your attacks deadly accuracy. If you hit with a weapon attack using a light, finesse, or ranged weapon, and have advantage on the attack roll or you used one of your foretelling rolls from your Personal Portent class feature, you inflict an additional 1d6 points of damage of the weapon's damage type. This increases to 2d6 at 14th level, and to 3d6 at 18th level.

Illusory Surge

15th-level Order of the Eye feature (Replaces Arcane Charge)

When you use your Action Surge you also take the Dash action and you become invisible until the start of your next turn. Anything you are wearing or carrying is invisible as long as it is on your person. This invisibility does not end when you attack or cast a spell.

Critical Portent

18th-level Order of the Eye feature (Replaces Improved War Magic)

When you use your Second Wind class feature you can roll an additional Personal Portent die. When you finish a short or long rest you lose this additional foretelling roll. Additionally, if you use a foretelling die on an attack roll, and hit with the attack, the hit is a critical hit.



Order of the Rod

Known as Spellguards, the Eldritch Knights of the Order of the Rod eschew traditional weapons for weapons created via magic using the stout rods or staffs they wield as focuses for their magic. Order of the Rod and Order of the Staff are used interchangeably as the name of this knightly order. (Detractors, especially other warriors, are known to use the name Order of the Stick as a slur, though this seldom seems to bother the Spellguard.)

Knights of this order that favor rods usually utilize the Two-Weapon Fighting or Dueling styles. Spellguards that favor staffs often use the Great Weapon Fighting, Versatile Fighting, or Defense styles.

Spellcasting

3rd-level Order of the Rod feature (enhancement)

An Order of the Rod Eldritch Knight uses spells that create and conjure weapons and forces, you choose spells as noted for the Eldritch Knight, except that you must choose spells from the conjuration and evocation schools when you learn spells known instead of abjuration and evocation.

Spellcasting Focus. You can use a staff, rod, or wand arcane focus as a spellcasting focus for your spells. You can become attuned to a magical staff, rod, or wand as if you were a wizard.

Way of the Rod/Way of the Staff

3rd-level Order of the Rod feature (Replaces Weapon Bond)

When you gain this class feature you gain the benefits of one of the following feats: the Discipline of the Eldritch Rod or the Way of the Warding Staff.

Additionally, you learn one of the following cantrips of your choice, based upon the feat you chose:

Eldritch Rod: *arcane blade (any), arcane flail (any), arcane lash (any), focus shield*, or *ice cudgel*

Warding Staff: *arcane pike (any), arcane spear (any), arcane staff, focus shield, frost spike, or shadowstaff.*

You learn an additional cantrip from the appropriate list at 7th, 15th, and 18th levels.

Spellguard

7th-level Order of the Rod feature (Replaces War Magic)

You become even more adept at wielding your bonded focuses and weapons created using them. You can cast any cantrips listed in the Way of the Rod/Way of the Staff feature on a bonded focus as part of the object interaction used to summon it and you can use the following techniques while wielding only your bonded focuses:

- ***Spellguard Strike.*** Hostile creatures within your reach provoke an opportunity attack from you when they make an attack against a target other than you.
- ***Parry Spell.*** When you or a creature within your reach are hit by a ranged or melee spell attack or fail a Dexterity saving throw against a spell or other harmful effect that targets a creature as opposed to an area, you can use your Reaction to add your proficiency bonus to the target's AC or Dexterity saving throw total for that attack, potentially changing the outcome. If this causes the target to succeed on a Dexterity saving throw that would normally have an effect on successful saving throw, it instead misses causing no damage or other effect.

  If you cause an effect to miss using this feature, you may immediately choose a new target for the effect, as if you had cast or used it yourself using your spell attack roll or spell save DC.
- ***Weapon Focus Channeling.*** When you cast a spell that does not include an attack as a bonus action, you can engage in two-weapon fighting or use a feat or class feature that grants an additional attack as a bonus action (such as Polearm Master or Versatile Fighting) once that turn without requiring a bonus action.

Saving Transposition

10th-level Order of the Rod feature (Replaces Eldritch Strike)

When a friendly creature that you can see within 30 feet of you is targeted by an attack, you can use your reaction to teleport both you and the creature, swapping places. You become the target of the attack instead of the original target.

Once you use this class feature you can't use it again until you finish a long rest, or you cast a conjuration spell of 1st level or higher.

Eldritch Surge

15th-level Order of the Rod feature (Replaces Arcane Charge)

On the turn that you use your Action Surge you may also take an additional Bonus Action that turn and you gain one additional Reaction that you can use before the start of your next turn.

You may freely cast multiple spells of 1st level or higher using your Actions or Bonus Actions during the turn you use your Action Surge, and all such spells cast during the turn are treated as having been cast at a level one level higher than the spell slot you expended.

Irresistible Force

18th-level Order of the Rod feature (Replaces Improved War Magic)

While wielding a weapon created by a spell cast by you, your attacks and spells ignore resistance to the damage type caused by that weapon and creatures that would normally be immune to such damage suffer half damage instead.

> Arcane Synergy. Spellguards with bonded rods often learn the Dual Wielder feat, while those with bonded staffs favor the Polearm Master feat; both can make good use of the War Caster feat.

Order of the Eldritch Circle

This is the Eldritch Knight as described in the *Player's Handbook*. A knight of the Order of the Eldritch Circle is usually heavily armed and armored but will vary widely as to fighting style and weaponry employed. These knights will often select the Arcanum Knight feat.

Weapon Bond

3rd-level Eldritch Knight feature (enhancement)

Additionally, you can use a weapon affected by your Weapon Bond feature as an arcane spellcasting focus for your spells.

War Casting

7th-level Eldritch Knight feature (Replaces War Magic)
You can use a weapon affected by your Weapon Bond feature as an arcane spellcasting focus. Additionally, when you take the Attack action with a weapon you can use as a focus on your turn, you can cast a cantrip or make a spell attack you can make as an action in place of one of the attacks you could make as part of that action. The cantrip must have a casting time of 1 Action or 1 Bonus Action and is cast as if you were 6 levels lower than your actual level for the purposes of additional damage and effects.

Improved War Casting

18th-level Eldritch Knight features (replaces Improved War Magic)
When you take the Attack action with a weapon you can use as a focus on your turn, you can cast a spell of 1st level or higher in place of two of the attacks you could make as part of that action. The spell must have a casting time of 1 Action or 1 Bonus Action. Additionally, a cantrip cast using your War Casting feature is now cast at full effect.

Martial Magic

One of the most notable contributions of The Academy of Battle Magic is the development of spells by the Battle Mages and Eldritch Knights of the college that enhance their weapon attacks and prowess upon the battlefield instead of targeting their enemies directly.

Weapon Cantrips. These cantrips involve making a melee or ranged weapon attack as a conduit for an instantaneous spell effect. The *anticipatory attack, critical insight, death strike, dimensional assault, disruptive strike, dread blade, entrancing attack, forceful blow, impel weapon, mordant blade, phantom strike, radiant blade, rime blade, serpent strike, storm hammer,* and *warding blade* cantrips; along with *green-flame blade* and *booming blade* from *Tasha's Cauldron of Everything* are examples of this type of cantrip.

Arcane Focus Weapons. These are cantrips that create a magical weapon using a wand, rod, or staff arcane focus. These include *arcane flail, arcane pike, arcane spear, arcane staff, arcane blade, arcane lash, frost spike, ice cudgel, shadowstaff,* and *shardcaster* cantrips. The *focus shield* cantrip is similar in function, except that it forms a shield of magical force. Some of these weapons can momentarily gain additional potency when used as a focus to cast more powerful spells corresponding to their damage type. Any weapon created by these spells can be used as a material component for a weapon cantrip such as *booming blade.*

Smites and Strikes. These spells are similar to the Paladin and Ranger spells; indeed, they were developed at the Academy using such spells as patterns. These spells empower the caster and are triggered the next time the caster hits with a melee or ranged weapon attack. These include *arcane smite, chromatic smite, darkling smite, dazzling smite, explosive arrow, decelerating smite, venomous strike, binding smite, ethereal smite, temporal smite, phase shot, dispelling strike,* and *baleful smite.*

Spell Weapons. These spells create a powerful magical weapon that is wielded by the caster. These include the *brightglaive, dark reaper, earth hammer, flame brand, force blade, ice spar, ooze whip, skybreaker, wavespike,* and *windbow* spells as well as the *shadow blade* spell from *Xanathar's Guide to Everything*. The elemental weapon forms are often wielded by sorcerers of Elemental Bloodlines. Any weapon created by these spells can be used as a material component for a weapon cantrip such as *booming blade.*

Additional Attacks. Of special note are the spells *martial alacrity, metal slam,* and *dashing smite.* These spells manipulate magic to allow the caster to make one or more additional weapon attacks, they can turn the tide of a battle when used at the right moment but are not as efficient as a *haste* spell for longer battles. In a similar result, but different method, from the School of Divination, the *anticipatory attack* cantrip and the *battle trance* spell have the potential to grant additional opportunity attacks to their caster.

Equipment Enhancements. The *adamantine edge* and *adamantine fortification* cantrips enhance a Battle Mage's weapon and armor respectively. The *agile blade* cantrip renders your weapon light and responsive in your grasp. These spells join the more traditional *magic weapon* and *magic armor* spells in adding magical might to your equipment.

Bonded Focus. You can cast the *bond focus* spell to bond a weapon you can use as a spellcasting focus to yourself in a manner similar to a familiar. Among other benefits you can use your Spellcasting Ability modifier in place of Strength or Dexterity for the attack and damage rolls of the bonded weapon.

Metal Magic

The Orders of Eldritch Knights, along with the Battle Mages of the School of Martial Magic within the Arcanum have developed new spells that enhance the martial prowess of the caster. Known as Metal Magic spells, these spells may be selected as a spell known by an eldritch knight of any order, regardless of the normal restrictions on selecting spells based upon a school of magic. Metal Magic spells are listed below

1st Level
Absorb Elements
Absorb Force
Blade Dance
Focused Assault
Iron Shell
Martial Alacrity
Metallic Ward
Metal Slam
Ricochet Throw
Shield

2nd Level
Animate Armament
Arrow Snaring Shield
Dashing Smite
Enlarge/Reduce
Giant's Blade
Magic Weapon
Reflective Shield
Strike of the Iron Ram

3rd Level
Haste
Iron Bulwark
Magic Armor
Steel Surge

4th Level
Iron Wing
Steel Skin



Monk

Monks within the Arcanum are most commonly follow the Way of the Arcane Fist monastic tradition, though the eldritch power and four elements traditions are also represented at the Battle Magic Academy.

Way of Eldritch Power

Monks of this tradition learn martial forms of eldritch power from spirits or elder creatures of otherworldly realms. This connection is not as profound as a warlock's pact, but it also doesn't afford the monk the same degree of protection from the eldritch influences as that granted by a patron.

Eldritch power of this sort is not meant for mortals. These monks use rigid adherence to certain taboos as a method to contain this power. The taboo might arise from an actual weird bargain with an elder being or as a mental framework to retain their sanity. Each time a monk of this tradition gains an eldritch invocation from their Forms of Eldritch Power feature they must roll a d10 or choose a taboo from the Eldritch Taboo table, or work with their DM to develop a taboo of their own. The character gains the taboo is an additional Flaw.

Eldritch Taboo Table

d10	Taboo
1	Cannot eat meat.
2	Cannot own more than you can carry.
3	Cannot engage in carnal relations.
4	Cannot cut your hair.
5	Cannot touch a dead body.
6	Cannot drink alcohol.
7	Cannot wear a certain color.
8	Cannot light a fire.
9	Cannot sit facing in a certain direction.
10	Cannot speak without rhyming or singing.

The consequences for breaking a taboo varies. It can range from the loss of the associated invocation until the warlock finishes a long rest to a temporary bout of madness (roll on the short-term or long-term madness table on p 259-260 of the *Dungeon Master's Guide*) depending on the severity of the breach. The warlock may seek to punish themselves or to atone for the breach in some manner to avoid these consequences.

Forms of Eldritch Power

3rd-level Way of Eldritch Power feature

You have learned eldritch forms and techniques that allow you to access magical abilities. You gain one eldritch invocation from the warlock feature. You must meet the prerequisites for an invocation you choose. You are considered a warlock with the Pact of the Blade of a level equal to your monk level for the purposes of meeting an Invocation's prerequisites. You gain an additional invocation from this feature at 6th level and 11th level.

Additionally, when you gain a level in this class, you can choose one of the invocations you know and replace it with another invocation that you could learn at that level.

You may use Wisdom or Charisma (your choice) for your spellcasting attribute to cast warlock spells you learn through invocations and to determine your Spell Attack Modifier, Spell Save DC, and Ki Save DC. You can also use your Wisdom or Charisma modifier when using monk class features or warlock invocations or spells that normally use Wisdom or Charisma.

If an invocation requires an expenditure of a warlock spell slot, you can expend ki points equal to the slot level instead, up to a maximum number of ki points equal to your monk level divided by four (round up).

Spell Save DC = 8 + your proficiency bonus + your Charisma or Wisdom modifier

Spell Attack Modifier = your proficiency bonus + your Charisma or Wisdom modifier

Pact of the Eldritch Fist

3rd-level Way of Eldritch Power feature

As a bonus action you can spend 1 ki point to draw upon eldritch energy to cause a manifestation that enhances your unarmed strikes. While it is active there is an obvious visible manifestation, such as a glowing eldritch aura, flaring arcane runes, or shadowy smoke rising from your body.

For the duration of the pact manifestation your unarmed strikes gain a +1 bonus to attack and damage rolls and count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. Your unarmed strike during this effect counts as both an attack using a pact weapon and an unarmed strike. The attack and damage bonus increases to +2 at 11th level and to +3 at 17th level.

The manifestation lasts for as long as you concentrate, up to 10 minutes, as if concentrating on a spell. You cannot meditate to regain ki points while concentrating on the manifestation.



Initiate of the Eldritch Fist

6th-level Way of Eldritch Power feature

Each time you use a bonus action to activate your pact manifestation, you can choose one of the following eldritch invocations: Arcane Opportunity, Arcane Pact Weapon, Bloody Blade, Devil's Sight, Eldritch Ki Mind, Eldritch Smite, Eldritch Wings, Enveloping Manifestation, Ki Charge, Lifedrinker, Projected Ki Blast, or Unnerving Mask. You gain this invocation while your pact manifestation is active. This invocation is in addition to those granted by your Forms of Eldritch Power feature, and you must meet the prerequisites for the chosen invocation.

Adept of the Eldritch Fist

11th-level Way of Eldritch Power feature

You can now choose two Eldritch Invocations when you use your Initiate of the Eldritch Fist feature and you gain temporary hit points equal to your Charisma or Wisdom modifier when you start the manifestation.

Master of the Eldritch Fist

17th-level Way of Eldritch Power feature

You can now choose three Eldritch Invocations for which you meet the prerequisites when you use your Initiate of the Eldritch Fist feature and your Pact Manifestation now lasts for as long as you maintain concentration on the effect .

Eldritch Ki Invocations

Special Eldritch Ki Invocations are listed below, a monk of this tradition can select these invocations, as can a warlock that meets the prerequisites.

Eldritch Ki Mind

Prerequisite: Stillness of Mind feature

If you start your turn charmed or frightened, you can spend 1 ki point to use your Stillness of Mind feature without using an Action. When you use Stillness of Mind, the creature that charmed or frightened you suffers force damage equal to one roll of your Martial Arts Die + your Wisdom or Charisma modifier (your choice).

Ki Charge

Prerequisite: Step of the Wind Ki feature

When you use your Step of the Wind feature to take the dash action, you can teleport a distance equal to your movement speed instead of increasing your movement speed that turn. If you hit a target within your reach with an unarmed strike immediately after this teleport you inflict additional force damage equal to one roll of your Martial Arts die.

Enveloping Manifestation

Prerequisite: Pact of the Eldritch Fist feature

While your pact manifestation is active your reach is extended by 5 feet and when you hit a creature within your reach with an unarmed strike you can spend 1 ki point to cause it to become grappled (escape DC = your Ki Save DC). The grappled creature can be no more than one size larger than you.

Powerful Manifestation

Prerequisite: 6th-level; Pact of the Eldritch Fist feature

When you activate your pact manifestation, the effect also acts a spellcasting and ki focus for you and you gain a bonus to your Spell Attack rolls, Ki and Spell Save DCs, AC, and Saving throws. The bonus equals the manifestation's bonus to attack and damage rolls. The bonus remains for the duration of the manifestation.

Projected Ki Blast

Prerequisite: Pact of the Eldritch Fist feature

While your pact manifestation is active you can make a ranged spell attack in place of any unarmed strike you could make as part of an action, bonus action, or reaction. The blasts have a range of 60 feet. On a hit you inflict force damage as if you had hit the target with an unarmed strike, except that you use Wisdom or Charisma (your choice) instead of Strength or Dexterity for the damage rolls. For the purposes of any invocation or class feature, attacks using this invocation are considered attacks using your pact weapon and an unarmed strike.

Way of the Arcane Fist

> You must have proficiency with the Arcana skill to choose this monastic tradition.

A monk of the Way of the Arcane Fist is primarily a martial artist that trains in an esoteric style that combines unarmed combat forms with arcane spellcasting. Their study allows them the flexibility of using arcane magic and spiritual ki energy almost interchangeably.

This monastic tradition is strongly associated with the wizards of the School of the Arcane Way. Both use similar spells and casting styles, with the monastic tradition being focused more on physical prowess and the arcane tradition pursuing higher arcane knowledge.

Spellcasting

3rd-level Way of the Arcane Fist feature

Your study of arcane martial arts techniques has given you the ability to cast certain arcane spells. See Spells Rules for the general rules of spellcasting and the Spells Listing for the wizard spell list.

Cantrips

You learn the *arcane fist* cantrip plus two cantrips of your choice from the wizard spell list. You learn an additional wizard cantrip of your choice at 10th level.

Spell Slots

The Way of the Arcane Fist Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spells Known Of 1st-Level And Higher

You know three 1st-level spells of your choice, which you must choose from the wizard spell list.

The Spells Known column of the Way of the Arcane Fist Spellcasting table shows when you learn more spells of 1st level or higher. Each of these spells must be a wizard spell of

your choice and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

Whenever you gain a level in this class, you can replace one of the spells you know with another spell of your choice from the wizard spell list. The new spell must be of a level for which you have spell slots, and it must be a wizard spell.

Spellcasting And Ki Abilities

Intelligence or Wisdom is your spellcasting ability for your wizard spells (your choice). You use your Intelligence or Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence or Wisdom modifier when setting the Saving Throw DC for a spell you cast from the wizard spell list and when making an attack roll with one as well as when using your Ki and Monk features.

Spell Save DC = 8 + your proficiency bonus + your Intelligence or Wisdom modifier

Spell Attack Modifier = your proficiency bonus + your Intelligence or Wisdom modifier

Spellcasting And Ki Focuses

You can use an arcane focus as a spellcasting focus for your wizard spells. Rod and staff arcane focuses are considered monk weapons for you when wielded as a melee weapon.

Arcane Fist Spellcasting

Monk	Cantrips	Spells	Spell Slots Per Spell Level			
Level	Known	Known	1st	2nd	3rd	4th
3rd	3	3	2	—	—	—
4th	3	4	3	—	—	—
5th	3	4	3	—	—	—
6th	3	4	3	—	—	—
7th	3	5	4	2	—	—
8th	3	6	4	2	—	—
9th	3	6	4	2	—	—
10th	4	7	4	3	—	—
11th	4	8	4	3	—	—
12th	4	8	4	3	—	—
13th	4	9	4	3	2	—
14th	4	10	4	3	2	—
15th	4	10	4	3	2	—
16th	4	11	4	3	3	—
17th	4	11	4	3	3	—
18th	4	11	4	3	3	—
19th	4	12	4	3	3	1
20th	4	13	4	3	3	1

Arcane Ki

3rd-level Way of the Arcane Fist feature

You have learned to combine your internal ki with arcane magic, gaining the following abilities:

- When you use your Action to cast a spell or attack with a spell on your turn you may use a bonus action to make one unarmed strike or you may spend 1 ki point to use your Flurry of Blows.
- You may use an unarmed strike in place of a weapon required by a spell.
- When you cast or attack with a spell requiring a melee spell attack targeting a creature within your reach, you may make one unarmed strike or melee weapon attack with a rod or staff focus you are wielding in place of one spell attack of that spell. On a hit, you hit with both the spell attack and the unarmed strike or weapon attack.
- As a bonus action on your turn, you can expend one spell slot and regain a number of ki points equal to the slot's level.
- As a bonus action on your turn, you can expend 2 or more ki points and create a spell slot equal to half the number of ki points spent, to a maximum level equal to the highest-level spell you can cast, as shown on the Arcane Fist Spellcasting table. Any spell slot you create with this feature vanishes when you regain ki points.

Arcane Flurry

6th-level Way of the Arcane Fist feature

When you take the Attack action, you can cast one of your cantrips in place of one of those attacks.

When you use your Flurry of Blows, you may cast a spell with a casting time of 1 action instead of making the unarmed strikes allowed by that feature. If you would make a weapon attack as part of casting this spell, the attack must instead be made using an unarmed strike.

Advanced Arcane Ki

11th-level Way of the Arcane Fist feature

Your advanced study of combining arcane magic with internal ki energy grants you additional benefits:

- You have advantage on Constitution saving throws that you make to maintain your concentration on a spell when you take damage.
- You can use your Deflect Missiles feature when you are hit by a ranged spell attack or fail a Dexterity saving throw versus a spell or magical effect that targets you as opposed to an area. If you reduce the damage of an effect to 0, you can spend 1 ki point to make a ranged spell attack, with a range of 60 feet, as part of the same reaction. You inflict damage of the original spell's type equal to your Martial Arts die + your Spellcasting Ability modifier on a hit.
- When a hostile creature provokes an opportunity attack from you, you can use your reaction to cast a spell at the creature, rather than making an opportunity attack. The spell must have a casting time of 1 action and must target only that creature.

Arcane Soul

17th-level Way of the Arcane Fist feature

You have advantage on saving throws against spells. Furthermore, you have resistance against the damage of spells.

Rogue

A lithe form in dark garb steps to the shadowed mouth of the alley and reappears in the dim gateway behind the sentinels on guard. Pausing for just a moment, a dark blade in one hand, the form shrugs slightly and pads silently away on his mission with the guards none the wiser.

As the others of his band clash with the squad of armored hobgoblins, a stout dwarf waits patiently with his eye on the Devastator in the rearmost ranks. At this first hint of an arcane syllable, one of his handaxes goes flying, cutting off the spell in mid gesture.

Adjusting his broad brimmed hat to block the glaring midday sun, the goblin's other hand hovers over his holstered wand as he watches to see if the young human across from him will take the bait. As the wizard predictably takes the motion as a sign of distraction, the goblin's wand appears in his hand sending a stunning bolt of thunderous force flying towards the youth. After all, it wasn't a formal duel, no need for the young mage to get all dead just for being cocky.

Given the accumulated magical wealth and lore concentrated in a relatively small area it is inevitable that The Arcanum would have its share of rogues. Most belong to the Eldritch Trickster archetype or one of its variants.

Roguish Archetypes

All roguish archetypes are represented in the environs of The Arcanum, most however share similarities with the Arcane Trickster archetype, with several variants that have picked up different sorts of magic including the Shadowdancer, the Etherblade, and the Spell Hunter. One other archetype that seems to have developed purely at The Arcanum is the Arcane Duelist.

Arcane Duelist

You have learned just enough magic to be dangerous, and that suits you just fine. You are an expert at using a rod or wand and quick cantrips to deal with your enemies both inside and outside a dueling circle.

Many other spellcasters consider you to be something of a hack, but they never say so to your face, more than once...

Spellcasting

3rd-level Arcane Duelist feature

When you choose this archetype you gain the ability to cast some minor wizard or sorcerer spells.

Cantrips. At 3rd level, you learn three cantrips of your choice from either the wizard or sorcerer spell list. You learn an additional cantrip of your choice from the same spell list at 4th, 6th, 10th, 14th, and 18th level in this class. Intelligence is your spellcasting ability if you choose cantrips from the wizard spell list, Charisma is your spellcasting ability if you choose cantrips from the sorcerer spell list. You never learn to cast spells other than cantrips from this feature.

Spell save DC = 8 + your proficiency bonus + your Intelligence or Charisma modifier

Spell attack modifier = your proficiency bonus + your, Intelligence or Charisma modifier.

Spellcasting Focus. You can use a rod or wand as a spellcasting focus for your spells. You can become attuned to a magical rod or wand as if you were a wizard or sorcerer. You can use Dexterity in place of Intelligence or Charisma for your Spell Attack rolls using a wand.

Arcane Feint

3rd-level Arcane Duelist feature

You learn to make deceptive or distracting movements to gain an advantage against an opponent. As a bonus action, you can make a Dexterity (Sleight of Hand) check against the passive Wisdom (Insight) score a creature you can see. If you succeed, you gain advantage on your next attack roll against the target using a light or finesse weapon or a spell attack using a rod or wand focus made before the end of your next turn. If you hit with this attack, you add a number of d6s equal to half your proficiency damage to any sneak attack damage inflicted by the attack.

You also gain an additional way to use your Sneak Attack. You can inflict the damage from your Sneak Attack when you hit with a spell attack while wielding a rod or wand as an arcane focus. All the other rules for Sneak Attack still apply to you, and, because of the precision required, you cannot inflict the damage from your sneak attack if you make more than one spell attack during an action, bonus action, or reaction.



Lightning Draw

9th-level Arcane Duelist feature

You have advantage on attack rolls against any creature that hasn't taken an Action in the combat yet and you can draw a light weapon, wand, or rod as part of any action, bonus action, or reaction you use to attack or cast a spell using it.

Additionally, you gain the ability to surprise your opponents with a quick spell or attack. At the beginning of combat, you may make a Dexterity (Sleight of Hand) check in place of an Initiative roll. If the result of your check beats the initiative roll of a creature (including your allies), that creature is surprised. A surprised creature can't move or take an action during its first turn of the combat, and it can't take a reaction until that turn ends. Your action during the first turn of the combat must be to cast a cantrip using a rod or wand arcane focus or to make a weapon attack using a light weapon.

You can't use this feature when you are surprised.

Arcane Dueling Master

13th-level Arcane Duelist feature

You are a master of the arcane dueling circle. You gain the following benefits:

- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- When a hostile creature provokes an opportunity attack from you, you can use your reaction to cast a cantrip at the creature, rather than making an opportunity attack. The cantrip must have a casting time of 1 action and must target only that creature.
- While wielding a rod or wand, when you are hit by a ranged or melee spell attack or you fail a Dexterity saving throw against a spell or harmful magical effect that targets you as opposed to an area, you can use your Reaction to add your proficiency bonus to your AC or Dexterity saving throw total for that attack, potentially causing the attack to miss you.

  If this causes a magical effect to miss you, you may immediately make a spell attack with advantage against a new target of your choice within range of the effect, inflicting the magical effect on the new target on a successful hit. If the effect still hits you, you suffer only half damage.

Ending Strike

17th-level Arcane Duelist feature

You can often end a duel before your opponent even realizes it had begun. Any hit you score against a creature that hasn't taken an action in the combat yet is a critical hit.

Arcane Trickster

Adept at pilfering magical goods and knowledge the Arcane Trickster is not formally represented as a discipline or student at The Arcanum. They are instead trained individually or develop their talents on their own. Some few manage to finagle their way into an Innate or Applied Arcana degree program as a cover to their covert activities. This Archetype functions as listed in the *Player's Handbook*.

Spellcasting

3rd-level Arcane Trickster feature (enhancement)

The ability to use an arcane focus is added to the Arcane Trickster's spellcasting feature.

Spellcasting Focus. You can use an arcane focus as a spellcasting focus for your Arcane Trickster spells. An arcane spellcasting focus is usually a specially prepared dagger, crystal, orb, rod, staff, or wand. A specially prepared dagger (cost 5gp), known as an Athame, is added to the list of arcane focuses in The Player's Handbook.

> Arcane Trickster Options. The traditional arcane trickster might consider the Arcane Legerdemain feat in the Class Feat section to further enhance their larcenous magic.

Arcane Trickster Variants

The following three archetypes are variations on the Arcane Trickster with different magical and larcenous focuses:

Etherblade

An Etherblade's magic is focused through a mystically created and bonded ethereal blade. The arcane art of an Etherblade has links to the ethereal plane and deals with powers of vision, concealment, and movement. The fundamentals of the discipline are taught at The Arcanum within the Academy of Battle Magic; the practitioners being highly sought as scouts and covert operatives.

Spellcasting

3rd-level Etherblade feature (enhancement)

You cast spells as described for the Arcane Trickster archetype except as noted below.

Cantrips. You learn three cantrips: *critical insight* and two other cantrips of your choice from the wizard spell list. You learn another wizard cantrip of your choice at 10th level.

Spells Known of 1st-level and Higher. You learn spells as described for the arcane trickster except you must choose from the Divination and Illusion schools for the majority of your spells instead of Enchantment and Illusion.

Etherblade

3rd-level Etherblade feature (Replaces Mage Hand Legerdemain)

As part of another action or bonus action on your turn you can cause your Etherblade to appear in your empty hand. This translucent weapon counts as a simple melee weapon with which you are proficient, inflicts 1d6 force damage on a hit, and has the Finesse, Light, and Thrown properties (range 30/90). If you throw the weapon to make an attack, you can cause it to reappear in your hand immediately after the attack.

Your Etherblade disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, another creature attempts to wield it, you dismiss the weapon (no Action required), or you die.

While you are wielding your Etherblade you gain the following abilities:

- Your Etherblade acts as an Arcane Spellcasting Focus for your spells and it replaces both verbal and material components when used as a focus.

- When you use your Cunning Action to take the Disengage or Dash Action, you may slice through the ethereal plane as part of the Bonus Action, teleporting up to an additional 10 feet during your movement to an unoccupied space that you can see. When you teleport using this ability, until the end of your turn you don't need advantage on the attack roll to use your Sneak Attack. All the other rules for Sneak Attack still apply to you.

Unseen and All Seeing

9th-level Etherblade feature (Replaces Magical Ambush)

Your Etherblade gains a +1 bonus on attack and damage rolls and you add the *invisibility* and *see invisibility* spells to your spells known. These spells do not count against your number of spells known.

Invisibility and *See Invisibility* can be cast as part of a Bonus Action used for your Cunning Action on your turn instead of the usual casting time and grant you additional abilities while active:

- While you are *invisible* you may add your Intelligence modifier as a bonus to Dexterity (Stealth) and Dexterity (Sleight of Hand) checks and you leave no physical sign of your passage.
- While you can *see invisibility*, you may add your Intelligence modifier as a bonus on Wisdom (Perception) and Intelligence (Investigation) checks, you can see clearly through concealment and darkness (including magical darkness) within range of the sense granted by the spell, and your Etherblade can affect creatures on the Ethereal Plane.

You can use this feature to cast *invisibility* and *see invisibility* once each, without expending a spell slot. You can do so again when you finish a long rest.

Ethereal Blade

13th-level Etherblade feature (Replaces Versatile Trickster)

Your Etherblade gains a +2 bonus on attack and damage rolls.

In addition, you may add the *blink* spell to your spells known, this does not count against your number of spells known. You may cast or dismiss *blink* as part of a Bonus Action used for your Cunning Action. While *blink* is active you gain additional bonuses:

- You can *see invisibility*, as the spell.
- You gain advantage on attack rolls using your Etherblade.
- If you use your Uncanny Dodge while blinking, you take half damage from the attack and you vanish from your current plane of existence and appear in the ethereal plane.
- While you are on the ethereal plane creatures provoke opportunity attacks from you as if you still occupied the same position on the material plane that you disappeared from. When you make an opportunity attack you immediately reappear on the material plane at the location you disappeared from, or the nearest unoccupied space of your choice.

You can use this feature to cast *blink* once, without expending a spell slot. You can do so again when you finish a long rest.

Pierce the Veil

17th-level Etherblade feature (Replaces Spell Thief)

Your Etherblade gains a +3 bonus on attack and damage rolls.

In addition, as part of a Bonus Action used for your Cunning Action on your turn, you can step into the border regions of the Ethereal Plane, in the area where it overlaps with your current plane. You interact with the ethereal plane as described in the *etherealness* spell (PHB p.238). You can remain in the Ethereal Plane for up to 1 minute or until you use a Bonus Action (which can be part of a Cunning Action) on your turn to step back to your originating plane. While ethereal you can *see invisibility*, as the spell.

You can use this ability twice. You regain all uses of this ability when you take a short or long rest. Alternatively, you can expend a 4th level spell slot to use this ability without expending one of its uses.

Shadowdancer

A Shadowdancer walks the line between darkness and light in a literal, metaphorical, and moral sense. Some make an art form out of dealing death, others delight and terrify audiences from dimmed stages, all live in the shadowy places of the world.

> "Now they will know why they are afraid of the dark. Now they learn why they fear the night." – Thulsa Doom. John Milius, Conan the Barbarian

Spellcasting

3rd-level Shadowdancer feature (enhancement)

You cast spells as described for the Arcane Trickster archetype except as noted below.

Cantrips. You learn three cantrips: *penumbra* and two other cantrips of your choice from the wizard spell list. You learn another wizard cantrip of your choice at 10th level.

Spells Known of 1st-level and Higher. You learn spells as described for the arcane trickster except you must choose from the Illusion and Necromancy schools for the majority of your spells instead of Enchantment and Illusion. In addition, you can choose spells that either create darkness or reduce light from any school and from the sorcerer, warlock, and wizard spell lists.

Spellcasting Focus. You can use the shadows around you to craft your spells, while in dim light or darkness you do not need the material components specified for a spell. But if a cost is indicated for a material component that is expended in the casting, you must have that specific component before you can cast the spell.

Shadow Dance

3rd-level Shadowdancer feature (Replaces Mage Hand Legerdemain)

You gain proficiency in the Performance and Stealth skills, if you are already proficient in a skill you gain expertise in it: your proficiency bonus is doubled for any ability check you make using it. You also gain darkvision out to a range of 90 feet and can see normally in magical darkness within this range. If you already have darkvision, its range increases by 90 feet.

Additionally, you can attempt to hide even when you are only lightly obscured by dim light or darkness and dim light does not provide concealment from you or impose disadvantage on your Wisdom (Perception) checks relying on sight.

Sheltering Gloom

9th-level Shadowdancer feature (Replaces Magical Ambush)
You learn the *darkness* spell as an additional spell known and can cast it without requiring components. While in dim light or darkness you can use the bonus action granted by your Cunning Action to take the Dodge action. You lose the benefits of this Dodge action if you are no longer in dim light or darkness.

In addition, when you are hidden from a creature and miss it with a ranged weapon attack, making the attack doesn't reveal your position.

Shadow Stride

13th-level Shadowdancer feature (Replaces Versatile Trickster)
When you use your Cunning Action to take the Dash or Disengage action, at any point during your movement that you are in dim light or darkness you can magically teleport up to 30 feet to an unoccupied space you can see that is also in dim light or darkness. You then have advantage on the first attack you make before the end of the turn.

Deadly Darkness

17th-level Shadowdancer feature (Replaces Spell Thief)
Ranged attack rolls made by a creature from which you are at least lightly concealed by dim light or darkness suffer disadvantage against you.

If you are in dim light or darkness and you are Hidden from a target, any hit you score against that target is a critical hit.



Spell Hunter

You turn an innate sensitivity to magic into a profession hunting and dealing with magical threats. Your spellcasting is best described as workmanlike. It's not fancy, but it gets the job done.

> "No matter how subtle the wizard, a knife between the shoulder blades will seriously cramp his style." – Vlad Taltos; Steven Brust, Jhereg

Spellcasting

3rd-level Spell Hunter feature (enhancement)
You cast spells as described for the Arcane Trickster archetype except as noted below.

Cantrips. You learn three cantrips: *disruptive strike* and two other cantrips of your choice from the wizard spell list. You learn another wizard cantrip of your choice at 10th level.

Spells Known of 1st-level and Higher. You learn spells as described for the arcane trickster except you must choose from the Abjuration and Illusion schools for the majority of your spells instead of Enchantment and Illusion.

Spell Hunter Training

3rd-level Spell Hunter feature (Replaces Mage Hand Legerdemain)
Starting at 3rd level, you learn tactics and strategies to quickly and efficiently identify and deal with magical threats.

- You gain proficiency in the Arcana skill and can cast *detect magic* at will, without using a spell slot or requiring components.
- When a creature you can see casts a spell, you can use your reaction to make a weapon attack against that creature.
- When you damage a creature that is concentrating on a spell, that creature has disadvantage on the saving throw it makes to maintain its concentration.

Cunning Opportunist

9th-level Spell Hunter feature (Replaces Magical Ambush)
You have advantage on attack rolls made during a Reaction, such as Opportunity Attacks or the Reaction granted by your Spell Hunter Training.

Unflappable

13th-level Spell Hunter feature (Replaces Versatile Trickster)
You become immune to the Charmed and Frightened conditions.

Spell Resistance

17th-level Spell Hunter feature (Replaces Spell Thief)
You have advantage on saving throws against spells.

Furthermore, you have resistance against the damage of spells.

Scroll Thief

A Scroll Thief is a pilferer of magical knowledge, appropriating arcane insight from the books and scrolls of every spellcasting discipline. Among the Arcanum a Scroll Thief often masquerades as a simple scribe.

Spellcasting

3rd-level Scroll Thief Feature

As a Scroll Thief you choose your spells from the Wizard spell list, you keep a spellbook and prepare spells as a wizard does; you have a spellbook containing spells that you have acquired.

Cantrips. You know three cantrips of your choice from the wizard spell list. You learn additional wizard cantrips of your choice at higher levels, as shown in the Cantrips Known of the Scroll Thief table.

Spellbook. You have a spellbook containing six 1st level wizard spells of your choice. Your spellbook is the repository of the wizard spells you know, except your cantrips, which are fixed in your mind.

Preparing and Casting Spells. The Scroll Thief Spellcasting Table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of wizard spells that are available for you to cast. To do so, choose a number of spells from your spellbook equal to your Intelligence modifier + half your Rogue level. The spells must be of a level for which you have spell slots. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of wizard spells requires time spent studying your spellbook and memorizing the incantations and gestures you must make to cast the spell: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability. Intelligence is your spellcasting ability for your Scroll Thief spells, since you learn your spells through dedicated study 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 wizard spell you cast 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 cast a spell from any tradition as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

Spellcasting Focus. You can use an arcane focus as a spellcasting focus for your wizard spells and you can use spell books and spell scrolls as arcane spellcasting focuses.

Learning Spells of 1st Level and Higher. Each time you gain a rogue level, you can add two wizard spells of your choice to your spellbook for free. Each of these spells must be of a level for which you have spell slots, as shown on the Scroll Thief table, or a spell with the Ritual tag of a level equal to or less than half your rogue level (round up). On your adventures, you might find other spells that you can add to your spellbook (see the "Your Spellbook" sidebar PHB p.114).

Scroll Thief Spellcasting

Rogue	Cantrips	-- Spell Slots Per Spell Level --			
Level	Known	1st	2nd	3rd	4th
3rd	3	2	–	–	–
4th	3	3	–	–	–
5th	3	3	–	–	–
6th	3	3	–	–	–
7th	3	4	2	–	–
8th	3	4	2	–	–
9th	3	4	2	–	–
10th	4	4	3	–	–
11th	4	4	3	–	–
12th	4	4	3	–	–
13th	4	4	3	2	–
14th	4	4	3	2	–
15th	4	4	3	2	–
16th	4	4	3	3	–
17th	4	4	3	3	–
18th	4	4	3	3	–
19th	4	4	3	3	1
20th	4	4	3	3	1

Stolen Lore

3rd-level Scroll Thief Feature

You gain proficiency in the Arcana skill and with Calligrapher's Supplies and Forgery Kits. If you are already proficient in the skill or tool you add double your proficiency bonus to checks you make with it.

Additionally, you can inscribe magical rituals from any tradition into your spellbook. Choose two 1st-level spells that have the ritual tag from any class's spell list (the two needn't be from the same list), you may add these spells to your spellbook.

On your adventures, you can add other ritual spells to your spellbook. When you encounter such a spell you can add it to your book if the spell level is equal to or less than half your rogue level (round up). For each level of the spell, the transcription process takes 2 hours and costs 50gp for rare inks and supplies.

You are also particularly adept at using scrolls:

- When you copy a ritual or wizard spell from a spell scroll into your spellbook you may make two checks, an Intelligence (Arcana) check with a DC equal to 10 + the spell's level and a Dexterity check that applies your proficiency with Forgery Kits with the same DC. You successfully copy the spell if you succeed on either check and the spell scroll is only destroyed if you fail both checks.
- You can cast wizard spells from a spell scroll with no chance of failure if the spell's level is equal to or less than half your rogue level (round up). If you attempt to use a Wizard spell of a level higher than this, you must make an Intelligence (Arcana) check with a DC of 10 + the

spell level. If successful, you cast the spell as normal. On a failure, the scroll is wasted.

- When you cast a spell from a spell scroll, you can expend a spell slot to increase the level at which the spell is cast by the level of the spell slot you expend.

Pilfered Secrets

9th-level Scroll Thief Feature

You ignore all class, race, and level requirements on the use of magic items. If the magic item would normally have an additional benefit for a particular class or race it functions for you as if you were a member of that class or race.

Additionally, you may attempt to use a scroll containing a spell not on the wizard spell list by making an Intelligence (Arcana) check. If the spell's level is equal to or less than half your rogue level (round up), the DC for the check is 10 + the spell level. For spells of higher level, the DC is 15 + the spell level. If successful, you cast the spell as normal. On a failure, the scroll is wasted. You automatically succeed on this check if the spell has the ritual tag and is contained in your spellbook.

Purloined Magic

13th-level Scroll Thief Feature

When you cast a spell from a magic item (including spell scrolls) that is of a level you can normally cast, you may do so without destroying the scroll or expending a use or charges from the magic item.

You may use this feature a number of times equal to your Intelligence modifier, you regain all expended uses when you finish a long rest. You may use this feature without expending one of its uses by expending a spell slot of a level equal to or greater than the spell you are casting from the item, the spell is cast at the level of the spell slot you expend.

Instant Activation

17th-level Scroll Thief Feature

You can use the bonus action granted by your Cunning Action to activate or use a magic item that normally requires an action to activate or use.



Arcane Character Options

This chapter contains new feats, class feats, racial class feats, and backgrounds of interest to an arcane spellcaster.

Arcane Feats

The following are new feats that can be chosen by characters. The Arcanum supplement assumes that the feats optional rule is being used in the game and several of the mechanical aspects of the expansion revolve around them. If a Prerequisite for a feat mentions the ability to cast arcane spells it refers to the ability to cast spells from the bard, sorcerer, warlock, or wizard spell lists. (This includes Arcane Tricksters and Eldritch Knights which choose their spells from the wizard spell list.) Divine spells are those from the cleric and paladin spell lists. Primal spells are those from the druid and ranger spell lists..

A feat marked with a * originally appeared in *Tasha's Cauldron of Everything*, but is reprinted here for reference.

Unless otherwise noted you cannot choose the same feat more than once.

Arcanum Schooling

To represent the benefits of study at the Arcanum you can choose one bonus feat. This bonus feat may be chosen at character creation or when a character gains a level.

Arcane Dueling Adept

Prerequisite: Spellcasting or Pact Magic class feature, ability to use a wand, rod, or staff as a Spellcasting Focus

- You gain proficiency with Dexterity saving throws.
- When you are hit by a ranged or melee spell attack or fail a Dexterity saving throw against a spell or other harmful effect that targets you as opposed to an area you can use your Reaction to add your proficiency bonus to your AC or Dexterity saving throw total for that attack, potentially changing the outcome. If this causes you to succeed on a Dexterity saving throw you suffer no damage if you would normally suffer half damage on a successful saving throw. If this causes a magical effect to miss, you may immediately choose a new target for the effect, as if you had cast or used it yourself.

  You must be wielding a wand, rod, or staff arcane focus to use this ability.

Arcane Elocutionist

Prerequisite: Spellcasting feature, ability to prepare spells from a spellbook and to use one as a spellcasting focus

You have mastered the art of using a spellbook as an arcane spellcasting focus.

- You learn the *bond focus* spell. This spell is added to your spellbook, is always prepared, and does not count against your number of prepared spells. You can summon your bonded spellbook using your free object interaction during your turn instead of a bonus action.
- When using your bonded spellbook as a focus you can substitute a Verbal component for any required Somatic component of a spell. Additionally, if you begin casting a spell with a verbal component in an area of magical silence, the spell that produced the silence is instantly dispelled unless it is of a higher level than the spell you are casting.
- If you cast a spell that has the ritual tag as a ritual using your bonded spellbook as a focus, the ritual version of the spell takes 1 minute longer per level of the spell instead of 10 minutes longer.
- In a process that takes 1 minute per spell level, you can prepare an additional spell from your bonded spellbook. You retain this bonus prepared spell until the next time you prepare your spells, or you prepare a new bonus spell using this feat.

Arcane Infusion

Prerequisite: Ability to cast Arcane Spells

You have learned to use your arcane magic to infuse magical items in a manner similar to that of an artificer.

- You may become attuned to one additional magic item, to a maximum of four items at once.
- You know two infusions from the Artificer Infusions section in the *Tasha's Cauldron of Everything* sourcebook or the new infusions listed in this book. You must meet any prerequisites for the infusions, add half your levels in other classes to your artificer levels for this purpose.
- When you finish a long rest, you can infuse an item as described for the Infuse Item Artificer feature, except that you may have only a single infusion active, add half your level in other arcane spellcasting classes to your Artificer level to determine its effects.

Arcane Martial Arts Practitioner

Prerequisite: Spellcasting or Pact Magic class feature, a cantrip known that requires a melee spell attack

You have studied a martial art blending arcane spellcasting and unarmed combat, you gain the following benefits:

- You are proficient in the use of rod and staff arcane focuses as melee weapons. (A rod is wielded as a club and a staff as a quarterstaff.)
- You can roll a d4 in place of the normal damage of your unarmed strike.
- You can use Dexterity instead of Strength on rolls to hit and damage when making unarmed strikes or melee weapon attacks using a rod or staff arcane spellcasting focus.
- When you cast or attack with a spell requiring a melee spell attack targeting a creature within your reach, you may make an unarmed strike, a melee weapon attack with a rod or staff focus you are wielding, or a melee spell attack. On a hit, you hit with both the spell attack and the unarmed strike or weapon attack.

Artifact Loremaster

Prerequisite: Spellcasting feature, Proficiency in the Arcana skill, Identify spell

Your intense course of study in Artifact Lore at the College of Wizardry allows you to unlock great power contained

within magical items. You are an expert in the crafting and use of such items.

Artifact Affinity. You may become attuned to one additional magic item, to a maximum of four items at once. When you cast the *identify* spell you also gain some insight into the history of the magic item you are touching, in addition you an become attuned to the item you are identifying as part of casting the spell.

Enchant Item. Your study of magical items has granted insight into their creation. You can craft non-consumable magical items at half the usual cost and time.

Spell Matrix. You can use your own power to fuel magical items. As an Action you may expend a spell slot to recharge a magical item. You expend a spell slot equal to the level of a spell the item can cast, the item regains a number of charges or uses equal to that necessary to cast that spell. If there is no direct spell correlation to the magic item power the DM will assign an appropriate spell level. You may use your own spell attack bonus and spell save DC for any spell or effect generated by a magic item.

Artificer Initiate*

You've learned some of an artificer's inventiveness:

- You learn one cantrip of your choice from the artificer spell list, and you learn one 1st-level spell of your choice from that list. Intelligence is your spellcasting ability for these spells.
- You can cast this feat's 1st-level spell without a spell slot, and you must finish a long rest before you can cast it in this way again. You can also cast the spell using any spell slots you have.
- You gain proficiency with one type of artisan's tools of your choice, and you can use that type of tool as a spellcasting focus for any spell you cast that uses Intelligence as its spellcasting ability.

Augmentation Adept

Prerequisite: Spellcasting feature, Boost cantrip and Expeditious Retreat or Longstrider spell

You have gained an Augmentation emphasis from the College of Transmutation. You are adept with spells that improve or enhance willing creatures.

Arcane Boost. If you cast a beneficial transmutation spell on yourself you gain a magical boost to your physical abilities. For the duration of the spell, you can substitute your Spellcasting Ability in place of Strength or Dexterity when making an attack roll, damage roll, ability check, or saving throw using those abilities. In addition, you may use your Spellcasting ability modifier in place of your Dexterity modifier to determine your AC and you can use your Spellcasting Ability instead of Strength when determining your jump distance, carrying capacity, and the weight you can push, drag, or lift.

Split Enhancement. When you cast a transmutation spell of 1st level or higher that targets only one willing creature, you can have it target a second creature.

Shared Augmentation. When you cast a transmutation spell on one or more willing targets, you can also target yourself with the spell. You cannot use this ability with a spell that you also use your Split Enhancement ability on.

Bardic Adept

Prerequisite: Charisma 13 or higher, proficiency with the Performance skill

- Increase your Charisma score by 1, to a maximum of 20.
- You gain proficiency with one musical instrument of your choice.
- You gain Bardic Inspiration dice as described in the Bardic Inspiration Bard class feature. If you already have bardic inspiration dice, you increase your number of dice by half your proficiency bonus; otherwise, you gain a number of dice equal to half your proficiency bonus, which are d4s.
- You regain expended bardic inspiration dice from this feat when you finish a long rest, unless you have the Font of Inspiration feature, in which case you regain expended dice when you finish a short or long rest.

Blaster

Prerequisite: Spellcasting or Pact Magic feature, ability to inflict force or thunder damage with a spell or attack

You are skilled at blasting your enemies with magical force and thunder, granting you the following benefits:

- Increase your Constitution score or one Spellcasting Ability score of your choice by 1, to a maximum of 20.
- When you deal force or thunder damage to a creature, you can move it 5 feet to an unoccupied space. You can only move a creature using this feat once per turn.
- Immediately before or after casting a spell that deals force or thunder damage you can use some of the spell's energy to move yourself 5 feet to an unoccupied space without using your movement or provoking opportunity attacks.



Blood Magic

Prerequisite: Spellcasting or Pact Magic class feature, the ability to cast at least one spell that inflicts necrotic damage

You can use your blood and life energy to enhance your magic. Practitioners of this discipline are oft marked with a multitude of scars on limbs and torso, the results of this gruesome style of magic.

Blood Magic. You can use a dagger as an arcane spellcasting focus. As a bonus action during your turn you can inflict from 1 to 4 hit points of damage to yourself using a dagger or other bladed weapon you can use as a spellcasting focus, you gain a pool of d4s equal to the damage you suffer. These dice are known as Blood Magic Dice, and can be used in the following ways:

- You can expend dice from this pool when you roll damage for an attack using the weapon used to generate them, or a spell you cast. Roll each die you expend and add the result to the damage roll as additional necrotic damage.
- You can expend dice from this pool when you roll to determine the number of hit points a spell you cast restores to a creature. Roll each die you expend and add the result to the number of hit points the spell restores.
- You can expend one die in place of a component required by a spell, or 2 dice for an expensive material components consumed in the casting.

Dice in this pool disappear after 1 minute. If you use this ability while you still have dice remaining, you add the additional dice to your existing pool and renew the duration. The necrotic damage inflicted by rolling blood magic dice is known as Blood Magic damage. If you use blood magic dice to increase the damage of a spell or effect that inflicts necrotic damage, all of the damage of the spell or effect becomes blood magic damage. This damage, fueled by life essence, ignores any resistance or immunity to necrotic damage possessed by a creature other than a construct.

The damage inflicted to use this feat cannot be healed until the blood magic dice generated by the damage are expended or disappear.

Ritual Bloodletting. If you have the Ritual Casting feature, You can perform a 10-minute ritual to recover expended spell slots or increase the level at which a ritual spell is cast. The ritual can be performed during a rest or during the casting of a ritual spell. At the end of the ritual you and other willing or helpless creatures that participated in the ritual can expend hit dice to allow you to recover expended spell slots or increase the level at which a ritual spell is cast. You regain a number of expended spell slots of 5th level or lower with a total level equal to or less than the number hit dice expended by you plus half the number of hit dice (round down) expended by other creatures. Alternatively, you may increase the level at which a ritual spell is cast by the same amount. Any creature that expends hit dice in this ritual more than once between long rests suffers one level of exhaustion each additional time it does so.



Chromatic Caster

Prerequisite: Ability to cast Arcane spells; Spellcasting feature, chromatic dart cantrip and chromatic orb spell

You are practiced at using the various Chromatic spells (*chromatic dart, chromatic smite, chromatic orb, chromatic cloud, chromatic emanation, chromatic wings, chromatic wall, chromatic ward, chromatic crown, chromatic field, chromatic storm,* and *chromatic form*) This is an emphasis program with-in the College of Evocation.

Chromatic Accuracy. When you cast *chromatic dart* or *chromatic orb* you may add your spellcasting ability modifier to the damage inflicted on a hit.

Chromatic Discharge. When you cast *chromatic emanation,* you can increase the area of the spell effect to a 20-foot radius sphere or a 35-foot cube at a point within 120 feet; or a 120-foot line, or a 50-foot cone adjacent to you.

Chromatic Burst. You can use an Action on your turn while you maintain *chromatic cloud, chromatic wall, chromatic field* or *chromatic storm* to cause the spell to emit a burst of energy. Choose a number of creatures equal to the spell's level within 10 feet of the area of the spell, those creatures suffer the normal damage of the spell as a result of the burst, with the appropriate save for half damage.

Chromatic Power. When you cast a chromatic spell of 1st level or higher, you can treat the spell as if you cast it using a spell slot one level higher than you expended.

Cryptozoology Researcher

Prerequisite: Spellcasting or Pact Magic class feature, Arcana skill, ability to cast arcane spells

You are a researcher into the field of Cryptozoology, the study of magical creatures, at the College of Wizardry of the Arcanum. You are a devoted student of the natural and unnatural world; you have traveled extensively and conducted field studies in the subjects of botany and zoology and their magical equivalents.

- You gain proficiency in the Nature and Survival skills. If you already have proficiency in a skill, you add double your proficiency bonus to checks you make with it.
- You have advantage on Intelligence, Wisdom, and Charisma checks relating to beasts, monstrosities, plants, and oozes.
- When you forage, you find twice as much food as you normally would.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.
- You can cast *speak with animals* at will, without requiring components or expending a spell slot. When cast by you, the spell allows communication with beasts, monstrosities, oozes, and plant creatures.

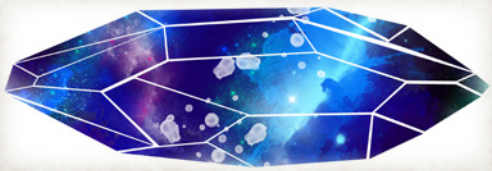
Crystal Caster

Prerequisite: Spellcasting or Pact Magic class feature, ability to use a Crystal Arcane Spellcasting Focus

You have learned the art of using crystals to channel and disrupt magic, you gain the following benefits while wielding a crystal arcane spellcasting focus.

- You learn the *bond focus* spell. This spell is added to your spells known or your spellbook, is always prepared, and does not count against your number of spells known or number of prepared spells. You can summon any or all of your bonded crystal foci using your free object interaction on your turn instead of a bonus action.
- You can treat a single set of up to three items of crystal or gemstone as a single item for the purposes of determining how many items you can become attuned to (if magical) and bonded to via your *bond focus* spell.
- You learn the *mystic foci* and *mystic talisman* cantrips as additional cantrips known. When you cast these cantrips on a bonded crystal focus, you can cast it in such a way that the duration changes to 'until dispelled or expended' and it does not require concentration, but ends if you cast one of these cantrips again on the same focus.

> The use of an ioun stone as a crystal spellcasting focus is a favorite technique among practitioners of this style that can acquire one.



Dark Adept

Prerequisite: The ability to cast at least one spell that inflicts necrotic damage

- When you cast a spell that causes darkness or reduces light, the area darkened or dimmed by the spell can be increased by 5 feet.
- Spells you cast ignore resistance to necrotic damage.
- When you roll damage for a spell you cast that deals necrotic damage, you can treat any 1 on a damage die as a 2.

Discipline of the Eldritch Rod

Prerequisite: Spellcasting or Pact Magic class feature, ability to use a Rod Arcane Spellcasting Focus

You have practiced a style of spellcasting using rods as both melee weapons and spellcasting focuses.

- You learn the *bond focus* spell. This spell is added to your spells known or your spellbook, is always prepared, and does not count against your number of spells known or number of prepared spells. You can summon one or both of your bonded rods using your free object interaction on your turn, rather than a bonus action. You are proficient with the use of your bonded rods as melee weapons.
- When you cast or attack with a spell requiring a melee spell attack targeting a creature within your reach, you can make a melee weapon attack with a rod focus you are wielding, or a melee spell attack. On a hit, you hit with both the spell attack and the weapon attack.
- While wielding a bonded rod in each hand, when you cast or attack with a spell using your action you can cast a cantrip requiring a melee attack as a bonus action. This additional cantrip does not gain any increase in damage or other effects based on your level.
- When you hit with a melee weapon or melee spell attack using a bonded rod focus, you add a +2 bonus to the weapon or spell damage roll.

Eldritch Adept*

Prerequisite: Spellcasting or Pact Magic feature

Studying occult lore, you have unlocked eldritch power within yourself: you learn one Eldritch Invocation option of your choice from the warlock class. If the invocation has a prerequisite of any kind, you can choose that invocation only if you're a warlock who meets the prerequisite.

Whenever you gain a level, you can replace the invocation with another one from the warlock class.

Eldritch Knowledge

Prerequisite: Spellcasting or Pact Magic class feature, one or more Eldritch Invocations known, ability to cast arcane spells

Your research into ancient knowledge has uncovered a lost eldritch secret. You learn a single warlock cantrip and you may choose a single Eldritch Invocation option from the warlock class. You must meet any prerequisites for the invocation you choose as normal, except that you add half your level in other classes (round down) to your warlock level to determine if you meet a level prerequisite.

Any invocation that refers to using a Warlock spell slot can be cast by you using any spell slot of sufficient level available to you.

Enchanted Grace

Prerequisite: Ability to cast Arcane spells; Spellcasting class feature

- Increase your Dexterity score by 1, to a maximum of 20.
- You learn the *boost, graceful escape, insightful dodge,* and *water dance* cantrips as additional cantrips known and can cast them without requiring components. Your movement speed is increased by an additional 5 feet during the duration of any of these spells.

Essence of the Etheric Athame

Prerequisite: Spellcasting or Pact Magic class feature, ability to use an Athame Arcane Spellcasting Focus

You have learned a style of spellcasting that utilizes an athame dagger as a spellcasting focus and a weapon. This style uses one free hand and one athame dagger to interweave spell and dagger attacks.

- You learn the *bond focus* spell. This spell is added to your spells known or your spellbook, is always prepared, and does not count against your number of spells known or number of prepared spells. You can summon your bonded athame using your free object interaction during your turn instead of a bonus action.
- If you throw your bonded athame to make an attack, it magically returns to your hand when the attack is completed.
- Attacking at long range doesn't impose disadvantage on your ranged attack rolls using your athame, and attacking at short range or with a melee attack using it scores a critical hit on a roll of 19 or 20.
- When you cast or attack with a spell as part of an action while wielding your athame, you can make a melee or thrown weapon attack using your bonded athame as a bonus action. On a hit you inflict an additional damage of the spell's damage type, or force damage (your choice) equal to 1d4 plus 1d4 per level of the spell.

Feywild Lore

Prerequisite: Ability to cast Arcane spells; Spellcasting or Pact Magic feature, the find familiar spell with a sprite, pseudodragon, or a fey in animal form as a familiar

Your studies into the wild nature of the Feywild has granted you advantages when summoning and treating with beings of the fey. This is an emphasis program in the College of Conjuration.

Fey Companion. When you cast *find familiar* you now always summon a sprite, pseudodragon, or a fey in animal form. The familiar you summon is an exceptional example of its type, it gains a +2 bonus to all ability scores and adds your spellcasting ability modifier to its Wisdom (Perception).

Friend of the Fey. You can speak, read, and write Sylvan. Additionally, whenever you make a Charisma check when interacting with Fey or an Intelligence check relating to fey knowledge, your proficiency bonus is doubled if it applies to the check.

Token of Aid. You learn the *find steed, summon beasts, conjure animals, conjure woodland beings, summon fey, find greater steed,* and *conjure fey* spells as additional spells known or add the spell to your spell book when you become capable of casting spells of the appropriate level. If added to your spellbook these spells are always prepared and do not count against the number of spells you may prepare each day. You gain the following benefits when casting these spells:

- Fey summoned by you do not become hostile if you lose concentration on a conjuration spell.
- You can cast a *summon fey* spell in such a manner as to not require concentration, but the spell's duration is reduced to 1 minute and ends if you cast the spell again.
- You can reduce the casting time of a *conjure fey* spell to 1 Action instead of 1 minute, if cast in such a manner its duration becomes concentration, up to 10 minutes, instead of 1 hour.

Fireshaper

Prerequisite: Ability to cast Arcane spells; Spellcasting feature, one cantrip and one spell of 1st level or higher that inflicts fire damage

You specialize in spells of heat and flame and have honed your skill with fire magic at the College of Evocation.

Intensity. When you cast a spell that inflicts fire damage, the fire damage die used increases by one step. (A 1d4 becomes 1d6, a 1d6 becomes 1d8, a 1d8 becomes 1d10, a 1d10 becomes 1d12, a 1d12 becomes 2d6.)

Consuming Fire. Starting at 5th level, when a target you can see starts its turn, if that target suffered fire damage caused by your sorcerer or wizard spell since the start of its previous turn, you can use a Reaction to inflict fire damage equal to 1d6 + your Spellcasting Ability modifier to that target. The damage die of this ability increases as you gain levels, to 1d8 at 11th level and 1d10 at 17th level.

Fanning the Flames. When you cast a spell of 1st level or higher that inflicts fire damage, you can treat the spell as if you cast it using a spell slot one level higher than you expended.

Focus Adept

You have learned to cast a small number of cantrips with the aid of a rod, staff, or wand.

- You can use a rod, staff, or wand arcane focus as a spellcasting focus.
- You learn a number of cantrips equal to 1+ half your proficiency bonus from the Wizard or Sorcerer spell list. Intelligence is your spellcasting ability for these spells if your chose from the Wizard spell list. Charisma is your spell casting ability if you chose from the Sorcerer spell list. You cannot cast these spells without the use of a focus. .
- You may use Dexterity for spell attack rolls of any spell cast using a rod, wand, or staff arcane focus. You may treat any spell you cast as requiring the use of a focus.
- For the purposes of prerequisites you are considered to have the Spellcasting feature and you can attune to any rod, staff, or wand as if you were a wizard or sorcerer.



Force Mage

Prerequisite: Ability to cast Arcane spells; Spellcasting feature, magic dart cantrip and shield and magic missile spells

You are proficient in using pure magical force for attack and defense, studying its application at the College of Evocation.

Force Shield. You can now cast *shield* as a Reaction when subjected to a spell or other harmful effect requiring a Dexterity saving throw. While it is active, you can add your *shield* spell's AC bonus to any Dexterity saving throw you make to avoid damage.

Piercing Force. A *shield* spell now only grants the target resistance to the damage from your *magic missile* and similar spells instead of immunity.

Forceful Magic. When you cast a spell that deals force damage, the force damage die used increases by one step. (A 1d4 becomes 1d6, a 1d6 becomes 1d8, a 1d8 becomes 1d10, a 1d10 becomes 1d12, a 1d12 becomes 2d6.)

Arcane Power. When you cast a spell of 1st level or higher that inflicts force damage or creates a construct of magical force, you can treat the spell as if you cast it using a spell slot one level higher than you expended.

Improved Familiar

Prerequisite: the find familiar spell

When you cast *find familiar*, your familiar acquires a greater bond to you and your magic and grows in power as you do, it receives the following benefits while bonded to you:

- Your familiar helps to maintain the magical treads of spells you weave. You have advantage on saving throws to maintain concentration on a spell while your familiar is within 100 feet, and if you lose concentration on a spell, your familiar can use its reaction to maintain the spell until the end of your next turn. You can use then an Action or Bonus Action on your next turn to reestablish concentration on the spell before it ends.
- If your familiar is within 100 feet, it acts as an arcane spellcasting focus and can use its reaction to act as the origin point of a spell you cast.
- While your familiar is within 100 feet, you can make any spell you cast that targets only you also target your familiar.
- When you cast a spell that causes damage or that forces other creatures to make a saving throw, your familiar is immune to the damage caused by the spell and automatically succeeds on the required saving throw.
- Your familiar gains the Familiar Companion ability (see side bar).

Familiar Companion

Your familiar gains a variety of benefits while it is linked to you.

- The familiar companion obeys your commands as best it can, you determine its Actions, decisions, attitudes, and so on. If you are incapacitated or absent, your familiar acts on its own.
- You and your familiar act as a group on your initiative order, your familiar can act and attack normally during its turn.
- If your companion has an Intelligence 5 or less, its Intelligence becomes 6, and it gains the ability to understand one language of your choice that you know.
- Your familiar companion has abilities and game statistics determined in part by your level. Your companion uses your proficiency bonus rather than its own. In addition, a familiar companion also adds your proficiency bonus to its AC.
- The save DC of any spells or special attacks it possesses equals your spell save DC, unless it would otherwise be higher.
- Your familiar companion gains proficiency in two skills and two saving throws of your choice.
- Your familiar companion gains additional hit points equal to three times your level.
- Whenever you gain the Ability Score Improvement class feature, your familiar's abilities also improve. Your familiar can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1. As normal, your familiar can't increase an ability score above 20 using this feature unless its description specifies otherwise.
- Your familiar shares your alignment and has a personality trait and a flaw that you determine. Your familiar shares your ideal, and its bond is always, "The spellcaster to whom I am bonded is my friend and master, I would give my life for my master."



Infernal Studies

Prerequisite: Ability to cast Arcane spells; Spellcasting or Pact Magic feature, the find familiar spell with an Imp familiar

You have studied the lower planes, most notably the hells, and are adept at bargaining with the entities that reside in the infernal planes. This is an emphasis program in the College of Conjuration.

Infernal Liaison. When you cast find familiar it now always summons an Imp as a liaison to the powers of the lower planes. The imp summoned by this ability is an expert in legal and contract negotiations. It gains a +4 bonus to Intelligence and a +2 bonus to all other ability scores. Whenever it makes an Intelligence (History) check related to legal matters, it is considered proficient in the History skill and adds double your proficiency bonus to the check. Additionally, the Imp can always act and attack independently on its own turn.

Contract Negotiations. You can speak, read, and write Infernal. Additionally, whenever you make a Charisma check when interacting with Fiends or an Intelligence check relating to infernal knowledge, your proficiency bonus is doubled if it applies to the check. You only need half the normal material component cost to cast *conjure minor fiendish mercenary* or *conjure fiendish mercenary*.

Fiendish Mercenaries. You learn the *find steed, conjure minor fiendish mercenary, find greater steed, conjure fiendish mercenary,* and *summon fiend* spells as additional spells known or add the spell to your spellbook when you become capable of casting spells of the appropriate level. If added to your spellbook these spells are always prepared and do not count against the number of spells you may prepare each day.

- Fiends summoned by you do not automatically become hostile if you lose concentration on a conjuration spell but may be open to bribes and negotiation from either side of a conflict.
- You can reduce the casting time of a *conjure minor fiendish mercenary* or *conjure fiendish mercenary* spell to 1 Action instead of 1 minute, if cast in such a manner its duration becomes concentration, up to 10 minutes, instead of 1 hour.
- You can cast a *summon fiend* spell in such a manner as to not require concentration, but the spell's duration is reduced to 1 minute and ends if you cast the spell again.

Light Adept

Prerequisite: The ability to cast at least one spell that inflicts radiant damage.

- When you cast a spell that generates light, the area illuminated by the light can be increased by 5 feet.
- Spells you cast ignore resistance to radiant damage.
- When you roll damage for a spell you cast that deals radiant damage, you can treat any 1 on a damage die as a 2.

Minor Magics

Prerequisite: Spellcasting or Pact Magic feature

You may add your proficiency bonus to the number of cantrips known granted by your Spellcasting or Pact Magic feature. These additional cantrips must be chosen from the spell list indicated by your Spellcasting class feature and use the Spellcasting Ability of that class. If you have levels in multiple classes that grant the Spellcasting class feature, choose one class, the additional cantrips granted by this feat must all be chosen from the spell list of that class.

Martial Magic Practitioner

Prerequisite: Spellcasting or Pact Magic feature

You learn to seamlessly meld skill at arms with spellcasting.

You learn one of the following Weapon Cantrips: *Booming Blade, Green Flame Blade, Anticipatory Attack, Critical Insight, Death Strike, Dimensional Assault, Disruptive Strike, Dread Blade, Enraging Attack, Entrancing Attack, Forceful Blow, Impel Weapon, Mordant Blade, Phantom Strike, Radiant Blade, Rime Blade, Serpent Strike, Storm Hammer,* or *Warding Blade*; this cantrip does not count against your number of cantrips known and is considered a spell of the class granting your spellcasting class or pact magic feature.

Additionally, if you're proficient with a weapon, you can use it as a spellcasting focus for your spells and gain the following abilities while wielding only such weapons:

- When you take the Attack action on your turn, or use a Reaction to make an opportunity attack, you can cast or attack with a spell in place of the attacks you could make as part of that action or reaction and are considered to have attacked using the weapon. The spell must have a casting time of 1 Action or 1 Bonus Action.
- When you use a bonus action to cast or use a spell that does not include an attack, you may engage in two-weapon fighting or use a feat or class feature that grants an additional weapon attack as a bonus action (such as polearm master) once that turn without using a bonus action.
- The distance at which you can make an attack as part of a spell increases to match the reach of your melee weapon if it would otherwise be shorter.

Metamagic Adept*

Prerequisite: Spellcasting or Pact Magic feature

You've learned how to exert your will on your spells to alter how they function:

- You learn two Metamagic options of your choice from the sorcerer class. You can use only one Metamagic option on a spell when you cast it, unless the option says otherwise. Whenever you reach a level that grants the Ability Score Improvement feature, you can replace one of these Metamagic options with another one from the sorcerer class.
- You gain 2 sorcery points to spend on Metamagic (these points are added to any sorcery points you have from another source but can be used only on Metamagic). You regain all spent sorcery points when you finish a long rest.

Metamagic Knowledge

Prerequisite: Metamagic sorcerer feature or Metamagic Adept feat

You have an enhanced knowledge of metamagic and facility with using metamagic options which grants you the following benefits:

- You gain Sorcery Points equal to your proficiency bonus. These points are added to any sorcery points you have from another source but can be used only on Metamagic unless you also have the Font of Magic Sorcerer class

feature. You regain all spent sorcery points when you finish a long rest.
- You learn two Metamagic options from the sorcerer class feature, or from the new Metamagic options listed in the Sorcerer section of this book. If a Metamagic ability references your Charisma modifier you may instead use the spellcasting ability modifier for the spell you are currently casting.

> Arcane Synergy. A sorcerer with the Spellfire feature that choses this feat may retain additional sorcery points equal to their proficiency bonus when completing a short rest, and regains sorcery points equal to their proficiency bonus when they complete a long rest.

Natural Caster

Prerequisite: Spellcasting class feature

You have a natural talent for your chosen discipline of spellcasting.
- Increase your Spellcasting Ability score by 1, to a maximum of 20. If you have more than one spellcasting ability, choose one.
- You do not need material components to cast spells with a casting time of 1 Action or less.
- You learn two cantrips of your choice from your Spellcasting feature's spell list. These spells don't count against your number of cantrips known. You can exchange one of these cantrips for a new one whenever you gain a level in the class granting your Spellcasting feature.

Orbweaver

Prerequisite: Spellcasting or Pact Magic class feature, ability to use an Orb Arcane Spellcasting Focus

You have mastered the art of using an Orb arcane spellcasting focus.:
- You learn the *bond focus* spell. This spell is added to your spells known or your spellbook, is always prepared, and does not count against your number of spells known or number of prepared spells. You can summon your bonded orb using your free object interaction during your turn instead of a bonus action.
- If your bonded Orb is a magical item that requires attunement, it does not count against the number of magical items you may have attuned.
- You add the *thaumaturgic orb* spell to your spellbook or as an additional spell known of the class granting your Spellcasting or Pact Magic feature. If you prepare spells, this spell is always prepared, and it does not count against the number of spells you may prepare each day. When you cast this spell on your bonded Orb, the spell lasts until you finish a long rest, fall unconscious, drop to 0 hit points, or die.



Parapsychology Specialist

Prerequisite: Ability to cast Arcane spells; Spellcasting feature, friends and influence spells

Often a graduate of the Parapsychology program of the College of Enchantment, you are a specialist in using subtle magical and mundane methods to manipulate and influence those around you. Your spells rely on the power of suggestion to mislead or confuse your subjects. Bards, Sorcerers, and Wizards are the most common students of parapsychology.

Social Adept. You gain proficiency in two of the following skills: Deception, Insight, Intimidation, Performance, or Persuasion. If you are already proficient in a skill you choose, you add double your proficiency bonus to checks you make using it, you may add half your proficiency bonus to any of these skills in which you do not have proficiency.

How to Win Friends and Influence Creatures. You can cast your *friends* and *influence* spells without requiring components. When your *friends* spell ends, the target must succeed at a Wisdom (Insight) check against your spell save DC to realize that they have been influenced by magic and thus become hostile. Subjects of your *influence* spell have disadvantage on their Insight checks to detect the manipulation. Targets of these spells only receive a check if they have reason to suspect magic may have been used to influence them.

Magical Manipulation. When you cast an enchantment spell of 1st level or higher that neither charms nor inflicts damage to a target, you can treat the spell as if you cast it using a spell slot one level higher than you expended.

Poison Adept

Prerequisite: The ability to cast at least one spell that inflicts poison damage.
- You gain proficiency in using a Poisoner's Kit. If you already have proficiency with the tool you add double your proficiency bonus to checks you make using it.
- Spells you cast and poisons you brew ignore resistance to poison damage.
- When you roll damage for a spell you cast that deals poison damage, you can treat any 1 on a damage die as a 2.

Prepared Spellcraft

Prerequisite: Spellcasting feature, the ability to prepare spells

Your skill at spellcraft allows you to more easily prepare your spells for casting. If you have multiple Spellcasting features from different classes, choose one, this feat's benefits apply only to spells from that feature.
- Increase your Spellcasting Ability score by 1, to a maximum of 20.
- When your Spellcasting feature allows you to prepare the list of spells that are available for you to cast after a long rest, you can prepare a number of additional spells equal to half your proficiency bonus.
- When you finish a short rest, you can exchange a number of prepared spells equal to your Spellcasting Ability modifier for different spells on your list (or in your spell book). This requires time spent in study, prayer, or meditation as described in your Spellcasting feature.

Psychic Adept

Prerequisite: The ability to cast at least one spell that inflicts psychic damage.

- You gain the ability to touch the minds of other creatures. You can communicate telepathically with any creature within 60 feet of you. You don't need to share a language with the creature for it to understand your telepathic communications, but the creature must be able to understand at least one language in order for you to receive more than broad impressions. If you already possess telepathy, the range of your telepathy is increased by 60 feet.
- Spells you cast ignore resistance to psychic damage.
- When you roll damage for a spell you cast that deals psychic damage, you can treat any 1 on a damage die as a 2.

Psychic Combat Training

Prerequisite: Ability to cast Arcane spells; Spellcasting feature, Mind Sliver or Psychic Thrust cantrip

This focus program is part of the Psychic Combat certificate from the College of Enchantment. You have mastered several techniques related to mental assault and defense.

Psychic Shield. You have learned to erect a barrier of thoughts around your mind. When you finish a long rest, you can weave a mental ward that lasts until the end of your next long rest. The Psychic Shield has hit points equal to twice your level + your Spellcasting Ability modifier. Whenever you take psychic damage, the Shield takes the damage instead. If this damage reduces the Psychic Shield to 0 hit points you take any remaining psychic damage. Whenever you finish a short rest, your Psychic Shield regains hit points equal to your level + your spellcasting ability modifier.

Mental Barrier. As long as your Psychic Shield has hit points remaining you are immune to effects that read your thoughts and have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic or mental effects.

Psychic Attack. A *mind sliver* or *psychic thrust* spell cast by you still inflicts half damage if the saving throw is successful but causes no further effect.

Rune Lore

Prerequisite: Spellcasting feature, Proficiency with Arcana and you must know the Giant, Dwarvish, or Elvish language

When you gain this feat, you learn one rune from the artificer Runewright's Runewrighting feature for each of the following languages you know: Giant, Dwarvish, or Elvish. If the rune has a prerequisite of any kind, you can choose that rune only if you are a Runewright artificer or a Rune Knight or Rune Smith fighter who meets the prerequisite.

Whenever you finish a long rest, you can inscribe a single rune you know on a single object, as described in the Runewrighting feature.

Whenever you gain a level, you can replace one rune you know with another one from the Runewrighting feature.

Spell Expert

Prerequisite: Spellcasting or Pact Magic feature

You have learned to unleash a barrage of deadly spells. You gain the following benefits:

- When you hit with a spell attack, you gain a bonus to the damage roll of that attack equal to your Spellcasting Ability modifier. If a spell, feat, or class feature already allows you to add an ability modifier to the damage roll, this feat does not increase it further.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- Before you make a spell attack, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

Spelldancer

Prerequisite: A Spellcasting Ability score and Dexterity score of 14 or higher, Proficiency with the Performance skill

Known as spelldancers, practitioners of this art use intricate graceful motion akin to dance to channel power and cast their spells. You gain the following benefits so long as you are not encumbered or wearing medium or heavy armor and your speed is not reduced to 0:

- You can use somatic components in place of verbal components required by spells you cast.
- You can treat your Spellcasting Ability modifier as being the sum of your Spellcasting Ability modifier + your Dexterity modifier, to a maximum of a +5 modifier. If your maximum Spellcasting Ability score is increased above 20, the maximum for this modifier is increased accordingly.
- Immediately before or after casting a spell on your turn, you can take the Disengage action as a bonus action.

Spell Surge

Prerequisite: Spellcasting or Pact Magic feature

You have an enhanced ability to channel magic which grants you the following benefits:

- Increase your Spellcasting Ability score by 1, to a maximum of 20. If you have more than one spellcasting ability, choose one.
- Casting a spell as a bonus action no longer prohibits you from casting a spell of 1st level or higher as an action that turn, so long as the spell is 5th level or lower.
- On your turn, you can take one additional action or bonus action on top of your regular action and a possible bonus action. This action or bonus action must be used to cast a spell of 5th level or lower with the appropriate casting time. You can use this ability once; you regain its use when you finish a short or long rest.

Stormbinder

Prerequisite: Ability to cast Arcane spells; Spellcasting feature, one cantrip and one spell of 1st level or higher that inflicts lightning damage

The power of the Storm is yours to command, binding lightning to your will. This is an emphasis program within the College of Evocation.

Lightning Strike. When you cast a spell that inflicts lightning damage, the lightning damage die used increases by one step. (A 1d4 becomes 1d6, a 1d6 becomes 1d8, a 1d8 becomes 1d10, a 1d10 becomes 1d12, a 1d12 becomes 2d6.)

Conductive Metal. Creatures wearing armor made of metal have disadvantage on Dexterity saving throws against your spells that inflict lightning damage, and you have advantage

on spell attack rolls with spells that inflict lightning damage against such creatures. You also inflict an additional 1d8 lightning damage when you hit a creature wearing metal armor with a *shocking grasp* cantrip.

Fury of the Storm. When you cast a spell of 1st level or higher that inflicts lightning damage or allows flight, you can treat the spell as if you cast it using a spell slot one level higher than you expended.

Subtle Enchantment

Prerequisite: the ability to cast at least one divination, enchantment, or illusion spell

- You gain proficiency in the Sleight of Hand skill and one Charisma skill of your choice (Deception, Intimidation, Performance, or Persuasion). If you are already proficient in a skill you add double your proficiency bonus to checks you make using it.
- When you cast a divination, enchantment, or illusion spell with a casting time of 1 Action or less, you do not require Verbal or Material components.
- When you cast a divination, illusion, or enchantment spell that does not inflict damage or have a noticeable spell effect, observers must succeed on an Intelligence saving throw against your spell save DC to discern that you cast a spell or affected it with magic. A creature that fails this save also does not realize that you used magic to affect it when the spell ends.

Telepathic Magic

Prerequisite: Spellcasting or Pact Magic class feature

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- You gain the ability to communicate via Telepathy at a range of 60 feet, as described in the monster manual. If you already have some form of telepathy, its range is increased by 60 feet.
- When you cast a spell that requires a verbal component, you can fulfill that component without speaking so long as you can use your telepathy.
- When a spell requires a target be able to hear or understand you, if the target is within range of your telepathy, it is considered to be able to hear and understand you.
- When you cast a spell of 1st level or higher on a willing creature, you can establish a telepathic link with the targets of the spell that allows you to communicate telepathically with those creatures at a range of 1 mile per spell level.



Thaumaturgic Caster

Prerequisite: Spellcasting or Pact Magic class feature, Ritual Casting ability

You can add a thaumaturgic ritual to the casting a spell of 1st level or higher to enhance its effect. The affected spell must have a casting time of 1 Action or longer. The spell requires double the normal casting time and requires both Verbal and Somatic components. For a spell with a casting time of 1 Action, it instead requires 2 Actions. For each doubling of the casting time that you spend in the casting of the spell you can choose one of the following effects:

- The spell is cast as if using a spell slot 1 level higher than you expended, or 1 level higher than its base level if cast as a ritual. If this causes the spell to be cast at a level higher than you could normally cast, you must make an Arcana check with a DC equal to 10 + the spell level. On a failure, the spell fails, and any spell slots and material components are lost.
- If you have blood, hair, or another body part of a target, that target suffers disadvantage on saving throws versus the spell. This option requires a doll or other rough likeness of the target as an additional material component.
- The spell has double the normal range.
- The spell lasts for double the normal duration.
- The spell affects double the normal area or number of targets.

You may choose a listed effect more than once if you spent enough time in the casting of the spell.

> **Arcane Synergy.** Spellcasters that are members of an *arcane pact* can cooperate in the casting of a thaumaturgic ritual. For each additional member of the pact that participates in the ritual (using their actions as if casting the spell themselves) it counts as one additional doubling of the casting time. (The caster with this feat must still double the casting time at least once to use the feat, for a minimum casting time of 2 actions.)

Thundercaller

Prerequisite: Ability to cast Arcane spells; Spellcasting feature, one cantrip and one spell of 1st level or higher that inflicts thunder damage

You can call the deafening power of Thunder to your spells. This is an emphasis program within the College of Evocation.

Booming Roar. When you cast a spell that inflicts thunder damage, the damage die used increases by one step. (A 1d4 becomes 1d6, a 1d6 becomes 1d8, a 1d8 becomes 1d10, a 1d10 becomes 1d12, a 1d12 becomes 2d6.)

Thunderous Force. If you hit with, or a target fails its saving throw against, a spell you cast that inflicts thunder damage, that target can be pushed 10 feet. If the target is already pushed by the spell, you can push it 10 additional feet or knock it prone.

Rolling Thunder. When you cast a spell of 1st level or higher that inflicts thunder damage or allows flight, you can treat the spell as if you cast it using a spell slot one level higher than you expended.

Toxicarium Training

Prerequisite: Ability to cast Arcane spells; Spellcasting feature, one cantrip and one spell of 1st level or higher that inflicts acid or poison damage

You have studied toxins and acids at the Toxicarium within the College of Necromancy.

Caustic Toxins. When you cast a spell that inflicts poison or acid damage it inflicts a combination of poison and acid damage. A creature is not resistant or immune to this damage unless it is resistant or immune to both types of damage and is vulnerable to the damage if it is vulnerable to either damage type.

Toxic Arcana. When you cast a spell that inflicts acid or poison damage, the acid or poison damage die used increases by one step. (A 1d4 becomes 1d6, a 1d6 becomes 1d8, a 1d8 becomes 1d10, a 1d10 becomes 1d12, a 1d12 becomes 2d6.).

Potent Compounds. When you cast a spell of 1st level or higher that inflicts poison or acid damage, you can treat the spell as if you cast it using a spell slot one level higher than you expended.

Wandslinger

Prerequisite: Spellcasting or Pact Magic class feature, ability to use a Wand Arcane Spellcasting Focus

You have learned a style of spellcasting that emphasizes ranged spell combat wielding a wand or a pair of wands as spellcasting foci.

- You learn the *bond focus* spell. This spell is added to your spells known or your spellbook, is always prepared, and does not count against your number of spells known or number of prepared spells. You can summon one or both of your bonded wands using your free object interaction on your turn, rather than a bonus action.



- While wielding a bonded wand focus, being within 5 feet of a hostile creature does not impose disadvantage on your ranged spell attack rolls.
- While wielding a bonded wand in each hand, when you cast or attack with a spell using your action you can cast a cantrip requiring a ranged attack as a bonus action. This additional cantrip does not gain any increase in damage or other effects based on your level.
- You gain a +2 bonus to ranged spell attack rolls you make using a bonded wand.

War Mage Adept

Prerequisite: 7th-level or higher, Spellcasting or Pact Magic features, ability to use a weapon as a spellcasting focus

You have practiced blending spellcasting and martial prowess, granting you the following benefits:

- Increase your Spellcasting Ability score by 1, to a maximum of 20. If you have more than one spellcasting ability, choose one.
- You can use any weapon you are proficient with as a spellcasting focus.
- While wielding a weapon you can use as a spellcasting focus, when you take the Attack action with the weapon, you can cast a cantrip or make a spell attack you could make as an action in place of one of the attacks you could make as part of that action. The cantrip must have a casting time of 1 Action or 1 Bonus Action and is cast as if you were 6 levels lower than your actual level for the purposes of determining additional damage and effects.

Way of the Warding Staff

Prerequisite: Spellcasting or Pact Magic class feature, ability to use a Staff Arcane Spellcasting Focus

You have learned a style of spellcasting that utilizes a staff as a spellcasting focus and a defensive and offensive weapon.

- You learn the *bond focus* spell. This spell is added to your spells known or your spellbook, is always prepared, and does not count against your number of spells known or number of prepared spells. You can summon your bonded staff using your free object interaction during your turn instead of a bonus action.
- When you take the Attack action on your turn with your bonded staff, you can cast a spell in place of the attacks you could make as part of that action and are considered to have attacked using your staff. The spell must have a casting time of 1 Action or 1 Bonus Action.
- When you cast a spell with a casting time of 1 Reaction or use a spell requiring a Reaction, if you are able to take reactions, you can do so once without using your reaction, you cannot do so again until after the start of your next turn.
- While capable of taking actions, you gain a +1 bonus to your AC and Saving Throws while wielding a bonded staff

Winter Witch

Prerequisite: Ability to cast Arcane spells; Spellcasting feature, one cantrip and one spell of 1st level or higher that inflicts cold damage

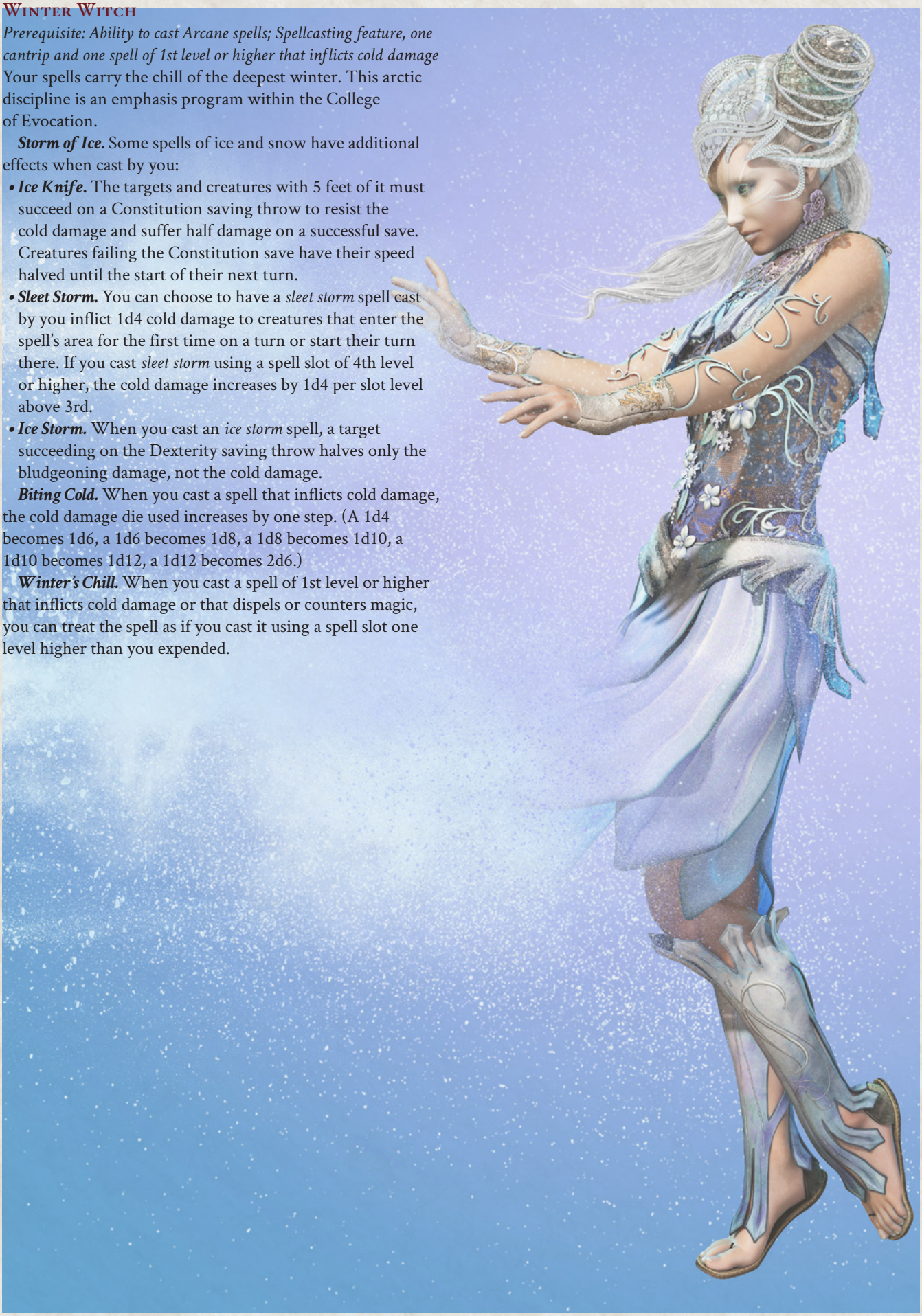
Your spells carry the chill of the deepest winter. This arctic discipline is an emphasis program within the College of Evocation.

Storm of Ice. Some spells of ice and snow have additional effects when cast by you:

- ***Ice Knife.*** The targets and creatures with 5 feet of it must succeed on a Constitution saving throw to resist the cold damage and suffer half damage on a successful save. Creatures failing the Constitution save have their speed halved until the start of their next turn.
- ***Sleet Storm.*** You can choose to have a *sleet storm* spell cast by you inflict 1d4 cold damage to creatures that enter the spell's area for the first time on a turn or start their turn there. If you cast *sleet storm* using a spell slot of 4th level or higher, the cold damage increases by 1d4 per slot level above 3rd.
- ***Ice Storm.*** When you cast an *ice storm* spell, a target succeeding on the Dexterity saving throw halves only the bludgeoning damage, not the cold damage.

Biting Cold. When you cast a spell that inflicts cold damage, the cold damage die used increases by one step. (A 1d4 becomes 1d6, a 1d6 becomes 1d8, a 1d8 becomes 1d10, a 1d10 becomes 1d12, a 1d12 becomes 2d6.)

Winter's Chill. When you cast a spell of 1st level or higher that inflicts cold damage or that dispels or counters magic, you can treat the spell as if you cast it using a spell slot one level higher than you expended.



Arcane Class Feats

This section introduces a collection of special feats that allow you to explore aspects of your class or archetype further. Each feat represents a focus on an aspect of your class, a set of spells, or certain features of your chosen archetype. The class feats in this supplement focus on the arcane spell casting classes: Bard, Sorcerer, Warlock, and Wizard; plus, variations on the Eldritch Knight fighter archetype and the Arcane Trickster rogue archetype. A Class Feat has a specific class as a prerequisite, only characters that possesses levels in ONLY that class can choose a class feat.

> A multi-class character cannot choose or benefit from a Class Feat.

Wizard Class Feats

Your arcane studies have opened new abilities or enhanced the power of your magic. The following are class feats available only to single class wizard. Some may have a specific prerequisite that may limit it to being chosen by wizards of a certain arcane tradition.

Wizard Class Feats

Wizard Class Feat	Arcane Tradition
Alchemical Toxicology	Toxicology
Alchemical Transmutation Expert	Arcane Alchemy, Transmutation
Animatorium Studies	Necromancy, Reanimation
Arcane Grenadier	Arcane Alchemy, Transmutation
Arcane Research Expert	Lore
Athame Adept	Martial Magic
Augur Training	Divination
Bladesong Master	Bladesinging
Bolt-Caster	Arcane Marksman
Bone Knitter	Necromancy, Reanimation
Book Magic Expert	Order of the Scribe
Charms Diploma	Enchantment
Clockwork Animator (Golemworks Animator)	Any
Death Magic	Death
Dimensional Traveler	Transportation
Dual Major	Any
Eldritch Archer	Arcane Marksman
Elemental Research	Conjuration, Summoning
Energy Arcana Expert	Energy Arcana
Evocation Tactical Training	Evocation
Favored Form	Transformation
Gun Mage	Arcane Marksman
Mad Mage	Eldritch Magic
Magician of Illusion	Illusion
Master of Arcane Artifice	Arcane Artifice
Master Shaper	Conjuration
Mind Mage	Mind
Minor Degree Program	Any
Mystic of the Arcane Way	Arcane Way
Necrotic Energy Instruction	Necromancy, Shade
Phantasm Expert	Illusion
Philosopher's Stone	Arcane Alchemy, Transmutation
Prognostication Studies	Divination
Protective Spellcraft	Abjuration
Runecrafter	Rune Scribe
Second Sight	Divination
Spell Specialization	Any Traditional School
Spellbinder	Conjuration
Spellbreaker	Abjuration
Spellcraft Expert	Spellcraft
Spellslinger	Arcane Marksman
Subtle Kinesis	Telekinesis
Sword Mage	Martial Magic
Tactical Wizardry	War Magic
Tattooed Mage	Rune Scribe
Veil Adept	Illusion
Wardcrafter	Abjuration

Alchemical Toxicology

Prerequisite: Wizard Class, Noxious Magic feature

You combine magic and toxic alchemy seamlessly.

- Increase your Constitution or Intelligence score by 1, to a maximum of 20.
- Any feats and class feature you possess that affects spells you cast inflicting acid or poison damage, or the poisoned condition, also apply their benefits to alchemical weapons or poisons you brew, prepare, or use.
- When you cast a spell that inflicts acid or poison damage or the poisoned condition you can expend a vial of acid or dose of poison as an additional material component of the spell. A creature hit by or failing its saving throw versus the spell is also subject to the effects of the acid or poison you used.

Alchemical Transmutation Expert

Prerequisite: Wizard class, Minor Alchemy class feature, Proficiency in Alchemist's Supplies

You have studied the science of alchemy and the transmogrification of matter at the College of Transmutation.

Quick Transmutation. You learn the *alchemical transmutation* cantrip as an additional wizard cantrip known. If you already know this cantrip, you learn a different wizard cantrip of your choice. In addition, during the duration of this cantrip the casting time of a *fabricate* spell and the time it takes to complete each change caused by a *move earth* spell benefits from the same reduction in time from this cantrip as your Minor Alchemy.

Major Alchemy. You can use your Transmuter's Stone to aid your alchemy. If your Transmuter's Stone is on your person you gain the following advantages:

- You add adamantine, mithral, glass, coal, nickel, zinc, tin, lead, platinum, and gold (and alloys) to the list of materials you can transform using your Minor Alchemy class feature.
- You can cause a weapon affected by your Minor Alchemy to be considered magical for the purpose of overcoming resistance or immunity.
- You can expend a spell slot when you use Minor Alchemy to extend the duration by 2 hours per level of the spell slot expended, the ability does not require concentration to maintain when you do so.
- You can use your Minor Alchemy to permanently turn 1 gallon of non-magical liquid into pure, clean, water.
- When you cast a transmutation spell that affects an object or structure, you can either double the area or double the duration of the spell. You can use this ability a number of times equal to your Proficiency Bonus, you regain all uses of this ability when you finish a long rest.

Expert Fabricator. When you gain the Master Transmuter class feature, you add the *fabricate* spell to your spellbook, if it is not there already. This spell is always prepared and does not count against the number of spells you may prepare each day and you can cast it as a ritual.

You can cast *fabricate* at the same time as you use your Major Transformation ability; if you do so the area that can be affected is equal to the area of the *fabricate* spell and the value and mass of the finished product is no longer limited to that you started with. Your Major Transformation ability simply transforms raw materials of the appropriate value into the materials necessary to fabricate the desired item.

Animatorium Studies

Prerequisite: Wizard class, Undead Thralls class feature
You have completed in-depth studies at the Animatorium within the College of necromancy. This has resulted in enhanced abilities in the creating and controlling of undead creatures.

Renewal of Undeath. You have a necromantic connection to any undead creature you have created. You can reassert control over undead creatures you have created as an Action by expending spell slots as if you had cast the appropriate spells on your controlled undead, this can be done at any distance from the undead you are controlling.



Deathwalker. Your Undead Thralls class feature grants you an additional benefit: The range at which you can mentally command any undead creature controlled by you increases to 500 feet. As an Action on your turn, you can assume direct control of an undead creature controlled by you within this range. You can sense what it senses until the start of your next turn, gaining the benefits of any special senses it possesses. When you use this ability, you can cause the undead to use its Reaction to take an Action during your turn and to speak with your voice. You may use your spell attack modifier for any attack rolls or ability checks the undead makes during the Action and you may add your spellcasting ability modifier to the creature's damage rolls during the Action. Any saving throw required as a result of the Action may use your spell save DC instead of the normal save DC.

Dominate Undead. Corporeal undead with an Intelligence score of 8 or higher no longer have advantage on saving throws against your Command Undead class feature. Intelligent undead under the effects of this class feature can repeat the saving throw to resist the effect only when you take a long rest. Corporeal undead with an Intelligence of 7 or lower receive no saving throw to resist this ability unless directly under the magical control of another creature.

Arcane Grenadier

Prerequisite: Wizard class, Proficiency in Alchemist's Supplies, Minor Alchemy class feature, Alchemical Bomb cantrip
You have studied alchemy at the College of Transmutation, learning how to mix magic and alchemy into deadly weapons.

- You are proficient in the use of improvised thrown weapons and you add your Intelligence modifier to the damage inflicted by alchemical weapons, including your *alchemical bomb* cantrip. Saving throws against alchemical weapons used by you are the greater of the normal save DC or your spell save DC.
- You can expend a spell slot when you cast *alchemical bomb*, if you do so creatures suffer half damage if they succeed on the saving throw, you may increase the area by up to 5 feet per level of the spell slot expended, and the damage increases by 1d6 plus 1d6 per level of the spell slot expended.
- When you gain the Transmuter's Stone class feature you may choose one of the following options when you create an *alchemical bomb.*
  * ***Acid Bomb.*** You may choose to have the bomb explode in a cloud of acid vapor. Each creature in the cloud when it forms, entering the cloud for the first time on a turn, or ending its turn within the cloud must succeed on a Constitution saving throw or suffer acid damage. The area of the cloud of acidic vapor is lightly obscured and persists until the start of your next turn.
  * ***Alchemical Trap.*** You can spend one minute to use your Minor Alchemy class feature to transmute an object in such a way to cause it to explode when a certain Action is taken. Actions that can trigger the explosion include, using the object, moving the object, damaging the object, or moving into the object's space. The DC to detect or disarm the trap is your Spell Save DC. When triggered

the trap inflicts damage equal to your *alchemical bomb* in the area around the object. You can increase the area and damage by expending a spell slot as normal. You must maintain concentration on the trap, until it is triggered.

* ***Smoke Bomb.*** You may choose to have the bomb generate a cloud of smoke that heavily obscures the area instead of exploding. The smoke lasts for 1 minute, plus 10 minutes per level of the spell slot expended when you create the bomb unless dispersed by a wind. A moderate wind (at least 10 miles per hour) disperses the smoke in 4 rounds; a strong wind (20 or more miles per hour) disperses it in 1 round.
* ***Stun Bomb.*** You may choose to have the bomb inflict thunder damage. The saving throw changes to a Constitution saving throw and the damage is non-lethal, it knocks a creature unconscious if the damage reduces it to 0 hit points, but it automatically stabilizes and does not require death saves. If you expend a 1st level or higher spell slot when you create this bomb, a creature failing this saving throw by 5 or more is stunned until the end of your next turn.

Arcane Research Expert

Prerequisite: Wizard Class; Arcane Loremaster feature, proficiency with the Arcana skill

You are an expert at arcane research.

- Increases your Intelligence score by 1, to a maximum of 20.
- When you cast a spell contained in your spellbook as a ritual, the ritual version of the spell takes 1 minute per spell level longer to cast instead of 10 minutes longer.
- You can accurately recall anything you have seen or heard within the past month. If you already have a similar ability, you can instead accurately recall anything you have seen or heard.
- You can conduct the Research downtime activity for which you have a related skill proficiency, including researching new or variant spells, in half the normal amount of time and at half the normal cost.

Athame Adept

Prerequisite: Wizard class, Martial Magic Training class feature

You have mastered the use of the athame dagger at the school of martial magic.

- You learn the *bond focus* spell. This spell is added to your spellbook, is always prepared, and does not count against your number of prepared spells. You can bond up to two daggers using this spell and you can summon one or both of your bonded daggers using your free object interaction on your turn, rather than a bonus action
- While wielding a bonded dagger you ignore half and three quarters cover when making a weapon or spell attack roll. You add 10 feet/30 feet to the short/long range of a bonded dagger used to make a thrown weapon attack and the weapon returns to your hand after the attack is completed.
- You are practiced at wielding a pair of bonded athame, gaining the following benefits:
  - When you engage in Two Weapon Fighting using daggers, you can add your ability modifier to the damage of the bonus attack using a dagger.
  - While wielding a bonded dagger in each hand, when you cast or attack with a spell using your action you can cast a cantrip requiring an attack with a bonded dagger as a bonus action. This additional cantrip does not gain any increase in damage or other effects based on your level.

Augur Training

Prerequisite: Wizard class, Proficiency in Investigation or Perception, Portent class feature

You have received training in observation and deduction by the Arcanum Institute of Investigation (A.I.I.) at the College of Divination.

- You gain proficiency in two of the following skills: Insight, Investigation, Medicine, Perception, or Survival. If you already have proficiency in the skill you choose, you add double your proficiency bonus to checks you make with it.
- When you cast a Divination spell upon yourself you gain a pool of d4s equal to 1+ the level of the spell slot used to cast the spell. At any point during the duration of that spell you can spend a single die from the pool and add it to an Intelligence or Wisdom check you make. You lose any unexpended dice when the spell ends.
- When you gain the Expert Divination class feature, you cannot be surprised while you are conscious, and you can take the Search Action as a Bonus Action on your turn.

Bladesong Master

Prerequisite: Wizard Class; Training in War and Song feature

You have studied the elven Bladesong arcane tradition with the elven master wizards at the Arcanum. The grace of both your form and magic exceeds all others.

- Your Training in War and Song allows you use Dexterity instead of Strength on rolls to hit and damage when making weapon attacks with any weapon you are proficient in that doesn't have the two-handed or heavy property.
- When you gain the Extra Attack class feature, while your Bladesong is active, you may make an additional melee weapon attack as a Bonus Action when you use your Action to cast a spell.
- The echo of your Bladesong lingers in your movement and focus even when it isn't active. While your Bladesong is NOT active, provided that you aren't wearing medium or heavy armor or using a shield and can move freely, you gain a +1 bonus to your AC and your walking speed increases by 5 feet.

Bolt-Caster

Prerequisite: Wizard class, Marksman Magic class feature, Proficiency with light crossbow, heavy crossbow, or hand crossbow.

Prepared Bolt. When you load a crossbow, you can use a Bonus Action to arcanely prepare the bolt. If you hit with an attack using that bolt before the end of your next turn, you may roll one of the weapon's damage dice an additional time and add it to the total damage inflicted. In addition, when you prepare a bolt conjured using your Conjure Ammunition feature, you can change the type of additional magical energy damage that bolt inflicts (if applicable).

Long Shot. When you use your Spellshot feature you can double the range of your crossbow for that single shot.

Eldritch Bolt. When you gain the Arcane Sniper feature, you can cast a spell with a casting time of 1 Bonus Action as part of the same Bonus Action used for your Prepared Bolt ability.

Book Magic Expert

Prerequisite: Wizard Class; Awakened Spellbook Feature

Your expertise at quill and book has granted you the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You can use your Wizardly Quill as an arcane spellcasting focus. When using it as an arcane focus you can substitute a Somatic component for any required Verbal components of a spell, casting the spell by scribing glowing runes.
- You learn the bond focus spell. This spell is added to your spellbook, is always prepared, and does not count against your number of prepared spells and is always used on your Awakened Spellbook. When using your Awakened Spellbook as an arcane spellcasting focus you can substitute a Verbal component for any required Somatic component of a spell.

Bone Knitter

Prerequisite: Wizard Class, A Study in Life and Death or Necromancy Savant feature, Create Undead Beast or Animate Dead spell

Rapid Animation. When you cast *create undead beast* or *animate dead* to create a skeleton, you can cast the spell with a casting time of 1 Action instead of the normal casting time. The duration of such a spell is reduced to 8 hours, whereupon the creature collapses back to its original form.

Bone Growth. You do not need a full corpse to create a skeleton, a single bone, even just a tooth or knucklebone can give rise to a full-sized skeleton. Undead created in this manner collapse into bone dust when slain.

Articulated Skeletons. Your Undead Thralls class feature grants an additional bonus: Skeletons created by you add your proficiency bonus to their AC and Dexterity saving throws and increase their movement speed by 10 feet.

Charms Diploma

Prerequisite: Wizard class, Hypnotic Gaze class feature

You have trained in the use of magic that charms the mind, a product of the Charms minor degree program of the College of Enchantment at the Arcanum.

- The range of your Hypnotic Gaze is increased to 15 feet. Any creature currently charmed by you has disadvantage on saving throws against your spells that impose the charmed condition and will not notice such spells cast upon them.
- When you use your Instinctive Charm class feature, you can choose which creature the attacker targets with its redirected attack, and can even choose the creature itself.
- Your Split Enchantment class feature grants you an additional benefit. When you cast an enchantment spell that imposes the charmed condition that can target multiple creatures, you can instead target only one creature and impose disadvantage on the first saving throw that creature makes to resist the spell.
- When you gain your Alter Memories class feature, you can so thoroughly ensnare the mind of a creature you have charmed that it becomes a devoted servant. If you spend 10 minutes peacefully interacting with a creature that you have charmed, that creature is then charmed by you until a *remove curse* is cast on it, the charmed condition is removed from it, or you Enthrall another creature. The enthralled creature is friendly towards you and acts as a fanatically devoted servant.

Clockwork Animator (Golemworks Animator)

Prerequisite: Wizard class, Minor Animation cantrip, Implement Animation spell

You have studied one of two competing disciplines at the College of Artifice, either the Clockwork Manufactory or the Golemworks. You can specially prepare constructs for animation via magic.

When you take a short or long rest you can prepare a number of constructs equal to your wizard level. Medium targets count as two objects, Large targets count as four objects, Huge targets count as eight objects, Gargantuan targets count as 16 objects. Preparing the objects costs 10gp for small or tiny, 20gp for medium, 40gp for large, 80gp for a huge object, 160gp for a gargantuan object.

Once prepared you can animate the objects using your magic until they are lost or destroyed. When a *minor animation, implement animation, animate armament, tiny servant, animate construct, summon construct, aerial conveyance,* or *animate object* spell is cast by you on these objects their attacks (if any) are considered magical and the magic is enhanced in the following ways (for *summon construct* you prepare the material component of the spell for the cost of a medium item which enhances the spell when cast):

- You double the range and movement of such objects controlled by your *minor animation* spell. When you cast the *implement animation, animate armament, tiny servant, summon construct, animate construct, aerial conveyance,* or *animate object* spells, the constructs gain additional hit points equal to your wizard level and their movement speed is increased by 10 feet.
- As an Action during the duration of an *animate object, summon construct, animate construct,* or *tiny servant* you cast, you can take direct control of one of the animated objects. When you use this ability, you can cause the object to use its Reaction to move up to its speed take an additional Action during your turn. You may use your spell attack modifier for any attack rolls or ability checks the object makes during the Action and you may add your spellcasting ability modifier to damage rolls the object makes during the Action. Any saving throw required as a result of the Action may use your spell save DC instead of the normal save DC.
- You may choose a single construct created using an *animate construct* spell. In a process that takes 1 hour, which can be done during a short or long rest, you can upgrade that construct to become a Construct Companion. You may only have a single construct companion active at one

time, if you use this ability on a new construct the original construct companion ceases to function. The construct gains the following benefits:

- It is animated permanently, until destroyed.
- It gains a +2 bonus to all attribute scores and additional hit points equal to your wizard level plus its number of hit dice.
- It uses your proficiency bonus rather than its own. In addition to the areas where it normally uses its proficiency bonus, your companion also adds half your proficiency bonus (round up) to its AC and to its damage rolls.

> Arcane Synergy. A gnome with the Tinker racial trait can prepare double the number of clockwork mechanical items in the same time period.

Death Magic

Prerequisite: Wizard Class, Deathly Silence class feature

You have trained in the dark arts of the Death Mage at the College of Necromancy turning you into a fearsome magical assassin. The dark, reflective eyes of the wizard are often the last thing seen by a death mage's target. One especially fanatic cult of Death Mages is known for sewing the mouths of their acolytes shut, forcing them to survive only by their necromantic power.

Eyes of Death. You can see normally in dim light and darkness, both magical and non-magical, to a distance of 90 feet. The Arcane process that allows this lends a signature reflective sheen to a Death Mage's eyes.

Sustained by Magic. The Necromantic rites that accompany your magic lend your body strength and nourishment, you gain the following benefits:

- You have advantage on saving throws against disease and being poisoned, and you have resistance to poison damage.
- You have advantage on death saving throws.
- You don't need to eat, drink, or breathe.
- You don't need to sleep, and magic can't put you to sleep. You can finish a long rest in 4 hours if you spend those hours in an inactive, motionless state, during which you retain consciousness.

If you refrain for eating or drinking for an extended period, you acquire a pallid, emaciated appearance that belies your actual vigor. You suffer the effects of lack of nourishment and rest if you are exposed to dead-magic or anti-magic areas for extended periods.

Curse of Unending Death. If a creature affected by your Disturbing Malediction is slain, it can be restored to life only by a *true resurrection* or *wish* spell.

Dimensional Traveler

Prerequisite: Wizard Class; Eldritch Wanderer feature

You are an expert at dimensional cartography and travel. Increase your Intelligence score by 1, to a maximum of 20.

- Increase your Intelligence score by 1, to a maximum of 20.
- You can take the Dash or Disengage action as a bonus action on your turn.
- If you cast a spell or use a class feature to teleport or open a portal to a different location, if it normally requires you to see your destination, it can instead be a place you can see, one you can visualize, or one you can describe by stating distance and direction within range.
- You have an innate sense of the dimensional cartography around you, if you teleport or open a portal to a place already occupied by an object or a creature, you instead sense the obstruction and can choose to change the destination to the nearest unoccupied space or choose not to teleport.

Dual Major

Prerequisite: Wizard class, ability to cast Wizard spells of 4th level or higher, Minor Degree Program feat or Wizard class feature in the same school of magic

You completed an undergraduate degree program in a wizard magical tradition. You add one wizard cantrip and one spell of 4th level or lower of the chosen school to your spellbook and cantrips known. The spell added to your spellbook is always prepared and does not count against the number of spells you may prepare each day.

You gain one of the following wizard class features:
Abjuration: Projected Ward
Conjuration: Benign Transposition or Powerful Summons
Divination: Expert Divination
Enchantment: Charming Aura, Instinctive Charm, or Psychic Combat
Evocation: Potent Cantrip or Skillful Spellcasting
Illusion: Malleable Illusions
Necromancy: Undead Thralls or Spectral Siphon
Transmutation: Transmuter's Stone or Sustained Transformation

Eldritch Archer

Prerequisite: Wizard class, Marksman Magic class feature, Proficiency with longbow or shortbow

Bonded Bow. You learn the *bond focus* spell. This spell is added to your spellbook, is always prepared, and does not count against your number of prepared spells. You can summon a bow bonded by this spell using your free object interaction on your turn, rather than a bonus action

Hasted Shot. Once you gain the Spellshot class feature, when you attack using your bonded bow during your action, including as part of a Spellshot, you can use the bow to make an additional ranged weapon attack as a Bonus Action.

Point-Blank Shot. When you gain the Arcane Sniper class feature being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged weapon or spell attack rolls using a bow.

Elemental Research

Prerequisite: Wizard class, Conjuration Savant or Summoner's Familiar class feature, find familiar spell with a mephit familiar

Your research has granted insight into the denizens and lore of the elemental planes, offering you advantages when summoning and dealing with such creatures. This is an emphasis program in the College of Conjuration.

Elemental Ally. When you cast find familiar you it now always summons a pure mephit (see Arcanum Creatures Appendix). The mephit you summon is a larger than normal specimen, it gains a +2 bonus to all ability scores and each time you finish a short or long rest you can cause your familiar to manifest as a pure mephit of a different

element. Additionally, the mephit can always act and attack independently on its own turn.

Primordial Speech. You can speak, read, and write Primordial as well as the specific elemental dialects of Aquan, Aural, Ignan, and Terran. When you make a Charisma check when interacting with Elementals or an Intelligence check relating to elemental knowledge, your proficiency bonus is doubled if it applies to the check.

Elemental Conjuration. You add the *conjure elemental mephit, conjure earth spirit, conjure fire spirit, conjure water spirit, conjure wind spirit, conjure minor elemental, summon elemental,* and *conjure elemental* spells to your spellbook when you become capable of casting spells of the appropriate level. These spells are always prepared and do not count against the number of spells you may prepare each day. You gain the following benefits when casting these spells:

- Elementals summoned by you do not automatically become hostile if you lose concentration on the spell.
- You can cast a *summon elemental* spell in such a manner as to not require concentration, but the spell's duration is reduced to 1 minute and ends if you cast the spell again.
- You can reduce the casting time of a *conjure minor elemental* or *conjure elemental* spell to 1 Action instead of 1 minute, if cast in such a manner its duration becomes concentration, up to 10 minutes, instead of 1 hour.

Energy Arcana Expert

Prerequisite: Wizard Class, Energy State Arcana feature

You are an expert at wielding and focusing your chosen energy state.

- As a bonus action on your turn, you can choose one target you can see. You focus the energy of your spells on that target. Until the start of your next turn, you gain advantage on attack rolls against the target using spells of your chosen energy type and the target suffers disadvantage on saving throws versus those spells. When you use this ability, you cannot move or use reactions until the start of your next turn.
- Your Magical Energy Adept feature now allows you to treat any 1 or 2 on a damage die for your chosen energy type as a 3.



Evocation Tactical Training

Prerequisite: Wizard class, Sculpt Spells class feature

You have completed the Magical Combat program, training with the Heavy Evocation and Tactics (H.E.A.T.) forces of the College of Evocation.

Expansive Evocation. You Sculpt Spells class feature grants an additional benefit: When you cast an evocation spell that affects an area, you can choose a number of creatures you can see equal to 1 + the spell's level, if those creatures are within 5 feet of the evocation's area they suffer the effects of the spell as if they were within the area. If you do not use the Sculpt Spells feature when you cast an evocation spell, you gain a bonus to one damage roll of the spell on the turn you cast it equal to 1+ the spell's level.

Accurate Spells. You gain the Sculpt Spells and Empowered spell enhancements described in the School of Evocation section of the Arcane Classes chapter even if they aren't commonly being used. You also gain the Skillful Spellcasting optional feature in place of the Potent Cantrip feature..

Enhanced Overchannel. You reduce the necrotic damage incurred by using your Overchannel class feature after the first use by 1d12 per spell level each time you finish a short rest. When you use Overchannel on an evocation spell, the damage inflicted ignores resistance to the damage type and creatures normally immune to the damage take half damage instead.

Favored Form

Prerequisite: Wizard class, Sustained Transformation class feature

You have mastered a few forms with which you have a special affinity that you can assume when you cast such as *polymorph self, polymorph, true polymorph,* or *shapechange* upon yourself.

Choose a single form for every 4 wizard levels you possess with a max CR equal to your wizard level divided by 4. You must know a spell capable of transforming you into a creature of the appropriate CR in order to choose it as a favored form. You can exchange a single favored form for a different one when you gain a wizard level.

When you shift into that form you use the following special rules:

- Your movement speed in each mode of movement increases by 10 feet.
- You add your proficiency bonus to the AC and damage rolls of the form, and you use your proficiency bonus in place of the creature's on attack rolls, saving throws, and checks if it is higher.
- Your favored form gains additional hit points equal to double your Wizard level.
- Whenever you gain the Ability Score Improvement Wizard class feature, your favored forms' abilities also improve. You can increase one of each favored form's ability scores of your choice by 2 or increase two ability scores of your choice by 1.
- You may remain in a favored form for double the normal spell duration, and the spell does not require concentration to maintain but ends if you are incapacitated or if you die.

Gun Mage

Prerequisite: Wizard class, Marksman Magic class feature, Proficiency with firearms.

Arcane Gunsmith. You gain proficiency with Gunsmithing tools. When you use the Conjure Ammunition class feature, you may target one or two firearms. A single musket targeted by this replaces the Loading property with the Reload (12 shots) property, or up to two pistols targeted gain the Reload (6 shots) property instead of the normal amount of conjured ammunition.

Eldritch Rifle. Your Spellshot class feature grants you the benefits of the Archery fighting style: You have a +2 bonus on ranged weapon attack rolls, but only when using a musket.

Eldritch Pistoleer. Your Spellshot class feature allows you to attack with two pistols. When you use your Action to attack or cast a spell using a pistol, you can make a ranged weapon attack using a pistol in your other hand as a Bonus Action. In addition, you can draw and stow up to two pistols as part of an Action.

Advanced Gunsmithing. When you gain the Arcane Sniper class feature, your Arcane Gunsmith ability improves. When you use your Arcane Gunsmith ability targeting a firearm you can cause the damage die of the ammunition to increase to 2d6 for a pistol or 2d8 for a musket.

Mad Mage

Prerequisite: Wizard Class; Eldritch Savant feature

You are well aware of the havoc your eldritch studies have wrought upon your mind, but you use your honed intellect and iron discipline to wield your madness in your magic.

- You learn one additional Eldritch Invocation of your choice.
- Any creature that attempts to read your thoughts by telepathy or other means must make an Intelligence saving throw. On a failed save it suffers the effects of a confusion spell for 1 minute.
- You gain flashes of mad magical genius. Your spell attack rolls score a critical hit on a roll of 19 or 20, your spellcasting ability checks automatically succeed on a roll of 19 or 20, and saving throws versus spells you cast automatically fail on a natural roll of 1 or 2.

Magician of Illusion

Prerequisite: Wizard class, Improved Minor Illusion class feature

You are adept at using your magic, especially illusion, to delight and entertain. In the Arcanum, often you are a graduate of the Illusionary Theatre program or have an Illusionary Entertainment minor degree.

Stagecraft. You gain proficiency in the Sleight of Hand and Performance skills. If you are already proficient in a skill you add double your proficiency bonus to checks you make with it. If used in conjunction with an illusion spell cast by you, you may add your Intelligence modifier as a bonus to checks made using these skills.

Quick Deception. You can cast Minor Illusion or Minor Glamour as a Bonus Action.

Flexible Figment. You can change the nature of an illusion using your Malleable Illusion class feature as a Bonus Action on your turn instead of an Action. In addition, you can use your Illusory Reality as part of the same bonus action used to change an illusion with Malleable Illusion.

Master of Arcane Artifice

Prerequisite: Wizard Class; Arcane Artificer feature

You have mastered the use of arcane artifice through imbuement spells and limited use of infusions.

- You add the *arcane infusion imbuement* spell to your spellbook. This spell is always prepared and does not count against the number of wizard spells you may prepare. You also learn and add a number of artificer infusion formulae for this spell to your spellbook equal to your proficiency bonus, and you learn and add one additional formula to your spellbook each time your proficiency bonus increases.
- When you finish a long rest, instead of expending a spell slot to continue an *arcane infusion imbuement* spell, you may infuse it permanently to the item. The maximum number of imbuement spells you may have infused in this way equals half your proficiency bonus.
- You are no longer limited to a maximum of number of imbuement spells, you may have as many imbuement spells active as you have spell slots to create and maintain and arcane infusion imbuement spells you have infused with this feat.

Master Shaper

Prerequisite: Wizard class, Minor Conjuration class feature

Shapers are experts in what is known as Conjurecraft, the crafting of temporary quasi-magical objects and places using the medium of conjured planar material. This is an emphasis program within the College of Conjuration. You can create temporary magical constructs of great beauty and complexity.

Conjurecraft. When you use a conjuration spell to create an item or structure, you are considered proficient in any related artisan tool to its crafting and add double your proficiency bonus to any required check. In addition, you gain the following benefits when creating conjured items:

- When you use Minor Conjuration, the object can be up to 5 feet on a side and weigh up to 50 pounds.
- When you create an item using Minor Conjuration or *conjure implement*, and as a bonus action during the duration you can vary intensity and color of the light generated by the item(s); anywhere from dim light in a 5 foot radius to bright light in a 20-foot radius and dim light for an additional 20 feet.
- Summoned abodes, items, extra dimensional spaces, and demiplanes created by conjuration spells you cast are of the finest quality and impeccably furnished.
- When you cast a Conjuration spell that has the potential to become permanent when cast consistently, that spell can be made permanent by you in ¼ the number consecutive castings instead.

Persistent Conjuration. You can expend a spell slot when you use your Minor Conjuration to extend the duration by 1 hour per slot level. When you expend a spell slot during the use of Minor Conjuration, the item no longer disappears when you use the feature again. In addition, if you expend a spell slot, the conjured item no longer immediately disappears when dealing or suffering damage, instead

disappearing when destroyed as a normal item of its type, or when the duration expires.

Improved Conjure Implement. You learn the *conjure implement* cantrip. If you already know this cantrip, you learn a different wizard cantrip of your choice. If you conjure a weapon with this spell or *greater conjuration*, you can use your Intelligence modifier on attack and damage rolls using it. If you create a tool you may use your Intelligence modifier instead of the normal attribute modifier on checks using that tool if you are proficient in its use.

Mind Mage

Prerequisite: Wizard Class, Mental Savant feature

Your mind is a bastion of logic and reason.

- Increase your Intelligence score by 1, to a maximum of 20.
- Your Mental Savant feature now also allows you to cast illusion wizard spells without requiring components.
- You can use your Intelligence saving throw proficiency whenever you would make a saving throw using Constitution, Wisdom, or Charisma; including saving throws to maintain concentration on spells.

Minor Degree Program

Prerequisite: Wizard class, ability to cast Wizard spells of 2nd level or higher

You completed a minor degree program in a wizard magical tradition. You add one wizard cantrip and one spell of 2nd level or lower of the chosen school to your spellbook and cantrips known. The spell added to your spellbook is always prepared and does not count against the number of spells you may prepare each day.

You gain one of the following wizard class features:

Abjuration: Arcane Ward
Conjuration: Dimensional Step, Minor Conjuration, or Summoner's Familiar
Divination: Portent or Telepath
Enchantment: Hypnotic Gaze or Inconspicuous Enchantment
Evocation: Sculpt Spells
Illusion: Improved Minor Illusion
Necromancy: Grim Harvest or Un-Living Servant
Transmutation: Improved Minor Telekinesis, Minor Alchemy, or Minor Transformation

Mystic of the Arcane Way

Prerequisite: Wizard class, Arcane Way class feature

You are mystic of the martial arts of the Arcane Way.

- Increase your Strength, Dexterity, Constitution, or Intelligence score by 1, to a maximum of 20.
- When you use your Action to cast one of the cantrips listed in your Casting Style class feature that requires a melee attack, if you miss with the attack, you can make an unarmed strike as a bonus action. On a hit, you hit with both the spell attack and the unarmed strike.
- Your Arcane Body class feature provides an additional benefit: You can expend a spell slot as an Action to use the arcane energies to heal yourself. You regain hit points equal to 5 times the level of the spell slot expended. You can forgo 10 hit points of healing to instead negate one disease or poison affecting you.

Necrotic Energy Instruction

Prerequisite: Wizard class, Grim Harvest class feature

You have completed studies in the channeling and controlling the necrotic energies of death and entropy, earning a certificate from the Shadow Sanctum of the College of Necromancy.

- You add your Intelligence modifier to the hit points you regain from your Grim Harvest class feature using a necromancy spell; and you regain hit points equal to your Intelligence modifier from that class feature when you slay one or more creatures using a necromancy cantrip. If this feature would cause you to gain hit points in excess of your hit point maximum, you gain the remaining amount as temporary hit points.
- While you have temporary hit points from a necromancy spell or your Studied Slaughter ability, if a creature hits you with a melee attack it suffers necrotic damage equal to your Intelligence modifier.
- Your Inured to Undeath class feature grants you an additional benefit: You can't be charmed or frightened by undead and you age at a slower rate. For every 10 years that pass, your body ages only 1 year, and you are immune to being magically aged.



Phantasm Expert

Prerequisite: Wizard class, Phantasmal Force spell, Illusion Savant class feature

You are an expert in the use of illusions that affect a creature's mind, causing fear and even mental trauma. The College of Illusion offers a Phantasm minor degree program that focuses on this disconcerting area of magic. Offensive phantasm spells include *minor phantasam, phantom strike, terrorizing onslaught, phantasmal phobia, phantasmal force, shadow blade, fear, phantasmal defenders, mass phantasm, phantasmal killer, mental prison, phantasmal stalker, phantasmal visage, nemesis,* and *weird*. Other illusion spells that cause psychic damage or the frightened condition can be included.

Traumatic Hallucination. When you inflict the frightened condition upon a creature with an illusion spell you can choose to inflict psychic damage on the creature equal to 1d4 plus 1d4 per level of the spell slot used to cast the spell. Additionally, your *phantasmal force* and *mass phantasm* spells inflict an additional 1d6 psychic damage upon affected creatures.

Adaptive Apparition. When you use your Malleable Illusions class feature, it reinforces a phantasm in affected creatures' minds. Saving throws and ability checks to resist or pierce the illusion are made with disadvantage until the start of your next turn.

Minor Phantasms. When you cast an illusion spell that inflicts psychic damage, the psychic damage die used increases by one step. (A 1d4 becomes 1d6, a 1d6 becomes 1d8, a 1d8 becomes 1d10, a 1d10 becomes 1d12, a 1d12 becomes 2d6.)

Forceful Phantasms. When you cast an illusion spell of 1st level or higher that inflicts psychic damage, causes fear, or affects a target's mind, you can treat the spell as if you cast it using a spell slot one level higher than you expended.

Philosopher's Stone

Prerequisite: Wizard class, Transmuter's Stone class feature

You have turned your study of Alchemy and Transmutation magic into a quest for the fabled philosopher's stone, enhancing your skills with your Transmuter's Stone.

Practiced Alchemy. When you craft a Transmuter's Stone you can imbue it with one additional option that functions only when the stone is in your possession, this option cannot be changed without creating a new stone. In addition, once you construct your first Transmuter's Stone you age only 1 year for every 10 years that pass.

Improved Transmuter's Stone. You can choose the following new options for your Transmuter's Stone:

- Advantage on Wisdom (Perception) checks that rely on a single sense (Hearing, Sight, or Smell).
- Automatic success at saving throws to avoid being transformed against your will.
- Immunity to Poison damage and the Poisoned condition.
- The ability to breathe both air and water.

Master Transmuter's Stone. When you gain the Master Transmuter class feature you can expend your Transmuter's Stone for the following additional effects:

- ***Create Homunculus.*** You cast the *create homunculus* spell, without expending a spell slot, material components, or needing to have the spell in your spellbook.
- ***Elixir of Life.*** When you use your Restore Youth on a creature you can cause it to extend the target's lifespan by consuming an additional 1000gp in rare materials.
- ***Magical Transformation.*** You can use your Major Transformation on a single magical item you are attuned to. The form of the item changes, but its magical properties remain the same. For example, a cloak could be transformed into a robe, a pike into a rapier, etc. The item returns to its original form if you are no longer attuned to the item.
- ***Maintain Transmutation.*** You gradually expend the Stone's power to maintain a single transmutation spell cast by you with a duration of 10 minutes or longer. The spell gains a duration of 24 hours, without concentration, after which time the stone crumbles to dust. The stone provides none of its normal benefits during this time and cannot be expended to power other effects. If you create a new Transmuter's Stone, or the stone is removed from the target of the spell, the spell instantly ends.
- ***Substitution.*** You can expend your transmuter's stone in place of any material component required by a spell.
- ***Transmute Fate.*** You can use a Reaction to expend the stone when you fail a saving throw or ability check to automatically succeed at the saving throw or check instead.

Prognostication Studies

Prerequisite: Wizard class, Portent class feature

You are an expert at foretelling the future.

Accurate Portents. When you roll the foretelling dice for your Portent class feature, you may roll three dice and choose two of the results to record. This increases to five dice and choose three to record when you gain Greater Portent.

Foretelling. When you gain the Expert Divination class feature, you can expend one of your Portent dice as a Bonus Action to get a clue from the GM. You ask a single question concerning a specific goal, event, or activity to occur within 7 days. The GM offers a truthful reply. The reply might be a short phrase, a cryptic rhyme, or a vision.

Prognosticative Sight. You can use The Third Eye class feature to gain Prognosticative Sight. Until you are incapacitated, or you take a short or long rest, you gain the following benefits:

- You gain a +5 bonus to initiative.
- You can't be surprised while you are conscious.
- Other creatures don't gain advantage on attack rolls against you as a result of being unseen by you.

Protective Spellcraft

Prerequisite: Wizard class, Arcane Ward class feature, blade ward or spell ward cantrip and mage armor spells

You have mastered techniques for optimizing several protective abjurations. This field of study is part of the Protection minor degree focus of the College of Abjuration.

Defensive Casting. You can take a special Ready action to ready a Defensive Casting on your turn. When you do so you also gain the benefits of the Dodge action and gain

an additional Reaction that you can use before the start of your next turn. This reaction can only be used to cast an Abjuration spell with a casting time of 1 Reaction or to use your Projected Ward class feature in response to any valid triggering event. You can only use a single Reaction in response to the same event (attack, spell, movement, etc.).

Projected Abjuration. Your Projected Ward class feature now also allows you to cast Abjuration spells with a casting time of 1 reaction and a range of self on any ally you can see within 30 feet and can do so as part of the same reaction required to use your Projected Ward on that creature. For example, you could cast a *shield* spell on an ally when you see that ally hit by an attack. Additionally, when you use your Projected Ward feature during the duration of a blade ward or spell ward, the protected creature also gains the benefits of that spell during its duration.

Spell Armor. A *mage armor* spell cast by you grants the protected creature an additional +1 bonus to its AC and +1 bonus to saving throws while the spell lasts. If you cast *mage armor* on yourself it lasts for the normal duration or until you finish a long rest, whichever is longer. (The Arcane Rule Options chapter also contains options for enhancing *mage armor*'s effects when cast at higher levels.)

Runecrafter

Prerequisite: Wizard Class, Ink Magic class feature, proficiency with Calligrapher's and Painter's Supplies

Runecraft. The following spells can be cast using runic methods and benefit from the casting time and material cost reduction of your Ink Magic class feature in addition to the following benefits:

- *Arcane Lock:* You can cast this spell as a ritual by inscribing the object with magical runes.
- *Contingency:* You can cast this spell using a rune or tattoo scribed upon yourself (with the same material cost) rather than a statuette. The spell then gains a duration of permanent until dispelled or triggered.
- *Glyph of Warding:* You can cast this spell as a ritual, without expending a spell slot, but only to create a Spell Glyph. You must still expend the spell slot for the spell contained within the glyph. You can inscribe the Explosive Runes versions of a glyph with a casting time of only 1 minute.
- *Guards and Wards, Private Sanctum, Teleportation Circle:* You can cast these spells as a ritual, but only for the purpose of making the spell permanent, it does not actually cause a magical effect when cast in this manner. You must cast the spell using a spell slot at least once to in order to successfully make the spell permanent. Each time you cast the spell as a ritual it counts as a consecutive day of casting in the same location and expends only 1/10th of the spell's normal material components.
- *Illusory Script:* You can cast this spell at will, without expending a spell slot.
- *Magic Circle:* You can cast this spell with a duration of permanent until triggered or dispelled, when it is triggered it lasts for its normal duration. You can trigger the circle when you are within or touching it as a Bonus Action on your turn or have it automatically triggered when a creature it is meant to trap or ward against enters or attempts to enter the circle.
- *Symbol:* Creatures in the area when the symbol is activated have disadvantage on their initial saving throw versus the effect.

Persistent Runes. Any of the spells above that has the potential to become permanent when cast consistently, can be made permanent in a quarter the normal number of castings instead. When a *wizard mark, magic circle, symbol,* or *glyph of warding* spell you cast is dispelled or triggered you can renew it by casting the spell again, doing so costs no additional material components.

Second Sight

Prerequisite: Wizard class, Divination Savant class feature, Detect Magic and Detect Thoughts spells

Part of the ESPer (Extra Sensory Perception) program at the College of Divination, you focus on expanding your mystic perceptions.

Sixth and Seventh Sense. You can cast *detect magic* and *detect thoughts* as a Bonus Action without requiring components. You always have these spells prepared and they do not count against the number of spells you may prepare. You can focus your scrutiny as a Bonus Action on your turn rather than an Action when you use these spells.

Extended Sight. You can use your Expert Divination class feature in a different manner. Instead of regaining a spell slot, you can double the range or duration of the Divination spell you cast.

Mystic Eye. The benefits granted by your Third Eye class feature are enhanced, you may choose one of the following when you use that class feature:

- **Darksight.** You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.
- **Greater Understanding.** You can read any language and you can accurately recall anything you read using this ability for a year and a day.
- **See the Unseen.** You see invisible creatures and objects within 60 feet as if they were visible, and you can see into the Ethereal Plane within 60 feet of you. Ethereal creatures and objects appear ghostly and translucent.

Spellbinder

Prerequisite: Wizard Class, Conjuration Savant class feature

You are adept at the conjuration and binding of magical forces and energies. This in an emphasis program in the Arcanum College of Conjuration.

Mobile Summons. While you maintain an area of effect conjuration spell that is normally fixed in location, you can use a Bonus Action on your turn to move the area of effect up to 10 feet. If the area of effect is normally mobile, you may add up to 10 feet to the distance it moves, and you may determine the direction of the movement.

Flexible Forces. You and your familiar automatically succeed on your saving throws against any conjuration spell cast by you. Your spells inflict no damage on you or your familiar if they would normally inflict half damage on a successful save.

Stable Conjuration. Your Focused Conjuration class feature also makes your conjuration spells more difficult to dispel. A conjuration spell cast by you is considered to be cast as

a spell one level higher for the purposes of dispelling or countering it.

Spellbreaker

Prerequisite: Wizard class, Abjuration Savant class feature, quell magic cantrip, dispel magic spell, counterspell spell

The College of Abjuration Disjunction minor degree program produces practitioners that are the bane of any spellcaster. Commonly known as a Spellbreaker, you are an expert at the countering and dissipation of magical energies.

Spellbreaker. You have advantage on spellcasting ability checks made to counter or dispel a spell.

Backlash. You learn the *spellbreaker* cantrip as an additional wizard cantrip known. If damage from an abjuration spell cast by you causes a creature to lose concentration on a spell, or you successfully dispel a spell a creature is concentrating on, or you successfully counterspell a spell a creature is casting, that creature suffers force damage equal to your wizard level plus the level of the spell.

Manipulate Magic. You learn new ways to use *counterspell* and *dispel magic,* and these spells are always prepared and do not count against the number of spells you may prepare.

- **Arcane Riposte.** When you successfully interrupt the casting of a spell using *counterspell*, instead of causing the spell to fail you may choose a new target for that spell as if you had just cast it.
- **Spellsteal.** When you successfully dispel a spell using *dispel magic,* instead of ending the spell you may choose to transfer the effect to yourself or another target in range and assume control over it for the remaining duration.

You can use Manipulate Magic a number of times equal to your Proficiency Bonus, you regain all uses of this ability when you finish a long rest. You must maintain concentration on the spell you counter or steal, if required, just as if you had cast it.

Cursebreaker. When you cast *remove curse* using a spell slot of 5th level or higher, a single target creature is also cleansed of outside influences and most enchantments. The creature is no longer cursed, charmed, frightened, petrified, or possessed and is cleansed of any magical disease.

Spellslinger

Prerequisite: Wizard class, Marksman Magic class feature, Proficiency with Slings

Spellstone. You gain the *magic stone* cantrip as an additional wizard cantrip known and you can choose to use either your Intelligence modifier or Dexterity on attack and damage rolls using the stone. When you use your Conjure Ammunition class feature to conjure sling stones, the damage they inflict increases to 1d6, and you can choose to use either your Intelligence modifier or Dexterity on attack and damage rolls using the ammunition. The base short and long range of sling attacks using a magic stone or conjured ammunition increases to 60/240.

Stone Critical. Starting at 5th level, when you score a critical hit with a *magic stone* or conjured ammunition using a sling, you can roll one additional weapon damage die when determining the extra damage (3d6). This increases to two additional dice at 11th level (4d6) and three additional dice at 17th level (5d6).

Slinger's Luck. Once you gain the Arcane Sniper class feature, once per turn when you make an attack roll using a sling you can use this ability to gain advantage on the roll. If both of the d20 results would be a hit using this ability, the hit is a critical hit.

You can use this Slinger's Luck a number of times equal to your Proficiency Bonus, you regain all uses of this ability when you finish a long rest.



Spell Specialization

Prerequisite: Wizard class, Abjuration, Conjuration, Divination, Enchantment, Evocation, Illusion, Necromancy, or Transmutation Savant class feature

You have practiced intensely with a small number of spells. Choose a number of spells equal to your Proficiency Bonus from your Arcane Tradition's school of magic, the spell must be of a level you can cast or cantrip. If you choose a cantrip it doesn't count against your number of cantrips known. If you choose a spell of 1st level or higher, that spell is added to your spellbook (if not already present), you always have that spell prepared, and it does not count against the number of spells you have prepared. You may exchange one of these specialized spells for a new spell whenever you gain a level.

You may choose one of the following benefits each time you cast or attack with a specialized spell, roll to determine the effect of a specialized spell, or a creature rolls a saving throw against the spell:

- When you cast a spell of 1st level or higher, it is cast as if you used a spell slot two levels higher than you expended.

- You can change the spell's casting time to 1 bonus action for this casting, provided the spell's casting time is normally 1 action.
- You can cast the spell without using components.
- You can gain advantage on a single attack roll using the spell.
- You can impose disadvantage on a single saving throw to resist the spell.
- When you cast a spell that has a range of 5 feet or greater, you can double the range of the spell.
- When you cast a spell that has a range of touch, you can make the range of the spell 30 feet.
- When you roll dice to determine an effect of the spell (damage or other effect) you can reroll all the dice once and choose which result to use.
- You can cause a spell with a duration of 1 hour or longer to last until the end of your next long rest.

You can enhance a spell in this way a number of times equal to your Proficiency Bonus, you regain all uses of this ability when you finish a long rest.

> Arcane Synergy. If they are in your Tradition's school of magic, you gain the spells chosen for the Spell Mastery and Signature Spells wizard class features as additional specialized spells.

Spellcraft Expert

Prerequisite: Wizard Class; Arcane Spellcraft feature

You are an expert at modifying a spell you cast on the fly, altering, and substituting components to fit the situation.

- Increase your Intelligence score by 1, to a maximum of 20.
- You learn the Subtle Spell Metamagic option and can use it in addition to any other Metamagic you use on a spell. If you already know this option, you learn a different option of your choice.
- You can modify the components of a wizard spell as it is cast in the following ways:
  - * You can exchange the spell's Somatic, Verbal, or Material (with no GP cost) component, for another such component, using a verbal component in place of a material component, etc.
  - * You can replace the spell's Material component (with no GP cost or a GP cost of 10gp or less) and one additional component with the use of an arcane spellcasting focus.

Subtle Kinesis

Prerequisite: Wizard Class, Improved Minor Telekinesis feature

You gain proficiency with thieves' tools and the Sleight of Hand skill; you use your spellcasting ability in place of Dexterity when using these proficiencies with any form of telekinesis. If you are already proficient in the skill or tool, you gain expertise with it instead: You may add double your proficiency bonus to checks you make using it.

Kinesthetic Control. For the duration of any effect that allows telekinetic manipulation or movement of an object or creature, you can use some of the telekinetic force to gain better control over your own body. You can substitute your Spellcasting Ability and Spellcasting Ability modifier in place of Strength or Dexterity for all purposes while you maintain such an effect.

Subtle Telekinesis. You may use any form of telekinesis to perform the following actions as an Action and/or Bonus Action on your turn:

- You can stow one object in your telekinetic grasp in a container worn or carried by another creature.
- You can retrieve an object in a container worn or carried by another creature.
- You can use thieves' tools to pick locks and disarm traps at range.
- You can perform one of these tasks without being noticed by a creature if you succeed on a (Sleight of Hand) check using your Spellcasting Ability contested by the creature's Wisdom (Perception) check.

Sword Mage

Prerequisite: Wizard class, Martial Magic Training class feature

Swordbond. You learn the *bond focus* spell. This spell is added to your spellbook, is always prepared, and does not count against your number of prepared spells. You can bond one weapon or up to two weapons with the light property using this spell and you can summon one or both of your bonded weapons using your free object interaction on your turn, rather than a bonus action

Guardian Sigil. As a Bonus Action, you can choose one friendly creature within 100 feet as your ward. You place an invisible eldritch sigil on that creature as you devote your sword and magic to its defense. You can cast spells with a range of self and a casting time of 1 Reaction to protect your ward if you are within 100 feet and can see your ward when it is hit by an attack or suffers damage. The sigil remains until you designate a new creature as your ward. When you gain your Arcane Block class feature, that feature is also triggered when you cast a spell as a Reaction to protect your ward from a melee attack.

Sigil Spell. Your Advanced Melee Magic class feature grants you an additional benefit. Whenever you cast a spell targeting only you, you can also affect the creature warded by your Guardian Sigil with the spell if it is within 100 feet of you.

Tactical Wizardry

Prerequisite: Wizard Class, Tactical Wit class feature

Seize Initiative. On the first round of combat, you have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet and such creatures have disadvantage on saving throws versus a spell cast by you.

Arcane Surge. Your Power Surge class feature gains the enhancement to the feature listed in the Arcane Classes chapter, even if it is not commonly being used, plus an additional benefit:

- When you expend a Power Surge to increase the level at which a spell is cast, you increase the effective level by two instead of one.
- When you use a Power Surge to increase a spell's damage, you may roll a 1d8 and add it to the additional force damage inflicted.

Durable Spellcraft. When you gain Durable Magic, while concentrating on a spell, attempts to dispel that spell have disadvantage on any required check.

Tattooed Mage

Prerequisite: Wizard Class, Ink Magic class feature, proficiency with Tattooist's Supplies

Your entire spellbook is tattooed upon your skin, granting you the following benefits:

- You can use your tattoos as an arcane spellcasting focus as if using a spellbook. You can add additional spells to your tattooed spellbook using the normal rules for adding spells to your spellbook. When used as a focus the tattoos also substitute for any material component required by a wizard spell.
- You gain a +1 bonus to your spell attack rolls, spellcasting ability checks, and save DCs when you use your Tattoos as an arcane spellcasting focus.
- As a Bonus Action on your turn, you can cause any tattoo or rune scribed upon your own flesh to move, change size, or animate upon your skin. You can also use an Action to cause a tattoo or rune scribed by you on a creature or item you are touching to move to yourself or another creature or item you are touching.
- You can become attuned to an additional magic item if that item is a magical tattoo. It only takes you 1 minute of concentration to become attuned to a magical tattoo or to change which tattoo you are attuned to.
- Your Magnum Opus is your Tattooed Spellbook rather than a normal spellbook. Instead of the ability to summon or dismiss the book the bonus granted while using your tattoos as a spell casting focus increases to +2 when you gain this feature and to +3 when you scribe your first 9th level spell on your flesh.

Veil Adept

Prerequisite: Wizard class, minor glamour and veil cantrips, Improved Minor Illusion class feature

You are adept at using spells of invisibility and disguise. This is part of the Veils minor degree program of the College of Illusion.

Veil of Illusion. You may add your Intelligence modifier as a bonus to Charisma and Dexterity checks when you are disguised or concealed by an illusion you cast.

Veil of Unseeing. You can take the Hide action as a bonus action on your turn. When you gain the Malleable Illusions class feature you gain proficiency in the Stealth skill, if you are already proficiency in this skill you add double your proficiency bonus to checks you make using it.

Reactive Veiling. When you use Illusory Self, you become invisible until the start of your next turn or you attack or force a creature to make a saving throw. You can expend a spell slot of 3rd level or higher to use your Illusory Self additional times between a short or long rest.

Wardcrafter

Prerequisite: Wizard Class, Arcane Ward class feature, absorb elements or absorb force spell

One of the most respected specialties within the College of Abjuration, your skills with the crafting and maintaining of wards is in high demand.

Integral Ward. If you are resistant or immune to a damage type, wards and protections created by your Abjuration spells and Class Features gain that resistance or immunity as well. Spells or effects that can be cast or are triggered when you take damage can also be cast or triggered when your Arcane Ward suffers damage.

Conductive Ward. When you cast *absorb elements* or *absorb force* to protect against an attack while your Arcane Ward is active, the extra damage inflicted on a target the first time you hit with a melee attack on your next turn increases by 1d6.

Regenerating Ward. When you finish a short rest, your Arcane Ward regains hit points equal to your Wizard level. When you finish a long rest, your Arcane Ward is automatically created at full hit points when you prepare your spells for the day.

Wardsmith. When you cast an abjuration spell with a duration of "until dispelled" or "until triggered" it costs only half the normal material components and takes half the normal casting time (minimum 1 Action). When such a ward is dispelled or triggered you can rebuild it by casting the spell again, doing so costs no additional material components. When you cast an abjuration spell that has the potential to become permanent when cast consistently, it can be made permanent by you with ¼ the number of consecutive castings instead.



Warlock Class Feats

The following two class feats are available to single class warlocks. Magus of the Pact can be chosen multiple times allowing a warlock to customize their warlock spells and eldritch invocations along a theme consistent with their Otherworldly Patron.

Magus of the Pact

Prerequisite: Warlock class, Otherworldly Patron and Pact Boon class features

You have a particularly powerful bond to the power that grants your pact. You gain the benefits listed below, but when choosing the options listed, all must have a thematic or direct link to the powers represented by your patron. For example, a warlock with ties to the Winter Court of the Archfey might choose spells and invocations that cause cold damage, darkness, and fear. Work with your DM to develop ideas for your choices.

- You may add one spell of each spell level to the warlock spell list for you from the spell lists of other classes. These spells must be thematically appropriate or spells that have a specific tie to your patron.
- You learn two warlock cantrips or spells of 5th level or lower from the warlock spell list. A spell you choose must be of a level you can cast, or a cantrip, and do not count against your number of warlock spells or cantrips known.
- You may choose two additional Eldritch Invocations. These invocations do not count against your number of Invocations known, but you must meet any prerequisites for the invocations chosen. You can exchange one of these invocations for a new one when you gain a warlock level.

You may choose this feat multiple times, choosing different options each time you do so.

Pact Magi

Instead of creating a class feat that enhances specific class features of each warlock Otherworldly Patron, the Magus of the Pact class feat it intended to allow warlocks to select spells and Invocations that fit the overall character of their specific patron. The new Patron Invocations in the warlock chapter can be especially useful for warlocks that choose this feat.

Pactcraft

Prerequisite: Warlock Class, Pact Magic feature

You can wield pact magic like few others.

- Increase your Spellcasting Ability score by 1, to a maximum of 20.
- You know a number of additional warlock cantrips and spells known equal to 2 + your proficiency bonus. A spell you choose must be of a level you can cast, or a cantrip, and does not count against your number of warlock spells or cantrips known. These spells must all be thematically linked or somehow related to your patron.

Sorcerer Class Feats

The following class feats are available to single class sorcerers. Some may have prerequisites that limit them to being chosen by only a sorcerer of a specific sorcerous origin.

Sorcerer Class Feat Table

Sorcerer Class Feat	Sorcerous Origin
Accursed Sorcery	Accursed Bloodline
Celestial Soul	Divine Soul
Clockwork Sorcery	Clockwork Soul
Dark Soul	Divine Soul
Dimensional Mind	Aberrant Mind
Divine Balance	Divine Soul
Divine Chaos	Divine Soul
Divine Order	Divine Soul
Draconic Sorcery	Draconic Bloodline
Drain Magic	Any
Elemental Armaments	Elemental Bloodline
Fairy Glamour	Fey Touched
Fey Shapeshifter	Fey Touched
Flawless Soul	Demonic Bloodline, Divine Soul, Celestial Bloodline
Innate Sorcery	Arcane Bloodline
Potent Blood	Blood Sorcery
Scion of the Sea	Sea Sorcery
Shadow Hound	Shadow Magic
Sorcerous Knack	Any
Sorcerous Mind	Mindborn
Spellfire Master	Spellfire Adept
Stone Sorcery	Deep Magic
Stormrider	Storm Sorcery
Subtle Psychokinesis	Telekinetic Sorcery
Sunfire	Sun Sorcery
Terror Eater	Fey Touched
Umbral Sorcery	Shadow Magic
Wild Mage	Wild Magic
Winterborn	Winter Sorcery

Accursed Sorcery

Prerequisite: Sorcerer Class; Sorcerous Bane feature

You are adept at wielding your accursed sorcery.

- Increase an ability score of your choice by 1, to a maximum of 20.
- You magic curses the magic of others that touch it. When a creature other than you casts a spell that targets you, as opposed to an area, while the caster maintains concentration on the spell it also suffers the effects of a bane spell for as long as you are affected by its spell. You can use a bonus action on your turn to suppress or restart this effect.
- You learn one Eldritch Invocation of your choice from the Warlock feature. You are considered a warlock of your

sorcerer level for the purposes meeting prerequisites for this invocation.

Celestial Soul

Prerequisite: Sorcerer class, Divine Magic: Good Affinity class feature

Yours is a soul of divine goodness.

Celestial Favor. Whenever you use your Favored by the Gods ability you may choose one creature you can see within 30 feet or yourself, that creature regains hit points equal to the amount you rolled for the ability + your Charisma modifier.

Empowered Savior. You double the range at which you can use your Empowered Healing class feature. When you use this class feature on a healing spell you cast you can choose a number of dice equal to your Charisma modifier to result in the maximum possible healing instead of rerolling them. If this would bring a creature to maximum hit points, any additional healing becomes temporary hit points.

Champion of Good. When you cast *cure wounds* both you and the target creature are healed for an additional amount equal to half your sorcerer level (round up).

Clockwork Sorcery

Prerequisite: Sorcerer Class, Clockwork Magic feature

You are a natural prodigy with all clockwork sorcery.

- You gain proficiency with tinker's tools and learn the *minor animation* cantrip as an additional sorcerer cantrip known.
- You add the following spells to your Clockwork Magic feature when you reach the sorcerer level listed: 1st: *implement animation*, 3rd: *animate armament,* 5th: *animate construct*, 7th: *fabricate*, 9th: *animate object.*
- When you gain the Bastion of Law feature you gain an additional benefit: When you create or summon a construct or animate an object with a sorcerer spell, it gains additional hit points equal to your sorcerer level and its attacks are considered magical for the purposes of overcoming resistance or immunity to damage.

Dark Soul

Prerequisite: Sorcerer class, Divine Magic: Evil Affinity class feature

Yours is a soul of divine evil.

Dark Favor. Whenever you use your Favored by the Gods feature you may choose one creature you can see within 30 feet, that creature suffers necrotic damage equal to the amount you rolled for the ability + your Charisma modifier.

Empowered Corruption. You double the range at which you can use your Empowered Healing class feature. In addition, when a hostile creature rolls dice to determine the number of hit points a spell restores to a creature within range of your Empowered Healing, you can spend 1 sorcery point to roll half the number of dice of the same type rolled by the enemy (round up) and inflict that amount of necrotic damage on the creature healed.

Champion of Evil. When you cast *inflict wounds* you inflict additional damage equal to your Charisma modifier on a hit, and you inflict half the spell's damage on a missed attack roll.

Dimensional Mind

Prerequisite: Sorcerer Class, Psionic Spells feature

Your aberrant mind has a facility with dimensional magic.

- You may add one cantrip and one 1st level conjuration spell to the spells granted by your Psionic Spells feature. When you reach 3rd, 5th, 7th, and 9th level you may add an additional conjuration spell of the spell level you just gained to that feature. Additionally, when you replace a spell gained from your Psionic Spells feature, you can choose a conjuration, divination, or enchantment spell from the sorcerer, warlock, or wizard spell list.
- You learn one Eldritch Invocation of your choice from the Warlock feature. You are considered a warlock of your sorcerer level for the purposes meeting prerequisites for this invocation.

Divine Balance

Prerequisite: Sorcerer class, Divine Magic: Neutrality Affinity class feature

You are a force for moderation, a protector of balance versus the fanatical extreme.

Balanced Favor. You can use your Favored by the Gods class feature when a creature you can see hits you with an attack or succeeds on a saving throw versus a spell you cast. You can roll 2d4 and subtract it from the total, possibly changing the outcome.

Empowered Balance. You double the range at which you can use your Empowered Healing class feature. In addition, this class feature grants you an additional ability: Whenever you or an ally within range of your Empowered Healing rolls damage dice to determine the damage dealt against a target also within this range, you can spend 1 sorcery point to reroll any number of those dice once, provided you aren't incapacitated.

You can use this ability only once, you regain the use of this ability when you finish a short or long rest, or you use your Empowered Healing feature to reroll dice for healing.

Champion of Balance. While you maintain concentration on a *protection from evil and good* spell, you are also protected by the spell and protected creatures have advantage on any saving throw versus a spell or effect caused by any of the listed types of creatures.

Divine Chaos

Prerequisite: Sorcerer class, Divine Magic: Chaos Affinity class feature

Yours is a soul of divine chaos.

Extreme Outcome. When you use your Favored by the Gods class feature, you roll a 1d12 rather than 2d4. If you roll a 12 to modify an attack roll, if the attack hits it is a critical hit.

Chaotic Healing. You double the range at which you can use your Empowered Healing class feature. When you use Empowered Healing, if you roll the maximum number on any of the re-rolled dice, you can roll that die again and add it to the total. If this would bring a creature to maximum hit points, any additional healing becomes temporary hit points.

Champion of Chaos. While you maintain concentration on a *bane* spell, you are affected as if you cast *bless* on yourself.

Divine Order

Prerequisite: Sorcerer class, Divine Magic: Law Affinity class feature

Yours is a soul of divine law and order.

Predictable Outcome. When you use your Favored by the Gods class feature, do not roll the dice, instead add a +6 bonus to the total. If you use this feature when you are subjected to an effect that allows you to make a saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Ordered Healing. You double the range at which you can use your Empowered Healing class feature. When you use Empowered Healing, you can choose to take the average result (round up) on each affected die instead of rerolling. If this would bring a creature to maximum hit points, any additional healing becomes temporary hit points.

Champion of Order. While you maintain concentration on a *bless* spell you also gain the effects of the spell.

Draconic Sorcery

Prerequisite: Sorcerer class, Draconic Ancestry feature

Your draconic ancestry is especially potent, allowing you to draw upon additional powers.

- You learn the *shifting strik*e cantrip and the *draconic breath* spell as an additional sorcerer cantrip and spell known. When you cast *draconic breath* using a spell slot of 1st level or higher, it is cast as if you expended a spell slot one level higher.
- When you reach 7th level you learn the *draconic aspect* spell and when you reach 11th level you learn the *draconic form* spell. These spells don't count against the number of sorcerer spells you know and when you cast them using a spell slot, they are cast as if you expended a spell slot one level higher.
- When you gain your Dragon Wings feature, the fly speed granted by that feature increases by 10 feet and you also learn to tap into the legendary draconic resistance: When you make a saving throw that fails, you can spend 1 sorcery point to reroll the d20, and you must use the new roll, potentially turning the failure into a success.

Drain Magic

Prerequisite: Sorcerer class, Font of Magic class feature, Quell Magic cantrip

- Increase your Spellcasting Ability score by 1, to a maximum of 20.
- When you successfully dispel a spell with *quell magic* you regain sorcery points equal to half the level of the spell you dispelled (round down). If you successfully dispel a spell with *dispel magic* or counter a spell using *counterspell* you regain sorcery points equal to the level of the spell you dispelled or countered.

Arcane Synergy. When a Spellfire Adept sorcerer with the Absorb Spells feature gains sorcery points from this feat, it triggers the nimbus of spellfire as described in that feature. In addition, such a sorcerer may make a Constitution saving throw in place of the Spellcasting Ability check when using any of the spells listed in this feat.

Elemental Armaments

Prerequisite: Sorcerer Class, Elemental Magic class feature

You are adept at shaping elemental forces into a potent magical weapon. Choose one of the following spells, as appropriate to your Genie Ancestor: *Earth Hammer* (Dao), *Flame Brand* (Efreeti), *Ice Spar* (Marid), *Ooze Whip* (Dao or Marid), *Skybreaker* (Djinni), *Wavespike* (Marid), or *Windbow* (Djinni). You gain that spell as an additional sorcerer spell known. You are particularly adept when casting that spell and gain the following abilities related to it:

- While you are concentrating on the chosen spell, your concentration can't be broken as a result of taking damage.
- The duration increases to 1 hour.
- You gain an additional sorcerer cantrip known based upon the spell you choose, this cantrip does not count against your number of cantrips known:
  - *Earth Hammer:* You learn the *crushing blow* cantrip.
  - *Flame Brand:* You learn the *burning blade* or *green flame blade* cantrip.
  - *Ice Spar:* You learn the *rime blade* cantrip.
  - *Ooze Whip:* You learn the *mordant blade* cantrip.
  - *Skybreaker:* You learn the *booming blade* or *storm hammer* cantrip.
  - *Wavespike:* You learn the *critical insight, mordant blade,* or *rime blade* cantrip.
  - *Windbow*: You learn the *critical insight* or *impel weapon* cantrip.

You may choose this feat multiple times, selecting a new chosen spell and gaining a new cantrip each time it is chosen.

Fairy Glamour

Prerequisite: Sorcerer class, Unworldly Origin (Dark Fey or Wild Fey) Fey Touched Sorcerer class feature

Your magic arises from the illusory glamour of the fairy folk. You gain the Fairy Glamour Unworldly Origin feature of the Fey Touched Sorcerer Bloodline. You gain the Glamor feature at 1st-level, the Gloaming Veil feature at 6th-level, and the Otherworldly Resistance feature at 14th-level.

Fey Shapeshifter

Prerequisite: Sorcerer class, Unworldly Origin (Dark Fey or Fairy Glamour) Fey Touched Sorcerer class feature

Your magic arises from the bestial wild fey. You gain the Wild Fey Unworldly Origin feature of the Fey Touched Sorcerer Bloodline. You gain the Bestial Strike feature at 1st-level, the Fey Forms feature at 6th-level, and the Fey Shapechanger feature at 14th-level.

Flawless Soul

Prerequisite: Sorcerer class, Demonic Blessings, Divine Magic, or Angelic Blessings feature

You are a being of flawless divine or infernal power.

- Increase your Charisma score by 1, to a maximum of 20.
- When you gain the Diabolical Sorcery, Empowered Healing, or Celestial Sorcery feature, you develop a divine aspect. If your proficiency bonus applies to a Charisma check, double that bonus. You can add half your proficiency bonus (round up) to any Charisma check you make that doesn't already use your proficiency bonus.

- You become immune to disease and when gain the ability to manifest your wings, your fly speed is increased by 10 feet while your wings are manifested.

Innate Sorcery

Prerequisite: Sorcerer Class; Instinctive Knowledge feature

You have an innate grasp on the fundamentals of magic.

- Increase your Charisma score by 1, to a maximum of 20.
- When you use Metamagic on a sorcerer cantrip, you can reduce the total cost of Metamagic options applied to the cantrip by 1 (to a minimum of 0).
- On your turn, you can take one additional action or bonus action on top of your regular action and a possible bonus action. This action or bonus action must be used to cast a spell of 5th level or lower with the appropriate casting time. You can use this ability once; you regain its use when you finish a short or long rest.

Potent Blood

Prerequisite: Sorcerer Class; Vital Essence feature

You blood is even more magically potent than most blood sorcerers.

- Increase your Constitution or Charisma score by 1, to a maximum of 20.
- If you have the Blood Ritual feature, you also gain the Sanguinary Shield feature. If you have the Sanguinary Shield feature, you also gain the Blood Ritual feature.
- Your hit point maximum increases by an amount equal to your sorcerer level when you gain this feat. Whenever you gain a sorcerer level thereafter, your hit point maximum increases by an additional 1 hit point.

Scion of the Sea

Prerequisite: Sorcerer Class, Water in the Blood class feature

You are a sorcerous scion of the sea and waves.

- Increase your Charisma score by 1, to a maximum of 20.
- You may choose an additional option from your Water in the Blood class feature.
- When you spend a short rest in or on the water or a water vessel: you do not need to eat, drink, or sleep for the next 24 hours and you can complete a long rest in or on the water or a water vessel with only four hours of light activity.

Shadow Hound

Prerequisite: Sorcerer class, Hound of Ill Omen class feature

Shadow Hound. You learn a ritual that bonds you to a Shadow Hound companion. You perform the ritual of a course of 1 hour, which can be completed during a short rest. When completed, you expend 3 sorcery points and a Shadow Hound appears. If the hound is ever slain, it disappears back to the Shadowfell, and you must perform the ritual again to re-summon it. The hound uses the dire wolf statistics (see the *Monster Manual*), with the following changes:

- Its Intelligence becomes 6, and it gains the ability to understand, but not speak, a single language known by you.
- The hound is size Medium, not Large, and it counts as a monstrosity, not a beast.
- It can move through other creatures and objects as if they were difficult terrain and has resistance to all damage except force and radiant damage. The hound takes 1d10 force damage if it ends its turn inside an object.
- The hound obeys your commands as best it can, you determine its Actions, decisions, attitudes, and so on. If you are incapacitated or absent, your hound acts on its own. You and your hound act as a group on your initiative order.
- Your Hound has abilities and game statistics determined in part by your level. Your hound uses your proficiency bonus rather than its own. In addition to the areas where it normally uses its proficiency bonus, a Shadow Hound also adds its proficiency bonus to its AC. In addition, the save DC of any spells or special attacks it possesses equals your spell save DC.
- Your hound gains proficiency in two skills and two saving throws of your choice.
- Your Shadow Hound gains additional hit points equal to three times your Sorcerer level.
- Whenever you gain the Ability Score Improvement sorcerer class feature, your hound's abilities also improve. Your hound can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1. As normal, your hound can't increase an ability score above 20 using this feature unless its description specifies otherwise.
- Your hound shares your alignment and has a personality trait and a flaw that you determine. Your hound shares your ideal, and its bond is always, "My Sorcerer is my friend and master and I am their devoted hound."

Ill Omened Target. As a Bonus Action, you can spend 3 sorcery points to magically sic your Shadow Hound on a creature you can see within 120 feet. Both the Hound and the target must be within this range. You cannot use your Hound of Ill Omen class feature if your shadow hound is not present, the hound gains the following abilities for 5 minutes or until the target is reduced to 0 hit points:

- The hound gains temporary hit points equal to half your sorcerer level.
- At the start of its turn, the hound automatically knows its target's location. If the target was hidden, it is no longer hidden from the hound.
- While the hound is within 5 feet of the target, the target has disadvantage on saving throws against any spell you cast.

Sorcerous Knack

Prerequisite: Sorcerer class

You have a knack for sorcery.

- You learn a number of additional sorcerer cantrips or spells known from the sorcerer spell list equal to 2 + your proficiency bonus. A spell you choose must be of a level you can cast, or a cantrip, and does not count against your number of sorcerer spells or cantrips known. These spells must all be thematically linked or somehow related to your bloodline. For example, a draconic bloodline sorcerer with a green dragon ancestor might choose spells that involve poison or corruption or nature and forests. Work with your DM to develop ideas for your choices. You may

exchange one of these spells for a new one when you gain a level in the sorcerer class.
- You regain a number of expended sorcery points equal to half your proficiency bonus (round down) when you finish a short rest. These sorcery points are added to the number regained from any other sorcerer class feature.

> Arcane Synergy. With the DM's permission you may choose appropriately themed spells from other spell lists for the additional spells learned from this feat.

Sorcerous Mind

Prerequisite: Sorcerer Class, Mind Magic feature

You mind blazes with a combination of psionic power and sorcerous magic.
- Increase your Charisma score by 1, to a maximum of 20.
- If you have the Natural Telepath feature, you also gain the Natural Psionic feature. If you have the Natural Psionic feature, you also gain the Natural Telepath feature.
- When you use your Natural Psionic feature to establish telepathic contact with a creature, you can communicate telepathically at any range on the same plane of existence. Additionally, when you gain the Strength of Mind feature, you can use it to allow the reroll of an Intelligence, Wisdom, or Charisma saving throw failed by any creature you have established telepathic contact with.

Spellfire Master

Prerequisite: Sorcerer Class; Spellfire Feature

You are more adept at channeling and containing the spellfire within you.
- Increase your Constitution or Charisma score by 1, to a maximum of 20.
- The maximum number of sorcery points you can expend using your Spellfire feature on a single damage roll is increased to your proficiency bonus + your Charisma modifier.
- When you finish a short rest, you can retain sorcery points equal to half your sorcerer level + your Charisma modifier or your current sorcery point total, whichever is less; when you complete a long rest you can retain sorcery points equal to your Charisma modifier, or your current sorcery point total, whichever is less.

Stone Sorcery

Prerequisite: Sorcerer Class; Earth Magic feature

The stone sorcerer flowing through you strengthens your body.
- Increase your Strength, Constitution, or Charisma score by 1, to a maximum of 20.
- You learn the earthen durability spell as an additional sorcerer spell known. When you cast this spell, the AC granted by the spell is increased by one and it lasts until you finish a long rest.
- Your hit point maximum increases by an amount equal to your sorcerer level when you gain this feat. Whenever you gain a sorcerer level thereafter, your hit point maximum increases by an additional 1 hit point.

Stormrider

Prerequisite: Sorcerer class, Wind Speaker class feature

The stormrider is an expert at the sorcery of wind and storm.
- When you make a check to pilot a water or air vessel you are considered proficient in the craft and add double your proficiency bonus to the check, instead of your normal proficiency bonus.
- When you gain the Heart of the Storm class feature, once per turn, when you deal Lightning or Thunder damage to a creature you can expend Sorcery points to increase the damage by 1d8 per Sorcery point expended, to a maximum number of Sorcery points equal to your Charisma modifier.
- When you gain the Storm Guide class feature, any fly speed you gain or grant using a sorcerer spell or class feature is increased by 10 feet.

Subtle Psychokinesis

Prerequisite: Sorcerer Class, Telekinetic Sorcery feature

You gain proficiency with thieves' tools and the Sleight of Hand skill; you use your spellcasting ability in place of Dexterity when using these proficiencies with any form of telekinesis. If you are already proficient in the skill or tool, you gain expertise with it instead: You may add double your proficiency bonus to checks you make using it.

Kinesthetic Control. For the duration of any effect that allows telekinetic manipulation or movement of an object or creature, you can use some of the telekinetic force to gain better control over your own body. You can substitute your Spellcasting Ability and Spellcasting Ability modifier in place of Strength or Dexterity for all purposes while you maintain such an effect. You can use your Psionic Telekinesis power on yourself to use this ability, counting as one of the objects you may grasp using that feature.

Subtle Telekinesis. You may use any form of telekinesis to perform the following actions as an Action and/or Bonus Action on your turn:
- You can stow one object in your telekinetic grasp in a container worn or carried by another creature.
- You can retrieve an object in a container worn or carried by another creature.
- You can use thieves' tools to pick locks and disarm traps at range.
- You can perform one of these tasks without being noticed by a creature if you succeed on a (Sleight of Hand) check using your Spellcasting Ability contested by the creature's Wisdom (Perception) check.

Sunfire

Prerequisite: Sorcerer Class, Sunseeker class feature
- Increase your Charisma score by 1, to a maximum of 20.
- When you spend a short rest outdoors under the open sun, you do not need to eat, drink, or sleep for the next 24 hours. You can complete a long rest in only four hours of light activity or lounging under the open sun.
- When you cast a spell that inflicts fire or radiant damage you can cause the spell to inflict a combination of fire and radiant damage. A creature is not immune or resistant to this damage unless it is immune or resistant to both types of damage and is vulnerable to the damage if it is vulnerable to either damage type.

Terror Eater

Prerequisite: Sorcerer class, Unworldly Origin (Fairy Glamour or Wild Fey) Fey Touched Sorcerer class feature

Your magic rises from the darker fey that feed upon the terror of mortals. You gain the Dark Fey Unworldly Origin feature of the Fey Touched Sorcerer Bloodline. You gain the Phobophage feature at 1st-level, the Veil of Fear feature at 6th-level, and the Inured to Terror feature at 14th-level.

Umbral Sorcery

Prerequisite: Sorcerer class, Shadow Magic origin, Eyes of the Dark class feature

The Umbral magic of Shadow Sorcery comes easily to you.

- You can see normally in dim light and darkness, both magical and nonmagical, to a distance of 60 feet, and the range of your Darkvision increases by 120 feet.
- You no longer need to eat, drink, or sleep. To gain the benefits of a long rest, you can spend all 8 hours doing light activity. You must still breathe, but you can hold your breath for up to 1 hour longer than normal.
- You gain the Shadow Sorcery additional feature from the Sorcerer section of the Arcane Classes chapter, even if it is not commonly being used. Additionally, it costs you only 1 Sorcery point to use the Heightened Spell Metamagic on an Illusion or Necromancy spell.

Wild Mage

Prerequisite: Sorcerer class, Wild Magic Surge class feature

Studying within the Innate Arcana college of the Arcanum, you have developed greater control over the chaotic energies of Wild Magic.

- When you provoke a Wild Magic Surge you can make a DC 15 Charisma saving throw. If successful, you regain 1 sorcery point.
- When you successfully dispel a spell, you can force either the target of the spell or the creature concentrating on the spell to provoke a wild magic surge. You decide the target of the surge, if any, and if it affects the caster you can decide to have the result affect you instead.
- When you successfully counter a spell being cast by another creature, you can cause that creature to provoke a wild magic surge. You decide the target of the surge, if any, and if it affects the caster you can decide to have the result affect you instead.
- You can intentionally provoke a Wild Magic Surge when you use your Bend Luck class feature, if you do so you may roll two dice and choose which result to use. You regain the use of your Tides of Chaos class feature when you cause this surge.
- You gain the Empowered Spell metamagic option as an additional metamagic option. If you roll damage for a spell, and you did not roll the highest number possible on any of the dice, you may use Empowered Spell on that spell without spending a sorcery point.

Winterborn

Prerequisite: Sorcerer Class, Winter Magic feature

You are winterborn, ruler of ice and wind.

- If you cast *create ice* while your Aura of Frost is active, instead of the normal effects of the spell you can cause the area of icy ground created by your Aura of Frost to become slippery and treacherous to other creatures until the start of your next turn. A creature in the area when you cast the spell must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there before the start of your next turn must also make this Dexterity saving throw.
- When you take the Dash or Disengage action granted by your Glacial Surge feature you briefly intensify your Aura of Frost, when you move within 5 feet of a creature that turn, it takes the damage from your Aura of Frost. A creature can take this damage only once during a turn.
- While your Glacial Surge or Arctic Winds feature is active, you can use your Spell Attack bonus in place of Strength or Dexterity checks made to move or to make Shove, Overrun, or Tumble attempts.
- A creature restrained by your Arctic Winds feature is also blinded by swirling ice and snow wile within 15 feet of you.



Bard Class Feats

The following class feats are available to single class bards. Some may have prerequisites that limit them to being chosen by only a character of one particular bardic college.

Bard Class Feats Table

Bard Class Feat	Bardic College
Bardic Herald	Valor
Bardic Loremaster	Lore
Bardic Spellcraft	Any
Battle Bard	Any
Blade Artist	Swords
Comedian	Any
Doomsayer	Harbinger
Earth Stomper	Any
Eldritch Bard	Eldritch Lore
Elegist	Spirit Dirge
Fire Breather	Any
Harmonious Artifice	Soundsmith
Heartening Companion	Companion, Inspiration
Icon of Glamour	Glamour
Jongleur	Acrobatics
Magical Misdirection	Magician
Makar of Renown	Mockery
Master Mime	Pantomime
Master of Song and Battle	Bladesong
Master of Song and Spell	Spellsong
Master Thespian	Dramatic Arts
Orator of Repute	Eloquence
Shadow Whisperer	Whispers
Skald	Valor
Storm Dancer	Any
Tragedian	Any
Warrior Poet	Valor
Warsinger	War
Wave Dancer	Any
Way of the Word	Any

Bardic Herald

Prerequisite: Bard Class, Combat Inspiration class feature

Rallying Cry. On your turn, you can use a Bonus Action and expend one Bardic Inspiration die to bolster the resolve of one of your companions. When you do so, choose a friendly creature who can see or hear you. That creature gains temporary hit points equal to the Bardic Inspiration die roll + your Charisma modifier and is cleansed of the Frightened condition. The target becomes immune to the Frightened condition while it has any of the temporary hit points granted by this ability.

Stand Fast. When you gain the Countercharm class feature, you become immune to the Frightened condition. When you use your Rallying Cry ability or grant an ally a Bardic Inspiration die, you can start a Countercharm performance as part of the same Bonus Action.

Battle Voice. When you gain the Battle Magic or Valorous Magic class feature, the range at which you can grant Bardic Inspiration and the radius of the area affected by your Countercharm is doubled.

Bardic Loremaster

Prerequisite: Bard Class, Cutting Words class feature

Your studies of bardic and arcane lore at the College of Wizardry have granted you great facility with ritual magic and forbidden eldritch secrets.

Ritual Lore. You can now inscribe magical rituals from any tradition into a ritual spellbook, and you can cast those spells as rituals even if they are not known or on your spell list. Choose two ritual spells from any class and add them to your ritual book. On your adventures, you can add other ritual spells to your book. When you encounter such a spell you can add it to your book if the spell level is equal to or less than half your total level. For each level of the spell, the transcription process takes two hours and costs 50gp for rare inks and supplies

Cutting Failure. If the die from your Cutting Words causes a creature to miss with an attack or to fail an ability check your insight grants you advantage on your next attack roll or ability check made against that creature before the end of your next turn.

Forbidden Secrets. Each time you would learn spells from your Additional Magical Secrets or Magical Secrets class features can choose to learn a single Eldritch Invocation from the list in the Warlock class feature in place of one of the spells. You must meet any prerequisites for the invocation you choose as normal, except that you use your Bard level in place of Warlock level to determine if you meet a level prerequisite. Any invocation that refers to using a Warlock spell slot can be cast by you using any spell slot of sufficient level available to you.

Bardic Spellcraft

Prerequisite: Bard Class, Spellcasting feature

You have a talent for the musical spellcraft of bards.

- Increase your Charisma score by 1, to a maximum of 20.
- You know a number of additional bard cantrips and spells known equal to 2 + your proficiency bonus. A spell you choose must be of a level you can cast, or a cantrip, and does not count against your number of bard spells or cantrips known.

Battle Bard

Prerequisite: Bard class, Bardic Inspiration feature, proficiency with at least one martial weapon

You have trained use panache and style to accomplish maneuvers in battle. You gain the following benefits:

- You learn three maneuvers of your choice among those available to the Battle Master archetype in the fighter class. If a maneuver you use requires your target to make a saving throw to resist the maneuver's effects, the saving throw DC equals your Bard Spell Save DC.
- Increase your number of Bardic Inspiration dice by 1. You may expend a Bardic Inspiration die in place of a

Superiority die to use a Maneuver you know. You may also use Superiority dice you have from other sources to use the maneuvers you learn with this feat.

Blade Artist

Prerequisite: Bard class, Blade Flourish class feature

You are an artist with the blade, inspiring your companions with your daring feats of martial prowess.

Bonded Blades. You learn the *bond focus* spell. This spell is added to your spells known or your spellbook, is always prepared, and does not count against your number of spells known or number of prepared spells. You can form this bond with any simple or martial weapon you are proficient with, or a pair of light weapons and can summon all your bonded weapons using your free object interaction (as if drawing a weapon) instead of a bonus action.

Inspiring Flourish. Your flashy displays of martial prowess inspire your companions, whenever you spend a Bardic Inspiration die to use a Blade Flourish option, you may choose one creature other than yourself within 60 feet who can see you. That creature gains one Bardic Inspiration die, a d4. When you gain the Master's Flourish class feature this increases to a d6.

Mesmerizing Display. You can expend a bard spell slot when you start a Countercharm performance to weave a mesmerizing display of swordsmanship. All hostile creatures within range when you start the performance must make a Wisdom saving throw. On a failed save, the creature becomes charmed or frightened (your choice) until the end of your next turn, or until the performance ends. While charmed or frightened by this ability, the creature is incapacitated and has a speed of 0. The effect ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor. At the end of the performance you regain a number of Bardic Inspiration dice equal to the level of the spell slot expended. You cannot regain more dice than the number of creatures affected by the performance (ally and enemy).

Comedian

Prerequisite: Bard class, Bardic Inspiration class feature, mischievous misfortune cantrip, proficiency with the Performance skill

Vicious Jest. When you cast *vicious mockery*, you can force the target to make a Charisma saving throw instead of Wisdom. On a successful Charisma save the target still suffers half the psychic damage but suffers no further effect.

The Best Medicine. When you use your Song of Rest class feature, affected creatures gain additional hit points equal to your Charisma modifier. When you use this class feature, if an affected creature would gain hit points in excess of its hit point maximum, it gains the remaining amount as temporary hit points.

Comedic Timing. You learn the *mischievous misfortune* cantrip. If you already know this cantrip, you learn a different bard cantrip of your choice. The cantrip doesn't count against your number of cantrips known.

When a creature fails the saving throw versus your *mischievous misfortune* cantrip cast as a reaction, you can spend a Bardic Inspiration die to cause an attack that triggered the cantrip to hit one creature of your choice that you can see within 5 feet of you. Add the result of the Bardic Inspiration die to the damage roll.

Doomsayer

Prerequisite: Bard Class; Harbinger of Death feature

You are a doomsayer; you choose who will live and who will die.

- Increase one ability score of your choice by 1, to a maximum of 20.
- It is dangerous to attempt to slay those a doomsayer has spared. When you cast *spare the dying* to stabilize a creature, the first time that creature is attacked or dealt damage before the end of your next turn, the attacking creature suffers 1d8 necrotic damage. This increases to 2d8 at 5th level, 3d8 at 11th level, and 4d8 at 17th level.
- When creatures become frightened by your Banshee's Song feature, you can choose a number of frightened creatures equal to the level of the spell slot you expended to use that feature. The chosen creatures are frightened for 1 minute instead of until the end of your next turn. As an action after the end of your next turn, a chosen creature can make a Wisdom check against your spell save DC to steel its resolve and end this effect.

Earth Stomper

Prerequisite: Bard class, Bardic Inspiration class feature

Stone Song. When your Spellcasting feature lets you learn or replace a bard cantrip or a bard spell of 1st level or higher, you can choose the new spell from the Druid or Sorcerer spell list if that spell creates, controls, or manipulates earth, stone, or metal.

Whenever you roll to determine bludgeoning, piercing, or slashing damage by such a spell or a stone or metal weapon you wield, you may expend a bardic inspiration die and add the result to the damage inflicted. A creature that has a Bardic Inspiration die from you can roll that die and add the number rolled to the damage roll of a stone or metal weapon.

Earth Stomp. You learn the *mold earth* cantrip and the *earth stomp* spell. These are bard spells for you and do not count against your number of bard cantrips or spells known.

Rock Rhythm. When you use your Action to cast a spell or 1st level or higher that creates, controls, or manipulates earth, stone, or metal you may start a Countercharm performance without using an action. During the duration of your countercharm performance affected creatures ignore difficult terrain composed of earth or stone and unaffected creatures treat areas of rock or stone within 30 feet of you as difficult terrain.

Eldritch Bard

Prerequisite: Sorcerer Class; Sorcerous Bane feature

You are adept at wielding your accursed sorcery.

- Increase an ability score of your choice by 1, to a maximum of 20.
- When you start a Countercharm performance, you and creatures affected by the performance gain advantage on saving throws versus spells and magical effects.
- You gain an Eldritch Invocation in addition to the spells granted by your Forbidden Secrets and each time you gain

spells from the Magical Secrets feature, instead of in place one of the spells you gain.

Elegist

Prerequisite: Bard Class; Dark Knowledge feature

Your music animates and inspires the dead.

- You learn the *disrupt undead* cantrip as an additional bard cantrip known and gain the following spells as additional bard spells known when you reach certain levels in this class: 3rd: *create undead beast*; 5th: *animate dead*; 9th: d*anse macabre*.
- When you use your action cast or use a necromancy spell of 1st level or higher, you may start a Countercharm performance without using an action.
- An undead creature controlled by you or friendly to you that is affected by your Countercharm performance also gains advantage on saving throws against being turned and its attacks are considered magical for the purposes of overcoming resistance and immunity to damage. Additionally, such creatures can use your spell attack bonus for any attack roll, saving throw, or ability check it makes while affected by your countercharm.

Fire Breather

Prerequisite: Bard class, Bardic Inspiration class feature

Flame Song. When your Spellcasting feature lets you learn or replace a bard cantrip or a bard spell of 1st level or higher, you can choose the new spell from the Druid or Sorcerer spell list if that spell creates, controls, or manipulates fire or inflicts fire damage.

Whenever you roll to determine fire damage you may expend a bardic inspiration die and add the result to the damage inflicted. A creature that has a Bardic Inspiration die from you can roll that die and add the number rolled to a fire damage roll it just made.

Fire Breath. You learn the *control flames* cantrip and the *burning hands* spell as an additional bard cantrip and spell known. When you cast *burning hands* the spell requires either a verbal or somatic component and you can manipulate the area affected by the spell: you may choose to affect up to a 15-foot cone, or a 5 foot wide line up to 30 feet long.

Fire Dance. When you use your Action to cast a spell of 1st level or higher that creates, controls, or manipulates fire or inflicts fire damage you may start a Countercharm performance without using an action. During the duration of your countercharm performance you are immune to fire damage and affected creatures of your choice gain resistance to fire damage.

Harmonious Artifice

Prerequisite: Bard Class; Craft Instrument feature

Your artifice now extends beyond the crafting of musical instruments.

- You gain proficiency with one artisan tool and one musical instrument of your choice.
- When you gain the Accompaniment feature and the Master Soundsmith feature you increase the number of Infusions you know by 2 and your maximum number of infused items by 1. Additionally, these additional infusions known can be chosen from any artificer infusion for which you meet the prerequisites, and these additional infused items can be infusions other than Replicable Magical Instruments. You are considered an artificer of your bard level for the purposes of meeting the prerequisites of these infusions and to determine their effects.

Heartening Companion

Prerequisite: Bard Class; Inspirational Presence or Inspiring Companionship feature

You bring heartening companionship and inspiration to your allies.

- Increase your Charisma score by 1, to a maximum of 20.
- You learn the sanctuary spell as an additional bard spell known. When you use your action to start a Countercharm performance, you gain the effects of a sanctuary spell until the performance ends (the spell can end early as normal).
- You learn the bless spell as an additional bard spell known. When you grant a creature a Bardic Inspiration die, you can cast bless as part of that bonus action, without expending a spell slot or requiring components, but affecting only the creature receiving the Bardic Inspiration die. When you cast the spell in this way, the spell does not require concentration, but ends after 1 minute or when the creature expends the Bardic Inspiration die.



Icon of Glamour

Prerequisite: Bard class, Enthralling Performance class feature, Enthrall spell

You gain the enhancements to your Enthralling Performance, Mantle of Majesty, and Unbreakable Majesty features listed in the Arcane Classes chapter even if they are not commonly being used.

Inspired Fanatic. When you use your Mantle of Inspiration you may choose one affected creature, that creature can immediately use its Reaction to make one attack against a creature of your choice that you can see in addition to moving.

Riveting Performance. When you start your Enthralling Performance all Humanoids within 60 feet of you must make Wisdom saving throw against your spell save DC or become enthralled (as the *enthrall* spell) for the 1 minute you perform. At the end of the performance, all creatures affected by the enthrall have disadvantage on their saving throw to resist becoming Charmed by your Enthralling Performance. In addition, you can affect a number of additional creatures with your Enthralling Performance equal to your Bard level.

Majestic Performance. During the duration of your Mantle of Majesty and the Majestic Presence granted by your Unbreakable Majesty, you have advantage on all Charisma checks and Charisma saving throws.

Jongleur

Prerequisite: Bard class, Acrobatic Arts class feature

Magic Hands. You learn the *impel weapon* and *push/pull* cantrips and gain proficiency in the Sleight of Hand skill. If you are already proficient in the skill, your proficiency bonus is doubled for any ability check you make using it. These cantrips don't count against your number of bard cantrips known.

You also become proficient in the use of improvised thrown weapons.

Juggling Trick. You gain the ability catch missiles targeted at you. You can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, make a Dexterity (Sleight of Hand) check, the damage you take from the attack is reduced by the result of the check.

If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free.

If you catch a missile in this way, you can expend a Bardic Inspiration die to cast *impel weapon* to make a thrown weapon attack using the weapon or piece of ammunition you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as an acrobatic arts weapon for the attack. Roll the Bardic Inspiration die and add the result to either the attack or damage roll.

Magical Misdirection

Prerequisite: Bard Class; Stage Magic feature

You are an expert at stage magic and misdirection.

- Increase your Dexterity or Charisma score by 1, to a maximum of 20.
- You gain proficiency with the Stealth skill. If you are already proficient with this skill, you can instead gain expertise with it: you add double your proficiency bonus to checks you make using it.
- You learn the *misty step* cantrip as an additional bard spell known. When you gain the Impossible Magic feature, you also gain the *far step* spell as an additional spell granted by that feature. You can expend a bardic inspiration die to cast one of these spells without requiring components or expending a spell slot. When cast in this way, you can also take the Hide action immediately after you teleport using the spell, add the result on your Bardic Inspiration die to your Dexterity (Stealth) check.

Makar of Renown

Prerequisite: Bard Class; Duel of Insults feature

You are a renowned master of the flyting, the social duel of insults.

- When you would make a saving throw using Intelligence, Wisdom, or Charisma, you may make a Wisdom (Insight) check in place of the saving throw.
- When you cast *vicious mockery* or *malicious invective* you can make a Charisma (Deception, Intimidation, or Performance) check as part of casting the spell.
  - If you use Deception, the target(s) must exceed the result of your check with an Intelligence saving throw to resist the spell.
  - If you use Intimidation, the target(s) must exceed the result of your check with a Wisdom saving throw to resist the spell.
  - If you use Performance, the target(s) must exceed the result of your check with a Charisma saving throw to resist the spell.
- When you start a Countercharm performance as part of the same action used to cast *vicious mockery, infuriating mockery, intimidating mockery,* or *malicious invective*, any creature affected by your performance also gains advantage on the first attack roll or ability check it makes during the performance versus a creature that failed its saving throw versus your spell.

Master Mime

Prerequisite: Bard Class; Pantomimed Magic feature

Your mastery of the art of pantomime grants you the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- The first time a creature sees you use a weapon created by your Mimicked Item feature in a combat, you can gain advantage on the attack roll against that creature.
- When you gain the Mimed Evasion feature, you also gain Evasion. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Master of Song and Battle

Prerequisite: Bard Class; Bardic Bladesong feature

You are a master of the bardic bladesong, seamlessly blending music and martial mastery.

- Your Training in Song and Battle allows you use Dexterity instead of Strength on rolls to hit and damage when making weapon attacks with any weapon you are proficient in that doesn't have the two-handed or heavy property.
- When you gain the Extra Attack class feature, while your Bladesong is active, when you use a bonus action to grant a Bardic Inspiration die, you can make additional melee weapon attack as part of that bonus action.
- When you gain the Song of Triumph feature, any creature affected by your Countercharm performance that uses a Bardic Inspiration die from you to affect an attack roll gains a bonus to that attack's damage roll equal to your Charisma modifier on a hit.

Master of Song and Spell

Prerequisite: Bard Class; Spellsong feature

Your spellsong can inspire your allies to new magical power.

- Increase your Charisma score by 1, to a maximum of 20.
- If a spell would cause you to become Silenced, you may make a Charisma (Performance) check as a reaction with a DC equal to 10 + the Spell Level. On a success, the spell that would silence you ends.
- When you gain the Counter Song feature, each time you cast a spell of 1st level or higher during your Spellsong, you can grant a number Bardic Inspiration dice equal to the level of the spell to creatures affected by your countercharm performance without expending a use of your Bardic Inspiration.

Master Thespian

Prerequisite: Bard Class; Method Actor feature

Your acting is masterful, your costuming impeccable, and your stage presence enthralling.

- Increase your Charisma score by 1, to a maximum of 20.
- When you cast minor glamour, disguise self, or alter self (only to change appearance) to adopt the appearance of one of the alternate roles granted by your Method Actor feature, the spell lasts until dispelled, or you end it by adopting a different role or ending it as an action.
- The DC of an Intelligence (Investigation) check to pierce one of your disguises now equals your spell save DC + 10.
- Every actor needs their supporting cast. When you reach 9th level, you gain the seeming spell as an additional bard spell known. The DC of any attempt to pierce the spell on any creature other than you equals your spell save DC +5.

Orator of Repute

Prerequisite: Bard Class; Silver Tongue feature

You are an orator of eloquence and repute.

- Increase your Intelligence or Charisma score by 1, to a maximum of 20.
- When you gain the ability to cast 2nd level bard spells you also learn the *enthrall* spell. This spell does not count against your number of bard spells known. You can spend a use of your Bardic Inspiration when you cast this spell. If you do so, the spell does not expend a spell slot or require components and you add the result of the die to the DC of the Wisdom saving throw to resist the spell. Choose a topic and position for your enthralling oratory. For one hour after your *enthrall* performance ends, when influencing creatures that listened to the entire performance, any Charisma check made supporting the position of your oratory gains advantage, while attempts contrary to your position suffer disadvantage.
- You regain all expended uses the reaction granted by your Infectious Inspiration feature when you finish a short or long rest.

Shadow Whisperer

Prerequisite: Bard class, Psychic Blades class feature

You gain the enhancements to your Words of Terror and Mantle of Whispers features listed in the Arcane Classes section even if they are not commonly being used.

Fearsome Blade. Once per round, when you hit a Frightened creature with a weapon attack, you can inflict the damage from your Psychic Blades class feature without expending a Bardic Inspiration.

False Friend. You have advantage on attack rolls and ability checks to interact socially with a Frightened creature. When a creature fails the Wisdom saving throw versus your Words of Terror, if you did not end the Frightened condition early by attacking it or its friends, the next time it sees you within 24 hours it must make the Wisdom saving throw or be affected by the feature again.

Shadow Self. If you cast *disguise self* while disguised by a shadow from your Mantle of Whispers, the duration of the disguise is extended by the duration of the spell.

Fear Itself. When you gain the Shadow Lore class feature, you become immune to the Frightened condition. When another creature attempts to frighten you, you can use your Reaction to attempt to turn the fear back on that creature. The creature must succeed on a Wisdom saving throw against your Bard spell save DC or be frightened of you for 1 minute or until it takes any damage.

Skald

Prerequisite: Bard Class, Combat Inspiration class feature

Poetic Magic. You can replace material and somatic components with verbal components when you cast a bard spell with a casting time of 1 action or less.

Furious Inspiration. If a creature with a Bardic Inspiration die from you spends it on a melee weapon damage roll using Strength during your Countercharm performance, it may double the result and add it to the damage roll. When you make a melee weapon attack using Strength during your Countercharm performance, you gain a bonus to the damage roll equal to your proficiency bonus.

Inciting Performance. You can expend a spell slot when you start a Countercharm performance, if you do so all affected creatures gain advantage on their next melee attack roll during the performance and inflict an additional 1d6 damage per level of the spell slot expended if they hit with that attack. In addition, when you expend a spell slot as part of a Countercharm performance any affected creature with the Rage class feature can immediately enter a rage without expending a use of that class feature.

Storm Dancer

Prerequisite: Bard class, Bardic Inspiration class feature

Storm Song. When your Spellcasting feature lets you learn or replace a bard cantrip or a bard spell of 1st level or higher, you can choose the new spell from the Druid or Sorcerer spell list if that spell creates, controls, or manipulates wind or the weather or inflicts thunder or lightning damage.

Whenever you roll to determine lightning or thunder damage you may expend a bardic inspiration die and add the result to the damage inflicted. A creature that has a Bardic Inspiration die from you can roll that die and add the number rolled to a thunder or lightning damage roll it just made.

Windsinger. You learn the *gust* cantrip and one additional cantrip of your choice from the Druid or Sorcerer spell list that inflicts thunder or lightning damage. These are bard cantrips for you and do not count against your number of bard cantrips known.

Tempest Dance. When you use your Action to cast a spell or 1st level or higher that creates, controls, or manipulates wind or the weather or inflicts thunder or lightning damage you may start a Countercharm performance without using an action. During the duration of your countercharm performance you are immune to thunder and lightning damage and affected creatures of your choice gain resistance to thunder and lightning damage.

Tragedian

Prerequisite: Bard class, Bardic Inspiration class feature, proficiency with the Performance skill

Cynic. You learn the *bane* spell as an additional bard spell known, when a target succeeds on the saving throw to resist this spell it suffers the spell's effects until the end of your next turn. When the spell ends, targets of the spell remain affected until the end of your next turn.

Sympathetic Performance. When you gain the ability to cast 2nd level bard spells you also learn the *enthrall* Spell. This spell does not count against your number of bard spells known. You can spend a use of your Bardic Inspiration when you cast this spell. If you do so, the spell does not expend a spell slot or require components and you add the result of the die to the DC of the Wisdom saving throw to resist the spell. For one hour after your *enthrall* performance ends, you have advantage on Charisma checks to illicit aid or sympathy from a creature that listened to the entire performance.

Dramatic Death. When you gain the ability to cast 3rd level bard spells you learn the *feign death* spell as an additional bard spell known. You can cast this spell on yourself with a casting time of 1 Reaction without components in response to any real or faux attack or situation that could potentially lay you low. When cast upon yourself you do not become incapacitated, but the only action you can take for the duration is to use a bonus action to end the spell.

Warrior Poet

Prerequisite: Bard class, Combat Inspiration class feature

The College of Valor within the Battle Magic Academy has trained you further in the melding of sword and spell. You use lyrical verse to enhance both your martial and magical skills.

Distracting Inspiration. When an Ally that uses a Bardic Inspiration die provided by you (either on the attack or damage roll) hits an enemy you can see within your reach, you can use a Reaction to make a melee weapon attack against that enemy.

Battle Verse. You can expend a spell slot when you start a Countercharm performance to begin a thundering verse of epic battle. Until the end of your next turn, or until the performance ends, you and all friendly creatures affected by the performance inflict an additional 1d4 thunder damage per level of the spell slot expended when they hit with a weapon attack or unarmed strike.

Blade Magic. The song of battle infuses your melee weapon attacks. You may add your Charisma modifier to your melee weapon damage during any turn that you use your Battle Magic or Valorous Magic feature.

Warsinger

Prerequisite: College of War

Your songs of war and honor enhance the prowess of your allies.

- Increase one ability score of your choice by 1, to a maximum of 20.
- When a creature uses a Bardic Inspiration die from you on an attack roll or as part of your Inspired Maneuver to make an attack, and it has advantage on the attack roll, it can also roll the Bardic Inspiration die twice and choose which result to use.
- When you gain the Tactical Foresight feature, the special Bardic Inspiration die granted by your Battlefield Command feature increases to a d6.

Wave Dancer

Prerequisite: Bard class, Bardic Inspiration class feature

Wavesong. When your Spellcasting feature lets you learn or replace a bard cantrip or a bard spell of 1st level or higher, you can choose the new spell from the Druid or Sorcerer spell list if that spell creates, controls, or manipulates water or ice or inflicts cold damage.

Whenever you roll to determine damage by such a spell, you may expend a bardic inspiration die and add the result to the damage inflicted. A creature that has a Bardic Inspiration die from you can roll that die and add the number rolled to a cold damage roll it just made.

Water Dance. You learn the *shape water* and *water dance* cantrips. These are bard spells for you and do not count against your number of bard cantrips known..

Charm the Water. When you use your Action to cast *water dance* or a spell of 1st level or higher that creates, controls, or manipulates water or ice you may start a Countercharm performance without using an action. During the duration of your countercharm performance you and affected creatures of your choice can walk on water as if it were solid ground.

Way of the Word

Prerequisite: Bard Class, Arcana skill, Vicious Mockery cantrip

Weirding Word. When you cast *vicious mockery*, the target must also make a Constitution saving throw or suffer 1d4 points of Thunder damage. The target suffers disadvantage on its next attack if it fails either saving throw versus this spell. The spell's thunder damage on a failed save increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Words of Power. Your spells are cast using magical words of power, granting the following advantages to your spellcasting:

- You can replace material and somatic components with verbal components when you cast a bard spell. But if a cost is indicated for a material component that is consumed in the casting, you must have that specific component before you can cast the spell.
- When a creature attempts to *counterspell* a bard spell of 1st level or higher cast by you, your spell is considered to be cast using a spell slot one level higher than you expended to determine the difficulty to counter it.
- A Power Word spell cast by you inflicts psychic damage equal to 1d4 per level of the spell slot expended before determining the target's current hit points for the effects of the Word.

Counter Performance. When you gain the Countercharm class feature, you learn the *counterspell* spell as an additional bard spell known. Once during a Countercharm performance, you can use a Reaction to attempt to counter a spell without expending a spell slot. Instead, make a Charisma (Performance) check with a DC of 10 + double the spell level. On a success, the creature's spell fails and has no effect.



Artificer Class Feats

The following class feats are available to single class artificers. Some may have prerequisites that limit them to being chosen by only a character of one particular artificer specialty.

Artificer Class Feat Table

Artificer Class Feat	Artificer Specialist
Alchemical Grenadier	Alchemist
Alchemical Healer	content_id:64926617 Alchemist
Arcane Armorer	Armorer
Arcane Combatant	Battle Smith
Artificer Spellcraft	Any
Eldritch Tattooist	Tattoo Artist
Enchanted Constructs	Clockwork Tinker
Enhanced Custom Firearms	Guncrafter
Enhanced Customized Bow	Bowyer
Enhanced Iron Chef Implements	Iron Chef
Enhanced Physician's Assistant Homunculus	Physicker
Enhanced Reanimated Homunculus	Reanimator
Enhanced Runic Weaponry	Runewright
Enhanced Trapspringer Homunculus	Trapsmith
Experimental Alchemy	Alchemist
Fire Artillerist	Artillerist
Force Artillerist	Artillerist
Ice Artillerist	Artillerist
Improved Flight Training	Aeronaut
Improved Granite Guardian	Stone Shaper
Improved Homunculus	Any
Improved Jewelcrafting	Arcane Jeweler
Improved Steel Defender	Battle Smith
Infusion Tinkerer	Any
Master Fletcher	Bowyer
Prolific Custom Tinker	Engineer
Runic Sigils	Runewright
Siege Engineer	Artillerist
Sigilwright	Sigilist
Spellweaver's Cloak	Spellweaver
Toxic Alchemy	Alchemist
Voltaic Artillerist	Artillerist
Wand Smith	Eldritch Artificer
War Smith	Battle Smith

Alchemical Grenadier

Prerequisite: Artificer class, Experimental Elixir feature

You learn to create and use alchemical explosives.

- Increase your Intelligence score by 1, to a maximum of 20.

- You learn the *alchemical bomb* cantrip as an additional artificer cantrip known.
- You learn the Alchemical Grenadier Tools infusion as an additional infusion known. The use of this infusion on your alchemist's supplies does not count against your number of infused items.
- When you expend a spell slot to increase the damage of your *alchemical bomb* using your Alchemical Grenadier Tools, you are considered to have expended a spell slot one level higher to determine the effect.

Alchemical Healer

Prerequisite: Artificer class, Experimental Elixir feature

You learn to create and use healing elixirs and poultices.

- Increase your Intelligence score by 1, to a maximum of 20.
- You learn the *spare the dying* cantrip as an additional artificer cantrip known and you can cast this cantrip as a bonus action.
- You can consume or administer a healing potion or elixir as a bonus action on your turn.
- You learn the Alchemical Healing Tools infusion as an additional infusion known. The use of this infusion on your alchemist's supplies does not count against your number of infused items.

Arcane Armorer

Prerequisite: Artificer Class, Armor Model feature

You are an expert at the creation and use of your Arcane Armor system.

- You learn the Arcane Armor Core System Enhancement as an additional infusion known. Your use of this infusion on your Arcane armor does not count as one of your infused items. Each time you create your Arcane Armor, you can choose to affect the new armor with this infusion, ending this infusion on any existing armor.
- When you gain the Armor Modifications feature, you learn the Arcane Armor Control System Enhancement, Arcane Armor Mobility System Enhancement, and Arcane Armor Weapon System Enhancement as additional infusions known. Your use of all three of these infusions on your Arcane Armor counts as a single infused item. Each time you create your Arcane Armor, you can choose to affect the new armor with these infusions, ending these infusions on any existing armor.

Arcane Combatant

Prerequisite: Artificer class, Battle Ready and Extra Attack feature

Arcane Attack. When you take the Attack action on your turn, you can cast one of your cantrips in place of one of the attacks made as part of that action.

Improved Arcane Jolt. You gain a bonus to the extra damage and the healing of your Arcane Jolt equal to your Intelligence modifier. Additionally, you regain all expended uses of your Arcane Jolt when you finish a short or long rest.

Artificer Spellcraft

Prerequisite: Artificer Class, Spellcasting feature

You are especially proficient at the use of the magic of artifice.

- Increase your Intelligence score by 1, to a maximum of 20.
- You know a number of additional artificer cantrips equal to half your proficiency bonus.
- When you prepare the list of artificer spells that are available for you to cast you may prepare a number of additional spells equal to your proficiency bonus.

Eldritch Tattooist

Prerequisite: Artificer class, Living Art feature

You are an expert at the creation and enchanting of magical tattoos.

- Increase one ability score of your choice by 1, to a maximum of 20.
- When you gain the Tattooed Ward feature, you also learn a tattoo version of an Eldritch Infusion as an additional infusion known. Your use of this infusion does not count against your maximum number of infused items. When you select the Eldritch Invocation for the Eldritch Infusion granted by this feat, you are treated as a warlock of your artificer level for the purposes of meeting the invocation's prerequisites.
- When you gain the Spellwrought Mastery feature, you and friendly creatures affected by your Tattooed Ward feature also gain advantage on saving throws versus spells and magical effects.

Enchanted Constructs

Prerequisite: Artificer Class, Construct Tinker feature

You enchant constructs you create with inherent magic.

- Constructs you create have advantage on saving throws against spells and other magical effects.
- You learn the Enchanted Attacks Construct Enhancement infusion as an additional infusion known. This infusion is applied to every construct you create or summon without counting against your maximum number of infused items.

Enhanced Custom Firearms

Prerequisite: Artificer Class, Custom Firearms feature

You have enhanced proficiency with your custom firearms.

- Increase your Intelligence or Dexterity score by 1, to a maximum of 20.
- You learn the bond focus spell. This spell is always prepared and does not count against your number of prepared spells. When cast on your Custom Firearms, you can summon one (or both if affecting Custom Dragoons or Custom Pistols) of your bonded firearm(s) using your free object interaction on your turn, rather than a bonus action.
- When you gain the Extra Attack feature, whenever you take the Attack action on your turn using your Custom Firearms, you can cast one of your cantrips in place of one of those attacks.

Enhanced Customized Bow

Prerequisite: Artificer Class, Customized Bow feature

You have enhanced proficiency with your customized bow.

- Increase your Intelligence or Dexterity score by 1, to a maximum of 20.
- You learn the *bond focus* spell. This spell is always prepared and does not count against your number of prepared spells. When cast on your Customized Bow, you can summon

your bonded bow using your free object interaction on your turn, rather than a bonus action.
- When you gain the Extra Attack feature, whenever you take the Attack action on your turn using your Customized Bow, you can cast one of your cantrips in place of one of those attacks.

Enhanced Iron Chef Implements

Prerequisite: Artificer Class, Custom Firearms feature
You have enhanced proficiency with your iron chef implements.
- Increase your Intelligence, Strength, or Dexterity score by 1, to a maximum of 20.
- You learn the bond focus spell. This spell is always prepared and does not count against your number of prepared spells. When cast on your Iron Chef Implements, you can summon your bonded implements using your free object interaction on your turn, rather than a bonus action.
- When you gain the Extra Attack feature, whenever you take the Attack action on your turn using weapons drawn from your Iron Chef Implements, you can cast one of your cantrips in place of one of those attacks.

Enhanced Physician's Assistant Homunculus

Prerequisite: Artificer Class, Physician feature and Homunculus Servant Infusion
When you choose this feat, you gain the Improved Homunculus feat, except that you learn the Physician's Assistant Homunculus infusion in place of one of the Construct Enhancement infusions granted by that feat and can use it in place of one of the bonus active Construct Enhancement infusions on your homunculus.

Enhanced Reanimated Homunculus

Prerequisite: Artificer Class, Tools of Reanimation feature and Homunculus Servant Infusion
When you choose this feat, you gain the Improved Homunculus feat, except that you learn the Reanimated Homunculus infusion in place of one of the Construct Enhancement infusions granted by that feat and can use it in place of one of the bonus active Construct Enhancement infusions on your homunculus.

Enhanced Runic Weaponry

Prerequisite: Artificer class, Runic Weaponry feature
You learn to create more advanced runic weaponry.
- Increase your Intelligence score by 1, to a maximum of 20.
- When you use your Runic Weaponry feature to scribe a weapon with a minor rune, the weapon can now bear up to two minor runes from the related true rune that you know. You gain the ability to cast both cantrips while wielding the weapon.
- You learn the Runic Weapon infusion as an additional infusion known. When you use this infusion, you can choose two minor rune cantrips from your Runic Weaponry feature, as described above.

Enhanced Trapspringer Homunculus

Prerequisite: Artificer Class, Trapsmithing feature and Homunculus Servant Infusion
When you choose this feat, you gain the Improved Homunculus feat, except that you learn the Trapspringer Homunculus infusion in place of one of the Construct Enhancement infusions granted by that feat and can use it in place of one of the bonus active Construct Enhancement infusions on your homunculus.

Experimental Alchemy

Prerequisite: Artificer class, Experimental Elixir feature
You are constantly tinkering with elixirs and potions. You gain the Experimental Elixir Tools and Replicate Imbuement (Arcane Alchemical Imbuement) infusions as additional artificer infusions known. You can use both these infusions on a single set of alchemist's supplies without counting against your maximum number of infused items.

When you use the Replicated Arcane Alchemical Imbuement, you are considered to have expended a spell slot one level higher than your highest-level artificer spell slot to determine the effects of the imbuement spell. You also gain the Experimental Elixir optional enhancement, even if it is not commonly being used.

Fire Artillerist

Prerequisite: Artificer Class, Eldritch Cannon feature
You have an affinity for fire that borders on the insane.

Flame Projector. You gain the Flamethrower, Flame Suppressor, and Fire Ballista options from the Eldritch Cannon enhancement, even it is not common being used and you gain the Focus Cannon infusion as an additional infusion known. Your use of this infusion to create one of these cannon options does not count as one of your infused items, but you cannot reconfigure the focus cannon to an option other one of the three listed. You also gain the following benefits when using these cannons:
- ***Fire Ballista.*** On a hit, the target ignites, suffering an additional 1d4 fire damage at the start of its next turn. When you gain the Explosive Cannon feature this additional fire damage increases to 1d8.
- ***Flame Suppression Protector.*** The range of its effect is increased by 10 feet.
- ***Improved Flamethrower.*** You can choose to have the cannon emit either up to a 20-foot cone or a 5-foot wide by up to 40-foot-long line.

Incendiary Artifice. You learn the fire bolt and fire blast cantrips as an additional Artificer cantrips known. Each time you prepare spells, you may replace any of the spells contained in your Artillerist Spells table with a spell of the same level from the Sorcerer, Warlock, or Wizard spell list that inflicts fire damage.

Force Artillerist

Prerequisite: Artificer Class, Eldritch Cannon feature
You have an affinity for items that project pure arcane force.

Force Projector. You gain the Force Ballista, Pulse Cannon, and Shield Protector options from the Eldritch Cannon enhancement, even it is not common being used and you gain the Focus Cannon infusion as an additional infusion known. Your use of this infusion to create one of these cannon options does not count as one of your infused items, but you cannot reconfigure the focus cannon to an option

other one of the three listed. You also gain the following benefits when using these cannons:

- ***Improved Force Ballista.*** On a hit the target suffers an additional +1 damage per damage die rolled and is pushed an additional 5 feet.
- ***Pulse Cannon.*** You can choose to have the cannon emit either up to a 15-foot cone or a 5-foot wide by up to 30-foot-long line.
- ***Shield Protector.*** The range of its effect is increased by 10 feet.

Forceful Artifice. You learn the force bolt and arcane fist cantrips as an additional Artificer cantrips known. Each time you prepare spells, you may replace any of the spells contained in your Artillerist Spells table with a spell of the same level from the Sorcerer, Warlock, or Wizard spell list that inflicts force damage.

Ice Artillerist

Prerequisite: Artificer Class, Eldritch Cannon feature

You have made a study of cold and ice and its uses in artifice.

Ice Cannon. You gain the Chill Projector, Frost Protector, and Ice Ballista options from the Eldritch Cannon enhancement, even it is not common being used and you gain the Focus Cannon infusion as an additional infusion known. Your use of this infusion to create one of these cannon options does not count as one of your infused items, but you cannot reconfigure the focus cannon to an option other one of the three listed. You also gain the following benefits when using these cannons:

- ***Chill Projector.*** You can choose to have the cannon emit either up to a 15-foot cone or a 5-foot wide by up to 30-foot-long line.
- ***Frost Protector.*** The range of its effect is increased by 10 feet.
- ***Ice Ballista.*** On a hit the target's movement speed is reduced by an additional 5 feet until the start of your next turn.

Icy Artifice. You learn the frostbite and ray of frost cantrips as an additional Artificer cantrips known. Each time you prepare spells, you may replace any of the spells contained in your Artillerist Spells table with a spell of the same level from the Sorcerer, Warlock, or Wizard spell list that inflicts cold damage or creates ice.

Improved Flight Training

Prerequisite: Artificer Class, Flight Training Feature

Your skill as an aeronaut has been enhanced by extensive training and practice.

- Increase your Intelligence or Dexterity score by 1, to a maximum of 20.
- You learn one artificer cantrip of your choice as an additional artificer cantrip known.
- You learn the Skirmisher's Armor infusion as an additional infusion known. The use of this infusion on your Aeronaut Armor does not count against your number of infused items. Each time you create your Aeronaut Armor, you can choose to affect the new armor with this infusion, ending this infusion on any existing armor.
- When you gain the Improved Flight Mechanism feature, you gain the Aeronaut Flight Mechanism Enhancement infusion as an additional infusion known. The use of this infusion on your Aeronaut Armor flight mechanism does not count against your number of infused items. Each time you create your Aeronaut Armor, you can choose to affect the new armor flight mechanism with this infusion, ending this infusion on any existing armor.

Improved Granite Guardian

Prerequisite: Artificer Class, Granite Guardian feature

Your skill at shaping your Granite Guardian has resulted in a construct with additional intelligence and independence.

- Your Guardian's Intelligence and Charisma scores increase to 8.
- It can act and attack freely during its turn without you using a bonus action to command it. If it uses its Stone Slam action without your command, it does not add your PB to the damage inflicted.
- You learn a number of additional Construct Enhancement infusions equal to your proficiency bonus. The infusions must be ones allowed to be used on a Granite Guardian. You may replace one of these infusions with a new one when you gain an Artificer level. You may have a number of additional Construct Enhancement infusions active on your Granite Guardian equal to half your proficiency bonus. These infusions do not count against your maximum number of infused items when used on your Guardian.
- Your Guardian gains additional hit points equal to your artificer level.
- Whenever you gain the Ability Score Improvement Artificer class feature, your Guardian's abilities also improve. Your Guardian can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1. This enhances the guardian's attacks and abilities appropriately. Alternatively, the guardian can choose one of the following feats instead of increasing its ability scores: Crusher, Sentinel, Shield Master, Skill Expert, Skilled, or Tough.
- Your Guardian shares your alignment and has a personality trait and a flaw that you determine. Your Guardian shares your ideal, and its bond is always, "The artificer to whom I am bonded is my friend and master, I would give my life for my master.

Improved Homunculus

Prerequisite: Artificer Class, Homunculus Servant infusion

Tinkering with your homunculus has resulted in a construct with additional intelligence and independence.

- Your Homunculus' gains the ability to speak, and its Charisma score increases to 10.
- It can act and attack freely during its turn without you using a bonus action to command it. If it uses its Force Strike attack without your command, it does not add your PB to its damage roll.
- You learn a number of additional Construct Enhancement infusions equal to your proficiency bonus. The infusions must be ones allowed to be used on a Homunculus. You may replace one of these infusions with a new one when you gain an Artificer level. You may have a number of additional Construct Enhancement infusions active on

your homunculus equal to half your proficiency bonus. These infusions do not count against your maximum number of infused items when used on your homunculus.
- Your Homunculus gains additional hit points equal to your artificer level.
- Whenever you gain the Ability Score Improvement artificer class feature, your Homunculus' abilities also improve. Your Homunculus can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1. It can add its Dexterity modifier to the damage of its Force Strike attack and its Constitution modifier to its hit points per artificer level.
- Your Homunculus shares your alignment and has a personality trait and a flaw that you determine. Your Homunculus shares your ideal, and its bond is always, "The artificer to whom I am bonded is my friend and master, I would give my life for my master.

Improved Jewelcrafting

Prerequisite: Artificer Class, Jewelcaster feature

You become more proficient with the use of jewels as a medium for your spellcasting, gaining the following benefits:
- Increase your Intelligence score by 1, to a maximum of 20.
- You can cast artificer spells on jewelry bearing one of your infusions or a target you can see that wears an item of jewelry affected by one of your infusions, regardless of the spell's range.
- You learn the Homunculus Servant infusion as an additional artificer infusion known and your use of this infusion does not count as one of your infused items. The servant takes the form of an ambulatory item of jewelry and it gains the False Appearance trait: False Appearance. While the Homunculus remains motionless, it is indistinguishable from a normal item of jewelry. When worn as an item of jewelry, it counts as a magic item being worn or carried by a creature.

Improved Steel Defender

Prerequisite: Artificer Class, Steel Defender feature

Tinkering with your steel defender has resulted in a construct with additional intelligence and independence.
- Your Defender's Intelligence and Charisma scores increase to 8.
- It can act and attack freely during its turn without you using a bonus action to command it. If it uses its Rend or Repair actions without your command, it does not add your PB to the damage inflicted or hit points regained.
- You learn a number of additional Construct Enhancement infusions equal to your proficiency bonus. The infusions must be ones allowed to be used on a Steel Defender. You may replace one of these infusions with a new one when you gain an Artificer level. You may have a number of additional Construct Enhancement infusions active on your Steel Defender equal to half your proficiency bonus. These infusions do not count against your maximum number of infused items when used on your defender.
- Your Defender gains additional hit points equal to your artificer level.
- Whenever you gain the Ability Score Improvement Artificer class feature, your Defender's abilities also improve. Your Defender can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1. The defender adds its Strength modifier to the damage of its Force-Empowered Rend attack and its Constitution modifier to the hit points regained by its Repair action and to its hit points per artificer level.
- Your Defender shares your alignment and has a personality trait and a flaw that you determine. Your Defender shares your ideal, and its bond is always, "The artificer to whom I am bonded is my friend and master, I would give my life for my master.

Infusion Tinkerer

Prerequisite: Artificer Class, Infuse Item feature

Constant tinkering with magical infusions has allowed you enhanced variety and number of infusions.
- Increase your Intelligence score by 1, to a maximum of 20.
- You know a number of additional infusions equal to your proficiency bonus and you add half your proficiency bonus to your maximum number of infused items.

Master Fletcher

Prerequisite: Artificer Class, Trick Arrows feature

Your skill at the crafting and use of arrows in unrivaled.
- Increase your Intelligence or Dexterity score by 1, to a maximum of 20.
- You learn the Bowyer's Efficient Quiver infusion as an additional infusion known. The use of this infusion does not count against your number of infused items.
- You learn the Enhanced Ammunition Crafting Tools infusion as an additional infusion known. The use of this infusion on a set of Bowyer's Tools does not count as one of your infused items. When you prepare your Trick Arrows after finishing a long rest, you can use the tools affected by this infusion to craft the Trick Arrows as you prepare them. The arrows are crafted without expending a spell slot but granting a bonus as if you had used the highest-level artificer spell slot available to you. When used in this way, the additional damage (if any) granted by this infusion is of the same type inflicted by the that arrow's cantrip instead of force damage.

Prolific Custom Tinker

Prerequisite: Artificer Class, Custom Engineering feature

You can choose an additional option from the Custom Engineering feature and you learn two additional infusions that can be used on the chosen option. Additionally, when you finish a short or long rest you can change the infusions currently affecting any of your Custom Engineering options.

Runic Sigils

Prerequisite: Artificer Class, Runewrighting feature

The Sigilist and Runewright artificer specialties are closely related fields of study concerned with the magical nature of naming and writing.
- You learn the Giant, Dwarvish, or Elvish language. If you already know these languages, you learn of language of your choice instead.
- You learn a number of Summoning Sigil or Spell Sigil infusions from the Sigil Magic feature equal to half your

proficiency bonus. Your use of these infusions does not count against your maximum number of infused items. Whenever you gain a level, you can replace one Sigil infusion you know with another one from the Sigil Magic feature.

Siege Engineer

Prerequisite: Artificer Class, Eldritch Cannon feature

You are a master of defensive engineering.

Bastion Protector. You can create any protector cannon in such a way that it cannot be moved. You and your allies have half cover while within 10 feet of the Bastion Protector as a result of a shimmering field of magical protection that the cannon emits. When you gain the Fortified Position feature, this increases to three quarters cover. When you gain the Explosive Cannon feature the temporary hit points granted by a Bastion Protector increase by 1d8 and enemies must spend 2 feet of movement for every 1 foot they move while they are within 10 feet of the projector.

Braced Fire. You gain the Artillerist's Tools infusion as an additional infusion known. The use of this infusion on your tools does not count against your number of infused items.

Protective Burst. When you gain the Explosive Cannon feature, you can cause a Protector to detonate in a burst of positive energy causing each creature of your choice within 20 feet of it to gain a number of temporary hit points equal to 3d8 + your Intelligence modifier.

Fortifications. You learn the *mold earth* cantrip as an additional artificer cantrip known. When you gain the Fortified Position feature, you can cast the *wall of stone* and *move earth* spells as rituals that require the expenditure of an Eldritch Cannon as an additional component of their casting.

Sigilwright

Prerequisite: Artificer Class, Sigil Magic feature

The Runewright and Sigilist artificer specialties are closely related fields of study concerned with the magical nature of naming and writing.

- You learn the Giant, Dwarvish, or Elvish language. If you already know these languages, you learn of language of your choice instead.
- When you gain this feat, you learn one rune from the Runewrighting feature for each of the following languages you know: Giant, Dwarvish, or Elvish. Whenever you finish a long rest, you can inscribe a single rune you know on a single object, as described in the Runewrighting feature. Whenever you gain a level, you can replace one rune you know with another one from the Runewrighting feature.
- You learn the Runic Infusion as an additional infusion known and can use it to inscribe a rune you know through this feat. Your use of this infusion does not count against your maximum number of infused items.

Spellweaver's Cloak

Prerequisite: Artificer Class, Flowing Raiment feature

You have incorporated a semi-sentient cloak or long coat into your Spellweaver's Raiment.

During each of your turns, the cloak can independently use your Flowing Raiment feature to either block and hinder attacks or move you up to 10 feet. This is in addition to any use you make of the feature and can occur even if you are unconscious or incapacitated. You cannot use the same option from that feature twice during a turn.

When you gain the Many Threads feature, while wearing your raiment you have a flying speed equal to your walking speed and can hover. If you become unconscious, prone, or incapacitated, you descend at a rate of 30 feet per round until you land.

Toxic Alchemy

Prerequisite: Artificer Class, Experimental Elixir feature

You have further focused your study of alchemical artifice into the exploration of poisons and acids.

Viscid Compounds. You learn the *acid splash* and *poison spray* cantrips as additional artificer cantrips known. A creature that makes a successful saving throw against one of these cantrips cast by you still suffers half damage.

Toxic Elixir. You can cause any experimental elixir created by you to result in a toxic elixir. This elixir can be expended as an additional material component whenever you make a poison or acid damage roll for an artificer spell cast by you to add 2d8 to the damage and cause the damage to become combined acid and poison damage. A creature is not resistant or immune to this damage unless it is resistant or immune to both damage types and if vulnerable to the damage if vulnerable to either damage type. If you expend a spell slot to create a toxic elixir, the additional damage increases by 1d8 per level of the spell slot above 1st.

Toxic Artifice. Each time you prepare spells, you may replace any of the spells contained in your Alchemist Spells table with a spell of the same level from the Sorcerer, Warlock, or Wizard spell list that inflicts acid or poison damage.

Voltaic Artillerist

Prerequisite: Artificer Class, Eldritch Cannon feature

You have made a study of lightning and its uses in artifice.

Tesla Cannon. You gain the Arc Projector, Lightning Ballista, and Voltaic Protector options from the Eldritch Cannon enhancement, even it is not common being used and you gain the Focus Cannon infusion as an additional infusion known. Your use of this infusion to create one of these cannon options does not count as one of your infused items, but you cannot reconfigure the focus cannon to an option other one of the three listed. You also gain the following benefits when using these cannons:

- ***Arc Projector.*** You can choose to have the cannon emit either up to a 15-foot cone or a 5-foot wide by up to 30-foot-long line.
- ***Lightning Ballista.*** Targets hit cannot take reactions until the start of their next turn.
- ***Voltaic Protector.*** When the voltaic protector grants temporary hit points, hostile creatures of your choice within range cannot take reactions until the end of your next turn.

Voltaic Artifice. You learn the arc lightning and shocking cascade cantrips as an additional Artificer cantrips known. Each time you prepare spells, you may replace any of the spells contained in your Artillerist Spells table with a spell of

the same level from the Sorcerer, Warlock, or Wizard spell list that inflicts lightning damage.

Wand Smith

Prerequisite: Artificer Class, Magic Item Expert feature

You are an expert at the crafting of custom wands.

- Increase your Intelligence score by 1, to a maximum of 20.
- You learn the Custom Wand infusion as an additional infusion known. You are treated as an artificer four levels higher than your actual level to determine the level of spell you can choose using this infusion.
- You can use this infusion multiple times on different wands, choosing a different spell each time you use this infusion. You may have a number of wands equal to half your proficiency bonus active using this infusion without counting against your maximum number of infused items.

War Smith

Prerequisite: Artificer class, Battle Ready feature

You learn quickly enhance weapons and armor.

- Increase your Intelligence score by 1, to a maximum of 20.
- You learn the *adamantine edge* and *adamantine fortification* cantrips. When you become capable of casting artificer spells of the appropriate level, you always have the *magic weapon* and *magic armor* spells prepared, these spells do not count against the number of spells you may prepare each day.
- You learn the Improved Smith's Tools infusion as an additional infusion known. The use of this infusion on your smith's tools does not count against your number of infused items.



Fighter Arcane Class Feats

The following class feats are available to single class fighters. Some may have prerequisites that limit them to being chosen by only a character of one particular fighter archetype.

Fighter Arcane Class Feats Table

Fighter Arcane Class Feat	Fighter Archetype
Arcanum Knight	Eldritch Knight (Order of the Circle)
Hex Knight	Accursed Blade
Knight of the Arcane Eye	Order of the Eye
Knight of the Cloak	Order of the Cloak
Knight of the Eldritch Rod	Order of the Rod
Knight of the Shield	Order of Aegis

Arcanum Knight

Prerequisite: Fighter class, Weapon Bond fighter class feature

You are skilled at blending magic and combat, taking advantage of your full martial skills while striking with quick brutal spells.

Bonded Armaments. Your Weapon Bond feature now allows you to become bonded to two additional weapons. Alternatively, you can become bonded to a suit of armor or a shield (as described in the Aegis Bond feature of the Order of Aegis archetype in the Fighter section) in place of a weapon. Additionally, you can now summon up to two bonded weapons as your free object interaction (as if drawing a weapon) or any combination of bonded shield, weapons, and armor as a bonus action.

Weapon Focus. Weapons, shield, and armor bonded via your Weapon Bond feature are considered magical, and you can use a bonded weapon or shield as a spellcasting focus for your spells.

Magical Recovery. Once you reach 7th level in this class, when you use your Second Wind class feature, you regain an expended 1st level spell slot. This increases to a 1st or 2nd level spell slot when you reach 13th level in this class, and to a 1st, 2nd, or 3rd level slot when you reach 19th level



Hex Knight

Prerequisite: Fighter Class; Accursed Blade feature

Your accursed blade wreaks havoc among your foes.

- Increase one ability score of your choice by 1, to a maximum of 20.
- When you hit with an attack roll using your Pact Weapon, you can expend and roll one hit die. The target suffers additional damage equal to the result + your Charisma modifier, and if it is currently suffering from your Hexblade's Curse, it must make a Charisma saving throw versus the Spell Save DC listed in the Invocations of the Blade feature or suffer the effects of a *bane* spell while it remains cursed.
- When you gain the Invocations of the Blade feature, you gain one bonus Eldritch Invocation from that feature.

Knight of the Arcane Eye

Prerequisite: Fighter Class, Warrior Mystic class feature

Mystic Bond. You learn the *bond focus* spell as an additional spell known. You can summon a ranged weapon or a weapon with the light or finesse property bonded by this spell using your free object interaction on your turn, rather than a bonus action

Arcane Spellcraft Training. You learn an additional wizard cantrip of your choice and may freely choose your spells of 1st level or higher from an additional school of magic of your choice aside from Divination and Illusion.

Divinatory Insight. When you gain the Personal Portent class feature, you gain proficiency with the Investigation and Insight skills, if you already have proficiency with a skill you add double your proficiency bonus on checks you make using it.

Knight of the Cloak

Prerequisite: Fighter Class, Deadly Cloak class feature

Deadly Mind. You learn an additional wizard cantrip of your choice and may freely choose your spells of 1st level or higher from an additional school of magic of your choice aside from Enchantment and Necromancy.

Shadow Cloak. You learn the *bond focus* spell as an additional spell known. You can summon a cloak, coat, cape, or similar garment bonded by this spell using your free object interaction on your turn, rather than a bonus action, causing it to instantly teleport and wrap you within its folds. While wearing the cloak, you can also use a bonus action on your turn to change the garment's cut, style, color, and size or to use the bonus action attack granted by your Deadly Cloak feature.

Cloaked Caster. Beginning when you gain the Eldritch Training class feature, during the duration of a *false life* spell, when you cast an Enchantment or Necromancy spell that has a casting time of 1 action, you can expend temporary hit points to change the casting time to 1 bonus action for this casting. You must expend temporary hit points equal to 1 plus 1 per level of the spell being cast.

Knight of the Eldritch Rod/Warding Staff

Prerequisite: Fighter class, Spellguard class feature

Spellguard Mark. If you hit with an opportunity attack granted by your Spellguard Strike, the target has

disadvantage on attack rolls against creatures other than you until the start of your next turn.

Expert Spell Riposte. When you use your Spellguard Parry Spell technique to redirect a spell or effect at new target, you can gain advantage on the associated spell attack roll or impose disadvantage on the Dexterity saving throw for the effect.

Saving Parry. When you use your Saving Transposition feature, you can use your Parry Spell technique against the attack now targeting you, if applicable, as part of the same reaction.

Knight of the Shield

Prerequisite: Fighter Class, Aegis Bond class feature

Weapon Bond. This functions as the Weapon Bond class feature as described on p.75 of the *Player's Handbook*. These bonded weapons are in addition to your bonded shield and armor, you may summon a single weapon as part of the same bonus action used to summon your armor and shield. Your attacks with your bonded weapons count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Aegis Smite. You gain the ability to use a bonded shield to strike in combat. You can use a bonus action on your turn to slam an opponent with your shield, make a melee attack roll. If successful, your target takes 1d4 + your strength modifier bludgeoning damage. If you cast an abjuration spell of 1st level or higher as a reaction, your next attack using your shield before the end of your next turn inflicts an additional 1d4 force damage per level of the spell.

> Arcane Synergy. If you also have the shield master feat, when you hit with a Bonus Action attack using your bonded shield you can attempt to shove the target as part of the same bonus action.

Stalwart Spell. When you use your Indomitable class feature to reroll a Constitution or Wisdom saving throw, you can automatically succeed on the saving throw instead of rerolling.

Monk Arcane Class Feats

The following class feats are that can be chosen by single class monks. Some may have prerequisites that limit them to being chosen by only a character of one specific monastic tradition

Monk Arcane Class Feats

Monk Arcane Class Feat	Monastic Tradition
Arcane Fist Style	Way of the Arcane Fist
Eldritch Fist Style	Way of Eldritch Power

Arcane Fist Style

Prerequisite: Monk Class, Arcane Ki feature

You are an expert practitioner of the arcane fist style.

- Increase one ability score of your choice by 1, to a maximum of 20.
- When you gain the Arcane Flurry feature you gain an additional benefit: When you use your action cast a spell that affects an area, you can make one unarmed strike against a target of the spell that is within your reach as part of casting that spell.
- When you gain the Advanced Arcane Ki feature you gain an additional benefit: When you hit a creature with an unarmed strike or a weapon attack using a rod or staff focus, that creature has disadvantage on the next saving throw it makes against a spell you cast before the end of your next turn.

Eldritch Fist Style

Prerequisite: Monk Class, Forms of Eldritch Power feature

You are an expert practitioner of the eldritch fist style.

- Increase one ability score of your choice by 1, to a maximum of 20.
- You gain one additional Eldritch Invocation from your Forms of Eldritch Power feature.
- As a bonus action on your turn while your pact manifestation is active, you can change the eldritch Invocations granted by your Initiate of the Eldritch Fist feature.

Rogue Arcane Class Feats

The following class feats are available to single class rogues. Some may have prerequisites that limit them to being chosen by only a character of one particular roguish archetype.

Rogue Arcane Class Feats

Rogue Arcane Class Feat	Roguish Archetype
Arcane Legerdemain	Arcane Trickster
Etherdancer	Etherblade
Mage Catcher	Spell Hunter
Mistwalker	Shadowdancer
Rogue Wandslinger	Any
Rune Raider	Scroll Thief
Shadowblade	Shadowdancer
Spell Duelist	Arcane Duelist
Spellblade	Any

Arcane Legerdemain

Prerequisite: Rogue class, Mage Hand Legerdemain class feature

Your course of study within the Arcanum is not a sanctioned discipline, however you have discovered how to enhance the roguish arts of the Arcane Trickster.

- The range of your mage hand spell and the distance you may move it now increases as you gain levels. The range of the spell and the distance you can move the hand increases by 10 feet when you reach 5th level (40 feet total), 11th level (50 feet total), and 17th level (60 feet total). You can cast mage hand as a Bonus Action.
- When you cast a spell with a range of touch, your *mage hand* can deliver the spell as if it had cast the spell. If the spell requires an attack roll, you use your attack modifier for the roll. If the target of the attack cannot see invisible creatures, you have advantage on this attack roll.
- You can inflict the damage from your sneak attack when you hit with a spell attack. All the other rules for Sneak Attack still apply to you. You cannot inflict the damage

from your sneak attack if you make more than one spell attack during an action, bonus action, or reaction.
- Your Versatile Trickster class feature now allows you to use your *mage hand* to perform the Help Action as a Bonus Action. You can use this to Help yourself perform an Action.

Etherdancer

Prerequisite: Rogue Class; Etherblade feature
You can dance through the ether wielding your etherblade with ease.
- Increase your Intelligence or Dexterity score by 1, to a maximum of 20.
- Increase the distance you can teleport using your Etherblade feature by 5 feet.
- You regain the ability to cast the spells granted by your Unseen and All Seeing and Ethereal Blade features when you finish a short or long rest.

Mage Catcher

Prerequisite: Rogue class, Spell Hunter Training class feature
You are trained and experienced at catching or eliminating magical threats.
- During the duration of a *detect magic* spell you can make an Intelligence (Arcana) check to track a creature if that creature had an active spell effect on its person when it passed your location. The DC is 15 minus the level of the spell effect. Add +5 to the DC for each hour that has elapsed since the creature passed.
- If you use the reaction granted by your Spell Hunter Training feature to make an attack in response to a creature casting a spell with a casting time of 1 Action or longer, your attack can interrupt the spell if it hits. The target must make a Constitution saving throw to maintain concentration based on the damage you inflict, if the saving throw fails the, spell fails, and the spell slot or use of the spell is lost.
- When you gain your Cunning Opportunist class feature, if you take the Ready action on your turn, you gain an additional Reaction that you can use before the start of your next turn only to take the Action you readied. If you ready an attack, you gain Advantage on the attack roll. If the trigger for the readied action is a spell being cast, you can interrupt the spell as described above, except that you can interrupt a spell of any casting time. You cannot use your normal Reaction in response to the same event (attack, spell, movement, etc.) as your readied action.

Mistwalker

Prerequisite: Rogue class, Shadow Dance class feature
- You gain the *conjure mist* cantrip and the *fog cloud* spell as an additional cantrip and spell known.
- Within the range of your darkvision you can see in an area lightly obscured by mist or fog as if it were not obscured, and in an area heavily obscured by mist or fog as if it were lightly obscured.
- You can use any class feature from the Shadowdancer Rogue Archetype that requires dim light or darkness within areas lightly or heavily obscured by mist or fog.

Rogue Wandslinger

Prerequisite: Rogue class; Sneak Attack feature
You have learned the skills of the Wandslinger, the ability to make deadly spell attacks using a wand. You have the following benefits:
- You can use a wand arcane focus as a spellcasting focus, and you may treat any spell you cast as requiring the use of a focus. While wielding a wand focus you can use Dexterity in place of your Spellcasting Ability to make spell attack rolls.
- You learn a number of cantrips equal to 1+ half your proficiency bonus from the Wizard or Sorcerer spell list. Intelligence is your spellcasting ability for these spells if your chose from the Wizard spell list. Charisma is your spell casting ability if you chose from the Sorcerer spell list. You cannot cast these spells without the use of an arcane focus.
- You gain an additional way to use your Sneak Attack. You can inflict the damage from your sneak attack when you hit with a spell attack while wielding a wand as an arcane focus. All the other rules for Sneak Attack still apply to you. Because of the precision required, you cannot inflict the damage from your sneak attack if you make more than one spell attack during an action, bonus action, or reaction.

Rune Raider

Prerequisite: Rogue Class, Stolen Lore class feature
You are an expert at the theft and use of purloined magical knowledge.
- You can craft mundane and magical scrolls, tomes, glyphs, symbols, runes, forgeries, and similar items for which you have a related tool proficiency with great skill at half the cost and a quarter the construction or casting time (minimum 1 Action).
- This also reduces the cost and time of copying and scribing spells within a spellbook and the material component cost of glyphs, symbols, and similar spells.
- You learn to craft temporary magical runes. You add the *imbue lesser rune* spell to your spellbook. This spell is always prepared and does not count as one of the spells you prepare each day. You may have a number of *imbue lesser rune* or *imbue true rune* spells equal to half your Intelligence modifier (round up) active without counting against your maximum number of active imbuement spells.
- You have advantage on checks to find and disable magical traps, symbols, and glyphs.

Shadowblade

Prerequisite: Rogue class, Shadow Dance class feature
You form shadowy blades while using your shadow dance.

Dark Dagger. You learn the *dark shard* cantrip as an additional cantrip known.

Shadowblade. When you gain the ability to cast 2nd level spells you learn the *shadow blade* spell as an additional spell known and can cast it as part of the bonus action to use your Cunning Action. When you cast this spell, it gains the following benefits:
- While you are concentrating on the spell, your concentration can't be broken as a result of taking damage.

- You may choose to cast the spell as a necromancy spell which changes its damage type to necrotic.
- The weapon gains a +1 bonus on attack and damage rolls, or a +2 bonus if a 4th or 5th level spell slot is used, or a +3 bonus if a 6th level or higher spell slot is used.
- If you also have a *dark shard* cantrip active, the damage type of your *dark shard* changes to match that of your *shadow blade. Y*ou can engage in two-weapon fighting using *shadow blade* and *dark shard*, you may add your ability modifier to the damage of both weapon attacks if you do so, and your *dark shard* gains the bonus to hit and damage granted by your *shadow blade.*

Master of Darkness. When you gain the Sheltering Gloom feature, you can cast *darkness* or *shadow blade* without expending a spell slot. You can do so a number of times equal to half your proficiency bonus, you regain all expended uses when you finish a long rest.

Spell Duelist

Prerequisite: Rogue Class; Arcane Feint feature

You are an expert at the art of the spell duel.

- Increase your Dexterity or Spellcasting Ability score by 1, to a maximum of 20.
- When you successfully use your Arcane Feint feature against a creature, and hit with the attack granted advantage by that feature during your turn, if the target ends its next turn without successfully attacking you or damaging you, you can make a weapon attack or cast a cantrip targeting that creature as a reaction at the end of the target's turn.
- When you use your Lightning Draw feature, choose one hostile creature surprised by that feature, you also gain the benefits of a successful Arcane Feint against that creature.

Spellblade

Prerequisite: Rogue class, a cantrip known that requires a weapon attack as part of the casting

The spellblade practices weaving spells using a technique known as two-weapon casting.

- If you are proficient with a melee weapon with the light or finesse property, you can use it as an arcane spellcasting focus for your spells. You can treat any spell you cast as requiring an arcane spellcasting focus.
- While wielding a melee weapon with the light or finesse property in one hand and a melee weapon with the light property in the other, when you use your Action to cast a cantrip that requires a weapon attack as part of the casting, if you miss with the first weapon attack you can repeat the attack with the other weapon you are wielding as a bonus action. If you hit with this attack, you inflict any effects of the spell that occur on a successful weapon attack.
- If you cast a spell using your Action while wielding a melee weapon with the light or finesse property in one hand and a melee weapon with the light property in the other, you can use your bonus action to engage in two-weapon fighting as if you had taken the Attack action.
- You gain an additional way to use your Sneak Attack. You can inflict the damage from your sneak attack when you hit with a Light melee weapon. All the other rules for Sneak Attack still apply to you. In addition, you gain proficiency with two simple or martial melee weapons of your choice that have the light or finesse properties..



Arcane Backgrounds

These are new arcane background especially appropriate for campaigns set within the Arcanum.

Arcane Procurer

You are a procurer of rare spell components, exotic poisons, and arcane supplies. You have spent much of your time in the wilds in search of the flora and fauna required for magical research. You know the ways of the wild: where to find elusive creatures, rare herbs, and magical minerals.

Skill Proficiencies: Nature, Survival
Tool Proficiencies: Herbalism kit, Poisoner's kit
Languages: None
Equipment: a good knife, a Herbalism kit, a Poisoner's kit, a hunting trap, a spell component pouch, a set of traveler's clothes, and a pouch containing 5 gp

Feature: Wanderer

You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

Suggested Characteristics

d8	Personality Trait
1	I am constantly handling things around me, often sniffing or tasting them.
2	I spend so much time alone I often forget the need to interact with the people around me.
3	I judge people by how they treat their animals.
4	I care little for what others think of me.
5	A deal is a deal.
6	I am fascinated by the natural world; a rare flower means more to me than gold or silver.
7	I never argue, I just do what I think needs doing.
8	Waste not want not.

d6	Ideal
1	The Hunt. The purpose is the hunt, not the prey. (Any)
2	Nature. It is better to be predator than prey. (Evil)
3	Balance. Seek balance in all things. (Neutral)
4	Greater Good. I do what I can to make the world better (Good).
5	Free Will. Nobody makes me do anything. (Chaotic)
6	Honor. I have my own personal code of honor that I will not bend (Lawful)

d6	Bond
1	I have a pet or familiar that I prefer to people.
2	I seek a rare component that can lift a terrible curse.
3	Supplying herbs and medicines to local healers is my most important work.
4	An injury to the unspoiled wilderness of my home is an injury to me.
5	It is my duty to provide children to sustain my tribe.
6	My family, clan, or tribe is the most important thing in my life, even when they are far from me.

d6	Flaw
1	I loot everything.
2	It is unhealthy to bathe too often.
3	I am overly direct and honest.
4	I am hunted by the mate or parent of a monster I slew.
5	Most people run when they see a monster, I stop to catalogue the potential components that could be harvested.
6	I have little patience for overly complex plans.

Dilettante

You have an insatiable curiosity, but you don't often stick with something long enough to become truly proficient or knowledgeable. The hodgepodge of interests you have pursued thus far has left you with a broad sampling of skills and knowledge, but little true expertise. You also have a knack for picking up new talents while letting old skills fall by the wayside. You may be a noble ne'er-do-well, a perpetual student, an amateur artist, or an aspiring philosopher; whatever your path the lure of something new always leads you around the next corner.

Skill Proficiencies: Four of your choice
Tool Proficiencies: Two of your choice
Languages: Chose two of your choice.
Equipment: One set of traveler's clothes, any one musical instrument, tool, or gaming set you are proficient with, a random trinket, and a pouch containing 15 gp

Feature: Dabbler

You add half your proficiency bonus (round up) instead of your proficiency bonus to the skills and tools chosen from this background. Each time you gain a level or spend a month or more on downtime activities you can exchange one skill and one tool proficiency from this background for new ones.

Suggested Characteristics

d8	Personality Trait
1	I'm always ready to try something new.
2	I read everything I can get my hands on.
3	I speak little but always listen.
4	I can expound lengthily on any topic.
5	I'm not actually as flighty as I pretend.
6	I make new friends easily.
7	I am always up on the latest fashion trends.

8	Wanderlust. I can't stand to stay in one place for very long.

d6	Ideal
1	Curiosity. If I don't know the problem, I can't help to fix it. (Good)
2	Curiosity. Breadth of ability is just as important as depth. (Lawful)
3	Curiosity. That looks interesting. (Chaotic)
4	Curiosity. The more I learn the better for me. (Evil)
5	Curiosity. I must know all the things. (Any)
6	Curiosity. Sure, I can keep a secret… (Neutral)

d6	Bond
1	Whatever/Whomever I'm into at the moment.
2	No matter my current interest, I will drop everything for a friend in need.
3	My freedom is my most important possession. I won't let anyone, or anything tie me down.
4	I may act flippant, but my religion is important to me.
5	Love and Beauty in all its myriad forms.
6	Family is the one constant in my world.

d6	Flaw
1	Oh, Shiny!
2	I easily become obsessed with my latest interest.
3	I have a weakness for pleasures of the flesh.
4	I am an incorrigible gossip.
5	Overconfidence. Don't worry, I've got this.
6	Been there, done that: I'm easily bored.

Former Wizard's Apprentice

You spent your youth in a formal apprenticeship with a Wizard. You copied eldritch manuscripts, studied spells, performed household chores, cataloged spell components, organized research, and assisted your master with arcane experiments. Even if you did not end up with the talent or interest to become a professional wizard, you have learned a few fundamental bits of useful spellcraft.

Skill Proficiencies: Arcana, Investigation
Tool Proficiencies: Calligrapher's supplies
Languages: One of your choice
Equipment: Calligrapher's supplies, a scroll case, a letter of introduction from your former master, a set of robes, and a belt pouch containing 10 gp

Feature: Arcane Basics

You have picked up several useful basics of spellcraft. You learn the *prestidigitation* cantrip, Intelligence is your Spellcasting ability for this spell. You are especially adept at the cleaning uses of the spell.

Suggested Characteristics

d8	Personality Trait
1	I am very practical and have no patience for frippery.
2	Magic is like any other tool; you need the proper tool for the job.
3	I like books more than people.
4	I am relentlessly optimistic.
5	My penmanship is impeccable; I have no patience for sloppy calligraphy.
6	I often begin sentences with "My master always said…"
7	Cleaning calms me, I clean when I'm stressed.
8	Wizardry is, of course, quite superior to other methods of magic, and I make sure others are aware of this fact.

d6	Ideal
1	Sharing. I have a responsibility to share my magical knowledge as it was shared with me. (Good)
2	Logic. Application of logic and arcane principles can solve any problem. (Lawful)
3	Fun. I love magic! (Chaotic)
4	Power. I will become the most powerful wizard that ever existed. (Evil)
5	Growth. Study and hard work, that is the road to anything worthwhile. (Any)
6	Knowledge. The path to power and self-improvement is through knowledge. (Neutral)

d6	Bond
1	My former Master will always be a friend and mentor.
2	I stole something of great value from my former master and am hunted for it.
3	Having survived a trying apprenticeship together, I would do anything for my fellow apprentices.
4	I haven't seen my family since I began my apprenticeship, I miss them greatly.
5	A rival slew my master and I seek vengeance for this misdeed.
6	I have left my apprenticeship to pursue an arcane experiment of great personal importance.

d6	Flaw
1	I have a habit of deferring to others, especially those in authority.
2	I tend to believe what I read in books.
3	I never do for myself what a spell can do for me.
4	I talk when I'm nervous, ceaselessly, seriously I just can't stop myself.
5	Curiosity killed the Apprentice, I may have been raised from the dead, more than once.
6	I was once turned into a common animal, to this day I can't harm or eat that animal.

Magecrafter

You possess a minor magical talent that aids a craft. You might have a talent for alchemy or brewing that causes substances you work with to distill or ferment more quickly, wood or metal may work more easily in your hands, no thread, yarn, string, or rope can become tangled in your presence, etc. Whatever the effect, you have combined your talent with mundane skill to become a craftsman of note.

Skill Proficiencies: Arcana, and one other of your choice related to your profession
Tool Proficiencies: Two of your choice
Languages: None
Equipment: Two sets of artisan's tools (of your choice), a small sample of your work, a set of traveler's clothes, and a pouch containing 15 gp

Feature: Magecraft

Blending magical and mundane methods you can craft mundane and magical items and structures for which you have a related Artisan tool proficiency in half the normal construction time (base of 50gp of progress per day).

Suggested Characteristics

d8	Personality Trait
1	I am an Artist; I live to create beauty.
2	I am a Pragmatist; function is more important that form.
3	I am a Teacher; I love nothing more than to pass on my skill.
4	I work hard, and I play harder.
5	I value simplicity over splendor.
6	I know the value of things; I won't pay a copper more than I should.
7	I'm well known for my work, and I want to make sure everyone appreciates it. I'm always taken aback when people haven't heard of me.
8	I believe that anything worth doing is worth doing right. I can't help it—I'm a perfectionist.

d6	Ideal
1	Aspiration: I work hard to be the best there is at my craft. (Any)
2	Avarice. The more you pay the better the result. (Evil)
3	Pride. I save my best work for myself and those I value. (Neutral)
4	Beauty. I make the world better, one beautiful creation at a time. (Good)
5	Free Spirit. I chose what I do, how I do it, and do it when I want to. (Chaotic)
6	Honor. My word is my bond. (Lawful)

d6	Bond
1	I have plans to craft a masterpiece the likes of which the world has not known.
2	I strive to create something worthy of my true love's beauty.
3	I come from a long line of magecrafters, I will make my family proud.
4	I have been searching my whole life for a lost technique of my craft.
5	The local guild for my craft sees my magecraft talent as unfair and seeks to make my life difficult.
6	I owe everything to my former teacher.

d6	Flaw
1	Others are jealous of my peerless skill.
2	I have incredibly exacting standards for anything related to my craft.
3	Keep your hands off my tools!
4	Death before Destitution.
5	I become bored with anything that does not challenge me.
6	There is a right and a wrong way to do things, my way is the right way.

Magical Lineage

You grew up in a family steeped in magical power and tradition. You come from a long line of noble sorcerers, wealthy wizards, or other magical aristocracy. You might be from minor rural nobility, a family of arcane wealth and distinction, faculty at a magical college, or a hereditary order of Mage Knights. Magical comfort and convenience were the norm in your younger days: Animated toys, magical lights, arcane plumbing, and unseen servants saw to the needs of the estate. You may be a dutiful son or daughter, pursuing magical studies to uphold your duties to the family; or you might be a black sheep forsaking your magical heritage to pursue indolence or art.

Work with the DM to come up with an appropriate title or societal family position and determine how much authority and influence your family wields. You must also determine your position within the family and any authority or obligation you owe due to your birth. You should also work with the DM to describe your family and their influence on you.

Skill Proficiencies: Arcana, History
Tool Proficiencies: None
Languages: Two of your choice
Equipment: A set of fine clothes, a signet ring, a magical trinket or bauble, and a purse containing 25 gp

Feature: Unseen Retainer

You have the services of a magical retainer. This retainer is an invisible, shapeless, Medium force that performs simple tasks for you. The servant remains within 120 feet of you unless dismissed as a bonus action. It has AC 10, 4 hit points, attributes of 10, and it can't attack. If it drops to 0 hit points, the servant disappears.

The unseen retainer performs the services of a valet, maid, and assistant without command. Once on each of your turns as a bonus action, you can mentally command the servant to

move up to 30 feet and interact with an object. The servant can perform simple tasks that a human servant could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring wine. Once you give the command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command.

If you command the servant to perform a task that would move it more than 120 feet away from you or if the servant is dismissed or destroyed, the servant disappears. You can re-summon the servant as a bonus action after you finish a short or long rest.

Suggested Characteristics

d8	Personality Trait
1	Those with the gift and talent for magic are inherently superior, those without the gift should defer to their betters.
2	Magic, Money, Influence: all are forms of power to be wielded.
3	I will often lecture those around me, at length, on a variety of topics, upon which I am quite knowledgeable.
4	I would rather spend a bit of magic than get my hands dirty with a menial task.
5	There is little that cannot be solved by the proper application of magic.
6	I am a stickler for appropriate social protocol and ritual.
7	I am the belle of the ball.
8	If you do me an injury, I will crush you, ruin your name, and curse your line.

d6	Ideal
1	Magical Obligation. Magic should be used for the good of all. (Good)
2	Responsibility. With great power comes great responsibility. (Lawful)
3	Independence. I must prove that I can handle myself without the coddling of my family, or perhaps even without my magic. (Chaotic)
4	Power. Magic is the path to power. (Evil)
5	Family. Magic is in the blood, blood is everything. (Any)
6	Magic. I tolerate the obligations of my rank as a means to hone my magic. (Neutral)

d6	Bond
1	The Magic, the Land, and the Lord are One.
2	My oath to my sovereign is paramount.
3	Nothing is more important than those of my blood.
4	I owe a debt to an infernal power.
5	I am betrothed to an heir of a family of great magical power but poor reputation.
6	I owe my allegiance to a magical order of knighthood.

d6	Flaw
1	I care little for those without magical gifts.
2	I often overlook a simple mundane solution in favor of a complex magical one.
3	I have a weakness for pleasures of the flesh.
4	I am an inveterate gambler.
5	I do not actually possess the magical power I claim.
6	I have secret ties to infernal powers that are the source of my magic.





Arcane Rule Options

This chapter contains optional rules to enhance game play, especially for high magic settings, or games with several arcane spellcasters.

Arcanum Schooling: Bonus Feat

To allow greater flexibility and customization options and to represent the benefits of study at the Arcanum you can allow players to choose one free feat. This bonus feat may be chosen at character creation or any time a character gains a level.

Duplicate Benefits

As a general rule, if you receive a skill, tool, or language, proficiency; a weapon, armor or shield proficiency; or an additional cantrip or spell known from your race, class, background, or a feat that you already possess, you may choose a different option in place of the duplicated proficiency, cantrip, or spell. Some Guidelines follow:

- Duplicate skill, tool, or language proficiency: You may choose a different, but related proficiency of the same type. At the DM's option, it could be a related proficiency of a different type: For example, if you would learn the Sylvan language, and you already know it you might gain proficiency in the Nature skill. In other situations, the character may instead gain expertise with that skill or tool.
- Duplicate weapon, armor, or shield proficiency: You might gain the next higher armor proficiency, for example if you have medium armor proficiency, and you would gain it again, you might instead gain proficiency with heavy armor. Alternatively, you might instead gain proficiency with a related tool, such smith's tools for medium or heavy armor, bowyer's tools for proficiency with bows, leatherworker's tools for proficiency with light armor, etc.
- Duplicate cantrip or spell: You may choose a different cantrip or spell from the same spell list that is thematically related to the duplicated spell (same school of magic, same element or damage type, etc.)
- Other Duplicated Abilities: At the DM's option, this may apply to other duplicated abilities. For example, a character with the Gnome Cunning racial trait that gains a feature that grants advantage on Wisdom saving throws, may instead gain proficiency with Intelligence, Wisdom, or Charisma saving throws.

> **Note:** This rule does not apply to proficiencies gained from multi-classing.

Arcane Synergy

The spellcasters of The Arcanum have developed many spells and techniques that take advantage of their particular expertise in an area of spellcraft. There are Arcane Synergy sections in several of the new feats and spells that describe an additional effect for a character that possess a certain class feature or combination of class features. In other situations, this section describes how a spell may be enhanced when cast in conjunction with another spell for a synergistic effect.

Spellcasting Options

Casting spells obviously plays a central role in the life of any arcane class. This section is intended to expand and expound upon rules and options related to arcane spellcasting.

Casting a spell while Grappled or Restrained

If you attempt to cast a spell that requires a Somatic or Material component while grappled or restrained you must make a Dexterity (Acrobatics), Dexterity (Sleight of Hand), or Strength (Athletics) check with a DC equal to 8 + the level of the spell being cast. On a failure you cannot make the required somatic components or reach the material components. The spell fails but does not expend a spell slot or use of the spell. **Note:** if you use a Spellcasting Focus in place of a Material component, and you already have the focus in hand, you do not need to make this check unless the spell also requires a somatic component.

Casting a spell while Wearing Armor

The core rule regarding armor proficiency follows: If you wear armor that you lack proficiency with, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and you can't cast spells. At the DM's option one could loosen this restriction slightly, especially since being restrained or grappled does not prevent spellcasting.

Instead use the following: If you attempt to cast a spell that requires a Somatic component while wearing armor that you lack proficiency with, you must make a Dexterity (Acrobatics), Dexterity (Sleight of Hand), or Strength (Athletics) check with a DC equal to 8 + the level of the spell being cast. On a failure, the spell fails but does not expend a spell slot or use of the spell.

Arcane Spellcasting Focuses

In most fantasy, a spellcaster wielding a focus to cast a spell is akin a warrior wielding a weapon. The rules presented here, along with various feats and magic items included in this tome, are intended to represent the advantages using a focus can bring to a spellcaster.

Wielding a Focus

You may treat any spell you cast as requiring an Arcane Focus as an additional component to cast that spell, even if the spell does not normally have a Material component. You can then perform the somatic components of spells using the same hand used to wield an arcane focus, including weapons that can be used as an arcane focus. If you are wielding more than one focus, you must decide which focus you use to cast a given spell.

If an arcane focus grants a bonus, such as a bonus to Spell Attack rolls or Spell Save DC, you must wield the focus to gain that bonus in the same manner that you must wield a magical weapon to gain its benefits.

If a spell requires a specific material component with a gp cost that is not expended in the casting (such as the diamond for a *chromatic orb*), that component can often be included in the construction of a focus to allow the use of that focus in the casting of the spell.

If a spell requires a weapon as a material component, you can generally only replace the weapon component with a spellcasting focus if the focus can also be wielded as a weapon. Most rod arcane spellcasting focuses can be wielded as a club in melee combat, though some few of particularly sturdy metal construction might instead be wielded as a mace. Most staff arcane spellcasting focuses can be wielded as a quarterstaff.

Bonus Action Spells

The rules for casting a spell using your bonus action are as follows: "A spell cast with a bonus action is especially swift. You must use a bonus action on your turn to cast the spell, provided that you haven't already taken a bonus action this turn. You can't cast another spell during the same turn, except for a cantrip with a casting time of 1 action."

Add the following paragraph to that section: You can cast any spell with a casting time of 1 bonus action using a casting time of 1 action instead. This allows a caster the flexibility to casting such spells using an action when they might have a different use for their bonus action that turn.

Cantrips

When you learn cantrips from the Spellcasting or Pact Magic class feature, when you gain a level in the class that grants that feature, you can choose one cantrip you know and replace it with a new one from that class's spell list. **Note:** this is not true of spells granted by a feat or class feature, though as a general rule, if you are granted a cantrip that you already know you may choose a new cantrip from the same spell list in place of the duplicate.

A Helpful Cantrip

As an Action on your turn you can cast certain cantrips or use an ongoing cantrip effect to take the Help action to aid an ally within range of the cantrip instead of the normal effects of that cantrip. The *control flames, create ice, conjure mist, gust, mage hand, minor telekinesis, push/pull, mold earth,* and *shape water* cantrips are all obvious options for this use under the right circumstances. This can allow you to Help an ally attack a target within range of your cantrip instead of within 5 feet.

Cantrips At Higher Levels

Most cantrips increase in power or utility as you a character gains level. Presented below are optional addenda to the descriptions of many existing arcane cantrips that add a section describing how the cantrip scales with the caster's character level.

Blade Ward

As you gain levels the blade ward grants you additional protection. Starting at 5th level, once during the duration, after applying the resistance granted by the spell, you can roll a d4 and further reduce bludgeoning, piercing, or slashing damage dealt by a weapon attack by the result, this increases to a d6 at 11th level, and to a d8 at 17th level. This cannot reduce the damage of an attack below 0.

Control Flames

As you gain levels you can have additional non-instantaneous effects of control flame active at the same time. Four non-instantaneous effects at 5th level, five effects at 11th level, and six effects at 17th level. Additionally, starting at 5th level, you can cast this spell to cause the flame to lash out at a target within 5 feet of the affected fire. Make a melee spell attack, on a hit the target suffers 1d4 fire damage. This damage increases to 2d4 at 11th level, and to 3d4 at 17th.

Dancing Lights

Dancing Lights creates more lights when you reach higher levels: 6 lights at 5th level, 8 lights at 11th level, and 10 lights at 17th level. When you reach 11th level, as a bonus action during the duration you can change the brightness of any or all lights created by this spell to either dim light in a 10 foot radius OR bright light in a 10-foot radius and dim light for an additional 10 feet.

Friends

If you know this cantrip, whenever you make a Charisma check directed at creatures charmed by you or influenced by your enchantment spells you can roll a die and add it as a bonus to your check as you gain levels, this is a d4 at 5th level and d6 at 17th level. At 11th level the duration of this spell increases to 10 minutes.

Guidance

The guidance that this spell provides increases as you gain levels. The die increases to a d6 at 5th level and a d8 at 17th level. The duration of the spell increases to 10 minutes when you reach 11th level.

Gust

The weight of an object that can be moved by a gust increases to 10 pounds at 5th level, 15 pounds at 11th level, and 20 pounds at 17th level. In addition, at 11th level gust can push a creature of up to size Large that fails its Strength save or push a medium or smaller creature an additional 5 feet. Additionally, starting at 5th level you can choose to inflict 1d4 bludgeoning damage on a creature failing its Strength saving throw versus this spell. This damage increases to 2d4 at 11th level, and to 3d4 at 17th.

Light

Starting at 5th level, you can cast this spell again without ending the spell on an existing target. You may have light active on one additional object at 5th level (2 objects), 11th level (3 objects), and 17th level (4 objects).

Mage Hand

The weight that can be carried by a mage hand increases to 15 pounds at 5th level, 20 pounds at 11th level, and to 25 pounds at 17th level.

Magic Stone

The number of stones that can be enchanted by magic stone increases by 3 at 5th level (6 stones), 11th level (9 stones), and 17th level (12 stones). At 11th level, the duration increases to 1 hour or until all stones are used.

Mending
The maximum size of a break or tear that can be mended by the mending spell increases by 1 foot at 5th level (2 feet in any dimension), 11th level (3 feet), and 17th level (4 feet).

Message
The range of the message cantrip increases by 120 feet at 5th level (240-foot range), 11th level (360-foot range), and 17th level (480-foot range).

Minor Illusion
The maximum size of an image created by a minor illusion increases as you gain level. At 5th level the object can be up to two 5-foot cubes in size. This increases to three 5-foot cubes at 11th level, and four 5-foot cubes at 17th level.

Mold Earth
As you gain levels you can have additional non-instantaneous effects of mold earth active at the same time. Three non-instantaneous effects at 5th level, four effects at 11th level, and five effects at 17th level. Additionally, starting at 5th level you can choose to force a medium or smaller creature standing on earth above this effect to make a Dexterity saving throw or fall prone and suffer 1d4 bludgeoning damage. This damage increases to 2d4 at 11th level, and to 3d4 at 17th.

Prestidigitation
As you gain levels you can have additional non-instantaneous effects of prestidigitation active at the same time. Four non-instantaneous effects at 5th level, five effects at 11th level, and six effects at 17th level.

Shape Water
As you gain levels you can have additional non-instantaneous effects of shape water active at the same time. Three non-instantaneous effects at 5th level, four effects at 11th level, and five effects at 17th level. Additionally, starting at 5th level, you can cast this spell to cause the water to lash out at a target within 5 feet of the affected area. Make a melee spell attack, on a hit the target suffers 1d4 bludgeoning damage and you can push a size medium or smaller swimming creature 5 feet. This damage increases to 2d4 at 11th level, and to 3d4 at 17th.

Spare the Dying
As you gain levels, when you stabilize a creature using this spell you also shelter the target from further harm. Starting at 5th level, a target stabilized by this spell gains 1d8 temporary hit points. This increases to 2d8 at 11th level, and 3d8 at 17th level. This does not restore the target to consciousness but does prevent additional death saving throw failures from taking damage until these temporary hit points are exhausted. These temporary hit points disappear one minute after the target is restored to consciousness.

Behind the Curtain: Why change *true strike*?

True Strike is one of those instances where the mechanics of a spell did not work mathematically or statistically. Since *true strike* takes an Action to cast, and presumably the attack that would be granted advantage by the spell also takes an Action to make, by simply using both Actions to attack you would make two attack rolls thus have the same statistical chance to hit as one attack with advantage, but by attacking twice you would have a chance to hit twice and deal damage twice. This leaves aside the concentration requirement and horrendously short range, all of which combine to make the spell unworkable.

With this in mind, how should we make a version of *true strike* that would make sense to cast, but not be a spell you would cast every round? Most notably: you can't reduce the casting time to 1 Bonus Action, doing so would have the cantrip cast before every attack roll. Not the intended outcome. When we designed *precise strike* as an alternative, we made the following changes:

Using an Action to gain advantage is already statistically disadvantageous, so it did not need further restrictions placed on the spell, so we removed the concentration requirement and increased the range to Sight.

Since, statistically speaking, using an Action to gain advantage always results in less average damage than simply attacking twice normally, it makes sense to have the spell also increase the affected attack's damage. An effect was added that would increase the damage inflicted by an attack affected by *precise strike* as the caster gained levels, but only if you have advantage on the attack roll (remember disadvantage cancels out advantage).

What results is a situationally useful, but we believe balanced version of the intended spell effect..

True Strike
An improved version of the *true strike* cantrip, called *precise strike,* is listed as a new spell in the Arcanum Spells section. If you wish to keep *true strike* mostly unchanged and instead increase its potency as you gain levels, add the following: Starting at 5th level, if you hit with the attack affected by this spell, you inflict an additional 1d6 damage of the attack's damage type. This damage increases by 1d6 at 11th level (2d6) and 17th level (3d6).



Casting At Higher Levels

Many spells have a section listed in their description that describe the effect when that spell is cast using a higher-level spell slot. Presented below are optional addenda to the descriptions of many existing arcane spells that add an At Higher Levels section to the spell description of spells lacking such an option.

Alarm

At Higher Levels. If you cast alarm using a spell slot of 2nd level or higher the duration increases by 8 hours per slot level above 1st. If cast using a 4th level or higher spell slot the duration becomes permanent until triggered or dispelled.

Arcane Eye

At Higher Levels. If you cast arcane eye using a spell slot of 5th level or higher the duration increases by 1 hour per slot level above 4th.

Arcane Gate

At Higher Levels. If you cast arcane gate using a spell slot of 7th level or higher you can increase the range by 500 feet and the duration by 10 minutes per slot level above 6th.

Arcane Lock

At Higher Levels. If you cast arcane lock using a spell slot of 3rd level or higher the DC to break it or pick any locks on it increases by 2 per slot level above 2nd. In addition, a knock spell only automatically suppresses an arcane lock cast at 3rd level or higher if knock was cast using a spell slot equal to or higher than the slot level used to cast arcane lock, otherwise the caster of the knock must make a spellcasting ability check with a DC equal to 10 + the level of the spell slot used to cast arcane lock.

Arcanist's Magic Aura

At Higher Levels. If you cast arcanist's magic aura using a spell slot of 3rd level or higher, you can either affect an additional target or increase the duration by 24 hours per slot level above 2nd.

Augury

At Higher Levels. If you cast augury using a spell slot of 2nd level or higher, you can receive an omen about an additional specific course of action per slot level above 1st.

Black Tentacles

At Higher Levels. If you cast black tentacles using a spell slot of 5th level or higher the damage increases by 1d6 per slot level above 4th.

Blink

At Higher Levels. If you cast blink using a spell slot of 4th level or higher the duration increases to 10 minutes at 5th or 6th level, 1 hour at 7th or 8th, and to 8 hours if a 9th level spell slot is used.

Blur



At Higher Levels. If you cast blur using a spell slot of 3rd level or higher the duration increases by 1 minute per slot level above 2nd.

Calm Emotions

At Higher Levels. If you cast calm emotions using a spell slot of 3rd level or higher the duration increases by 1 minute per slot level above 2nd.

Clairvoyance

At Higher Levels. If you cast clairvoyance using a spell slot of 4th level or higher the duration increases to 1 hour at 5th or 6th level, 8 hours at 7th or 8th, and to 24 hours if a 9th level spell slot is used.

Comprehend Languages

At Higher Levels. If you cast Comprehend Languages using a spell slot of 2nd level or higher the duration increases

to 8 hours at 3rd or 4th level, and to 24 hours at 5th level. If you cast this spell using a spell slot of 6th level or higher the duration becomes 10 days plus 10 days per slot level above 6th.

Compulsion

At Higher Levels. If you cast compulsion using a spell slot of 5th level or higher the range increases by 15 feet per slot level above 4th.

Contact Other Plane

At Higher Levels. If you cast contact other plane using a spell slot of 6th level or higher the number of questions you can ask increases by 3 and the DC of the Intelligence saving throw decreases by 1 per slot level above 5th.

Contingency

At Higher Levels. If you cast contingency using a spell slot of 7th level the duration increases to 30 days. If cast using a spell slot of 8th or 9th level the duration becomes permanent until triggered or dispelled.

Continual Flame

At Higher Levels. If you cast continual flame using a spell slot of 3rd level or higher you can affect an additional object per slot level above 2nd, but spell only consumes the same amount of material component.

Control Water

At Higher Levels. If you cast control water using a spell slot of 5th level or higher, you can affect an additional 100-foot cube of area per slot level above 4th. The damage caused by a Whirlpool effect increases by 2d8 per slot level above 4th.

Control Weather

At Higher Levels. If you cast control weather using a 9th level spell slot you can either increase the area to 10 miles or the duration to 24 hours.

Control Winds

At Higher Levels. If you cast control winds using a spell slot of 6th level or higher, the duration increases to 8 hours if a 6th or 7th level spell slot is used and to 24 hours if an 8th or 9th level slot is expended.

Crown of Madness

At Higher Levels. If you cast crown of madness using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Darkness

At Higher Levels. If you cast darkness using a spell slot of 3rd level or higher, the duration increases by 10 minutes per slot level above 2nd and the level of magical light it can dispel equals the level at which the spell is cast.

Darkvision

At Higher Levels. If you cast darkvision using a spell slot of 3rd level or higher, you can either increase the duration by 8 hours or affect an additional willing creature per slot level above 2nd.

Dawn

At Higher Levels. If you cast dawn using a spell slot of 6th level or higher, the damage increases by 1d10 per slot level above 5th.

Daylight

At Higher Levels. If you cast daylight using a spell slot of 4th level or higher, the duration increases by 1 hour per slot level above 3rd. In addition, magical darkness created by a spell of equal or lower level than used to cast daylight is dispelled.

Demiplane

At Higher Levels. If you cast demiplane using a 9th level spell slot the duration increases to 8 hours or you can create a demi plane of up to 90 feet in each dimension. Additionally, if you cast this spell to connect to a demiplane you created with a previous casting of this spell, you can increase the size of the plane, effectively adding an additional empty room connected by a doorway appearing in a room of the existing plane.

Detect Magic

At Higher Levels. If you cast detect magic using a spell slot of 2nd level or higher, you may increase either the range of the sense by 15 feet or the duration by 10 minutes per slot level above 1st.

Detect Thoughts

At Higher Levels. If you cast detect thoughts using a spell slot of 3rd level or higher, you may increase either the range of the sense by 15 feet or the duration by 1 minute per slot level above 1st.

Dimension Door

At Higher Levels. If you cast dimension door using a spell slot of 5th level or higher, you can increase the maximum range by 250 feet per slot level above 4th.

Disguise Self

At Higher Levels. If you cast disguise self using a spell slot of 2nd level or higher, the duration increases to 8 hours if a 2rd or 3rd level spell slot is used or to 24 hours if a 4th or 5th level spell slot is expended. If a 6th level or higher spell slot is used the duration becomes 10 days plus 10 days per slot level above 6th.

Dream

At Higher Levels. If you cast dream using a spell slot of 6th level or higher, you may choose an additional target per slot level above 5th.

Dream of the Blue Veil

At Higher Levels. If you cast dream of the blue veil using a spell slot of 8th level or higher, you can affect 8 additional creatures per slot level above 7th.

Earthbind

At Higher Levels. If you cast earthbind using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Earthquake
At Higher Levels. If you cast earthquake using a 9th level spell slot you can either increase the area to 1 mile or the duration to 10 minutes.

Enemies Abound
At Higher Levels. If you cast enemies abound using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd.

Enlarge/Reduce
At Higher Levels. If you cast enlarge/reduce using a spell slot of 3rd level or higher, the duration increases by 1 minute per slot level above 2nd.

Enthrall
At Higher Levels. If you cast enthrall using a spell slot of 3rd level or higher, the duration increases by 1 minute per slot level above 2nd.

Expeditious Retreat
At Higher Levels. If you cast expeditious retreat using a spell slot of 2nd level or higher, for the duration of the spell your movement speed increases by 5 feet per slot level above 1st.

Eyebite
At Higher Levels. If you cast eyebite using a spell slot of 7th level or higher, the duration increases by 1 minute per slot level above 6th.

Fabricate
At Higher Levels. When you cast fabricate using a spell slot of 5th level or higher, the maximum size of the fabricated object increases by five feet in every dimension for every slot level above 4th. (Allowing a huge object, a 15-foot cube or 27 connected 5 foot cubes, to be fabricated at 5th level, and gargantuan object, a 20 foot cube or 64 connected 5 foot cubes, at 6th level, etc.) You must still have the necessary materials to craft the larger volume of products.

Faerie Fire
At Higher Levels. If you cast faerie fire using a spell slot of 2nd level or higher, you can increase the area by 10 feet or the duration by 1 minute per slot level above 1st.

Faithful Hound
At Higher Levels. If you cast faithful hound using a spell slot of 5th level or higher, the duration increases by 8 hours per slot level above 4th.

Far Step
At Higher Levels. If you cast far step using a spell slot of 6th level or higher, you can increase the maximum teleport distance by 15 feet or the duration by 1 minute per slot level above 5th.

Feather Fall
At Higher Levels. If you cast feather fall using a spell slot of 2nd level or higher, you can increase the number of targets by 5 or the duration by 1 minute per slot level above 1st.

Fear
At Higher Levels. If you cast fear using a spell slot of 4th level or higher, you can increase the area by 10 feet or the duration by 1 minute per slot level above 3rd.

Feign Death
At Higher Levels. If you cast feign death using a spell slot of 4th level or higher, the duration increases to 8 hours at 5th level, to 24 hours at 6th level, 10 days at 7th level, and permanent until dispelled or dismissed if an 8th or 9th level spell slot is used. If cast using an 8th or 9th level spell slot, the target does not age or require food or drink for the duration.

Find Familiar
At Higher Levels. If you cast this spell using a spell slot of 2nd level or higher, the familiar is summoned with 5 additional hit points per slot level above 1st.

Find the Path
At Higher Levels. If you cast find the path using a spell slot of 7th level or higher, the duration increases by 1 day per slot level above 6th.

Finger of Death
At Higher Levels. If you cast finger of death using a spell slot of 8th level or higher, the damage increases by 1d8+10 per slot level above 7th.

Fire Shield
At Higher Levels. If you cast fire shield using a spell slot of 5th level or higher, the duration increases by 10 minutes per slot level above 4th.

Fire Storm
At Higher Levels. If you cast fire storm using a spell slot of 8th level or higher, the damage increases by 1d10 and the area increases by 3 additional 10-foot cubes per slot level above 7th.

Flesh to Stone
At Higher Levels. If you cast flesh to stone using a spell slot of 7th level or higher, you can target one additional creature per slot level above 6th.

Force Cage
At Higher Levels. If you cast force cage using a spell slot of 8th level or higher, the duration increases by 1 hour per slot level above 7th.

Freedom of Movement
At Higher Levels. If you cast freedom of movement using a spell slot of 5th level or higher, you can either affect an additional willing creature or increase the duration by 1 hour per slot level above 4th.

Gaseous Form
At Higher Levels. If you cast gaseous form using a spell slot of 4th level or higher, you can either affect an additional willing creature or increase the duration by 1 hour per slot level above 3rd.

Gentle Repose
At Higher Levels. If you cast gentle repose using a spell slot of 3rd level or higher, you can either affect an additional target or increase the duration by 10 days per slot level above 2nd.

Glibness
At Higher Levels. If you cast glibness using a 9th level spell slot the duration increases to 8 hours.

Grease
At Higher Levels. If you cast grease using a spell slot of 2nd level or higher, you can increase the size of the area by 5 feet per slot level above 1st.

Greater Invisibility
At Higher Levels. If you cast greater invisibility using a spell slot of 5th level or higher, the duration increases by 1 minute per slot level above 4th.

Greater Restoration
At Higher Levels. If you cast greater restoration using a spell slot of 6th level or higher, you end an additional effect on the same target or a different one per slot level above 5th.

Guards and Wards
At Higher Levels. If you cast guards and wards using a spell slot of 7th level or higher, the duration increases by 24 hours and the area affected by 2500 square feet per slot level above 6th.

Gust of Wind
At Higher Levels. If you cast gust of wind using a spell slot of 3rd level or higher, you can increase the length of the line by 15 feet or the duration by 1 minute per slot level above 2nd.

Hallucinatory Terrain
At Higher Levels. If you cast hallucinatory terrain using a spell slot of 5th level or higher, you can increase the area by a 150-foot cube or the duration by 24 hours per slot level above 4th.



Haste
At Higher Levels. If you cast haste using a spell slot of 4th level or higher, the duration increases by 1 minute per slot level above 3rd.

Hideous Laughter
At Higher Levels. If you cast hideous laughter using a spell slot of 2nd level or higher, you may affect an additional creature per slot level above 1st.

Hunger of Hadar
At Higher Levels. If you cast Hunger of Hadar using a spell slot of 4th level or higher, the cold damage inflicted on a creature that starts its turn in the area and the acid damage suffered on a failed Dexterity save for a creature that ends its turn in the area both increase by 1d6 for each slot level above 3rd.

Hypnotic Pattern
At Higher Levels. If you cast hypnotic pattern using a spell slot of 4th level or higher, the duration increases by 1 minute per slot level above 3rd.

Immolation
At Higher Levels. If you cast immolation using a spell slot of 6th level or higher, the initial fire damage increases by 2d6 and the continuing damage increases by 1d6 for each slot level above 5th. In addition, if cast using a spell slot of 6th level or higher, the target must use its Action on its turn to make a Dexterity saving throw to extinguish the flame at the end of its turn.

Investiture of Flame
It is recommended that you make the following change to this spell: You can create the line of fire using the spell as an action and/or bonus action.
At Higher Levels. If you cast investiture of flame using a spell slot of 7th level or higher, the spell no longer requires concentration and the duration increases to 1 hour at 7th level, to 8 hours at 8th level, and to 24 hours at 9th level and the damage of the line of fire increases by 1d8 per slot level above 6th.

Investiture of Ice
It is recommended that you make the following change to this spell: You can create the cone of freezing wind using the spell as an action and/or bonus action.
At Higher Levels. If you cast investiture of ice using a spell slot of 7th level or higher, the spell no longer requires concentration and the duration increases to 1 hour at 7th level, to 8 hours at 8th level, and to 24 hours at 9th level and the damage of the freezing wind increases by 1d6 per slot level above 6th.

Investiture of Stone
It is recommended that you make the following change to this spell: You can create the small earthquake using the spell as an action and/or bonus action.
At Higher Levels. If you cast investiture of stone using a spell slot of 7th level or higher, the spell no longer requires concentration and you gain additional benefits:

7th level or higher: the duration increases to 1 hour and you gain tremorsense with a range of 60 feet while in contact with earth or stone. This sense penetrates barriers composed of earth of stone.
8th level or higher: the duration increases to 8 hours and you gain a bonus to Constitution saving throws and checks equal to your Spellcasting Ability modifier.
9th level: the duration increases to 24 hours and the resistances granted by the spell are not overcome by magical attacks.

Investiture of Wind
It is recommended that you make the following change to this spell: You can create the cube of swirling wind using the spell as an action and/or bonus action.
At Higher Levels. If you cast investiture of wind using a spell slot of 7th level or higher, the spell no longer requires concentration and the duration increases to 1 hour at 7th level, to 8 hours at 8th level, and to 24 hours at 9th level and the damage of the cube of wind increases by 1d10 per slot level above 6th.

Incendiary Cloud
At Higher Levels. If you cast incendiary cloud using a 9th level spell slot the damage increases to 12d8 and the duration increases to 10 minutes.

Jump
At Higher Levels. If you cast jump using a spell slot of 2nd level or higher, you can either increase the duration by 1 minute or affect an additional target per slot level above 1st.

Knock
At Higher Levels. If you cast knock using a spell slot of 3rd level or higher, you can affect an additional target or lock within range per slot level above 2nd.

Legend Lore
At Higher Levels. If you cast legend lore using a spell slot of 6th level or higher, you can receive information about an additional person, place, or object per slot level above 5th. You may choose the additional person, place, or object provided by the additional levels as you gain the information from this spell allowing you to follow lines of research.

Lesser Restoration
At Higher Levels. If you cast lesser restoration using a spell slot of 3rd level or higher, you end an additional disease or condition on the same target or a different one per slot level above 2nd.

Levitate
At Higher Levels. If you cast levitate using a spell slot of 3rd level or higher you can affect an additional willing creature or an additional object for each slot level above 2nd.

Locate Creature
At Higher Levels. If you cast locate creature using a spell slot of 5th level or higher, the range at which the spell can function increases to 1 mile at 5th level, plus 10 miles per slot level above 5th. If cast using a spell slot of 6th level or higher, the spell is no longer blocked by running water, though the range is halved.

Additionally, if you possess a thaumaturgic link to the target, such as a piece of the creature (hair, blood, etc), a family member, or a prized possession you can use this link as a material component in the spell to enhance it. This can range from causing the target to be considered familiar to you to increasing the level at which the spell is cast by up to 3 levels (depending upon the strength of the link).

Locate Object
At Higher Levels. If you cast locate object using a spell slot of 3rd level or higher, the range at which the spell can function increases to 1 mile at 3rd level, plus 10 miles per slot level above 3rd. If cast using a spell slot of 6th level or higher, the spell is no longer blocked by lead, though the range is halved.

Additionally, if you possess a thaumaturgic link to the target, such as the creator of an item casting this spell, possessing the second item of a matched set, or a body or creature bearing a wound left by a weapon, you can use this link as a component in the spell to enhance it. This can range from causing the target to be considered familiar to you to increasing the level at which the spell is cast by up to 3 levels (depending upon the strength of the link).

Maddening Darkness
At Higher Levels. If you cast maddening darkness using a 9th level spell slot, the damage increases to 10d8 and it does not require concentration but ends if you are incapacitated or if you die.

Mage Armor
At Higher Levels. If you cast mage armor using a spell slot of 2nd level or higher the duration increases by 2 hours per slot level above 1st and it acquires additional effects: If cast using a spell slot of 3rd or 4th level the AC provided becomes 14 + Dexterity modifier. If cast using a spell slot of 5th or 6th level the AC provided becomes 15 + Dexterity modifier. If cast using a spell slot of 7th or 8th level the AC provided becomes 16 + Dexterity modifier. If cast using a spell slot of 9th level the AC provided becomes 17 + Dexterity modifier.

Magnificent Mansion
If you cast magnificent mansion using a spell slot of 8th level or higher, you can either double the duration or the dimensions and number of creatures that can be served within the space per slot level above 7th.

Maze
At Higher Levels. If you cast maze using a 9th level spell slot, it does not require concentration but ends if you are incapacitated or if you die.

Mental Prison
At Higher Levels. If you cast mental prison using a spell slot of 7th level or higher, the damage on the initial failed or successful save increases by 1d10 and the damage if the target moves out of the prison, makes a melee attack through it, or reaches any part of its body through it increases by 2d10 per slot level above 6th.

Mighty Fortress
At Higher Levels. If you cast mighty fortress using a 9th level spell slot, the fortress remains for 1 month.

Mirage Arcane
At Higher Levels. If you cast mirage arcane using a spell slot of 8th level or higher, you can either increase the duration by 10 days or the area by 1 square mile per slot level above 7th.

Mirror Image
At Higher Levels. If you cast mirror image using a spell slot of 3rd level or higher, the duration increases by 1 minute per slot level above 2nd.

Mislead
At Higher Levels. If you cast mislead using a spell slot of 6th level or higher, the duration increases by 1 hour per slot level above 2nd. Alternatively, if you cast this spell using a spell slot of 7th level or higher you can reduce the duration to 1 minute, plus one minute per level of the spell slot above 7th, but the invisibility does not end when you attack or cast a spell.

Misty Step
At Higher Levels. If you cast misty step using a spell slot of 3rd level or higher, the distance you can teleport increases by 10 feet per slot level above 2nd.

Move Earth
At Higher Levels. If you cast move earth using a spell slot of 7th level or higher, the duration increases by 2 hours per slot level above 6th.

Negative Energy Flood
At Higher Levels. If you cast negative energy flood using a spell slot of 6th level or higher, you roll an additional 2d12 to determine damage or temporary hit points per slot level above 2nd.

Nondetection
At Higher Levels. If you cast nondetection using a spell slot of 4th level or higher, you can affect an additional target or an additional 10 foot place or object per slot level above 3rd.

Passwall
At Higher Levels. If you cast passwall using a spell slot of 6th level or higher, you can increase either the depth of the passage by 20 feet or the duration by 1 hour per slot level above 5th.

Phantasmal Force
At Higher Levels. If you cast phantasmal force using a spell slot of 3rd level or higher, the duration increases by 1 minute per slot level above 2nd and the psychic damage inflicted by the phantasm increases by 1d6 for every 2 slot levels above 2nd.

Phantom Steed
At Higher Levels. If you cast phantom steed using a spell slot of 4th level or higher, you can create an additional steed or increase the duration by 1 hour per slot level above 3rd.

Plane Shift
At Higher Levels. If you cast plane shift using a spell slot of 8th level or higher, you can double the number of willing creatures transported per slot level above 7th.

Polymorph
At Higher Levels. If you cast polymorph using a spell slot of 5th level or higher, the duration increases by 1 hour per slot level above 4th.

When you cast polymorph, or a similar spell, on an unwilling target (a target that makes a Wisdom saving throw to resist the spell), damage to the target is handled differently: The target assumes the hit points of its new form. Any damage suffered by the new form is also suffered by its normal form. It is not unconscious and does not revert when the new form is reduced to 0 hit points. Instead when the new form is reduced to 0 hit points it becomes Incapacitated. At the end of each of its turns while incapacitated in this way, it may make a Wisdom saving throw to revert to its normal form. When damage reduces its normal form to 0 hit points it reverts and is unconscious and dying. When it reverts to its normal form via other means, the creature's current hit points are reduced by the number of hit points it suffered while transformed.



Prismatic Spray
It is recommended that you make the following change to this spell: For each target in the area roll 1d4 to determine the number of rays that strike the target. Roll a number of d8s equal to the result to determine which color of ray(s) affect it.

At Higher Levels. If you cast *prismatic spray* using a spell slot of 8th level or higher, each creature in the area is affected by 1d4+1 rays at 8th level and by 1d4+2 at 9th level.

Programmed Illusion
At Higher Levels. If you cast programmed illusion using a spell slot of 7th level or higher, you can increase the maximum size of the illusion by 20 feet per slot level above 6th.

Project Image
At Higher Levels. If you cast project image using a spell slot of 8th level or higher, you can double the range for every slot level above 7th.

Protection from Energy
At Higher Levels. If you cast protection from energy using a spell slot of 4th level or higher, you can either increase the duration by 1 hour or affect an additional willing creature per slot level above 3rd.

Protection from Evil and Good
At Higher Levels. If you cast protection from evil and good using a spell slot of 2nd level or higher, you can either increase the duration by 10 minutes or affect an additional willing creature per slot level above 1st.

Pyrotechnics
At Higher Levels. If you cast pyrotechnics using a spell slot of 3rd level or higher, you can increase the area of the Fireworks effect by 5 feet or the Smoke effect by 10 feet per slot level above 2nd.

Ray of Enfeeblement
At Higher Levels. If you cast ray of enfeeblement using a spell slot of 3rd level or higher, you can produce one additional ray using the spell per slot level above 2nd. You may produce 1 or more rays when you cast the spell or as an Action during the duration until you have fired all of them.

Remove Curse
At Higher Levels. If you cast remove curse using a spell slot of 4th level or higher, you can affect one additional creature or object per slot level above 3rd.

Resilient Sphere
At Higher Levels. If you cast resilient sphere using a spell slot of 5th level or higher, you can trap a creature of size Huge if cast at 6th or 7th level and a creature of Gargantuan size if an 8th or 9th level spell slot is used.

Reverse Gravity
At Higher Levels. If you cast reverse gravity using a spell slot of 8th level or higher, you can double the duration for every slot level above 7th.

Rope Trick
At Higher Levels. If you cast rope trick using a spell slot of 3rd level or higher you can either increase the duration by 1 hour or the number of medium or smaller creatures the space can hold by 2 per slot level above 2nd.

Scatter
At Higher Levels. If you cast scatter using a spell slot of 7th level or higher, you can increase the number of affected creatures by 5 per slot level above 6th.

Scrying
At Higher Levels. If you cast scrying using a spell slot of 6th level or higher, you can increase the duration by 10 minutes per slot level above 5th.

Secret Chest
At Higher Levels. If you cast secret chest using a spell slot of 5th level or higher, the time that the larger chest can remain on the ethereal plane before it risks becoming lost increases to 1 year at 5th level, 10 years at 6th level, 100 years at 7th level, 1000 years at 8th level, and unlimited at 9th level. In addition, when you cast this spell using a spell slot of 5th level or higher you can affect an additional chest and replica (with the normal construction cost) per slot level above 4th. You might instead affect a larger container no larger than 12 cubic feet plus 12 cubic feet per slot level above 4th. **Note:** Many casters supplement the storage capacity of their chests by adding extra dimensional compartments.

See Invisibility
At Higher Levels. If you cast see invisibility using a spell slot of 3rd level or higher, you can increase the duration by 1 hour per slot level above 2nd.

Seeming
At Higher Levels. If you cast scrying using a spell slot of 6th level or higher, you can increase the duration by 8 hours or the range by 30 feet per slot level above 5th.

Sending
At Higher Levels. If you cast sending using a spell slot of 4th level or higher, you can increase the duration by 1 round and send and receive an additional message to the same target or a different one per slot level above 5th.

Shield
At Higher Levels. If you cast shield using a spell slot of 2nd level or higher, the duration increases by 1 round per slot level above 1st. The spell ends if you do not use a Bonus Action or your Reaction at the start of each of your turns to maintain the shield.

Sickening Radiance
At Higher Levels. If you cast sickening radiance using a spell slot of 5th level or higher, the damage increases by 1d10 per slot level above 4th.

Silence
At Higher Levels. If you cast silence using a spell slot of 3rd level or higher, you can increase the duration by 10 minutes per slot level above 2nd.

Silent Image
At Higher Levels. If you cast silent image using a spell slot of 2nd level or higher, you can increase the duration by 10 minutes per slot level above 1st.

Skill Empowerment
At Higher Levels. If you cast skill empowerment using a spell slot of 6th level or higher, you can either increase the duration by 1 hour or affect an additional target per slot level above 5th.

Sleet Storm

At Higher Levels. If you cast sleet storm using a spell slot of 4th level or higher, you can increase the duration by 1 minute per slot level above 3rd.

Slow
At Higher Levels. If you cast slow using a spell slot of 4th level or higher, you can affect 3 additional targets within a cube of 40 feet plus 10 feet per slot level above 3rd.

Snare
At Higher Levels. If you cast snare using a spell slot of 2nd level or higher, you can increase the duration by 8 hours per slot level above 1st.

Soul Cage
At Higher Levels. If you cast soul cage using a spell slot of 7th level or higher, you can use the trapped soul two additional times per slot level above 6th.

Speak with Dead
At Higher Levels. If you cast speak with dead using a spell slot of 4th level or higher, you can ask the corpse two additional questions per slot level above 3rd.

Spider Climb
At Higher Levels. If you cast spider climb using a spell slot of 3rd level or higher, you can increase the duration by 1 hour or affect an additional target per slot level above 2nd. If cast using a 3rd level or higher spell slot, it no longer requires concentration.

Steel Wind Strike
At Higher Levels. If you cast steel wind strike using a spell slot of 6th level or higher, you can attack an additional creature per slot level above 5th.

Stinking Cloud
At Higher Levels. If you cast stinking cloud using a spell slot of 4th level or higher, you can increase the duration by 1 minute per slot level above 3rd.

Stone Shape
At Higher Levels. If you cast stone shape using a spell slot of 5th level or higher, you can affect an additional 5-foot cube section or medium object of stone per slot level above 4th.

Stoneskin
At Higher Levels. If you cast stone skin using a spell slot of 5th level or higher, you can either increase the duration by 1 hour or affect an additional willing creature per slot level above 4th. If you also know the *blade ward* cantrip the spell grants the target resistance to all bludgeoning, piercing, and slashing damage, including that inflicted by magical weapons.

Suggestion
At Higher Levels. If you cast suggestion using a spell slot of 3rd level or higher, you can affect an additional creature per slot level above 2nd.

Sunbeam
At Higher Levels. If you cast sunbeam using a spell slot of 7th level or higher, the beam inflicts an additional 1d8 damage per slot level above 6th.

Sunburst
At Higher Levels. If you cast sunburst using a 9th level spell slot the damage increases to 15d6.

Symbol
At Higher Levels. If you cast symbol using a spell slot of 8th level or higher, ten minutes after the first time the symbol is triggered it resets and can be triggered an additional time before the spell ends for each slot level above 7th.

Synaptic Static
At Higher Levels. If you cast synaptic static using a spell slot of 6th level or higher, the damage increases by 2d8 per slot level above 5th.

Tasha's Otherworldly Guise
At Higher Levels. If you cast Tasha's Otherworldly Guise using a spell slot of 7th level or higher, the duration increases to 10 minutes, plus 10 minutes per slot level above 7th and when you take the Attack action during the duration you can cast a spell in place of one of the attacks. If cast using an 8th or 9th level spell slot the spell does not require concentration.

Telekinesis
At Higher Levels. If you cast Telekinesis using a spell slot of 6th level or higher, the weight you can lift doubles and the duration increases by 10 minutes for each slot level above 5th.

Telepathic Bond
At Higher Levels. If you cast telepathic bond using a spell slot of 6th level or higher you can affect two additional creatures for each slot level above 5th. If cast using a spell slot of 7th or 8th level the duration increases to 8 hours. If a 9th level spell slot is used the duration becomes 24 hours.

Telepathy
At Higher Levels. If you cast telepathy using a 9th level spell slot the duration increases to 10 days.

Teleport
At Higher Levels. If you cast teleport using a spell slot of 8th level or higher you can transport 4 additional creatures or objects per slot level above 7th.

Teleportation Circle
At Higher Levels. If you cast teleportation circle using a spell slot of 6th level or higher, the spell gains a duration of 10 days. When you cast the spell or as an Action during the duration you can touch the circle to link it to the permanent teleportation circle chosen when you cast the spell. The circle can be activated this way one time plus one additional time per slot level above 5th. When you cast teleportation circle using a spell slot of 6th level or higher with the intention of constructing a permanent teleportation circle, it

counts as one additional consecutive day of casting per slot level above 5th.

Tenser's Transformation
At Higher Levels. If you cast this spell using a spell slot of 7th level or higher, you gain 10 additional temporary hit points and your weapon attacks inflict an additional 1d12 force damage per slot level above 6th

Tidal Wave
At Higher Levels. If you cast tidal wave using a spell slot of 4th level or higher, the damage increases by 1d8 and the length of the area increases by 10 feet per slot level above 3rd.

Tiny Hut
At Higher Levels. If you cast this spell using a spell slot of 4th level or higher, you can increase the radius of the dome by 5 feet per slot level above 3rd.

Tongues
At Higher Levels. If you cast tongues using a spell slot of 4th level or higher the duration increases to 8 hours at 5th or 6th level, 24 hours at 7th or 8th level, and 10 days at 9th level.

Transmute Rock
At Higher Levels. If you cast transmute rock using a spell slot of 6th level or higher, the area that can be affected increases by one 40-foot cube per slot level above 5th.

True Seeing
At Higher Levels. If you cast true seeing using a spell slot of 7th level or higher, you can increase the duration by 1 hour per slot level above 6th.

Unseen Servant
At Higher Levels. If you cast unseen servant using a spell slot of 2nd level or higher, the duration increases by 1 hour per slot level above 1st.

Wall of Force
At Higher Levels. If you cast wall of force using a spell slot of 6th level or higher, you can increase the radius of a dome or sphere by up to 10 feet or shape up to ten additional 10-foot-by-10-foot panels per slot level above 5th.

Wall of Sand
At Higher Levels. If you cast wall of sand using a spell slot of 4th level or higher, you can increase the length of the wall by up to 30 feet per slot level above 3rd.

Wall of Stone
At Higher Levels. If you cast wall of stone using a spell slot of 6th level or higher, you can create up to ten additional panels per slot level above 5th.

Note. The AC of a wall created by this spell should be 17.

Wall of Water
At Higher Levels. If you cast wall of water using a spell slot of 4th level or higher, you can increase the length of the wall by up to 30 feet or the diameter of a ringed wall by up to 10 feet per slot level above 3rd.

Warding Wind
At Higher Levels. If you cast warding wind using a spell slot of 4th level or higher, you can increase the duration by 10 minutes per slot level above 3rd.

Water Breathing
At Higher Levels. If you cast water breathing using a spell slot of 4th level or higher, you can increase the duration by 24 hours or affect 5 additional willing creatures per slot level above 3rd.

Water Walk
At Higher Levels. If you cast Water Walk using a spell slot of 4th level or higher, you can increase the duration by 1 hour or affect 5 additional willing creatures per slot level above 3rd.

Watery Sphere
At Higher Levels. If you cast watery sphere using a spell slot of 5th level or higher, the duration increases by 1 minute per slot level above 4th.

Web
At Higher Levels. If you cast web using a spell slot of 3rd level or higher, you can increase either the size of the cube by 5 feet or the duration by 1 hour per slot level above 2nd.

Whirlwind
At Higher Levels. If you cast whirlwind using a spell slot of 8th level or higher, the damage increases by 2d6 and the distance a creature is hurled increases by 1d6 x 10 feet per slot level above 7th.

Zone of Truth
At Higher Levels. If you cast zone of truth using a spell slot of 3rd level or higher, the duration increases by 10 minutes per slot level above 2nd.



Counterspell and Dispel Magic

Counterspell and *dispel magic* are both 3rd level spells that allow you to either interrupt the magic of a spell as it is bing cast, causing it to fail, or disrupt the magic of an existing spell, ending it. This section slightly alters the function of these spells to promote more engaging game play and gives a reason to cast these spells at a higher level even if you cannot equal the level of spell you are attempting to counter or dispel.

Counterspell

3rd level abjuration
Casting Time: 1 Reaction - which you take when you see a creature within 60 feet of you casting a spell
Range: 60 ft
Components: S
Duration: Instantaneous
You attempt to interrupt a creature in the process of casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, make an ability check using your spellcasting ability, with a bonus equal to double the level at which you cast counterspell. The DC equals 10 + double the spell's level. On a success, the creature's spell fails and has no effect.

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

Dispel Magic

3rd level abjuration
Casting Time: 1 Action
Range: 120 ft
Components: V, S
Duration: Instantaneous
Choose one creature, object, or magical effect within range. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, make an ability check using your spellcasting ability, with a bonus equal to double the level at which to cast *dispel magic.* The DC equals 10 + double the spell's level. On a successful check, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you automatically end the effects of a spell on the target if the spell's level is equal to or less than the level of the spell slot you used.

If you successfully identify a spell (see the section on Identifying Spells below) before attempting to dispel or counter it, you gain advantage on the spellcasting ability check made as part of your *counterspell* or *dispel magic.*

Detect Magic

Normally you must be able see a creature casting a spell in order to cast *counterspell,* which means if a spell is cast without components it cannot be countered. However, if you have a *detect magic* effect active, you can see the caster, and you used the function of *detect magic* to see the auras of magic, you can see the magic of the spell as it forms, allowing to use your reaction cast *counterspell.*

Curses and Maledictions

"By the pricking of my thumbs, something wicked this way comes." – William Shakespeare, "Macbeth"

Curses are a staple of many fantasy stories and faerie tales. Hags, fey, witches, fiends, and even gods are known to bestow curses on the naughty or prideful. In Dungeons & Dragons 5th Edition, curses are handled mechanically through spells, class features, and abilities of player characters and monsters. Usually, curses do not outright damage the unfortunate target, instead a curse might debilitate or weaken a target, or cause them to become more vulnerable to damage or to suffer harm when they take a certain action.

The following spells count as curses: *baleful gaze (Cantrip: cleric, warlock), bane (1st-level: bard, cleric), hex (1st-level: warlock), maledict (1st-level: bard, cleric, warlock, wizard), bestow curse (3rd-level: bard, cleric, wizard), baleful smite (4th-level: cleric, paladin, warlock, wizard), debilitating curse (5th-level: warlock, wizard), geas (5th-level: bard, cleric, druid, paladin, wizard), induce madness (6th-level: bard, druid, warlock, wizard), mass curse (7th-level: bard, cleric, warlock, wizard),* and *touch of oblivion (9th-level: warlock, wizard).*

The Sign of Ill Omen and Thief of Five Fates invocations can grant warlocks the ability to cast *bestow curse* and *bane*, respectively, once per day. The Hexbade's Curse feature is a curse granted as a class feature to warlocks of the Hexblade patron.

The warlocks of The Beyond patron and warlocks of any patron that chooses the Pact of the Totem, both of which are presented in the Arcane Classes chapter, represent spellcasters that specialize in cursing magic.

Bestow Curse

3rd-level necromancy
Casting Time: 1 Action
Range: Touch
Components: V, S
Duration: Concentration up to 1 minute
You touch a creature, and that creature must succeed on a Wisdom saving throw or become cursed for the duration of the spell. When you cast this spell, choose the nature of the curse from the following options:

- Choose one ability score. While cursed, the target has disadvantage on ability checks and saving throws made with that ability score.
- While cursed, the target has disadvantage on attack rolls against you.
- While cursed, the target must make a Wisdom saving throw at the start of each of its turns. If it fails, it wastes its action that turn doing nothing.
- While the target is cursed, your attacks and spells deal an extra 1d8 necrotic damage to the target.

A *remove curse* spell ends this effect. At the DM's option, you may choose an alternative curse effect, but it should be no more powerful than those described above. The DM has final say on such a curse's effect.

At Higher Levels. If you cast this spell using a spell slot of 4th level or higher, the duration is concentration, up to 10 minutes. If you use a spell slot of 5th level or higher, the

duration is 8 hours. If you use a spell slot of 7th level or higher, the duration is 24 hours. If you use a 9th level spell slot, the spell lasts until it is dispelled. Using a spell slot of 5th level or higher grants a duration that doesn't require concentration.
Classes: Bard, Cleric, Wizard

Alternate Bestow Curse Effects

The bestow curse spells allows an option for choosing alternative curse effects, with your DM's permission the following are alternative curse effects that might be chosen (and names for existing curse effects, just so you can cackle madly while you pronounce the curse):

Baneful Curse. While cursed, the target suffers the effects of a *bane* spell that cannot be ended while the target is cursed. Additionally, each time the cursed target hits you with an attack, it suffers 1d4 necrotic damage.

Cursed Affliction. (This curse has many names, depending upon the ability chosen. It is also often accompanied by a physical manifestation, such as horrendous boils when choosing Charisma, stiff and swollen joints when choosing Dexterity, etc.) Choose one ability score. While cursed, the target has disadvantage on ability checks and saving throws made with that ability score.

Cursed Form. You transform the cursed target's appearance. You decide what it looks like, including its height, weight, facial features, sound of its voice, hair length, coloration, and distinguishing characteristics. You can make it appear as a member of another race, though none of its statistics change. It also can't appear as a creature of a different size, and its basic shape stays the same; if it is bipedal, you can't use this curse cause it to become quadrupedal, for instance. The cursed target also has disadvantage on any ability check to interact socially with other creatures.

Curse of Cowardice. While cursed, the target becomes frightened of any hostile creature. As an action, the creature can make a Wisdom check against your spell save DC to steel its resolve and remove the frightened condition until the end of its next turn.

Curse of Darkness. While cursed, the target's sight becomes dim. It has disadvantage on ability checks requiring sight, the range of darkvision and other visual senses possessed by the target is halved, and the target must make a Wisdom saving throw at the start of each of its turns. If it fails, it is blinded until the start of its next turn.

Curse of the Deep Ones. While cursed, the target develops a sensitivity to light. While in bright light, the cursed target has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Curse of Gullibility. While cursed, any ability check to interact socially with the target has advantage and the target suffers disadvantage on Wisdom checks.

Curse of Intoxication. While cursed, the target appears intoxicated and suffers from the poisoned condition. Creatures immune to the poisoned condition are immune to the effects of this curse.

Curse of Madness. Roll on the Short-Term Madness table on page 259 of the *Dungeon Master's Guide.* While cursed, the target is afflicted with the madness indicated for 1d10 minutes, or until no longer cursed. If the target is still cursed when the madness ends it must make a Wisdom saving throw. On a failed save, roll again on the Short-Term Madness table, the target is afflicted with the indicated madness for the next 1d10 minutes. On a successful save, the target is free of madness for 1d10 minutes, and must repeat the Wisdom saving throw at the end of this time.

The target can also make a Wisdom saving throw each time it suffers damage while afflicted with madness, if successful it is free of the madness until the end of its next turn, whereupon it must make a new Wisdom saving throw as if its madness just ended.

Curse of Paranoia. While cursed the target becomes intensely paranoid and finds it difficult to tell friend from foe. Outside of combat it gains the following flaw: "I am convinced that powerful shape-shifting enemies are hunting me, and their agents are everywhere I go. I am sure they're watching me all the time."

While in combat it must make a Wisdom saving throw at the start of each of its turns. If it fails, it regards all creatures as enemies until the start of its next turn. If it makes an attack that turn, it must choose the target at random from among the creatures it can see within range of the attack, spell, or other ability it's using. If it does not make an attack during its turn, it must take the Disengage or Dodge action. If an enemy provokes an opportunity attack from the target before the start of its next turn, the target must make that attack if it is able to. Creatures that can't be frighted are immune to the effects of this curse.

Curse of Obedience. While cursed, any time a creature suggests a reasonable course of activity to the target, it must make a Wisdom saving throw. On a failed save, it pursues the course of action as described in the *suggestion* spell. Any new command by any creature requires a new saving throw. On a failed save, any previous *suggestion* ends, and the cursed creature must follow the new *suggestion.* Creatures that can't be charmed are immune to the effects of this curse.

Curse of Silence. While cursed, the target is rendered mute and is deafened. It cannot speak or cast spells with verbal components and can't hear and automatically fails any ability check that requires hearing.

Curse of Sloth. While the target is cursed, it suffers the effects of a *slow* spell that cannot be ended while the target remains cursed.

Curse of Tongues. While cursed, the target cannot speak or understand any language and cannot cast spells with verbal components.

Curse of Unseeing. Choose any number of creatures. While cursed, the chosen creatures and anything they are wearing or carrying are invisible to the target. If a chosen creature attacks the target or forces the target to make a saving throw, that creature becomes visible to the target for 1 minute.

Curse of Vengeance. While the target is cursed, each time the target damages you it suffers 1d8 necrotic damage.

Curse of Vulnerability. Choose one damage type. While cursed, each time the target suffers damage of that type it must succeed on a Constitution saving throw or become Vulnerable to the damage of that type from that attack. If the target is Resistant to that damage type, it instead loses its resistance to that damage type from that attack. If the target

is Immune to that damage type, instead, damage of that type is halved against it from that attack.

Enfeebling Curse. While cursed, the target has disadvantage on Strength checks and Strength saving throws and deals only half damage with attacks that use Strength.

Hex. (You must know the *hex* spell to choose this option.) The target is affected by your *hex* spell. Any class feature or eldritch invocation that applies to a *hex* spell cast by you also applies to this curse. If you choose this option, the target receives no initial saving throw to resist the *bestow curse* spell, but you cannot transfer the *hex* effect when the target dies.

Imperiling Hex. While cursed, each time the target suffers damage, it suffers an additional 1d4 damage that ignores any resistance or immunity to damage possessed by the target.

Killing Curse. While the target is cursed, your attacks and spells deal an extra 1d8 necrotic damage to the target.

Magebane Curse. While the target is cursed, if it is concentrating on a spell at the start of its turn, or if it attempts to cast a spell, it suffers 1d8 force damage from magical feedback. (This damage requires the normal Constitution saving throw based on the damage suffered to maintain concentration on the spell or to complete the casting of the spell. If the target fails this save while casting a spell, the spell fails, but it does not expend a spell slot or a use of the spell.)

Pacifying Curse. While the target is cursed, each time the target damages any living creature it suffers 1d4 psychic or necrotic damage (your choice).

Shrinking Curse. While the target is cursed, it is affected by the reduce option of an *enlarge/reduce* spell that cannot be ended while it remains cursed.

Stupefying Curse. While cursed, the target must make a Wisdom saving throw at the start of each of its turns. If it fails, it wastes its action that turn doing nothing.

Warding Hex. While cursed, the target has disadvantage on attack rolls against you.

Weakening Hex. While cursed, each time the target makes a damage roll, it must roll a 1d4 and reduce its damage by the result (minimum 0 damage.)



More Powerful Curses

While the *bestow curse* spell includes an option to make the spell last until it is dispelled, this option isn't available unless a 9th-level spell slot is used. The following are options usable by players, npc spellcasters, and monsters to unleash some truly horrific and lasting curses.

Cursed Effigy. You can cast *bestow curse* using a specially constructed effigy as a material component. The effigy costs 500gp and 1 hour of work to construct. It requires blood, hair, flesh, or a similar part of the intended target, and is specific to that target. When you cast *bestow curse* at 5th level or higher using the effigy as a component, the spell gains the following benefits:

- Its range increases to Sight (including through scrying).
- The target has disadvantage on its saving throw.
- The spell's duration becomes 'until removed'.
- The cursed target has disadvantage on saving throws to resist spells cast by a creature possessing the effigy.
- The curse can only be removed by a *remove curse* spell, and only after the effigy is destroyed or after the caster is slain. A *wish* spell can remove the curse at any time.

If the target succeeds on its saving throw or the curse is removed, the effigy is destroyed.

Death Curse. If you know or have the *bestow curse* spell prepared, you can cast the following variation of that spell as a final revenge on a creature that laid you low:

Death Curse

3rd-level necromancy
Casting Time: 1 Reaction
Range: 90 ft
Components: V
Duration: Special

As a reaction when you would drop to 0 hit points you can pronounce a curse on the creature that inflicted the damage if it is within range. That creature is cursed, and you immediately suffer three death saving throw failures and die.

You can expend additional spell slots when you cast this spell, the spell is considered to be cast a level equal to the combined total of the spell slot used to cast the spell plus the additional spell slots expended, to a maximum spell level equal to half your level (round up).

Choose the effects of the curse as described in the *bestow curse* spell. The curse lasts indefinitely and can only be removed by a *wish* spell or by a *remove curse* spell cast at a level higher than that used to cast the curse. If you are returned to life, the curse can be removed normally.

At Higher Levels. If you cast this spell using a spell slot of 4th-level or higher, you can choose an additional target that participated in your demise for every slot level above 3rd.

> **Arcane Synergy.** If you know or have the *bestow curse* spell prepared, you can also cast this spell.

Classes: Bard, Cleric, Warlock, Wizard

Pact of Totem. The warlock houngans of The Beyond patron that possess the Pact of the Totem have access to the Hoodoo Totem patron invocation that can enhance their curses: When a creature fails a saving throw to resist your *bestow curse* or *mass curse* spell you can expend the use of one of your Mystic Arcanum spells to extend the duration: to 10 days for a 6th level Arcanum, a year and a day for a 7th level Arcanum, 101 years for an 8th level Arcanum, or permanent until removed if a 9th level Arcanum is expended. Such a curse can only be removed early if your totem is destroyed, you are slain, you end the effect, or by means of a *wish* spell.

Warlocks of The Artifact patron that possess a totem artifact from their Artifact Boon feature gain a similar ability from their Artifact of Legend feature.

Righteous Curse. This option is especially appropriate to a cleric bestowing a curse, but other spellcasters with access to *bestow curse* may also use it, if they have cause. If, in the DM's opinion, a curse is especially justified, and the *bestow curse* effect is especially appropriate to the target's transgression, the curse is enhanced in the following ways:

- The target has disadvantage on its saving throw.
- The spell's duration becomes 'until removed'.
- The curse can only be removed by a *remove curse* spell, and only after the target has atoned for its transgression or after the caster is slain. A *wish* spell can remove the curse at any time.

If the target succeeds on its saving throw or the curse is removed, this option cannot be used again to enhance a curse against that target for that transgression.

If, however, in the DM's opinion, the curse is unjustified, or worse petty or vindictive, the caster is afflicted with the curse instead, enhanced as described above, and the caster must atone in some way before it may be removed.

Note: These options can also apply to the *mass curse* spell.

Other Curses. You can use similar options to these for curses not caused by a spell, such as lycanthropy transmitted by an alpha werewolf or mummy rot caused by a mummy lord. The most common such condition would be the death of the creature that caused the curse, but other ideas such as returning stolen treasure to the mummy lord's tomb, or atoning in some other way are also possible prerequisites to lifting a curse caused by such creatures.

Remove Curse

If a creature casts *remove curse* on the target of one of these powerful curses, without fulfilling the conditions that would allow the spell to be removed, it might still offer some relief from the curse. The caster can make a spellcasting ability check versus the Save DC of the curse. On a success the effects of the curse are suspended for 1 hour and the caster learns what actions are necessary to permanently remove the curse. This increases to 8 hours at 5th or 6th level, 24 hours at 7th or 8th level, and to 10 days at 9th level.

Customizing Spells

Every spellcaster is different. Even two wizards might use very different methods or specific motions to produce the same spell. A spellcaster might have a specific theme to their magic or use specific types of components. This is often tied to other options you have chosen for your character, the thematic effects of a sorcerer's spells might reflect their bloodline and heritage while a warlock's spells might have a theme reminiscent of their patron. These alterations are purely cosmetic, and can't change the effects of a spell. They also can't make one spell seem like another.

A spellcaster can also alter a spell in the following ways when they learn it for the first time. The spell is always cast using these alterations for you:

- You can exchange a Somatic, Verbal, or Material (that has no GP cost) component for different type of component.
- You can add a Spellcasting Focus as a requirement for a spell to replace the spell's Material component (with no GP cost or a GP cost of 10gp or less) and one additional component.
- You can exchange the Material component of a spell for a Material component with the same or greater value.

Arcane Synergy. The Material Wizardry optional feature in the Wizard chapter gives some ideas on how the components required for a spell may be altered to fit a spellcasting theme. In this case the feature grants additional proficiencies as a benefit since it actually adds a Material component or Focus requirement for some spells.

Granted Spells

If you are granted the ability to cast spells by a racial trait or a feat, you can also cast these spells using spell slots you have of the appropriate level under one of the following conditions:

- You have a Spellcasting or Pact Magic feature that uses the same Spellcasting Ability specified for that spell in the racial trait or feat.
- The spell is on the spell list of the class granting your Spellcasting or Pact Magic feature. In this case, you can also change the Spellcasting Ability for the spell granted by the racial trait or feat to that of your Spellcasting or Pact Magic feature of that class.

Arcane Synergy. With the myriad of new spells in this tome there are a lot of new spell options to fit specific themes. If a feat or class feature grants you a specific spell, you may, with the DM's permission replace it with a spell of the same level that is thematically more appropriate to your character.

Identifying Spells

Characters will often wish to identify spells and magical effects they come across on their adventures. *Detect Magic* is obviously a powerful tool in analyzing enchantments, especially when paired with the Arcana skill.

Using the Arcana skill

Sometimes a character wants to identify a spell that someone else is casting or that was already cast. To do so, a character can use their reaction to identify a spell as it's being cast, or they can use an action on their turn to identify a spell by its effect after it is cast.

If the character perceived the casting, the spell's effect, or both, the character can make an Intelligence (Arcana) check with the reaction or action. The DC equals 15 + the spell's level. If the spell is cast as a class spell and the character is a member of that class, the check is made with advantage. For example, if the spellcaster casts a spell as a cleric, another cleric has advantage on the check to identify the spell. Some spells aren't associated with any class when they're cast, such as when a monster uses its Innate Spellcasting trait.

This Intelligence (Arcana) check represents the fact that identifying a spell requires a quick mind and familiarity with the theory and practice of casting. This is true even for a character whose spellcasting ability is Wisdom or Charisma. Being able to cast spells doesn't by itself make you adept at deducing exactly what others are doing when they cast their spells.

If you successfully identify a spell before attempting to use *quell magic* or *dispel magic* to dispel it, you gain advantage on the spellcasting ability check made as part of those spells.

If you use the Search action on your turn you can devote your attention to determining what spell a creature is casting. Until the start of your next turn if a creature you can see attempts to cast a spell you can make an Arcana check as described above to determine what spell is being cast. If successful, and you then use your Reaction to cast *counterspell,* you have advantage on a spellcasting ability check made to counter the identified spell.

If you also have a *detect magic* spell or effect active, you have advantage on the Arcana check made to identify the spell. Also, if you can see the caster and you used the function of *detect magic* to see the aura of magic, you can see the magic of the spell as it forms. You can then use your reaction to cast *counterspell* even if the spell is cast without components.

Detect Magic

You have advantage on Arcana checks to identify a spell during the duration of a *detect magic* and can identify spell effects that you sense using the spell even when the spell effect itself is not visible. The DC to identify a spell on your spell list is reduced to 10 + the spell's level while using *detect magic*. When you successfully identify a spell during a *detect magic*, you also discover what type of magic produced the spell (what class), the relative power (level) at which the spell was cast, and the approximate remaining duration.

Additionally, you can further analyze an enchantment you scrutinize with a *detect magic* spell. As an Action during the duration you can use the sense gained by this spell to attempt to determine one of the following:

- You can analyze a specific magical effect's signature. You can make an Intelligence (Arcana) check with a DC of 15 minus the level of the spell. On a success, you can determine the caster's magical signature and will recognize it if you analyze a spell cast by that creature in the future. If you exceed the DC by 5 or more, you may also learn additional details such as the subclass (such as abjurer) and possibly race of the caster.
- You can attempt to determine if a creature has the ability to cast spells. You can make an Intelligence (Arcana) check with a DC of 15 minus the highest level of spell the creature knows or has prepared. You learn if that creature has the ability to cast spells and the type (class) of spells it can cast. You also learn if that creature's magical signature matches that of a spell you have analyzed. A *nondetection* spell or an *arcanist's magic aura* spell can disguise this.
- You can determine the relative power of a magical item you examine and if its power is permanent, consumable, or of limited duration. You can also determine the charge level of a magical item with charges and the approximate remaining duration of an item actively producing an effect.



Magical Research

Magical Research is a new downtime activity that allows a character to research a new spell or similar magic. This option can primarily be used by wizards. Other spellcasters that keep a spellbook and have the ability to scribe spells or magical formulas into their spellbook as they 'come across them on their adventures' (such as a Warlock with the Book of Ancient Secrets invocation) can use this activity to add such a spell or formula to their spellbook through magical research and experimentation.

Research a Formula

You can research the formula for a spell that can be contained in a spellbook or a formula used in the *arcane alchemical imbuement, arcane infusion imbuement,* or *imbue true rune* spells. The research takes one day of downtime and expends 100gp of arcane materials per level of the spell or formula being researched. At this end of this time, the spell is inscribed in your spellbook.

Research a Spell Variant

You can research a variant of a spell you already have in your spellbook. The research takes one day of downtime and expends 50gp of arcane materials per level of the spell, at the end of which the variant spell is included in your spellbook. Common alterations include:

Changing the Components. Changing the spell's required components can be accomplished using the following rules:

- Exchanging a Somatic, Verbal, or Material component that has no GP cost for another such component results in a spell of the same level.
- Adding a Spellcasting Focus as a requirement for a spell can replace the spell's Material component (with no GP cost or a GP cost of 10gp or less) and one additional component.
- Removing both Somatic and Verbal components from the spell results in a spell 1 level higher.
- Removing Material components with no GP cost results in a spell 1 level higher
- Removing Material components with a GP cost of more than 10gp results in a spell 2 levels higher.

Altering a Spell. Using the metamagic options in the sorcerer feature as guidelines, you can create a spell that is always cast as if it had that metamagic feature applied, with each sorcery point required for the metamagic option to be applied to the spell increasing the spell level by 1. The DM is the final arbiter on how a spell may be altered.

- You could create a *fireball* that can be cast as a bonus action that is a 5th level spell (Quicken Spell).
- You could create a *haste* spell that could affect two targets at once that is a 6th level spell (Twin Spell).
- You could create a *lightning bolt* spell that inflicts thunder damage that is a 4th level spell (Transmuted Spell).

When you prepare your spells for the day, you must choose which variant you prepare.

New Spell Research

You can work with your DM to create a custom spell as described in Chapter 9 of the *Dungeon Master's Guide* under Creating a Spell. The research takes one day of downtime and expends 100gp of arcane materials per level of the spell. At this end of this time, the spell is inscribed in your spellbook.

> **Arcane Synergy.** The time and cost for the Magical Research downtime activity is halved for a Wizard with the appropriate Savant feature researching a spell of the related school. It is also halved for a wizard of the School Arcane Alchemy, the School of Arcane Artifice, or the School of the Rune Scribe researching an imbuement spell or formula related to their specialty.

Oath Magic

Magical oaths are commonly featured in myth, legend, and fantasy literature. Characters with the Spellcasting or Pact Magic feature can enter into magically binding oaths. This can be as simple as swearing an oath 'by your power or by your magic' or as complex as a ritual shedding of blood to bind a magical contract.

Breaking a magical oath has serious consequences for a spellcaster's ability to wield magic. A creature with the Spellcasting feature loses access to all of the spell slots of the highest level available to them. A creature with the Pact Magic feature loses access to the highest level Mystic Arcanum spell available to them (if applicable) or reduces the level of the spell slots granted by their Pact Magic feature by one if they have no available Mystic Arcanum spells. This loss is cumulative with each oath broken, affecting the next highest level of spell slots or Mystic Arcanum spells or reducing their Pact Magic level by an additional one. If a spellcaster completely loses the ability to cast spells of 1st level or higher, any additional broken oath results in the complete loss of their Spellcasting or Pact Magic feature (including cantrips granted by the feature).

The effects of breaking a magical oath lasts until the spellcaster rectifies the result of the broken oath (if possible), makes appropriate restitution to the injured party to the oath, or atones in some other way set by the DM.

Power Word Spells

The various Power Word spells (such as Power Word: Kill, Power Word: Charm, etc.) are meant to represent single powerful words of magic that affect a creature when uttered. Mechanically this is represented by automatically affecting a creature if their current hit points are less than or equal to a listed amount. A creature with hit points above this amount is unaffected.

Since a player has no knowledge of a creature's current hit points, this can make such spells a bit problematic for a spellcaster. To make these spells more thematic and useful, it is recommended that the following rules are added to every spell of this sort:

When a creature casts a Power Word spell, it can choose one of the following effects:

- The Power Word can be cast as a bonus action.
- The Power Word cannot be countered or interrupted by any spell or ability used as a reaction.
- If the current hit points of the target of the Power Word exceed the limit described in the spell, you can force it to

make a Wisdom saving throw. On a failed save it suffers the spell's effects regardless of its current hit points.

Reaction Spells

The rules for casting a spell using your reaction are as follows: "Some spells can be cast as reactions. These spells take a fraction of a second to bring about and are cast in response to some event. If a spell can be cast as a reaction, the spell description tells you exactly when you can do so."

Add the following paragraphs to this section:

You can cast certain spells with a casting time of 1 reaction using a casting time of 1 action or 1 bonus action instead, regardless of the spell's normal trigger. The spell must have a duration other than instantaneous to be cast in this manner. This allows a caster the flexibility of casting such spells when they might have a different use for their reaction before the start of their next turn. For example, they could cast the *shield* spell as a bonus action which would last until the start of their next turn, then take the Ready action.

Normally a spell cast as a reaction is too swift to be interrupted with another reaction spell such as *counterspell.* However the effects of such a spell (such as teleporting) may still be interrupted by an appropriate spell or class feature used as a reaction. Additionally, if you take the Ready action to ready a spell that can normally be cast as a reaction, you may interrupt a spell cast as a reaction (such as *counterspell*) with such a spell.

Readying a Spell

The rules for Readying a spell from the Player's Handbook are as follows: "When you ready a spell, you cast it as normal but hold its energy, which you release with your reaction when the trigger occurs. To be readied, a spell must have a casting time of 1 action, and holding onto the spell's magic requires concentration. If your concentration is broken, the spell dissipates without taking effect."

To allow the option to continue holding the spell until the trigger occurs, add the following: You may continue to hold the spell from round to round by taking the Ready action on each of your turns to hold onto the spell's magic. You may change the trigger conditions for releasing the spell each turn when you take the Ready action. Alternatively, you can use your reaction during your turn to release the spell immediately.

> Note: If using the optional rules for casting spells with a casting time of 1 bonus action or 1 reaction instead using a casting time of 1 action, such spells can be readied using the Ready action.

Spell Attacks

Most often a spell attack is made as part of casting a spell. In some cases a spell or class feature may grant you the ability to make a spell attack without casting a spell, such as with the *vampiric touch* and *ice spikes* spells. If you have the ability to make such a melee spell attack as an action, you can also make such a melee spell attack as a reaction to make an opportunity attack. You can also use the Ready action to ready any spell attack you could make as an action.

Additionally, there are specific spells that may allow you to use these sorts of spell attacks in conjunction with another spell or weapon attack. The *death strike* cantrip allows you to channel the effects of necromancy spell attacks into a weapon attack, while the *drain life* and *spectral scourge* cantrips allows you to inflict the effects of such an attack when you hit with a spell attack using the cantrip. The *anticipatory attack* and *critical insight* cantrips also allow you to use such spell attacks as part of casting the cantrip and are often used in conjunction with powerful spell attacks.



Subtle Spellcasting

Characters often wish to conceal their spellcasting. The components required by the spell (Verbal, Somatic, and Material) determine how and if the casting of a spell can be concealed.

Spells with noticeable effects (such as *fire ball*) are always noticed once cast, and reveal you position in the same manner as making an attack.

Stealthy Casting

If you are hidden — both unseen and unheard — when you cast a spell with a noticeable effect, you give away your location. If you cast a spell without a noticeable effect while hidden, you can usually remain hidden, however a Verbal component may give away your location. Observers may make a Wisdom (Perception) check to notice the uttering, the DC depends upon the noise level of your surroundings, from DC 20 for a noisy battlefield to DC 5 for a quiet monk's cell.

Concealing Spellcasting

If you are not hidden, the best way to conceal spellcasting is to use an ability that removes components, such as the Subtle Spell metamagic option or the Subtle Enchantment feat. Barring this, spellcasters have the following options when they attempt to conceal spellcasting:

Verbal Components

You can attempt to weave a Verbal component into normal conversation by attempting to disguise the words as a foreign language, cursing, or song; make a Charisma (Deception or Performance) check versus observers' passive Wisdom (Insight) scores. A creature watching for spellcasting can make a check instead of relying on its passive score. Having a companion make noise and/or a distraction or simply waiting for a concealing sound, such as a passing carriage or ringing bells can aid in concealing verbal components.

Somatic Components

You can make a Dexterity (Sleight of Hand) check versus observers' passive Wisdom (Perception) scores to conceal gestures required by a spell. A creature watching for spellcasting can make a check instead of relying on its passive score.

Material Components

You can make a Dexterity (Sleight of Hand) check versus observers' passive Wisdom (Perception) scores to conceal the use of material components. A creature watching for spellcasting can make a check instead of relying on its passive score.

Arcane Focuses

Readying an Arcane Focus is akin to drawing a weapon in the eyes of a creature familiar with spellcasting. However, it is possible to have a wand concealed in a cane, a walking stick that is actually a rod, and of course staffs are used by shepherds as well as wizard. If you have the focus to hand, and there is no somatic component to the spell, you do not even have to motion with the focus to use it in place of a material component for a spell without a noticeable effect

Wish Magic

A *wish* spell is meant to be powerful, world changing magic, but the potential to lose the ability to cast *wish* ever again is perhaps too onerous of a penalty for casting a *wish* to produce an effect other than duplicating another spell. You may wish to use the following alternate version of the detrimental effects of casting a *wish* spell for a custom effect:

The stress of casting this spell to produce any effect other than duplicating another spell weakens you. After enduring that stress, each time you cast a spell until you finish a long rest, you take 1d10 necrotic damage per level of that spell. This damage can't be reduced or prevented in any way. In addition, you suffer 1d4+1 levels of exhaustion and cannot cast *wish* again until you recover from this exhaustion.

Additionally, repeatedly casting *wish* to warp reality in this manner may draw unwanted attention from powerful beings and/or cause damage to the fabric of the universe.

Casting *wish* to ameliorate a condition, remove a spell, or return a creature to life as described in the description of the spell or effect is considered to be duplicating another spell for the purposes of incurring a detrimental effect from the casting of *wish*. (E.g. casting *wish* to restore a creature affected by *disintegrate*.)



Arcane Spells

This chapter describes the myriad of new spells developed within the Arcanum, but usable in any Dungeons & Dragons game. The chapter begins with the spell lists of new spells the arcane spellcasting classes, but also with the lists spells that are also added to the spell lists of the non-arcane classes.

A spell might also be granted to a specific (subclass or archetype) in parentheses after class name in the spell description. This indicates that the spell may be added to the spell list of only that subclass or archetype. At the DM's option a character with the listed archetype may replace an Artificer Specialist spell or similar bonus spell with the listed spell of the appropriate level.

Artificer Spells

CANTRIPS (0 LEVEL)

Adamantine Edge
Adamantine Fortification
Agile Blade
Arc Lightning
Arcane Fist
Arcane Net
Arcane Tinkering
Burning Blade
Create Ice
Critical Insight
Crushing Blow
Eldritch Ammunition
Envenom
Fire Blast
Force Bolt
Forceful Blow
Impel Weapon
Minor Animation
Minor Healing
Minor Restoration
Mordant Blade
Mystic Foci
Mystic Talisman
Ray of Radiance
Rime Blade
Serpent Strike
Shocking Cascade
Slashing Shot
Smelting Smite
Storm Hammer
Strike of Living Flame
Stunning Spell
Sundering Touch
Veil
Whirling Bands

1ST LEVEL

Adhesive
Advanced Magical Tinkering
Arc Net
Arcane Smite
Archibald's Long Ears
Bond Focus
Corrosive Luminescence
Debilitating Shock
Delay Spell
Efficacious Effervescence
Eldritch Augmentation
Empower Cantrip
Energize Focus
Explosive Arrow
Flame Lance
Floating Ooze
Hoarfrost
Implement Animation
Inspired Infusion
Instant Girding
Iron Shell
Lightning Rod
Lightning Slash
Magic Quiver
Metal Slam
Needle Barrage
Potent Venom
Repair Object
Reviving Shock
Tempest Spear
Thunder Stone
Viscous Splash
Water of Life

2ND LEVEL

Acid Jet (Alchemist)
Alter Form
Animate Armament
Arrow Snaring Shield
Clutching Ice
Decelerating Smite (Battle Smith)
Disguise Other
Endure Elements
Forcewave (Artillerist)
Giant's Blade (Battle Smith)
Magic Text
Reflective Shield
Siege Bolt
Shocking Bolts (Artillerist)
Venomous Strike (Alchemist)
Wind Cloak
Wood Shape

3RD LEVEL

Animate Construct
Arcane Barrier
Blindsight
Burst of Brilliance
Circle of Swords
Field of Sickness
Iron Bulwark
Magic Armor
Molten Strike
Stabilize Magic
Steel Surge
Summon Slime

4TH LEVEL

Amazing Actuation
Arctic Chill
Bands of Force
Deadly Web
Dispelling Strike
Flexible Force
Invisible Blades
Iron Wing
Lightning Sentinel
Mass Longstrider
Miasma of Ether
Piercing Vision
Split-Arrow Quiver
Steel Skin
Wall of Thunder
Waverider

5TH LEVEL

Aerial Conveyance
Bane Weapon
Blazing Beam
Boomshot
Lightning Lattice
Paragon
Storm Quiver
Sulfurous Cloud
Summon Cubic Ooze

Bard Spells

Cantrips (0 Level)

Allure
Anticipatory Attack
Awareness
Bane Strike
Boost
Card Trick
Color Flash
Critical Insight
Daze
Empathic Sense
Enraging Attack
Entrancing Attack
Graceful Escape
Helpful Inspiration
Impel Weapon
Insightful Dodge
Inspiring Attack
Minor Animation
Minor Glamour
Minor Phantasm
Mischievous Misfortune
Momentary Compulsion
Mystic Talisman
Phantom Strike
Precise Strike {True Strike}
Prognosticative Readiness
Somnolence
Thunderous Tune
Water Dance

1st Level

Angering Attack
Archibald's Long Ears
Blade Dance
Bond Focus
Cacophony
Dazzling Smite
Empower Cantrip
Fade
Fey Strike
Hypnotism
Implement Animation
Influence
Infuriating Mockery
Instant Girding
Intimidating Mockery
Intuition
Liberating Inspiration
Magician's Gambit
Maledict
Martial Alacrity
Perfect Recollection
Phantasmal Horde
Phantasmal Phobia
Piper's Tune
Predictive Strike
Repair Object
Ricochet Throw
Share Thoughts
Thunderous Retort
Unnatural Desire

2nd Level

Animate Armament
Battle Trance
Commanding Strike
Compelling Waltz
Dashing Smite
Disguise Other
Enrage
Expedient Inspiration
Find Animals or Plants (Ritual)
Force Blade
Invisible Wall
Jinx
Magic Text (Ritual)
Malicious Invective
Mind Shield
Phantom Light (Ritual)
Polymorph Self
Unseen Valet (Ritual)
Vertigo
Wood Shape
Word of Obeisance
Word of Succor

3rd Level

Arcane Pact
Blindsight
Control Emotion
Deductive Insight
Ethereal Smite
Luring Song
Mass Inspiration
Mindlink
Molten Strike
Phantasmal Defenders
Phantasmal Feast
Vanish

4th Level

Anathema
Compelling Conversation
Dark and Infectious Humors
Dispelling Strike

Inspirational Performance
Mass Longstrider
Mass Phantasm
Mirrormancy
Misdirection
Piercing Vision
Prescience
Shout
Storm of Daggers
Thought Ripper

5th Level

Aerial Conveyance
Dissonant Scream
Final Strike
Mass Animal Friendship
Mass Charm Person
Paragon

6th Level

Enchanted Slumber
Induce Madness
Make Whole
Mass Enhance Ability
Mental Riposte
Power Word Fatigue
Power Word Truth
Premonition
True Invisibility

7th Level

Greater Scrying
Mage Blade
Mass Curse
Mass Invisibility
Mass Memory Purge
Mass Obeisance
Power Word Blind
Power Word Sleep
Providence
Tower of Intellect

8th Level

Agonizing Taboo
Curse of Exhaustion
Mass Charm Monster
Phantasmal Visage
Share Agony
True Sense

9th Level

Mass Hold
Mass Skill Empowerment
Power Word Charm
Triumphant Performance
Unseen Army

Sorcerer Spells

Cantrips (0 Level)

Arc Lightning
Arcane Blade
Arcane Fist
Arcane Flail
Arcane Lash
Arcane Net
Arcane Pike
Arcane Spear
Arcane Staff
Beguiling Onslaught
Boost
Burning Blade
Card Trick
Chromatic Dart
Color Flash
Conjure Mist
Corrosive Clinch
Create Ice
Critical Insight
Crushing Blow
Dark Shard
Daze
Dimensional Assault
Drain Life
Empathic Sense
Entrancing Attack
Fire Blast
Flying Thunder Strike
Focus Shield
Force Bolt
Forceful Blow
Frost Spike
Granite Grasp
Grip of Bitter Frost
Ice Cudgel
Impel Weapon
Insightful Dodge
Magic Dart
Minor Animation
Minor Glamour
Minor Phantasm
Minor Telekinesis
Momentous Rush
Mordant Blade
Mystic Foci
Penumbra
Phantom Strike
Precise Strike {True Strike}
Prognosticative Readiness
Psychic Thrust
Push/Pull
Quell Magic
Ray of Radiance
Rime Blade
Serpent Strike
Shadow Surge
Shardcaster
Shifting Strike
Shocking Cascade
Somnolence
Spectral Scourge
Spell Ward
Spellbreaker
Spellstrike
Stone Fist
Stonebreaker
Storm Hammer
Strike of Living Flame
Stunning Spell
Tainting Touch
Terrorizing Onslaught
Thunderbolt
Torrent
Veil
Warping Touch
Water Dance
Watery Weapon
Whirling Bands
Wild Blast
Wild Surge
Wind Leap

1st Level

Absorb Force
Acidic Grasp
Air Burst
Arc Net
Arcane Smite
Blood Dagger
Bond Focus
Chill of the Grave
Chromatic Smite
Concussive Burst
Corrosive Luminescence
Crystalline Refraction
Darkling Smite
Dazzling Smite
Debilitating Shock
Draconic Breath
Draw Blood
Earth Stomp
Earthen Durability
Ego Whip
Empower Cantrip
Energize Focus
Fade
Fist of Unyielding Air
Flame Lance
Floating Ooze
Forceful Telekinesis
Fuel the Living Flame
Hoarfrost
Hypnotism
Ice Slick
Implement Animation
Influence
Lightning Rod
Lightning Slash
Magician's Gambit
Mental Breach
Misty Evasion
Mount
Needle Barrage
Phantasmal Horde
Phantasmal Phobia
Potent Venom
Refractive Shield
Repair Object
Reviving Shock
Rock Fall
Sand Blast
Scalding Vapor
Shadow Touch
Soulblast
Storm Crash
Stormsight
Telekinetic Burst
Telekinetic Projection
Tempest Spear
Thaumaturgic Orb
Thunder Stone
Thunderhead
Viscous Splash
Warding Wave
Water Lash
Witch Lightning

2nd Level

Acid Jet
Alter Form
Animate Armament
Blast Orb
Blazing Dash
Blow of Thunderous Wrath
Chromatic Cloud
Clutching Ice
Cold Wave
Conjure Earth Spirit
Conjure Fire Spirit
Conjure Water Spirit
Conjure Wind Spirit
Decelerating Smite
Deflect Energy
Dimensional Spike
Disguise Other
Earth Hammer
Earth Shield
Endure Elements
Fissure
Flame Brand
Force Blade
Forcewave
Freeze
Globe of Elemental Water
Ice Spar
Invisible Wall
Jinx
Lightning Leap
Mind Shield
Ooze Whip
Phantom Light (Ritual)
Polymorph Self
Shocking Bolts
Skybreaker
Strike of the Iron Ram
Summon Spell Drake
Telekinetic Deflection
Venomous Strike
Vertigo
Watery Escape
Wavespike
Wind Cloak
Windbow
Word of Obeisance

3rd Level

Arcane Pact
Backdraft
Binding Smite
Blindsight
Bolts of Bedevilment
Burst of Brilliance
Chaos Curse
Chromatic Emanation
Circle of Swords
Downdraft
Earth Sense
Elemental Guardians
Ethereal Smite
Evading Step
Field of Sickness
Gelid Sloth
Giant Form
Heat Stroke
Ice Spikes
Mage Sight
Magic Armor
Magic Missile Barrage
Mind Blast
Phantasmal Defenders
Phantasmal Feast
Phase Shot
Rock Armor
Stabilize Magic

Summon Slime
Telekinetic Throw
Temporal Smite
Thundering Orb
Tomb of Unyielding Ice
Vanish

4th Level

Air Dance
Air Stride
Amazing Actuation
Anathema
Arcane Portal
Arctic Chill
Ball Lightning
Bands of Force
Boreas
Chromatic Wings
Commune with Stone
Curse of Dust
Deadly Web
Dispelling Strike
Draconic Aspect
Flexible Force
Grasp of the Lightning Serpent
Invisible Blades
Lightning Sentinel
Marionette
Mass Phantasm
Meteor Leap
Miasma of Ether
Piercing Vision
Prescience
Pyromancy
Reflected Semblances
Shout
Sirocco
Storm of Daggers
Telekinetic Barrage
Thought Ripper
Wall of Thunder
Waverider
Wind Blades

5th Level

Aerial Conveyance
Agonizing Transmogrification
Avalanche
Blazing Beam
Boomshot
Chromatic Wall
Chromatic Ward
Creeping Ooze
Excruciating Immolation
Icy Torrent
Lightning Lattice
Mass Charm Person
Paragon
Psychic Crush
Pyroclast
Sandstorm
Sheet Lightning
Shield Wall
Spell Lance
Storm Quiver
Sulfurous Cloud
Tendril of Enervation
Thunder Stroke
Touch of Immolation
Updraft
Wall of Acid
Water Jet
Wraith Touch

6th Level

Blastwave
Chromatic Crown
Dimensional Dervish
Draconic Form
Drown
Enchanted Slumber
Fire Serpent
Flesh to Ice
Force Pulse
Freezing Blades
Hand of Dissolution
Investiture of Force
Investiture of Lightning
Make Whole
Mental Riposte
Phantasmal Stalker
Power Word Fatigue
Power Word Slow
Scorching Blades
Steam Geyser
Storm Dance
Telempathic Sense
Temporal Acceleration
True Invisibility
Viscous Globule
Vitriolic Wave
Wave Rush

7th Level

Chromatic Field
Coruscating Filaments
Delayed Discharge Lightning Bolt
Elemental Blizzard
Fantastic Flight
Firefall
Ice Spire
Incredible Submersion
Liquefy
Mass Energy Protection
Mass Haste
Mass Invisibility
Mass Obeisance
Mind Snare
Power Word Blind
Power Word Sleep
Slicing Torrent
Sustained Fulmination
Temporal Deceleration Field
Thunder Cloud
Tower of Intellect
Toxic Cloud
Waterspout

8th Level

Agonizing Taboo
Caustic Cloud
Chromatic Storm
Conjuration of Ice
Dazzling Pattern
Evocation of Thunder
Flash Freeze
Force Storm
Lava Wall
Mass Banishment
Mass Charm Monster
Phantasmal Visage
Share Agony
Storm Burst
Summon Sphere of Annihilation
Temporal Recall
Transmutation of Air
Transmutation of Fire
Transmutation of Lightning
Transmutation of Stone
Transmutation of Water
True Sense

9th Level

Amplify Gravity
Bigby's Colossal Fist
Chromatic Form
Comet Storm
Control Earth
Corporeal Annihilation
Engulfing Ooze
Fiery Tempest
Granite Maw
Greater Telepathic Prowess
Mass Hold
Mass Skill Empowerment
Mass Telekinesis
Planar Rift
Power Word Charm
Prismatic Blade
Rapid Teleport
Starfall
Torrent of Lightning
True Creation
Unseen Army
Volcanic Eruption

Warlock Spells

Cantrips (0 Level)

Arcane Blade
Arcane Flail
Arcane Lash
Arcane Net
Arcane Pike
Arcane Spear
Arcane Staff
Baleful Gaze
Beguiling Onslaught
Bone Weapon
Burning Blade
Card Trick
Corrosive Clinch
Critical Insight
Dark Shard
Death Strike
Dimensional Assault
Drain Life
Dread Blade
Enraging Attack
Entrancing Attack
Familiar Foray
Focus Shield
Forceful Blow
Frost Spike
Grip of Bitter Frost
Ice Cudgel
Impel Weapon
Insightful Dodge
Minor Glamour
Mischievous Misfortune
Momentous Rush
Mordant Blade
Mystic Foci
Penumbra
Phantom Strike
Precise Strike {True Strike}
Prognosticative Readiness
Psychic Thrust
Radiant Blade
Rime Blade
Serpent Strike
Shadow Surge
Shadowstaff
Shardcaster
Somnolence
Spectral Scourge
Strike of Living Flame
Tainting Touch
Terrorizing Onslaught
Transfer Health
Veil
Warping Touch
Whirling Bands

1st Level

Acidic Grasp
Arcane Smite
Armor of Menace
Blood Dagger
Bond Focus
Charged Blast
Chill of the Grave
Corrupting Aura
Darkling Smite
Death Knell
Draw Blood
Ego Whip
Eldritch Augmentation
Eldritch Barrage
Empower Cantrip
Energize Focus
Fade
Fuel the Living Flame
Grave Spikes
Grevious Wound
Hoarfrost
Hypnotism
Influence
Instant Girding
Maddening Whisper
Maledict
Martial Alacrity
Mental Breach
Misty Evasion
Necromantic Hand
Needle Barrage
Phantasmal Phobia
Potent Venom
Refractive Shield
Shadow Touch
Siphon Vitality
Soulblast
Sternutation
Thaumaturgic Orb
Unnatural Desire
Willamina's Incessant Itching
Witch Lightning

2nd Level

Battle Trance
Bone Armor
Brightglaive
Chill of Hadar

Cold Wave
Dark Reaper
Dashing Smite
Dimensional Spike
Final Moments
Force Blade
Freeze
Hadar's Rod
Jinx
Mind Shield
Necromantic Eye/Ear
Ooze Whip
Spectral Shard
Summon Spell Drake
Venomous Strike
Weakening Aura
Word of Obeisance

3rd Level

Arcane Pact
Binding Smite
Bolts of Bedevilment
Burst of Brilliance
Circle of Swords
Death Curse
Evading Step
Grasping Dread
Hellish Mantle
Mind Blast
Phantasmal Defenders
Phase Shot
Ray of Exhaustion
Tomb of Unyielding Ice
Undead Fortitude

4th Level

Anathema
Arcane Portal
Arctic Chill
Baleful Smite
Dispelling Strike
Ghastly Claws
Invisible Blades
Lightning Sentinel
Mephitic Blood
Mirrormancy
Prescience
Pyromancy
Reflected Semblances
Storm of Daggers
Telepathic Communication
Thought Ripper
Undead Arms
Wall of Darkness
Whispering Madness

5th Level

Chains of Minauros
Creeping Ooze
Debilitating Curse
Demikey
Final Strike
Hadar's Coils
Kiss of the Succubus
Mass Charm Person
Midnight
Psychic Crush
Sulfurous Cloud
Summon Cubic Ooze
Tendril of Enervation
Wasting Touch
Waves of Enfeeblement
Wrack
Wraith Touch

6th Level

Brood of Hadar
Drown
Freezing Blades
Induce Madness
Mental Riposte
Paralyzing Touch
Power Word Fatigue
Premonition
Raise Spectral Undead
Scorching Blades
Summon Chimeric Monstrosity
Waves of Weariness

7th Level

Deluge of Minaurous
Fantastic Flight
Firefall
Greater Scrying
Mantle of Gibbering Madness
Mass Curse
Mass Obeisance
Mind Snare
Power Word Blind
Providence
Psychic Spheres
Rotting Touch
Tendrils of the Void
Tower of Intellect
Vampiric Cloud
Wall of Bone

8th Level

Agonizing Taboo
Aspect of Hadar
Conjuration of Ice
Curse of Enfeeblement
Curse of Exhaustion
Curse of Phlegethos
Flash Freeze
Force Storm
Lava Wall
Mass Banishment
Mass Charm Monster
Power Word Petrify
Share Agony
Spirit Storm
Stygian Curse
Summon Sphere of Annihilation
True Sense
Wail of the Banshee

9th Level

Engulfing Ooze
Greater Telepathic Prowess
Mass Hold
Mass Telekinesis
Necrotic Torrent
Night Lord
Planar Rift
Touch of Oblivion



Wizard Spells

Cantrips (0 Level)

Acid Barb (Evocation)
Adamantine Edge (Transmutation)
Adamantine Fortification (Transmutation)
Agile Blade (Transmutation)
Alchemical Bomb (Transmutation)
Alchemical Transmutation (Transmutation)
Anticipatory Attack (Divination)
Arc Lightning (Evocation)
Arcane Blade (Conjuration)
Arcane Fist (Evocation)
Arcane Flail (Conjuration)
Arcane Lash (Evocation)
Arcane Net (Conjuration)
Arcane Pike (Conjuration)
Arcane Spear (Conjuration)
Arcane Staff (Conjuration)
Arcane Tinkering (Transmutation)
Awareness (Divination)
Beguiling Onslaught (Enchantment)
Blocking Ward (Abjuration)
Bone Weapon (Necromancy)
Boost (Transmutation)
Burning Blade (Evocation)
Card Trick (Transmutation)
Chromatic Dart (Evocation)
Color Flash (Illusion)
Conjure Implement (Conjuration)
Conjure Mist (Conjuration)
Copy/Erase (Transmutation)
Corrosive Clinch (Conjuration)
Create Ice (Conjuration)
Critical Insight (Divination)
Dark Shard (Illusion)
Daze (Enchantment)
Death Strike (Necromancy)
Dimensional Assault (Conjuration)
Disrupt Undead (Necromancy)
Disruptive Strike (Abjuration)
Drain Life (Necromancy)
Dread Blade (Necromancy)
Eldritch Ammunition (Conjuration)
Empathic Sense (Divination)
Enraging Attack (Enchantment)
Entrancing Attack (Enchantment)
Envenom (Conjuration)
Familiar Foray (Conjuration)
Fire Blast (Evocation)
Flying Thunder Strike (Evocation)
Focus Shield (Abjuration)
Force Bolt (Evocation)
Forceful Blow (Evocation)
Frost Spike (Conjuration)
Graceful Escape (Divination)
Grip of Bitter Frost (Evocation)
Hand of Brilliance (Evocation)
Ice Cudgel (Conjuration)
Impel Weapon (Transmutation)
Insightful Dodge (Divination)
Magic Dart (Evocation)
Minor Animation (Transmutation)
Minor Glamour (Illusion)
Minor Imbuement (Transmutation)
Minor Phantasm (Illusion)
Minor Telekinesis (Transmutation)
Momentous Rush (Transmutation)
Mordant Blade (Conjuration)
Mystic Foci (Evocation)
Mystic Talisman (Abjuration)
Penumbra (Evocation)
Phantom Strike (Illusion)
Precise Strike {True Strike} (Divination)
Prognosticative Readiness (Divination)
Psychic Thrust (Enchantment)
Push/Pull (Transmutation)
Quell Magic (Abjuration)
Radiant Blade (Evocation)
Ray of Radiance (Evocation)
Rime Blade (Conjuration)
Serpent Strike (Conjuration)
Shadow Surge (Necromancy)
Shadowstaff (Conjuration)
Shardcaster (Conjuration)
Shifting Strike (Transmutation)
Shocking Cascade (Evocation)
Somnolence (Enchantment)
Spectral Scourge (Necromancy)
Spell Ward (Abjuration)
Spellbreaker (Abjuration)
Spellstrike (Evocation)
Stone Fist (Transmutation)
Storm Hammer (Evocation)
Strike of Living Flame (Evocation)
Stunning Spell (Evocation)
Sundering Touch (Transmutation)
Tainting Touch (Necromancy)
Terrorizing Onslaught (Illusion)
Transfer Health (Necromancy)
Veil (Illusion)
Warding Blade (Abjuration)
Warping Touch (Conjuration)
Water Dance (Transmutation)
Whirling Bands (Evocation)

1st Level

Absorb Force (Abjuration)
Acidic Grasp (Conjuration)
Adhesive (Conjuration)
Air Burst (Evocation)
Alter Corpse (Necromancy)
Angering Attack (Enchantment)
Aquatic Imbuement (Transmutation)
Arc Net (Transmutation)
Arcane Alchemical Imbuement (Transmutation)
Arcane Prowess (Transmutation)
Arcane Smite (Evocation)
Archibald's Long Ears (Divination)
Blade Dance (Transmutation)
Blood Dagger (Necromancy)
Bond Focus (Conjuration)
Cacophony (Illusion)
Cantrip Focus Imbuement (Transmutation)
Chill of the Grave (Necromancy)
Chromatic Smite (Evocation)
Conjure Elemental Mephit (Conjuration)
Corrosive Luminescence (Conjuration)
Corrupting Aura (Necromancy)
Create Undead Beast (Necromancy)
Crystalline Refraction (Transmutation)
Darkling Smite (Necromancy)
Dazzling Smite (Evocation)
Death Harvest (Necromancy)
Death Knell (Necromancy)
Debilitating Shock (Evocation)
Delay Spell (Evocation)
Draw Blood (Necromancy)
Earth Stomp (Evocation)
Efficacious Effervescence (Transmutation)
Ego Whip (Enchantment)

Eldritch Augmentation (Transmutation)
Empower Cantrip (Evocation)
Energize Focus (Transmutation)
Explosive Arrow (Conjuration)
Fade (Illusion)
Flame Lance (Evocation)
Floating Conveyance (Conjuration)
Floating Ooze (Conjuration)
Focused Assault (Transmutation)
Forceful Telekinesis (Transmutation)
Fuel the Living Flame (Evocation)
Grave Spikes (Necromancy)
Halting Glance (Enchantment)
Hoarfrost (Evocation)
Hypnotism (Illusion)
Ice Slick (Conjuration)
Imbue Lesser Rune (Abjuration)
Imbuement of Lightning (Evocation)
Imbuement of Poison (Conjuration)
Imbuement of Speed (Transmutation)
Implement Animation (Transmutation)
Influence (Enchantment)
Instant Girding (Transmutation)
Intuition (Divination)
Iron Shell (Abjuration)
Lightning Rod (Transmutation)
Lightning Slash (Evocation)
Magic Quiver (Transmutation)
Magician's Gambit (Conjuration)
Maledict (Necromancy)
Martial Alacrity (Transmutation)
Mental Breach (Enchantment)
Metal Slam (Transmutation)
Misty Evasion (Transmutation)
Mount (Conjuration)
Necromantic Hand (Necromancy)
Necromantic Shroud (Necromancy)
Needle Barrage (Conjuration)
Perfect Recollection (Divination)
Phantasmal Horde (Illusion)
Phantasmal Phobia (Illusion)
Phantom Familiar (Illusion)
Potent Venom (Conjuration)
Predictive Strike (Divination)
Refractive Shield (Transmutation)
Repair Object (Transmutation)
Reviving Shock (Evocation)
Ricochet Throw (Transmutation)
Rock Fall (Conjuration)
Scalding Vapor (Conjuration)
Shadow Touch (Necromancy)
Share Thoughts (Divination)
Siphon Vitality (Necromancy)
Soulblast (Evocation)
Sternutation (Transmutation)
Storm Crash (Evocation)
Stormsight (Divination)
Telekinetic Burst (Transmutation)
Telekinetic Projection (Transmutation)
Tempest Spear (Evocation)
Thaumaturgic Orb (Divination)
Thunder Stone (Transmutation)
Torchwood Imbuement (Transmutation)
Traveler's Step (Conjuration)
Unnatural Desire (Enchantment)
Utility Imbuement (Transmutation)
Vindictive Ward (Abjuration)
Viscous Splash (Conjuration)
Weapon Imbuement (Transmutation)
Wild Conduit (Transmutation)
Willamina's Incessant Itching (Transmutation)
Witch Lightning (Evocation)
Wizard Mark (Divination)

2nd Level

Acid Jet (Conjuration)
Alter Form (Transmutation)
Animate Armament (Transmutation)
Arcane Infusion Imbuement (Transmutation)
Arrow Snaring Shield (Transmutation)
Assess Vulnerability (Divination)
Battle Trance (Divination)
Blast Orb (Conjuration)
Blazing Dash (Transmutation)
Blow of Thunderous Wrath (Evocation)
Bone Armor (Necromancy)
Brightglaive (Evocation)
Chromatic Cloud (Evocation)
Clutching Ice (Conjuration)
Cold Wave (Evocation)
Conjure Minor Fiendish Mercenary (Conjuration)
Dark Reaper (Necromancy)
Dashing Smite (Transmutation)
Decelerating Smite (Transmutation)
Deflect Energy (Abjuration)
Dimensional Imbuement (Conjuration)
Dimensional Spike (Abjuration)
Disguise Other (Illusion)
Endure Elements (Abjuration)
Enrage (Enchantment)
Final Moments (Necromancy)
Fissure (Evocation)
Force Blade (Evocation)
Forcewave (Evocation)
Freeze (Transmutation)
Giant's Blade (Transmutation)
Guardian Sigil (Abjuration)
Id Insinuation (Enchantment)
Imbue True Rune (Abjuration)
Imbuement of Force (Evocation)
Imbuement of Ice (Evocation)
Imbuement of Illusion (Illusion)
Imbuement of Radiance (Evocation)
Imbuement of Sight (Divination)
Invisible Wall (Illusion)
Jinx (Transmutation)
Lightning Leap (Transmutation)
Magic Text (Ritual) (Illusion)
Metallic Ward (Abjuration)
Mind Shield (Abjuration)
Necromantic Eye/Ear (Necromancy)
Phantom Light (Ritual) (Illusion)
Polymorph Self (Transmutation)
Readied Ward (Abjuration)
Reflective Shield (Abjuration)
Shielding Imbuement (Abjuration)
Shocking Bolts (Evocation)
Siege Bolt (Transmutation)
Skeletal Steed (Necromancy)
Spectral Shard (Necromancy)
Spell Storing Imbuement (Transmutation)
Spore Cloud (Conjuration)
Strike of the Iron Ram (Transmutation)
Summon Spell Drake (Conjuration)
Sunshards (Evocation)
Telekinetic Deflection (Transmutation)
Torbin's Ready Repository (Conjuration)
Unseen Valet (Ritual) (Conjuration)
Venomous Strike (Conjuration)
Vertigo (Illusion)
Warp Metal (Transmutation)

Weakening Aura (Necromancy)
Wind Cloak (Transmutation)
Wood Shape (Transmutation)
Word of Obeisance (Enchantment)

3rd Level

Ammunition Imbuement (Conjuration)
Animate Construct (Transmutation)
Arcane Barrier (Abjuration)
Arcane Pact (Abjuration)
Armor Imbuement (Transmutation)
Backdraft (Evocation)
Binding Smite (Enchantment)
Blindsight (Divination)
Bolts of Bedevilment (Necromancy)
Burst of Brilliance (Evocation)
Chromatic Emanation (Evocation)
Circle of Swords (Conjuration)
Control Emotion (Enchantment)
Death Curse (Necromancy)
Deductive Insight (Divination)
Deny Death (Necromancy)
Downdraft (Evocation)
Elemental Guardians (Conjuration)
Ethereal Smite (Conjuration)
Evading Step (Conjuration)
Field of Sickness (Necromancy)
Focus Imbuement (Transmutation)
Gelid Sloth (Evocation)
Giant Form (Transmutation)
Grasping Dread (Necromancy)
Hearth Ward (Abjuration)
Heat Stroke (Evocation)
Humble Homestead (Conjuration)
Ice Spikes (Conjuration)
Imbuement of Acid (Conjuration)
Imbuement of Flame (Conjuration)
Imbuement of Flight (Transmutation)
Imbuement of Warding (Abjuration)
Iron Bulwark (Abjuration)
Mage Sight (Divination)
Magic Armor (Transmutation)
Magic Missile Barrage (Evocation)
Memory Purge (Enchantment)
Mind Blast (Enchantment)
Mind Fog (Illusion)
Mindlink (Divination)
Mystic Geometry (Conjuration)
Phantasmal Defenders (Illusion)
Phantasmal Feast (Illusion)
Phase Shot (Conjuration)
Ray of Exhaustion (Necromancy)
Stabilize Magic (Abjuration)
Steel Surge (Transmutation)
Summon Slime (Conjuration)
Summon Water Weird (Conjuration)
Telekinetic Throw (Transmutation)
Teleportation Imbuement (Conjuration)
Temporal Smite (Transmutation)
Thundering Orb (Conjuration)
Tomb of Unyielding Ice (Evocation)
Torbin's Trans-Dimensional Assistance (Conjuration)
Trick Door (Transmutation)
Undead Fortitude (Necromancy)
Vanish (Illusion)
Volatile Corpse (Necromancy)
Web Imbuement (Conjuration)

4th Level

Air Dance (Transmutation)
Amazing Actuation (Transmutation)
Anathema (Enchantment)
Arcane Portal (Conjuration)
Arctic Chill (Evocation)
Avoidance/Attraction (Enchantment)
Baleful Smite (Necromancy)
Ball Lightning (Conjuration)
Bands of Force (Evocation)
Bind Undead (Necromancy)
Boreas (Evocation)
Chromatic Wings (Evocation)
Curse of Dust (Necromancy)
Dark and Infectious Humors (Enchantment)
Deadly Web (Conjuration)
Deconstruct (Transmutation)
Dispelling Strike (Abjuration)
Enhancing Imbuement (Transmutation)
Ethereal Imbuement (Transmutation)
Flexible Force (Conjuration)
Ghastly Claws (Necromancy)
Grasp of the Lightning Serpent (Evocation)
Imbuement of Thunder (Evocation)
Invisible Blades (Evocation)
Iron Wing (Transmutation)
Lightning Sentinel (Conjuration)
Malign Transposition (Conjuration)
Marionette (Transmutation)
Mass Longstrider (Transmutation)
Mass Phantasm (Illusion)
Mephitic Blood (Necromancy)
Meteor Leap (Evocation)
Miasma of Ether (Conjuration)
Mirrormancy (Divination)
Misdirection (Illusion)
Mnemonic Enhancer (Transmutation)
Piercing Vision (Divination)
Prescience (Divination)
Pyromancy (Divination)
Reflected Semblances (Illusion)
Sense Link (Divination)
Shout (Evocation)
Sirocco (Evocation)
Spectral Forces (Necromancy)
Split-Arrow Quiver (Transmutation)
Steel Skin (Abjuration)
Storm of Daggers (Conjuration)
Sunspear (Evocation)
Suppress Magic (Abjuration)
Telekinetic Barrage (Transmutation)
Telepathic Communication (Divination)
Teleport Block (Abjuration)
Teleportation Trace (Divination)
Thought Ripper (Enchantment)
Undead Arms (Necromancy)
Wall of Darkness (Necromancy)
Wall of Thunder (Evocation)
Waverider (Transmutation)
Wind Blades (Conjuration)

5th Level

Aerial Conveyance (Transmutation)
Agonizing Transmogrification (Transmutation)
Avalanche (Conjuration)
Blazing Beam (Evocation)
Boomshot (Evocation)
Chromatic Wall (Evocation)
Chromatic Ward (Abjuration)
Conjure Brown Mold (Conjuration)
Conjure Fiendish Mercenary (Conjuration)
Creeping Ooze (Conjuration)
Debilitating Curse (Necromancy)
Demikey (Conjuration)
Excruciating Immolation (Evocation)

Final Strike (Divination)
Greater Conjuration (Conjuration)
Hostile Displacement (Conjuration)
Icy Torrent (Conjuration)
Lightning Lattice (Evocation)
Mass Charm Person (Enchantment)
Midnight (Evocation)
Paragon (Transmutation)
Phantom Carriage (Illusion)
Psychic Crush (Enchantment)
Pyroclast (Conjuration)
Sandstorm (Conjuration)
Sheet Lightning (Evocation)
Shield Wall (Abjuration)
Spell Lance (Evocation)
Storm Quiver (Transmutation)
Sulfurous Cloud (Conjuration)
Summon Cubic Ooze (Conjuration)
Tendril of Enervation (Necromancy)
Thunder Stroke (Evocation)
Torbin's Temporal Sanctuary (Conjuration)
Touch of Immolation (Evocation)
Updraft (Evocation)
Wall of Acid (Conjuration)
Wasting Touch (Necromancy)
Waves of Enfeeblement (Necromancy)
Wrack (Necromancy)
Wraith Touch (Necromancy)

6th Level

Ablative Ward (Abjuration)
Blastwave (Evocation)
Chromatic Crown (Evocation)
Dimensional Dervish (Conjuration)
Enchanted Slumber (Enchantment)
Fire Serpent (Conjuration)
Force Pulse (Conjuration)
Freezing Blades (Conjuration)
Hand of Dissolution (Transmutation)
Induce Madness (Enchantment)
Investiture of Force (Evocation)
Investiture of Lightning (Transmutation)
Make Whole (Transmutation)
Mental Riposte (Abjuration)
Paralyzing Touch (Necromancy)
Phantasmal Stalker (Illusion)
Power Word Fatigue (Enchantment)
Power Word Slow (Enchantment)
Premonition (Divination)
Raise Spectral Undead (Necromancy)
Repulsion Field (Abjuration)
Scorching Blades (Conjuration)
Shadow Evocation (Illusion)
Siege Shot (Conjuration)
Steam Geyser (Conjuration)
Storm Dance (Conjuration)
Summon Chimeric Monstrosity (Conjuration)
Summon Stalker (Conjuration)
Telempathic Sense (Divination)
Temporal Acceleration (Transmutation)
True Invisibility (Illusion)
Viscous Globule (Conjuration)
Vitriolic Wave (Evocation)
Waves of Weariness (Necromancy)

7th Level

Arcane Fisticuffs (Evocation)
Chromatic Field (Evocation)
Coruscating Filaments (Evocation)
Delayed Discharge Lightning Bolt (Evocation)
Elemental Blizzard (Conjuration)
Fantastic Flight (Transmutation)
Firefall (Conjuration)
Greater Scrying (Divination)
Ice Spire (Conjuration)
Incredible Submersion (Transmutation)
Liquefy (Conjuration)
Mage Blade (Evocation)
Mass Curse (Necromancy)
Mass Energy Protection (Abjuration)
Mass Haste (Transmutation)
Mass Invisibility (Illusion)
Mass Memory Purge (Enchantment)
Mass Obeisance (Enchantment)
Mind Snare (Divination)
Power Word Blind (Enchantment)
Power Word Sleep (Enchantment)
Providence (Divination)
Psychic Spheres (Conjuration)
Reactive Ward (Abjuration)
Rotting Touch (Necromancy)
Sustained Fulmination (Evocation)
Temporal Deceleration Field (Transmutation)
Tendrils of the Void (Conjuration)
Thunder Cloud (Conjuration)
Tower of Intellect (Abjuration)
Toxic Cloud (Conjuration)
True Transmutation (Transmutation)
Vampiric Cloud (Necromancy)
Wall of Bone (Necromancy)

8th Level

Agonizing Taboo (Enchantment)
Caustic Cloud (Conjuration)
Chromatic Storm (Evocation)
Conjuration of Ice (Conjuration)
Curse of Enfeeblement (Necromancy)
Curse of Exhaustion (Necromancy)
Dazzling Pattern (Illusion)
Evocation of Thunder (Evocation)
Flash Freeze (Evocation)
Force Storm (Evocation)
Greater Arcane Eyes (Divination)
Lava Wall (Evocation)
Mass Banishment (Abjuration)
Mass Charm Monster (Enchantment)
Mass Fabrication (Transmutation)
Phantasmal Visage (Illusion)
Power Word Petrify (Enchantment)
Share Agony (Divination)
Spirit Storm (Necromancy)
Summon Sphere of Annihilation (Conjuration)
Temporal Recall (Transmutation)
Transmutation of Fire (Transmutation)
Transmutation of Lightning (Transmutation)
Transmutation of Stone (Transmutation)
True Sense (Divination)
Wail of the Banshee (Necromancy)

9th Level

Amplify Gravity (Transmutation)
Bigby's Colossal Fist (Evocation)
Chromatic Form (Transmutation)
Comet Storm (Conjuration)
Control Earth (Transmutation)
Corporeal Annihilation (Transmutation)
Disjunction (Abjuration)
Elemental Swarm (Conjuration)
Engulfing Ooze (Conjuration)
Fiery Tempest (Evocation)
Ghostly Form (Necromancy)
Greater Telepathic Prowess (Divination)
Mass Control Water (Transmutation)
Mass Hold (Enchantment)

Mass Skill Empowerment (Transmutation)
Mass Telekinesis (Transmutation)
Necrotic Torrent (Necromancy)
Nemesis (Illusion)
Night Lord (Necromancy)
Planar Rift (Conjuration)
Power Word Charm (Enchantment)
Prismatic Blade (Evocation)
Rapid Teleport (Conjuration)
Runic Fortress (Conjuration)
Shadow Summoning (Illusion)
Starfall (Evocation)
Torrent of Lightning (Evocation)
Touch of Oblivion (Necromancy)
True Creation (Illusion)
Universal Knowledge (Divination)
Unseen Army (Illusion)
Volcanic Eruption (Evocation)

Imbuement Spells

Cantrips (0 Level)
Minor Imbuement
1st Level
Aquatic Imbuement
Arcane Alchemical Imbuement
Cantrip Focus Imbuement
Imbuement of Lightning
Imbuement of Poison
Imbuement of Speed
Imbue Lesser Rune
Torchwood Imbuement
Utility Imbuement
Weapon Imbuement
2nd Level
Arcane Infusion Imbuement
Dimensional Imbuement
Imbuement of Force
Imbuement of Ice
Imbuement of Illusion
Imbuement of Radiance
Imbuement of Sight
Imbue True Rune
Shielding Imbuement
Spell Storing Imbuement
3rd Level
Ammunition Imbuement
Focus Imbuement
Imbuement of Acid
Imbuement of Flame
Imbuement of Flight
Imbuement of Warding
Teleportation Imbuement
Web Imbuement
4th Level
Armor Imbuement
Enhancing Imbuement
Ethereal Imbuement
Imbuement of Thunder

Imbuement Spells

Certain spells have a special tag: Imbuement. An Imbuement spell is a type of wizard spell that imbues an item with magic, in effect creating temporary magical items. If you meet the requirements listed in the spell and you have the Ritual Casting class feature, you can cast that spell if it is in your spellbook without needing to have it prepared, but it takes an additional 10 minutes to cast when you do so.

An Imbuement spell expends a spell slot when cast, even when cast as a ritual. Most Imbuement spells also have a requirement that you know or have certain cantrips or spells in your spellbook in order to cast the Imbuement spell. When you cast an imbuement, you can attune a single other creature that you touch to the item. A creature other than the caster treats the item as a magic item requiring attunement, as described in the spell's description. The item uses your spell attack bonus and spell save DC when wielded by another creature.

You may have a maximum number of imbuement spells active at one time equal to half your wizard level (round up). If you enchant an additional item, you must choose one active imbuement to end.

An imbuement draws its power from your magical reserves. It lasts until you regain spell slots at the end of a long rest. When you would regain the spell slot used to imbue the item, you may instead expend that spell slot, causing the duration to continue and the item to regain any expended uses. If you die, the imbuement on the item ends 1 minute later. .



Spell Descriptions

The following section contains descriptions of the new spells available to Arcane spellcasters.

There are also entries for existing spells marked in {brackets} that indicates an existing spell that has been enhanced by research at the Arcanum, usually with additional options when cast using a higher-level spell slot or a general improvement. Some of the new spells also have specific class features or cantrips known as a requirement to cast that spell.

Ablative Ward

6th-level abjuration
Casting Time: 1 Bonus Action
Range: Self (60 feet)
Components: V, S
Duration: 8 Hours
You can weave a magical ward around yourself and creatures and objects of your choice within 60 feet. A barely visible glimmer of force appears around each protected creature which grants a +1 bonus to AC and saving throws. The ward has a hit point maximum of 70 hit points. If you have the Projected Ward feature, you can choose to increase the ablative ward's hit point maximum by the hit point maximum of your Arcane Ward, and its current hit points by the current hit points of your Arcane ward. Whenever you or a protected creature within 60 feet takes damage, the ward takes the damage instead. If this damage reduces the ward to 0 hit points, the target takes any remaining damage.

As a bonus action on your turn, you can change which creatures and objects of your choice within 60 feet are protected, and if your Arcane Ward is bolstering the ablative ward. When you take this bonus action, you may also expend a spell slot to increase the ward's current hit points by 10 per level of the spell slot. If you have the Arcane Ward feature, doing so also counts as casting an abjuration spell of the level of the spell slot you expended for the purposes of that feature.

When the ward is reduced to 0 hit points, it can't absorb damage and provides no protection, but its magic still remains, and its hit points can be restored as described above.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the ward's hit points increase by 10 for each slot level above 6th.
Classes: Wizard

Absorb Force

1st-level abjuration
Casting Time: 1 Reaction
Range: Self
Components: S
Duration: 1 round

> You must know the *blade ward* cantrip to cast this spell.

You can use a Reaction to cast this spell when you suffer bludgeoning, piercing, slashing, or force damage. The spell captures some of the kinetic energy, lessening its effect on you and storing it for your next attack. You have resistance to bludgeoning, piercing, slashing, and force damage until the start of your next turn. Also, the first time you hit with a melee attack before the end of your next turn, the target takes an extra 1d6 force damage, and the spell ends.

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

Acid Barb

evocation cantrip
Casting Time: 1 action
Range: 90 feet
Components: V, S, M (powdered rhubarb leaf and an adder's stomach)
Duration: Instantaneous
A shimmering green barb streaks towards a target within range. Make a ranged spell attack against the target. On a hit, the target takes 2d4 acid damage. On a critical hit the target also takes 1d4 acid damage at the end of its next turn.

This spell's damage increases by 2d4 when you reach 5th level (4d4), 11th level (6d4), and 17th level (8d4). The additional damage at the end of the targets next turn on a critical hit also increases by 1d4 at 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Additionally, if you know this cantrip, an *acid arrow* spell cast by you becomes more effective when you reach higher levels. The initial damage increases by 2d4 and the later damage by 1d4 at 5th level (+2d4 and +1d4), 11th level (+4d4 and +2d4), and 17th level (+6d4 and +3d4). Also, if you know this cantrip, when you cast *acid arrow* using a spell slot of 3rd level or higher, the initial damage increases by 2d4 and the later damage by 1d4 for each slot level above 2nd.

> **Arcane Synergy.** If the *acid arrow* spell is on your spell list, this cantrip is also added to your spell list.

Classes: Wizard, Artificer (Alchemist)

Acidic Grasp

1st-level conjuration
Casting Time: 1 Bonus Action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute.

> You must know the *corrosive clinch* or *primal savagery* cantrip to cast this spell.

The first time you hit a target using *primal savagery*, grapple a creature using *corrosive clinch*, or target an object using *corrosive clinch* during the duration, you cause the acid to continue to consume the target for as long as it remains within your reach. For the remaining duration the target's movement speed is halved and at the end of each of your turns the target suffers 1d10 acid damage if it is within your reach

Once you affect a target with this spell, the spell ends if the target is ever outside of your reach. Targets immune to acid damage or the grappled condition are immune to the movement reduction caused by this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the continuing acid damage increases by 1d10 per slot level above 1st.
Classes: Druid, Sorcerer, Warlock, Wizard

Acid Jet
2nd-level conjuration
Casting Time: 1 Action
Range: Self (30-foot line)
Components: V, S
Duration: Instantaneous
A line of acidic fluid 30 feet long and 5 feet wide blasts from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 4d4 acid damage immediately and 2d4 acid damage at the end of its next turn on a failed save. A creature succeeding on the save suffers half the initial acid damage and no damage at the end of its next turn. A large or smaller creature within the area that fails the save is also pushed 5 feet and knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, the initial damage increases by 2d4, and the continuing damage by 1d4 for each slot level above 2nd.
Classes: Sorcerer, Wizard

Adamantine Edge
transmutation cantrip
Casting Time: 1 Action
Range: Touch
Components: V, M (a metal weapon)
Duration: Concentration, up to 10 minutes
When you cast this spell, you transmute the structure of a single metal melee weapon you touch. For the duration of the spell the weapon is considered magical and adamantine for the purposes of overcoming resistance or immunity to damage and for the purpose of resisting or enduring damage.

At any point during the duration the wielder can expend the spell when damage is rolled for the weapon, it may roll a d4 and add the number rolled to the damage inflicted. The die may be rolled before or after the regular damage roll.

The additional damage inflicted by the weapon when expended increases as you gain levels. The additional damage die increases to a d6 at 5th-level, a d8 at 11th-level, and a d10 at 17th-level.

> **Arcane Synergy.** If you cast this spell on the same weapon as a *magic weapon* spell you are maintaining concentration upon, *adamantine edge* does not require concentration to maintain but ends if the *magic weapon* spell ends.

Classes: Artificer, Wizard

Adamantine Fortification
transmutation cantrip
Casting Time: 1 Action
Range: Touch
Components: V, M (medium or heavy armor made of metal)
Duration: Concentration, up to 10 minutes
When you cast this spell, you transmute the structure of a single suit of metal armor you touch. For the duration of the spell the item counts as magical for the purpose of resisting or enduring damage.

At any point during the duration the wearer of the armor can expend the spell when it suffers damage, it may roll a d4 and subtract the number rolled from the damage suffered, ending the spell. The die may be rolled before or after the damage has been calculated. If the wearer of the armor suffers a critical hit during the duration, the spell immediately ends, and the critical hit becomes a normal hit.

The amount by which the spell reduces damage increases as you gain levels. The damage reduction die increases to a d6 at 5th-level, a d8 at 11th-level, and a d10 at 17th-level.

> **Arcane Synergy.** If you cast this spell on the same armor as a *magic armor* spell you are maintaining concentration upon, *adamantine fortification* does not require concentration to maintain but ends if the *magic armor* spell ends.

Classes: Artificer, Wizard

Adhesive
1st-level conjuration
Casting Time: 1 Action
Range: 60 ft
Components: V, S, M (honey, glue, or other sticky substance)
Duration: 1 minute
A patch of sticky glue coats the ground in a 10-foot square centered on a point within range and turns it into difficult terrain for the duration.

A creature that enters the area or starts its turn there must make a Strength saving throw or have its speed reduced to 0 until the start of its next turn. A creature that falls prone while in the area must make a Strength saving throw or become restrained for the duration.

A creature restrained or slowed by the adhesive can use its action to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained or slowed.

The adhesive evaporates when the duration expires.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, you can increase the size of the area by 5 feet per slot level above 1st.
Classes: Artificer, Wizard

Advanced Magical Tinkering
1st-level transmutation (ritual)
Casting Time: 10 Minutes
Range: Touch
Components: M (thieves' tools or artisan's tools)
Duration: Instantaneous

> You must have the Magical Tinkering artificer feature to cast this spell.

You can cast this spell to use your Magical Tinkering feature on an object that is already magical or that already bears one of your infusions. A single object can still only bear one Magical Tinkering property at a time and counts as one of your Magical Tinkering objects to determine the maximum number of objects you can affect with that feature.

Alternatively, when you cast this spell you can choose to add one of the following Advanced Magical Tinkering properties to a specified magical or non-magical object instead of a normal Magical Tinkering property. You may cast this spell to transfer a property from one object to another without consuming additional materials. If a level is listed, the property requires you to cast this spell at the listed level to imbue that property:

Arcane Ranged Targeting Enhancement

Item: An arcane spellcasting focus (2nd-level)

You add a set of magical sights to a spellcasting focus. When you sight down or through the focus you can view objects and creatures as if they were half the distance away. Additionally, on any turn that you do not move, when you use the focus to cast a spell that requires you to make a ranged spell attack roll, the spell's range is doubled and your ranged spell attacks using the focus ignore half cover and three-quarters cover.

(Consumes additional materials worth 100gp.)

Base Magical Enhancement

Item: A Small or Tiny object

The object becomes magical. It has resistance to all forms of damage and, if a weapon, is considered magical for the purposes of overcoming resistance or immunity to damage.

Cantrip Trigger

Item: An arcane spellcasting focus

While wielding this focus, when a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to cast a cantrip at the creature, rather than making an opportunity attack. The cantrip must have a casting time of 1 action and must target only that creature.

(Consumes additional materials worth 10gp.)

Clockwork

Item: Special

You create a small clockwork device, as described in the Tinker rock gnome racial trait that lasts for as long as the item retains this property.

Extending Object

Item: An arcane spellcasting focus or a melee weapon (2nd-level)

You modify a spellcasting focus or a melee weapon to enhance its reach. As a bonus action on your turn, you can increase your reach for touch spells or melee weapon attacks using the object by 5 feet. This lasts until you use a bonus action to cancel the effect. While extended, you have disadvantage on attack rolls using the object against a target within 5 feet of you.

(Consumes additional materials worth 100gp.)

Glamoured Apparel

Item: a set of armor or clothing

You imbue an item with a cosmetic illusion. The item can appear to smoke, the eyes of a helm could glow, wisps of light could dance around a hat, etc. The effects are purely cosmetic, however, depending upon the effect, it can shed light, up to bright light in a 5-foot radius and dim light for an additional 5 feet. The effect can be activated or deactivated by the wearer as a bonus action.

(Consumes additional materials worth 10gp.)

Infusion Preparation

Item: Varies, a magical object

You use your Magical Tinkering feature to prepare a magical item so that it can accept an infusion that normally can only be used on a non-magical object. The next time you use the infuse item feature on the prepared object, you can use that feature on the object, even though it is already magical. The item must meet all the other normal requirements for the infusion. If the existing item and the infusion offer the same bonus, you use the larger bonus. An object with this property counts both as one of your infused items and a magical tinkering object for as long as the infusion lasts. You can only infuse an existing magical item that requires attunement with an infusion that does not require attunement.

Low Light Vision Enhancement

Item: goggles or glasses.

Dim light doesn't impose disadvantage on your Wisdom (Perception) checks relying on sight while wearing the item.

(Consumes additional materials worth 10gp.)

Metamagic Device

Item: An arcane spellcasting focus

Choose a Metamagic option from the sorcerer feature. When a spell is cast using the focus, you can apply that option to the spell by expending a spell slot one level higher than normal per sorcery point required to use the option (or by expending a spell slot equal to the sorcery point cost if casting a cantrip).

Minor Property

Item: A magical item or an item bearing one of your infusions

Roll on the Minor Property table on p. 143 of the *Dungeon Master's Guide*. The item gains that property or a similar interesting property determined by the DM.

Optical Sighting System

Item: A ranged weapon (2nd-level)

You add a set of physical or magical sights to a ranged weapon. When you sight down the weapon you can view objects and creatures as if they were half the distance away. Additionally, on any turn that you do not move, attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls and your attacks ignore half cover and three-quarters cover using the weapon.

(Consumes additional materials worth 100gp.)

Replicate Minor Magic Item

Item: Varies

If you know the Replicate Minor Magic Item infusion, you can cast this spell on an appropriate item to replicate the effects of any of that infusion's common magic items as one of your Magical Tinkering objects, instead of as an infused item.

The property of the minor magic item is in addition to any magical enchantment or infusion the item already bears. For example, the Armor of Gleaming property could be added to a set of +1 Chain Mail, or the War Staff property added to a staff bearing the Enhanced Arcane Focus infusion.

Silencing Enhancement

Item: An arcane spellcasting focus or a ranged weapon

When you are hidden from a creature and miss it with a ranged attack using the focus or weapon, making the attack doesn't reveal your position.

(Consumes additional materials worth 10gp.)

Specialized Cantrip Focus

Item: An arcane spellcasting focus (2nd-level)

You imbue a focus with the ability to cast a cantrip. Choose one artificer cantrip that inflicts damage. A wielder with the ability to cast arcane spells can use the focus to cast that cantrip. The wielder uses their own Spellcasting Ability when casting the cantrip.

A wielder that knows the focus' cantrip can add their Spellcasting Ability modifier to one damage roll of that cantrip when they cast it using the focus. (This property has no effect if a class feature, feat, or ability already allows the wielder to add their Spellcasting Ability modifier to that damage roll or if the cantrip requires a weapon attack.)
(Consumes additional materials worth 100gp.)

Target Marking System
Item: An arcane spellcasting focus or a ranged weapon (2nd-level)
You add a magical property to a focus or ranged weapon that projects a mark on a target that the focus or weapon is aimed at. You gain a +2 bonus to ranged attack rolls using the item against targets that you can see within 60 feet of you. (This property is not cumulative with the Archery fighting style or the Wandslinger feat or similar bonuses.)
(Consumes additional materials worth 100gp.)

Triggering Refinement
Item: An arcane spellcasting focus or a ranged weapon (2nd-level)
You modify a focus or a ranged weapon in such a way that it is more easily used in close quarters. Being within 5 feet of a hostile creature does not impose disadvantage on your ranged attacks using the object.
(Consumes additional materials worth 100gp.)

Universal Tool Kit
Item: A set of artisan tools or thieves' tools
You modify as set of tools so that they can be used for almost any task. A creature can use these tools as any type of tool with which they are proficient.
(Consumes additional materials worth 10gp.)

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, you can more quickly use your Magical Tinkering to produce an enhanced effect, reducing the casting time by 5 minutes per slot level above the minimum necessary to grant the desired property, to a minimum of 1 action.
Classes: Artificer

Aerial Conveyance

5th-level transmutation (Ritual)
Casting Time: 1 minute
Range: Touch
Components: V, S, M (25gp worth of powdered silver, which the spell consumes)
Duration: 24 hours
You touch an object of up to Huge size (up to 15 foot by 15 foot or 225square feet) and imbue it with the ability to fly. This spell is most often cast on a carpet, wagon, boat, or similar object. That item gains a fly speed of 100 feet or an overland travel speed of 10 miles in an hour or 13 miles per hour at a fast pace for the duration. The object can carry up to 3600 pounds at this speed, it can carry up to double this weight, but flies at half speed if it carries more than this.

You must use your Action each turn to direct the movement of the object, otherwise it continues forward at the same speed, direction, and elevation upon which it was last directed. When the spell ends, the vehicle gradually descends towards the surface, giving the occupants 1 minute to dismount before falling. The spell ends early if you use an Action to dismiss it or if the vehicle is destroyed.

If you cast this spell on an item every day for a year, the spell becomes permanent. A permanent flying conveyance sometimes develops an identity of its own along with the ability to direct its own flight.

At Higher Levels. When you cast this spell using a spell slot of 6th-level or higher, you can increase the maximum size of the object increases by 5 feet and the capacity by 1200 pounds for each slot level above 5th.

> **Arcane Synergy.** If you have the Machine Servants warlock class feature or the Clockwork Animator feat, you can animate a purpose-built conveyance of double the normal size and capacity for double the duration. The cost of such a purpose-built vehicle is double the normal cost of the object.

Classes: Artificer, Bard, Sorcerer, Warlock (The Machine), Wizard

Agile Blade

transmutation cantrip
Casting Time: 1 Bonus Action
Range: Touch
Components: V, M (a melee weapon)
Duration: 1 minute
You enchant a melee weapon you touch to become light and responsive in your grasp. The weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. If the weapon does not possess the Heavy or Two-Handed property it gains the Finesse property for the duration of the spell. If the weapon possesses the Heavy property you may ignore that property for the duration.

The spell ends if you end your turn without the weapon in your grasp.

The spell grants additional benefits as you gain levels. At 5th-level if the weapon does not possess the Two-Handed, Heavy, or Versatile property it gains the Light property and you can target two such one-handed weapons as part of the same bonus action, at 11th-level the duration increases to 10 minutes, and at 17th-level if the melee weapon possesses the Two-Handed property you can wield it in one hand without disadvantage.

> **Arcane Synergy.** If you cast this spell on a weapon sized for a creature one size larger than you, you may wield that weapon without penalty, so long as you can lift it, but the spell does not otherwise enhance or negate a larger weapon's properties.

Classes: Artificer, Druid, Wizard

Agonizing Taboo

8th-level enchantment
Casting Time: 1 Action
Range: 60 ft
Components: V
Duration: 24 hours
You place a psychological compulsion in the mind of up to twelve creatures of your choice within range that causes

mental anguish if the creature performs a certain action. The creature must be able to hear and understand you. A target may make a Wisdom saving throw to resist the compulsion. On a failed save the target suffers 8d8 psychic damage and is subject to a compulsion for the duration. On a successful save the target suffers half damage and the spell ends for that creature. Choose one of the following compulsions when you cast the spell:

Forbiddance. If the target leaves or enters the confines of a certain area you designate when you cast the spell it suffers 8d8 psychic damage at the end of each turn it spends outside or within that area.

Pacifist. If the target attacks or directly inflicts damage on a living creature during a turn, it suffers 8d8 psychic damage at the end of that turn.

Spellbane. If the target attempts to cast a spell during the duration, it suffers 8d8 psychic damage. It must make a Constitution saving throw to maintain to concentration on the spell it is casting. The DC equals 10 or half the damage, whichever number is higher. On a failure the spell fails, it does not expend a spell slot or the use of the spell, but it still uses the action in the attempt.

Truthful. If the target knowingly tells an untruth during the duration, it suffers 8d8 psychic damage.

When a target suffers damage from violating the prohibited action, before the end of its next turn it may use its Action to attempt to break the spell by making a Wisdom saving throw versus your spell save DC. On a failed save the target suffers 8d8 psychic damage. On a successful save the target suffers half damage and the spell ends.

At Higher Levels. When you cast this spell using a 9th level spell slot, the duration increases to 10 days.

> **Arcane Synergy.** If you have any form of Telepathy, if the target is within range of your telepathy, it does not need to hear you to be affected by this spell.

Classes: Bard, Cleric, Sorcerer, Warlock, Wizard

Agonizing Transmogrification

5th-level transmutation
Casting Time: 1 Action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute
Choose a creature you can see within range. The target must make a Constitution saving throw. If the save fails, it suffers 3d10 force damage and is Stunned as it undergoes a series of agonizing, grotesque, transformations. If the save is successful the target suffers half damage, is not Stunned, and the spell ends for that creature. A shapechanger automatically succeeds on this saving throw. At the end of each of its turns the target must make a new saving throw. If it fails the save, it suffers 3d10 force damage and remains stunned. If successful, it suffers half damage, the spell ends for that creature, and it returns to its normal form.

At Higher Levels. When you cast this spell using a spell slot of 6th-level or higher, you may affect an additional creature within range for each slot level above 5th.
Classes: Sorcerer, Wizard

Air Burst

1st-level evocation
Casting Time: 1 Action
Range: 90 ft
Components: V, S
Duration: Instantaneous
Choose a point you can see within range; a violent burst of wind expands outwards from that point. Each creature in a 5-foot-radius sphere centered on that point must make a Strength saving throw. A target takes 2d6 bludgeoning damage on a failed save, or half as much damage on a successful one. Flying creatures suffer disadvantage on this saving throw. A Large or smaller creature is also pushed 5 feet from the center of the effect and knocked prone on a failed save.

The spell also disperses any gases within the area that can be dispersed by strong winds.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the damage increases by 1d6 and the radius of the effect increases by 5 feet for each slot level above 1st.
Classes: Sorcerer, Wizard

Air Dance

4th-level transmutation
Casting Time: 1 Bonus Action
Range: Self
Components: V
Duration: Concentration, up to 1 minute
When you cast the spell and as a bonus action on each of your turns you can briefly turn into an insubstantial wind and fly up to 40 feet whereupon you re-materialize. You are invisible and have resistance to nonmagical damage and advantage on Strength, Dexterity, and Constitution saving throws during this movement. You can pass through small holes, narrow openings, and even mere cracks, though you treat liquids as though they were solid surfaces. You can perform no other actions between the time you transform into wind and when you re-materialize and must always re-materialize by the end of your turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, the duration increases by one minute per slot level above 4th.
Classes: Druid, Ranger, Sorcerer, Wizard

Air Stride

4th-level transmutation
Casting Time: 1 Action
Range: Touch
Components: V, S
Duration: 1 hour
You touch a creature. The target's speed increases by 10 feet until the spell ends and it gains the ability to tread on air as if walking on solid ground. Moving upwards is similar to walking up a hill, the maximum upward or downward angle possible while remaining standing is 45 degrees. Moving upwards costs two feet of movement for every one foot ascended.

If the target is knocked or falls prone it floats gently downward 60 feet each round until it stands.

When the spell ends, the target falls if it is still aloft, unless it can stop the fall.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature or increase the duration by 1 hour for each slot level above 4th.

Classes: Cleric, Druid, Sorcerer

Alchemical Bomb

transmutation cantrip
Casting Time: 1 Action
Range: 60 feet
Components: V, S, M (a spell component pouch and alchemist's supplies)
Duration: Instantaneous

> You must have the Minor Alchemy wizard feature or Alchemist Spells artificer feature to cast this spell.

Using Alchemist's Supplies and a Spell Component Pouch you can craft a temporary alchemical bomb that explodes upon impact. As an Action on your turn you can cast the spell to create and attack with the bomb by throwing it at a point up to 60 feet away. Each creature within 5 feet of that point must succeed on a Dexterity saving throw or take 1d6 points of damage. You can choose magical piercing or fire damage when you create the bomb.

The bomb becomes more potent as you gain levels. The damage increases by 1d6 when you reach 5th-level (2d6), 11th-level (3d6), and 17th-level (4d6).

Note: A spellcasting focus cannot be used in place of the material components required by this spell.

Classes: Artificer (Alchemist), Wizard (Transmutation, Arcane Alchemy)

Alchemical Transmutation

transmutation cantrip
Casting Time: 1 Action
Range: 5 feet
Components: V, S
Duration: 1 hour

> You must have the Minor Alchemy wizard class feature to cast this spell.

Choose a type of tool or simple piece of adventuring gear. For the duration of this spell you can use a combination of magical telekinetic and transmutation effects to accomplish tasks as if you were using the tool you chose. You use your Spellcasting Ability in place of the normal ability used for that tool.

Adventuring Gear. You can produce effects that mimic the following pieces of adventuring gear: bucket, crowbar, hammer, magnifying glass, miner's pick, mirror, saw, shovel, spyglass, tinderbox, whetstone, or umbrella.

Artisan Tools. You can craft items as if you possessed the tool you chose; carving wood, weaving thread, or shaping metal without tools. You still require the necessary materials to be used in the crafting.

Minor Alchemy. If cast to replicate Alchemist's Supplies, it takes only half the normal amount of time to use your Minor Alchemy or Master Transmuter: Major Transformation class features.

Thieves Tools. You can telekinetically disarm traps or open locks within range.

The spell ends if you cast it again or dismiss it (no action required).

If you are proficient with a chosen artisan tool, you can craft mundane items using this spell in half the normal amount of time. The reduction in crafting time increases as you gain levels, to 1/3rd normal at 5th-level, ¼ normal at 11th-level, and 1/5th normal crafting time at 17th-level.

The use of your Minor Alchemy and Master Transmuter: Major Transformation class features also becomes faster as you gain levels, taking only 2 minutes at 5th-level, 1 minute at 11th-level, and 1 round at 17th-level.

Starting at 11th-level, if you are proficient with thieves' tools you can accomplish a task that would normally take an Action using the tools as a Bonus Action on your turn using this spell.

Classes: Wizard (Transmutation, Arcane Alchemy)

Allure

enchantment cantrip
Casting Time: 1 Action
Range: Self
Components: M (makeup)
Duration: Concentration, up to 10 minutes

You cast this spell as you apply a bit of makeup. Once before the spell ends, when you roll an Charisma check or a Charisma saving throw, or when you make or you force a creature to make a saving throw versus the charmed condition you may roll a d4 and add or subtract the number rolled. You may roll the die before or after the saving throw or check is made. The spell then ends.

The allure provided by this spell increases as you gain levels, the die increases to a d6 at 5th-level and a d8 at 17th-level. The duration of the spell increases to 1 hour when you reach 11th-level.

Classes: Bard, Cleric (Love)

Alter Corpse

1st-level necromancy (Ritual)
Casting Time: 1 minute
Range: Touch
Components: V, S
Duration: Instantaneous

You channel necromantic forces to alter a corpse or willing undead. Choose one of the following options:

Decompose. The flesh of the corpse or undead rapidly withers and decomposes leaving only a clean skeleton. This can turn a zombie into a skeleton.

Restore. An intact skeleton or decomposing corpse rapidly regrows flesh until it looks as it did before it died, albeit with an unhealthy pallor. The new flesh has a rotten taste and is not fit for consumption. If cast on an undead, this can turn a skeleton into a zombie.

Sculpt. You reshape a dead body or willing undead to look like another creature. This can even replicate a specific person you have seen. You can change height, weight, facial features, hair length, coloration, and distinguishing

characteristics. You can change apparent race, but not basic shape or size. As an Action, creatures that view the corpse can make a Wisdom (Medicine) check against your save DC to determine the corpse has been altered.

At Higher Levels. If you cast this spell using a spell slot of 2nd-level or higher, you have affect an additional target per slot level above 1st.

Classes: Wizard

Alter Form {Alter Self}

2nd-level transmutation
Casting Time: 1 Action
Range: Self
Components: V, S
Duration: Concentration, up to 1 hour

This spell functions as described for alter self on page 211-212 of the PHB, with the following additional options:

Arboreal Adaptation. You adapt your body to excel at climbing and jumping, you gain a climb speed equal to your walking speed and can jump double the normal distance.

Enhanced Senses. You gain an enhanced sense; choose smell, hearing, or sight; you have advantage on Intelligence (Investigation) and Wisdom (Perception) and (Survival) checks using that sense and can track and recognize creatures using that sense. If you choose sight, you also gain Darkvision to a range of 60 feet (or increase the range of your darkvision by 60 feet.)

Natural Armor. Your skin toughens. When you aren't wearing armor, your AC is 14 + your Dexterity modifier.

Running Adaptation. You adapt your body to enhance your speed, you add 20 feet to your movement speed and can double your jump distance on a running jump.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher you gain the following additional options:

- If cast at 3rd-level or higher:

Antennae. You gain Blindsight to a range of 30 feet.

Wings. You sprout wings from your back, gaining a flying speed equal to your walking speed. You can't manifest your wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.

- If cast at 4th-level or higher:

Improved Natural Armor. Your skin toughens. When you aren't wearing armor, your AC is 15 + your Dexterity modifier.

Improved Natural Weapons. The bonus to hit and damage with your natural weapons increases to a +2 and they inflict 1d8 damage.

- If Cast at 5th-level or higher:

Hybrid. You can choose 2 3rd-level or lower options.

- If Cast at 6th-level or higher:

Greater Natural Armor. Your skin toughens. When you aren't wearing armor, your AC is 16 + your Dexterity modifier.

Greater Natural Weapons. The bonus to hit and damage with your natural weapons increases to a +3 and they inflict 1d10 damage.

> **Arcane Synergy.** Tinkering with transformation magic by the Shifters of the School of Transformation has resulted in an *alter self* spell with additional options. Any creature who knows the original version of *alter self* can replace it with *alter form*.

Classes: Artificer, Druid, Sorcerer, Wizard

Amazing Actuation

4th-level transmutation
Casting Time: 1 Bonus Action
Range: Self
Components: S
Duration: 1 hour

Until the spell ends you gain a walking, climbing, and swim speed equal to double your normal speed and you ignore difficult terrain. You can hold your breath for 4 times longer and gain the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You also quadruple your normal jump distance and reduce any falling damage you take by 20 hit points.

For the duration of this spell you have advantage on Strength and Dexterity checks and saving throws and can take the Dash or Disengage Action as a Bonus Action on your turn.

At Higher Levels. If you cast this spell using a spell slot of 5th-level or higher, the falling damage reduction increases by 5 hit points per slot level above 4th. If cast using a spell slot of 6th or 7th-level the duration becomes 8 hours, the duration increases to 24 hours if an 8th-level or higher spell slot is used.

> **Arcane Synergy.** If you have a *haste* spell active during the duration of this spell your speed becomes triple normal and you can jump five times your normal distance.

Classes: Artificer, Bard, Druid, Ranger, Sorcerer, Wizard

Ammunition Imbuement

3rd-level conjuration
Casting Time: 1 minute (Imbuement)
Range: Touch
Components: V, S, M (a ranged weapon)
Duration: Special

You enchant a ranged weapon that you touch. The weapon must possess the ammunition property. That weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage and for enduring or resisting damage.

The weapon conjures a shimmering piece of magical ammunition when readied. You ignore the loading and ammunition properties of the weapon until you have fired 12 shots using it. The conjured ammunition grants a +1 bonus on attack and damage rolls. The weapon conjures ammunition each time it is used, it does not require attunement by a creature other than the caster to use this property.

The imbued weapon can conjure 12 pieces of ammunition during the duration. You must know or have the *magic missile* and *magic weapon* spells in your spellbook to cast this spell.

At Higher Levels. If cast using a spell slot of 4th-level or higher, the weapon can conjure 3 additional pieces of ammunition per slot level above 4th. In addition, if cast using a spell slot of 4th-level or higher the ammunition inflicts an additional 1d6 force damage on a hit, the additional force damage increases by 1d6 per 2 slot levels above 4th. The bonus to hit and damage increases to +2 if cast using a 5th or 6th-level spell slot, or a +3 bonus if a 7th-level or higher slot is used.

> **Arcane Synergy.** If you have the Arcane Artificer wizard class feature, as an Action at any point during the duration you can expend a spell slot to recharge the item. When you do so, the total number of pieces of ammunition that can be conjured by the weapon increases by 3 per slot level expended.

Classes: Wizard

Amplify Gravity

9th-level transmutation
Casting Time: 1 Action
Range: 500 ft
Components: V, S, M (a lodestone and iron filings)
Duration: Concentration, up to 10 minutes.
This spell drastically increases gravity in a 50-foot-radius, 200-foot high cylinder centered on a point within range. All creatures and objects in the area are crushed to the ground. All creatures in the area when the spell is cast, entering the area on a turn, or starting its turn there, must make a Strength saving throw. On a failure, it is crushed to the earth, suffers 10d6 bludgeoning damage, and is knocked prone and restrained by the force of gravity. Flying creatures in the area must make the Strength saving throw with disadvantage. On a failure, they are pulled from the sky suffering normal falling damage plus 10d6 bludgeoning damage and are knocked prone and restrained by the force of gravity.

On a successful save a creature suffers half damage and is not knocked prone or restrained.

As an Action on its turn, a restrained creature can make a Strength check versus your spell save DC to free itself. On a success, it is no longer restrained.

Creatures walking within the area must spend 3 feet of movement for every 1 foot traveled. Creatures flying or crawling must spend 4 feet of movement for every 1 foot traveled. Prone creatures in the area must spend all their movement to stand, and no creature may take the dash or disengage Actions. All ranged weapon attack rolls passing through the area suffer disadvantage and have their range halved. Incorporeal creatures are unaffected by this spell.

As a Bonus Action on your turn you can deactivate the effect. As an Action on your turn while the effect is not active you can activate the effect at any point within range.
Classes: Druid, Sorcerer, Wizard

Anathema

4th-level enchantment
Casting Time: 1 Action
Range: 60 ft
Components: V
Duration: Concentration, up to 8 hours
You place a psychological compulsion in the mind of a creature within range that causes mental anguish if it performs a certain action. The creature must be able to hear and understand you. The target may make a Wisdom saving throw to resist the compulsion. On a failed save the target suffers 4d8 psychic damage and is subject to a compulsion for the duration. On a successful save the target suffers half damage and the spell ends. Choose one of the following compulsions when you cast the spell:

Forbiddance. If the target leaves or enters the confines of a certain area you designate when you cast the spell it suffers 4d8 psychic damage at the end of each turn it spends outside that area.

***Pacifi*st.** If the target attacks or directly inflicts damage on a living creature during a turn, it suffers 4d8 psychic damage at the end of that turn.

Spellbane. If the target attempts to cast a spell during the duration, it suffers 4d8 psychic damage. It must make a must make a Constitution saving throw to maintain to concentration on the spell it is casting. The DC equals 10 or half the damage, whichever number is higher. On a failure the spell fails, it does not expend a spell slot or the use of the spell, but it still uses the action in the attempt.

Tru*th*ful. If the target knowingly tells an untruth during the duration, it suffers 4d8 psychic damage.

When a target suffers damage from violating the prohibited action, before the end of its next turn it may use its Action to attempt to break the spell by making a Wisdom saving throw versus your spell save DC. On a failed save the target suffers 4d8 psychic damage. On a successful save the target suffers half damage and the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, the damage increases by 1d8 per slot level above 4th.

> **Arcane Synergy.** If you have any form of Telepathy, if the target is within range of your telepathy, it does not need to hear you to be affected by this spell.

Classes: Bard, Cleric, Sorcerer, Warlock, Wizard

Angering Attack

1st-level enchantment
Casting Time: 1 Bonus Action
Range: Self
Components: V
Duration: Concentration, up to 1 minute.
For the duration of the spell you maintain an infuriating tirade mocking each creature you strike in combat. Each time you hit a creature within your reach with a melee attack during this spell's duration, if the target can hear you, it suffers an additional 1d4 points of psychic damage and that creature has disadvantage on attack rolls against targets other than you until the start of your next turn.

At Higher Levels. If you cast this spell using a 2nd-level or higher spell slot the duration increases, to 10 minutes at 2nd or 3rd-level, to 1 hour at 4th or 5th-level, to 8 hours at 6th or 7th level, and to 24 hours at 8th-level or higher. If cast using a 3rd-level or higher spell slot the additional psychic damage on a hit increases; to 1d6 at 3rd or 4th-level, to 1d8

at 5th or 6th-level, to 1d10 at 7th or 8th-level, and to 1d12 at 9th-level.

> **Arcane Synergy.** This spell was developed by eldritch knights of the Order of the Cloak. It also sees some use by martial minded or overconfident bards.

Classes: Bard, Wizard

Animate Armament

2nd-level transmutation
Casting Time: 1 Action
Range: touch
Components: V, S, M (the Weapon or Shield to be animated)
Duration: Concentration, up to 1 hour
You animate a weapon or shield to aid in your defense. Choose one of the following options when you cast the spell:

Shield. You touch a shield weighing 20 pounds or less in which you have proficiency. The shield animates, remaining in your space to protect you. For the spell's duration, you gain the shield's bonus to AC as if you were wielding it.

Weapon. You touch a weapon weighing 20 pounds or less with which you have proficiency. The weapon animates, remaining in your space. During the spell's duration you may use a Bonus Action on your turn to attack with the weapon. You use your Spellcasting Ability, instead of Strength or Dexterity, for the attack and damage rolls with the weapon but otherwise attack as if you were wielding it. You may use your Reaction to strike a foe with an animated melee weapon if they provoke an opportunity attack.

The shield or weapon remains animated for the duration, until you end the spell as an Action, or you cast the spell again.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, the duration increases by 1 hour per slot level above 2nd. When cast using a spell slot of 4th-level or higher the spell no longer requires concentration.

> **Arcane Synergy.** This spell is one of what has been termed Metal Magic spells, developed by the Orders of Eldritch Knights within the Arcanum. This spell may be selected as a spell known by an eldritch knight of any order, regardless of the normal restrictions on selecting spells based upon a school of magic.

Classes: Artificer, Bard, Sorcerer, Warlock (The Machine), Wizard



Animate Construct

3rd-level transmutation
Casting Time: 1 minute or 1 action
Range: 10 feet
Components: V, S, M (artisan tools)
Duration: 24 Hours
You animate a specially constructed magical construct which you command. The crafting of a construct requires proficiency in the Arcana skill and the appropriate Artisan Tools and follows the rules for crafting a common magic item using the costs and standard times listed below.

Once the body is constructed you can cast this spell to animate a single construct for 24 hours, granting it a semblance of life and limited intelligence. If a construct is reduced to 0 hit points the spell ends and it ceases to function. If the construct has not been completely destroyed or lost it can be repaired using the appropriate artisan tools or magic such as a *mending, repair object*, or *make whole*. It can then be reanimated by casting this spell on it again.

There are four basic types of constructs that can be animated using this spell. The method of construction and materials vary widely, but the basic types and capabilities are common:

Basic Constructs

Type	Role	Cost/Time to Construct
Scout Construct	Tiny Ranged Flying Scout	50gp/2 days
Blade Construct	Small Combatant	50gp/2 days
Brute Construct	Medium Humanoid Worker/Combatant	50gp/2 days
Transport Construct	Large Transport Vehicle	100gp/4 days

On each of your turns, you can use a Bonus Action to mentally command any construct you animated with this spell if the creature is within 500 feet of you (if you control multiple constructs, you can command any or all of them at the same time, issuing the same command to each one). You decide what Action the construct will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the construct only defends itself against hostile creatures. Once given an order, the construct continues to follow it until its task is complete.

The construct remains animated for 24 hours, after which the magic that animated it ceases to function and it becomes inert. To animate the construct for another 24 hours, you must cast this spell on the construct again, casting the spell to reanimate a construct takes only 1 Action.

At Higher Levels. If you cast this spell at 4th-level or higher you can animate or reanimate one additional construct for each slot level above 3rd. Alternatively, you can extend the duration of a single construct by 24 hours per slot level above 3rd.

Classes: Artificer, Warlock (The Machine), Wizard

Anticipatory Attack

divination cantrip
Casting Time: 1 Action
Range: Self (5 feet)
Components: V
Duration: 1 round
With a short centering chant, you make a probing attack as you cast this spell in an attempt to anticipate the target's next strike. As part of casting this spell you make a melee attack against one creature within 5 feet of you. On a hit, the target suffers the attack's normal effects and you gain an insight into the target's next attack, imposing disadvantage on the next attack roll it makes against you before the start of your next turn. During this time, if the target is within 5 feet, it provokes an opportunity attack from you if it makes an attack against a target other than you or it misses you with an attack.

The first time you hit the target with an opportunity attack before the start of your next turn you inflict an additional 1d8 damage of the attack's damage type.

The insight granted by this spell allows you to inflict additional damage when you sense an opportunity as you reach higher levels. At 5th-level the additional damage the target takes from a successful opportunity attack increases to 2d8, this increases to 3d8 at 11th-level, and 4d8 at 17th-level.
Classes: Bard, Wizard

Aquatic Imbuement

1st-level transmutation
Casting Time: 1 minute (Imbuement)
Range: Touch
Components: V, S, M (a belt, boots, gloves, or apparatus)
Duration: Special
When you cast this spell, you imbue the item with the ability to allow its wearer to swim and breathe underwater. The wearer gains a swim speed equal to its walking speed and can breathe air and water.

Unlike most imbuement spells, the item created by this spell can be used by anyone wearing it, it does not require attunement by creatures other than the caster.

You must know or have the *alter self* spell in your spell book to cast this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can affect an addi-tional item or increase the granted swim speed of all affected items by 5 feet per slot level above 1st.
Classes: Wizard



Arcane Alchemical Imbuement

1st-level transmutation
Casting Time: 1 minute (Imbuement)
Range: Touch
Components: V, S, M (alchemist's supplies or a poisoner's kit)
Duration: Special

> You must be proficient with Alchemist's Supplies to cast this spell.

You can cast this spell to craft temporary versions of standard magical potions. A temporary potion lasts until you regain spell slots at the end of your next long rest, or until used, and uses your spell save DC, but otherwise mimics the effects of one of the following magical potions. The level at which the spell is cast determines the type of potion you can create:

Temporary Magical Potion Creation

Spell Slot	Potion Created
1st	*antivenom, bottled breath, climbing, efferves-cence, fire breath, growth, diminution, healing, mage dust, spell in a bottle*
2nd	*mind reading, greater healing, health, heroism, love*
3rd	*clairvoyance, invisibility, flying, mana, superior healing, water breathing*
4th	*gaseous form, giant strength (hill), resistance, speed, supreme healing*
5th	*actuation, etherealness, giant strength (frost), invulnerability, slipperiness, vitality*

You learn the formula for the healing potion and one additional potion from the list above when you learn this spell. The formulas are contained in your spellbook, you can add additional formulas to your spell book as you come across them on your adventures using the normal rules for scribing a spell of the same level into your spellbook. You also know the formula for a potion, if you have a related spell in your spell book (*spider climb* for potion of climbing, *detect thoughts* for potion of mind reading, etc.)

If you are proficient with Alchemist's Supplies, in place of a magical potion you can create alchemical items (such as Alchemist's Fire) with a total cost equal to or less than 100gp per level of the spell slot expended up to 5th level, plus 500gp per slot level above 5th.

If you are proficient with a Poisoner's Kit, in place of a magical potion you can create poisons with a total cost equal to or less than 100gp per level of the spell slot expended up to 5th level, plus 500gp per slot level above 5th.

A potion, alchemical item, or poison created by this spell loses potency when you regain spell slots at the end of your next long rest.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can craft any number of magical potions with a combined level equal to or less than the spell level used. If you expend a spell slot of 6th level or higher, you can create any number of magical potions with a combined level equal to or less than 5, plus 5 per slot level above 5th.

Each casting of this spell is a single active imbuement spell, regardless of the number of potions created.
Classes: Wizard

Arcane Barrier

3rd-level abjuration
Casting Time: 1 Reaction or 1 Bonus Action
Range: 10 feet
Components: V, S
Duration: Concentration, up to 1 minute.
As a Reaction when you or a creature you can see within range would take damage, or as a Bonus Action on your turn, you create an invisible protective barrier as a 10-foot radius hemisphere oriented as you wish either adjacent to you or centered upon you or a 25-foot square plane within 10 feet of you. Creatures on your side of the barrier have complete cover against attacks originating from the other side. Attacks crossing the barrier towards you impact and may damage the barrier if the attack roll exceeds the barrier's AC. Creatures attempting to cross towards you are also impeded as if they encountered an invisible wall. The Arcane barrier is AC 13 and has 30 hit points when cast. Certain attacks or spells which trigger when they strike their target trigger when they strike the barrier instead. If the barrier is destroyed by an area of effect attack any excess damage may affect targets beyond the barrier though the attack's damage is reduced by the amount of damage necessary to destroy the barrier.

The barrier is a physical construct, it has no effect on spells or effects that have no physical manifestation or that inflict only psychic damage. Attacks from your side of the Arcane Barrier against targets on the other side are not impeded and creatures may pass through it from your side to the other. The barrier is briefly visible as a plane of bluish light at the point at which it is encountered by a creature, structure, or attack.

You are immobile while the barrier is in place. You may use an Action or Bonus Action on your turn to change how the barrier is oriented, to change the barrier to or from a hemisphere or a plane, or to remove the barrier. If you remove the barrier you can reestablish the barrier with its current hit points at a new location as an Action or Bonus Action at any point during the duration.

At Higher Levels. If you cast this spell using a slot of 4th-level or higher, the barrier starts with an additional 10 hit points and its AC increases by 1 per slot level above 3rd.

> **Arcane Synergy.** If you have the Projected Ward class feature, whenever your *arcane barrier* takes damage, your Arcane Ward takes the damage instead. If you cast Blade Ward while maintaining this spell, the barrier gains the resistance granted by that spell.

Classes: Artificer, Wizard

Arcane Blade

conjuration cantrip
Casting Time: 1 Bonus Action
Range: Touch
Components: S, M (a rod arcane focus)
Duration: 1 minute

A blade pure magical energy extends from your rod when you cast this spell. This cantrip is an associated group of cantrips that create an arcane weapon using a rod or wand focus. When you learn this cantrip, choose a damage type from the following: acid, fire, force, lightning, radiant, or thunder, the cantrip you learn inflicts damage of that type, causing a magical blade that inflicts that damage type to form suspended above the tip of your focus as an acid blade, lightning blade (commonly called an arc blade), thunder blade, etc. You can learn this cantrip multiple times, choosing a new damage type each time you do so.

For the duration, you can wield the arcane blade as if wielding a weapon with the Light, Finesse, and Versatile properties. You are considered proficient with the weapon if you can use a Rod as an arcane focus. The blade inflicts 1d8 damage of the chosen type on a hit (or 1d10 if wielded in two hands). You can use your Spellcasting Ability instead of Strength or Dexterity for the attack and damage rolls of melee attacks using the arcane blade.

If you end your turn without the rod in your hand, the spell ends. You can dismiss the spell at any time (no Action required).

There is a perceptible magical effect to the weapon depending upon the damage type chosen: An acid blade emits dim light in a 5-foot radius; a fire, force, lightning, or radiant weapon sheds bright light in a 20-foot radius and dim light for an additional 20 feet; while the thundering rumble of a thunder weapon is clearly audible within 60 feet. A weapon that inflicts fire damage has an additional effect: A flammable object hit by the weapon ignites if it isn't being worn or carried.

Once you reach 5th-level, if you cast a spell of 1st-level or higher that inflicts the cantrip's damage type damage while wielding the arcane blade, the next time you hit with an attack using the weapon before the end of your next turn, it inflicts an additional 1d4 damage, at 11th-level this increases to 2d4, and at 17th-level this increases to an additional 3d4 damage.

> **Arcane Synergy.** This spell is common among casters with the Discipline of the Eldritch Rod feat and replaces the *arc blade* spell from the original edition of Arcane Mysteries.

Classes: Sorcerer, Warlock, Wizard

Arcane Fist

evocation cantrip
Casting Time: 1 Action
Range: Touch
Components: V, S
Duration: Instantaneous
You strike at a creature or object within your reach with a punch of pure force. Make a melee spell attack against the target. On a hit, the target takes 1d10 force damage and, if size Large or smaller, you may make an immediate Athletics check using your Spellcasting Ability to Shove the target.

This spell has a special interaction with the *mage hand* cantrip. If you have a *mage hand* cantrip active when you cast *arcane fist*, you can move the *mage hand* up to 30 feet and make the melee spell attack against a target within 5 feet of the *mage hand* instead of a target within your reach.

This spell's damage increases by 1d10 when you reach 5th-level (2d10), 11th-level (3d10), and 17th-level (4d10). Starting at 11th-level this spell can shove a target of up to size Huge.

Arcane Synergy. This spell is purported to have been developed by the arcane martial artists of the School of the Arcane Way. Others attribute its development to the wizard Bigby.

Classes: Artificer, Sorcerer, Wizard

Arcane Fisticuffs

7th-level evocation
Casting Time: 1 Action
Range: 60 feet
Components: V, S, M (a pair of snakeskin gloves)
Duration: Concentration, up to 1 Minute
You create a pair of Large hands of shimmering, translucent force in two unoccupied spaces that you can see within range. The hands last for the spell's duration, and it move at your command, mimicking the movements of your own hands.

Each hand is an object that has AC 22 and hit points equal to double your hit point maximum. If it drops to 0 hit points, it disappears. If both hands drop to 0 hit points, the spell ends. It has a Strength of 26 (+8) and a Dexterity of 14 (+2). The hand doesn't fill its space. If you are proficient in Athletics, you can apply your proficiency bonus to any Strength check made by a hand.

When you cast the spell and as an action on your subsequent turns, you can move each hand up to 60 feet and then cause one of the following effects with it. The hands must remain within 10 feet of each other.

Pummeling Fists. The hand strikes one creature or object within 10 feet of it. Make a melee spell attack for the hand using your game statistics. On a hit, the target takes 6d8+8 force damage and, if Huge or smaller, the target must make a Strength saving throw or be pushed 5 feet or knocked prone (your choice). If you hit the same target with both fists as part of an action, you may make this attack again using one fist against that target as a bonus action.

Grappling Hands. The hand attempts to grapple a Huge or smaller creature within 5 feet of it. You use the hand's Strength score to resolve the grapple, and the target becomes restrained until it is no longer grappled. If the target is Medium or smaller, you have advantage on the check. While a hand is grappling a target, when you use your action to command that hand, you can crush a target currently grappled by it, inflicting bludgeoning damage equal to 4d6+8+your Spellcasting Ability modifier on the grappled creature.

You may instead use both hands to grapple a single creature of any size that is within 5 feet of both hands, gaining advantage on the grapple check if the target is size Huge or smaller. As a bonus action on your turn, you can crush a target currently grappled by both hands.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the damage from the clenched fist option increases by 2d8 and the damage from the grasping hand increases by 2d6 for each slot level above 7th.
Classes: Wizard

Arcane Flail

conjuration cantrip
Casting Time: 1 Bonus Action
Range: Touch
Components: S, M (a rod or wand arcane focus)
Duration: 1 minute
This cantrip is an associated group of cantrips that create an arcane weapon using a rod or wand focus. When you learn this cantrip, choose a damage type from the following: acid, fire, force, lightning, radiant, or thunder, the cantrip you learn inflicts damage of that type, causing a magical sphere of energy to form suspended above the tip of your focus as an acid flail, force flail, thunder flail, etc. You can learn this cantrip multiple times, choosing a new damage type each time you do so.

You can wield the focus as if wielding a magical weapon similar to a flail or morningstar that possesses the Finesse, Light, and Thrown (30/120) properties. You are considered proficient with the weapon if you can use a Rod or Wand as an arcane focus. The weapon inflicts 1d8 damage of the chosen type on a hit. You can use your Spellcasting Ability instead of Strength for the attack and damage rolls of melee or thrown weapon attacks using the arcane flail.

To throw the weapon, you release the magical sphere from your focus to hurl towards the target and a new sphere forms at the end of the focus. If you end your turn without the rod or wand in your hand, the spell ends. You can dismiss the spell at any time (no Action required).

There is a perceptible magical effect to the weapon depending upon the damage type chosen: An acid flail emits dim light in a 5-foot radius; a fire, force, lightning, or radiant weapon sheds bright light in a 20-foot radius and dim light for an additional 20 feet; while the thundering rumble of a thunder weapon is clearly audible within 60 feet. A weapon that inflicts fire damage has an additional effect: A flammable object hit by the weapon ignites if it isn't being worn or carried.

Once you reach 5th-level, if you cast a spell of 1st-level or higher that inflicts the cantrip's damage type damage while wielding the arcane flail, the next time you hit with an attack using the weapon before the end of your next turn, it inflicts an additional 1d4 damage, at 11th-level this increases to 2d4, and at 17th-level this increases to an additional 3d4 damage.

Arcane Synergy. This spell is common among casters with the Discipline of the Eldritch Rod feat or the Wandslinger feat and replaces the *acid flail* spell from the original edition of Arcane Mysteries.

Classes: Sorcerer, Warlock, Wizard

Arcane Infusion Imbuement

2nd-level transmutation
Casting Time: 1 minute (Imbuement)
Range: Touch
Components: V, S, M (artisan tools with which you are proficient and suitable to the item being infused)
Duration: Special

To cast this spell, you must be proficient in the Arcana skill and the tool used as the material component for the spell.

You learn the formula for two artificer infusions when you learn this spell, you can cast this spell to imbue items

with those infusions. The formulas are contained in your spellbook, you can add additional formulas to your spell book as you come across them on your adventures using the normal rules for scribing a spell of the level required to meet the prerequisites of the artificer infusion. You can choose these Artificer Infusions from the list in the artificer's Infuse Item feature in *Tasha's Cauldron of Everything* or the new artificer infusions presented in this tome.

When you cast this spell, you imbue an item you touch with arcane energy to create a temporary magical item. You are considered a 4th-level artificer for the purposes of meeting the infusion's prerequisites and to determine the infusion's effects. If the item you touch while casting this spell can receive the selected infusion, it is affected by the infusion for as long as the imbuement spell is maintained.

If the item created by the infusion requires attunement, the caster can attune themselves or another creature to the item as part of casting the spell, attunement to one of these items counts as one of the caster's or creature's attuned items.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the effective artificer level for the purposes of prerequisites and the effects of the infusion increases by 2 per slot level above 2nd.

Classes: Wizard

Arcane Lash

conjuration cantrip

Casting Time: 1 Bonus Action
Range: Touch
Components: S, M (a rod or wand arcane focus)
Duration: 1 minute

This cantrip is an associated group of cantrips that create an arcane weapon using a rod or wand focus. When you learn this cantrip, choose a damage type from the following: acid, fire, force, lightning, radiant, or thunder, the cantrip you learn inflicts damage of that type, causing a magical whip to form suspended above the tip of your focus as an acid lash, flame lash, thunder lash, etc. You can learn this cantrip multiple times, choosing a new damage type each time you do so.

A twisting lash of magical energy extends from your rod or wand when you cast this spell. For the duration, it coils and flexes at your will and you can wield the arcane lash as if wielding a weapon with the Finesse and Reach properties. You are considered proficient with the weapon if you can use a Rod or Wand as an arcane focus. The lash inflicts 1d8 damage of the chosen type on a hit. You can use your Spellcasting Ability instead of Strength or Dexterity for the attack and damage rolls of melee weapon attacks using the lash.

If you cast a spell requiring a weapon attack using a weapon formed by this cantrip that inflicts the same damage type, the range that you can make melee attacks using that spell increases to match your reach. If you end your turn without the rod or wand in your hand, the spell ends. You can dismiss the spell at any time (no Action required).

There is a perceptible magical effect to the weapon depending upon the damage type chosen: An acid lash emits dim light in a 5-foot radius; a fire, force, lightning, or radiant weapon sheds bright light in a 20-foot radius and dim light for an additional 20 feet; while the thundering rumble of a thunder weapon is clearly audible within 60 feet. A weapon that inflicts fire damage has an additional effect: A flammable object hit by the weapon ignites if it isn't being worn or carried.

Once you reach 5th-level, if you cast a spell of 1st-level or higher that inflicts the cantrip's damage type while wielding an arcane lash, the next time you hit with an attack using the lash before the end of your next turn, it inflicts an additional 1d4 damage, at 11th-level this increases to 2d4, and at 17th-level this increases to an additional 3d4 damage.

> **Arcane Synergy.** This spell is common among casters with the Discipline of the Eldritch Rod feat or the Wandslinger feat and replaces the *flame lash* spell from the original edition of Arcane Mysteries.

Classes: Sorcerer, Warlock, Wizard

Arcane Net

conjuration cantrip

Casting Time: 1 action
Range: 15 feet
Components: V, S
Duration: Concentration, up to 1 minute

You conjure a net composed of strands of arcane force. A Large or smaller creature within range must make a Dexterity saving throw. On a failed save, the target is restrained until it is freed. The net has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a Strength check versus your spell save DC, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC = your Spell Save DC) also frees the creature without harming it, ending the spell.

The damage required to destroy an Arcane Net increases by 5 at 5th level (10 damage), 11th level (15 damage), and 17th level (20 damage). Additionally, starting at 11th level the arcane net can expand to target a Huge or smaller creature.

Classes: Artificer, Sorcerer, Warlock, Wizard

Arcane Pact

3rd-level abjuration (ritual)

Casting Time: 1 Action
Range: 100 feet
Components: V, S, M (a special tattoo for each member costing at least 50gp each.)
Duration: Concentration, up to 1 hour

Arcane Pact is also known as *Coven Rite* or *Coterie Bond*, this spell is always cast as a ritual the first time it is formed, a separate ritual must be performed for each new member that joins the pact. As part of that ritual the member receives the tattoo or brand allowing the mystical connection. The pact mystically links up to 13 arcane spellcasters who participate in the ritual, thereafter it can be reestablished by any member casting the spell using spell slots or by all members participating in a ritual. Any member of the pact can maintain the spell.

For the duration of the spell, members of the pact may aid the spellcraft of other members within 100 feet in the following ways:

- As a Reaction, you may donate the spell slot to power a spell cast by another member.
- As a Reaction, you may spend sorcery or arcana points to apply Metamagic to a spell cast by another member. You can use only one Metamagic option on a spell, unless otherwise noted.
- As a Reaction, you can deliver a touch spell cast by another member or act as the origin point of a spell cast by another member targeting the spell using your line of sight.
- As a Reaction, you may take over concentration on a spell another member is currently maintaining when that member loses concentration or voluntarily surrenders the spell to you. You assume control over the spell and may direct it as if you had cast it yourself after the end of the original caster's next turn.
- All members of the pact gain advantage on Constitution saving throws to maintain concentration on a spell if another member is within 100 feet and that member isn't incapacitated.
- You can take the Help Action on your turn to aid another member's spellcasting. When you do so, one spell cast by the chosen creature before the start of your next turn gains one of the following benefits:

  Advantage on a single attack roll with that spell against a target you can see,

  a single target you can see has disadvantage on one saving throw against that spell,

  or that spell counts as being cast using a spell slot 1 level higher for the purposes of countering or dispelling it.
- When you cast a spell targeting another member of the pact within 100 feet you are considered to be within range regardless of the spell's actual range.
- You can cast spells with a range of self and a casting time of 1 Reaction (such as *shield*) to protect another member of the pact you can see within 100 feet when it is hit by an attack or suffers damage.

You are always aware of the magical activities of all members within range. While you do not possess actual telepathy, you subconsciously know what spells are being cast or maintained by other members of the pact, you know when members enter or leave the pact, their location within the area, and you are aware if a member becomes unconscious, is reduced to 0 hit points, or dies.

At Higher Levels. If you cast this spell using a spell slot of 4th-level or higher, the duration increases to 8 hours if a 4th or 5th-level spell slot is used and to 24 hours if a 6th-level or higher spell slot is expended.

> **Arcane Synergy.** Familiars the pact members can be included in the pact, taking one of the 13 spots. Otherwise, only creatures with the ability to cast arcane spells and clerics with the Arcana Divine Domain can join an Arcane Pact. Creatures with the Magic Initiate feat of an appropriate class can also join a pact.

Classes: Bard, Cleric (Arcana), Sorcerer, Warlock, Wizard

Arcane Pike

conjuration cantrip
Casting Time: 1 Bonus Action
Range: Touch
Components: S, M (a staff arcane focus)
Duration: 1 minute
This cantrip is an associated group of cantrips that create an arcane weapon using a staff focus. When you learn this cantrip, choose a damage type from the following: acid, fire, force, lightning, radiant, or thunder, the cantrip you learn inflicts damage of that type, causing a long spike of magical energy to form at the tip of your staff as an acid pike, storm pike (lighting), thunder pike, etc. You can learn this cantrip multiple times, choosing a new damage type each time you do so.

You can wield the staff as if wielding a magical weapon with the Two-Handed and Reach properties. The weapon inflicts 1d10 damage of the chosen type on a hit. You are considered proficient with the weapon if you can use a staff as an arcane focus and you can use your Spellcasting Ability instead of Strength for the attack and damage rolls of attacks using the staff.

If you cast a spell requiring a weapon attack using a weapon formed by this cantrip that inflicts the same damage type, the range that you can make melee attacks using that spell increases to match your reach. If you end your turn without the staff in your hand, the spell ends. You can dismiss the spell at any time (no Action required).

There is a perceptible magical effect to the weapon depending upon the damage type chosen: An acid pike emits dim light in a 5-foot radius; a fire, force, lightning, or radiant weapon sheds bright light in a 20-foot radius and dim light for an additional 20 feet; while the thundering rumble of a thunder pike is clearly audible within 60 feet. A weapon that inflicts fire damage has an additional effect: A flammable object hit by the weapon ignites if it isn't being worn or carried.

Once you reach 5th-level, if you cast a spell of 1st-level or higher that inflicts the cantrip's damage type while wielding an arcane pike, the next time you hit with an attack using the weapon before the end of your next turn, it inflicts an additional 1d4 damage, at 11th-level this increases to 2d4, and at 17th-level this increases to an additional 3d4 damage.

> **Arcane Synergy.** This spell is common among casters with the Way of the Warding Staff feat and replaces the *thunder pike* cantrip from the original edition of Arcane Mysteries.

Classes: Sorcerer, Warlock, Wizard

Arcane Portal

4th-level conjuration
Casting Time: 1 Bonus Action
Range: 80 feet
Components: S, M (a pair of joined rings worth 50gp worn on one hand)
Duration: Concentration, up to 10 minutes
When you cast the spell or as a Bonus Action or Reaction during the duration you temporarily create a pair of teleportation portals that briefly link two locations. Choose two points that you can see, one point within 5 feet of you

and one point within the spell's range. A circular portal, up to 10 feet in diameter, opens at each point, oriented as you wish. A portal cannot open in a space occupied by a creature.

If created when you cast the spell or as a bonus action on your turn, the portals remain until the end of your current turn or until the start of your next turn (your choice). You can create the portal in such a way that a creature or object of size Large, Medium, Small (your choice) or smaller can move through the portal in either direction while it remains.

You can create a portal as a Reaction when you are targeted by an attack or by an effect that requires a Dexterity saving throw. You create a portal facing away from you that grants you three-quarters cover versus that attack or effect. A target with three-quarters cover has a +5 bonus to AC and Dexterity saving throws. If an attack misses, you suffer no effect from the attack and may make a spell attack roll against a new target within range of the exit portal (which can be the original attacker), on a hit the new target suffers the damage from the original attack. If you succeed on a Dexterity saving throw versus an effect that targets you as opposed to an area, you suffer no damage or other effect and may choose a new target within range of the exit portal. The new target must make a Dexterity saving throw versus your spell save DC or suffer the effects instead. This portal remains only for the duration of a single attack.

You can create a portal as a Reaction when a Large size or smaller creature approaches to within 5 feet of you. The creature must make a Dexterity saving throw or pass through to the exit portal. If you create the exit portal in midair the creature plummets to the ground, suffering normal falling damage. This portal remains only for a moment, then disappears.

The portals are two-dimensional glowing rings that reflect the scene beyond the other portal, hovering at the points you choose. A ring is visible only from one side (your choice), which is the side that functions as a portal. Any creature or object entering the portal exits from the other portal as if the two were adjacent to each other; passing through a portal from the non-portal side has no effect.

The spell ends after it has been used to open five portals.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher the range increases by 20 feet and you can open one additional portal before the spell ends for every slot level above 4th.

> **Arcane Synergy.** If you cast a *dimension door*, *teleport*, *plane shift*, or a similar spell that causes instantaneous travel during the duration of this spell, you can cause a portal to open to that spell's destination, instead of the normal effects of the spell, without expending a use of this spell.

Classes: Sorcerer, Warlock, Wizard

Arcane Prowess

1st-level transmutation
Casting Time: 1 Bonus Action
Range: Self
Components: V, S
Duration: Concentration, up to 1 hour
Your body thrums with arcane energy when you cast this spell, enhancing your prowess at unarmed combat and your ability to wield melee spells. For the duration of the spell, when you attack with a natural weapon, unarmed strike, or a melee spell attack while unarmed, it gains a +1 bonus to attack and damage rolls. Your unarmed strikes and natural weapons are considered magical for the duration of this spell.

You also gain this bonus on Strength, Dexterity, and Constitution checks.

Alternatively, if you cast this spell using a spell slot of 2nd-level or higher you can cause the spell to grant a defensive benefit instead. When you cast the spell or at the beginning of each of your turns (no action required) you can decide to change the spell to provide a defensive benefit, granting a +1 bonus to your AC and Saving Throws instead of the bonus to hit and damage. This benefit only functions while you aren't wearing armor or wielding a shield. The defensive bonus lasts for the duration of the spell, or until you decide at the beginning of one of your turns to change the enchantment (no action required) to provide the Offensive bonus to attack and damage rolls.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th-level, the bonus to attack and damage rolls increases to +2; this increases to +3 when you use a spell slot of 5th-level or higher. If you cast this spell using a spell slot of 4th or 5th-level, the bonus to your AC and saving throws when switched to a defensive enhancement becomes +2; this increases to +3 when you use a spell slot of 6th-level or higher.

> **Arcane Synergy.** This spell was developed by the arcane martial artists of the School of the Arcane Way.

Classes: Wizard

Arcane Smite

1st-level evocation
Casting Time: 1 Bonus Action
Range: Self
Components: V
Duration: Concentration, up to 1 minute
You generate an aura of arcane force around your melee weapon or fist. The next time you hit with an unarmed strike, a melee spell attack that inflicts force damage, or a melee weapon attack during this spell's duration, the target suffers the attack's normal effects and is blasted with an additional 2d8 points of force damage. If the hit was a critical hit, you deal maximum damage on all dice of force damage that would be rolled for the critical hit instead of rolling. The spell ends after the first successful hit.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the damage increases by 1d8 for each slot level above 1st.
Classes: Artificer, Sorcerer, Warlock, Wizard

Arcane Spear

conjuration cantrip
Casting Time: 1 Bonus Action
Range: Touch
Components: S, M (a staff arcane focus)
Duration: 1 minute

This cantrip is an associated group of cantrips that create an arcane weapon using a staff focus. When you learn this

cantrip, choose a damage type from the following: acid, fire, force, lightning, radiant, or thunder, the cantrip you learn inflicts damage of that type, causing a short blade of magical energy to form at the tip of your staff as an acid spear, force spear, sun spear (radiant), etc. You can learn this cantrip multiple times, choosing a new damage type each time you do so.

You can wield the staff as if wielding a magical spear with the Versatile and Thrown (range 20/60) properties. The weapon inflicts 1d8 damage of the chosen type (or 1d10 if wielded in two hands) on a hit. You are considered proficient with the weapon if you can use a staff as an arcane focus and you can use your Spellcasting Ability instead of Strength for the attack and damage rolls of attacks using the staff.

If you end your turn without the staff in your hand, the spell ends. You can dismiss the spell at any time (no Action required).

There is a perceptible magical effect to the weapon depending upon the damage type chosen: An acid spear emits dim light in a 5-foot radius; a fire, force, lightning, or radiant weapon sheds bright light in a 20-foot radius and dim light for an additional 20 feet; while the thundering rumble of a thunder spear is clearly audible within 60 feet. A weapon that inflicts fire damage has an additional effect: A flammable object hit by the weapon ignites if it isn't being worn or carried.

Once you reach 5th-level, if you cast a spell of 1st-level or higher that inflicts the cantrip's damage type while wielding an arcane pike, the next time you hit with an attack using the weapon before the end of your next turn, it inflicts an additional 1d4 damage, at 11th-level this increases to 2d4, and at 17th-level this increases to an additional 3d4 damage.

> **Arcane Synergy.** This spell is common among casters with the Way of the Warding Staff feat and replaces the *shimmerspike* cantrip from the original edition of Arcane Mysteries.

Classes: Sorcerer, Warlock, Wizard

Arcane Staff

conjuration cantrip
Casting Time: 1 Bonus Action
Range: Touch
Components: S, M (a staff arcane focus)
Duration: 1 minute

You conjure an aura of arcane force to encompass your staff when you cast this spell. For the duration, you can wield the arcane staff as if wielding a weapon with the Versatile property. You are considered proficient with the weapon if you can use a staff as an arcane focus. The weapon inflicts 1d8 force damage on a hit or 1d10 force damage if used two-handed.

You can use your Spellcasting Ability instead of Strength for the attack and damage rolls of melee attacks using the *arcane staff.*

The weapon sheds dim light in a 10-foot radius. If you end your turn without the staff in your hand, the spell ends. You can dismiss the spell at any time (no Action required).

Once you reach 5th-level, if you cast a spell of 1st-level or higher that inflicts force damage or creates a construct of magical force (such as a *shield* spell) while wielding an arcane staff, the next time you hit with an attack using the weapon before the end of your next turn, it inflicts an additional 1d4 force damage, at 11th-level this increases to 2d4, and at 17th-level this increases to an additional 3d4 force damage.

> **Arcane Synergy.** This spell is common among casters with the Way of the Warding Staff feat.

Classes: Sorcerer, Warlock, Wizard

Arcane Tinkering

transmutation cantrip
Casting Time: 1 action
Range: Touch
Components: M (thieves' tools or artisan's tools)
Duration: Instantaneous

> To cast this spell, you must be proficient with the tool used as the material component.

When you learn this cantrip you gain the artificer Magical Tinkering feature, except that the maximum number of objects you can affect with the feature at one time is equal to your proficiency bonus.

If you already have the Magical Tinkering feature, add your proficiency bonus to your Intelligence modifier to determine the maximum number of objects you can affect with the feature at one time.

Classes: Artificer, Wizard

Archibald's Long Ears

1st-level divination
Casting Time: 1 Action
Range: 300 feet
Components: S
Duration: 1 Hour

For the duration of the spell, you have advantage on Wisdom (Perception) checks that rely on hearing. Additionally, as an action during the spell's duration you can focus your hearing on a point you can see within range. For as long as you concentrate, you can hear sounds as if you were standing in that space.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the duration increases by 1 hour and the range by 150 feet per slot level above 1st.

Classes: Artificer, Bard, Druid, Ranger, Wizard

Arc Lightning

evocation cantrip
Casting Time: 1 Action
Range: 90 feet
Components: V, S
Duration: Instantaneous

An arc of lightning leaps from your hand towards a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 lightning damage.

This spell's damage increases by 1d10 when you reach 5th-level (2d10), 11th-level (3d10), and 17th-level (4d10).

Classes: Artificer, Wizard, Sorcerer

Arc Net

1st-level transmutation

Casting Time: 1 Bonus Action
Range: 60 feet
Components: S, M (a net)
Duration: Concentration, up to 1 minute
You enchant a net you touch so that it crackles with lightning. For the duration of the spell the net becomes magical, gaining resistance to all damage and 5 temporary hit points. While you wield the arc net you are immune to its lightning damage, you are considered proficient in its use and can use your Spellcasting Ability instead of Strength for attack rolls using it, its range becomes 10/30, and the DC to escape from the net equals your spell save DC.

If you hit with an attack using the net the target suffers 2d4 lightning damage. A Large or smaller creature hit by a net is restrained until it is freed. A net has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a Strength check versus your Spell Save DC, freeing itself or another creature within its reach on a success. Success or failure, the creature making the attempt suffers 2d4 lightning damage. A creature that ends its turn restrained by the net suffers 2d4 lightning damage.

Dealing 10 slashing damage to the net (AC=your spell save DC) also frees the creature without harming it, ending the effect and destroying the net. (This includes the 5 temporary hit points from the spell.) A creature touching the net or hitting the net with a natural weapon or a metal weapon suffers 2d4 lightning damage.

When you use an action, bonus action, or reaction to attack with a net, you can make only one attack regardless of the number of attacks you can normally make.

A tether of lightning connects you to the net for the duration of the spell. As a bonus action on your turn you can either retrieve an empty net (returning it to your hand, ready to use) or inflict 2d4 lightning damage on a creature trapped by the net. The spell ends if you move more than 60 feet from the net.

At Higher Levels. If you cast this spell using a spell slot of 2nd-level or higher, the damage increases by 1d4 and the *arc net's* temporary hit points increase by 5 per slot level above 1st.

> **Arcane Synergy.** If you are already proficient in the use of a net, you have advantage on attack rolls using the *arc net* if the target is wearing armor made of metal. This spell is especially effective when combined with a *critical insight* or *impel weapon* cantrip to make the attack.

Classes: Artificer, Druid, Ranger, Sorcerer, Wizard

Arctic Chill
4th-level evocation
Casting Time: 1 Action
Range: 120 ft
Components: V, S
Duration: Concentration, up to 10 minutes
You create an area of intense, breathtaking, cold within a 40-foot cube centered on a point you choose within range. The area of the spell becomes icy and is difficult terrain.

When a creature enters the spell's area for the first time on a turn or starts its turn there it must make a Constitution saving throw. On a failed save it suffers 4d10 cold damage and one level of exhaustion as the heat is drained from it. Any levels of exhaustion caused by this spell go away when the cold damage inflicted by the spell is completely healed.

On a successful save a creature suffers half damage and does not suffer exhaustion. A creature resistant or immune to cold damage does not suffer exhaustion from this spell.

At Higher Levels. If you cast this spell using an 5th-level or higher spell slot the cold damage increases by 1d10 per slot level above 4th.
Classes: Artificer, Druid, Sorcerer, Warlock, Wizard

Armor Imbuement
4th-level transmutation
Casting Time: 1 minute (Imbuement)
Range: Touch
Components: V, S, M (a set of armor or a shield)
Duration: Special
You enchant a suit of armor or a shield. For the duration, the item counts as magical for the purpose of resisting or enduring damage and gains a +1 bonus to the AC that it provides when worn or wielded. If the item already grants a bonus to AC, it uses its bonus, or the bonus granted by this spell, whichever is greater.

Unlike most imbuement spells, using the armor or shield does not require attunement by creatures other than the caster. However, the caster or a creature attuned to the armor can touch the armor or shield as a bonus action to instantly don or doff it.

You must know or have the *magic armor* spell in your spellbook to cast this spell.

At Higher Levels. If cast using a spell slot of 6th or 7th-level, the bonus to AC increases to +2, or to a +3 bonus if an 8th-level or higher slot is used.
Classes: Wizard

Armor of Menace
1st-level enchantment
Casting Time: 1 Action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute
A willing creature you touch is imbued with an otherworldly aura of menace. Until the spell ends, the creature gains temporary hit points equal to your spellcasting ability modifier at the start of each of its turns. If a creature hits the target with a melee attack while it has these hit points it suffers psychic damage equal to your spellcasting ability modifier and must make a Wisdom saving throw or become frightened of the target until the end of its next turn. When the spell ends, the target loses any remaining temporary hit points from this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, both the temporary hit points granted and the psychic damage inflicted increase by 1d6 for each slot level above 1st.
Classes: Cleric, Paladin, Warlock

Arrow Snaring Shield
2nd-level transmutation

Casting Time: 1 Bonus Action
Range: Touch
Components: S, M (a metal shield)
Duration: 1 minute
You enchant a shield you touch so that it attracts ranged weapons. The shield becomes magical for the duration of the effect. All ranged weapon attacks against a target within 10 feet of the wielder of the shield target the wielder instead of the intended target and have disadvantage on the attack roll.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, the duration increases by 1 minute per slot level above 2nd. If cast using a 3rd or 4th-level spell slot the shield also grants a +1 bonus to AC. This increases to a +2 bonus if a 5th or 6th-level spell slot is used, and to a +3 bonus at 7th-level or higher.

> **Arcane Synergy.** This spell is one of what has been termed Metal Magic spells, developed by the Orders of Eldritch Knights within the Arcanum. This spell may be selected as a spell known by an eldritch knight of any order, regardless of the normal restrictions on selecting spells based upon a school of magic.

Classes: Artificer, Paladin, Wizard

Aspect of Hadar

8th-level conjuration
Casting Time: 1 Bonus Action
Range: Self
Components: V, S, M (a bit of rancid tentacle)
Duration: 1 minute
Until the spell ends your skin becomes rubbery and you sprout inky black tendrils dripping with milky acid. You gain the following benefits:

- You gain blindsight with a range of 120 feet and your melee reach increases by 5 feet.
- You gain resistance to bludgeoning, piercing, and slashing damage from non-magical weapons, immunity to Acid and Poison damage and the Poisoned condition, and resistance to Cold and Necrotic damage.
- Whenever a creature within 10 feet of you hits you with melee attack, the attacker is splattered with acid, suffering 2d8 points of acid damage.
- If you hit with an unarmed strike or melee spell attack during the duration you inflict an additional 2d8 acid damage.
- Once during the duration, you can use your Action to cast Hunger of Hadar at 5th-level, without expending a spell slot, this spell lasts for the duration of Aspect of Hadar without concentration. You are immune to the damage inflicted by this spell and can move through it without hindrance. A creature failing its Dexterity saving throw versus this spell suffers an additional 2d8 acid damage.
- As a Bonus Action during your turn you can move the area of your Hunger of Hadar spell 30 feet.
- You can use your Action to cast the Arms of Hadar spell at 5th-level without expending a spell slot, creatures within the area suffer an additional 2d8 points of acid damage on a failed save in addition to the normal effects.

At Higher Levels. If you cast this spell using a 9th-level spell slot the duration increases to 10 minutes.

Classes: Warlock

Assess Vulnerability

2nd-level divination
Casting Time: 1 Action
Range: 60 feet
Components: S
Duration: 1 Minute
You magically analyze a target you can see within range and gain an awareness on how best to hurt it. You immediately learn whether the creature has any damage or condition immunities, resistances, or vulnerabilities and what they are.

In addition, once before the spell ends you can gain advantage on one attack roll or ability check against the creature or impose disadvantage on one saving throw that creature makes against a spell you cast.

If you hit with an attack affected by this spell, and have advantage on the attack roll, the hit is a critical hit if the lower of the d20 rolls would also have been a hit. If you use this spell to impose disadvantage on the target's saving throw, and both d20 rolls would have failed the save, double the damage of the spell (if any) against the target.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can gain advantage on an attack roll or impose disadvantage on a save one additional time during the duration for each slot level above 2nd.
Classes: Druid, Ranger, Wizard

Avalanche

5th-level conjuration
Casting Time: 1 Action
Range: 240 feet
Components: V, S, M (a chunk of ice or snow)
Duration: Instantaneous
You conjure up an avalanche of ice and snow that crashes down through an area within range. The area can be up to 30 feet long, up to 15 feet wide, and up to 10 feet tall, and the avalanche moves in the direction of your choice through it. Each creature in that area suffers 5d4 cold damage must make a Strength saving throw. On a failed save, a creature takes 5d8 bludgeoning damage and is knocked prone and pushed up to 30 feet to the edge of the area if it is size Large or smaller. A Huge or larger creature is pushed only 15 feet on a failed save. On a successful save, a creature takes half as much damage and isn't knocked prone or pushed. The ice and snow then spread out across the ground in all directions, extinguishing unprotected flames in its area and within 30 feet of it. The spell's area, and the area within 30 feet of it are difficult terrain until the snow and ice melt naturally.

If cast in a mountainous area with natural ice and snow, the cold damage increases by 1d4 and the bludgeoning damage by 1d8. Under ideal conditions, in an area prone to avalanche activity, this spell can trigger an actual avalanche, with additional results determined by the DM.

At Higher Levels. If you cast this spell using a spell slot of 6th-level or higher, the cold damage increases by 1d4, the bludgeoning by 1d8, and the length of the area by up to 10 feet per slot level above 5th.
Classes: Druid, Sorcerer, Wizard

Avoidance/Attraction
4th-level enchantment
Casting Time: 1 minute
Range: 60 feet
Components: V, S, M (Either a lump of alum soaked in vinegar for Avoidance or a drop of honey for Attraction)
Duration: 8 hours
This spell sets up a subtle enchantment that either attracts or repels creatures of your choice. You target a fixed point within range, when a creature of a type(s) you have chosen approaches within 60 feet of that point it is subject to a subtle suggestion as decided by the caster:

Avoidance. If a target approaches within 60 feet it must succeed at a Wisdom save. On a success, it may act normally, it is not affected by this casting of the spell. On a failure, it believes that it has no interest in approaching the area and that there is nothing interesting present. It will not willingly return to the area for the remainder of the duration and will remember nothing odd about the location if asked. If forced into the area or attacked from the area, the compulsion breaks.

Attraction. If a target approaches within 60 feet it must succeed at a Wisdom save. On a success, it may act normally, it is not affected by this casting of the spell. On a failure, it succumbs to the belief that it would like to spend some time to enjoy and investigate the area, perhaps even setting up camp for a while and attempting to convince companions to remain as well. Unless it has pressing business elsewhere the target will remain within the area of the spell for the remainder of the duration. If a target has a pressing reason to leave the area (such as risk to loved ones, risk of legal or disciplinary action, etc.) it may make an additional saving throw every 10 minutes it remains in the area to remove the effect. If forced from the area or attacked while within the area, the compulsion breaks.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, the duration increases by 8 hours per slot level above 4th.
Classes: Druid, Wizard

Awareness
divination cantrip
Casting Time: 1 Action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute
As part of the action used to cast this spell you can take the Search action. Once before the spell ends, when you roll an Intelligence or Wisdom check, an Intelligence saving throw, or an Initiative roll you may roll a d4 and add the number rolled to the result of the check. You may roll the die before or after making the check. The spell then ends.

The mental awareness provided by this spell increases as you gain levels, the die increases to a d6 at 5th-level and a d8 at 17th-level. The duration of the spell increases to 10 minutes when you reach 11th-level.
Classes: Bard, Wizard

Backdraft
3rd-level evocation
Casting Time: 1 Reaction
Range: 30 feet
Components: S
Duration: Concentration, up to 1 minute
You can cast this spell as a reaction when an effect would cause an area of flame, liquid, cloud, or vapor to appear within range. Make a saving throw versus the effect using your Spellcasting Ability. On a success, the area of the effect is moved up to 30 feet away from you. Success or Failure the effect inflicts half its normal damage and a cloud or gas effect that can be dispersed by a strong wind is dispersed at the start of your next turn.

This spell cannot push the area of a spell that combines a solid damage type with fire, such as *meteor swarm.*

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the range and the distance you can push an effect increases by 10 feet per slot level above 3rd.
Classes: Druid, Sorcerer, Wizard

Baleful Gaze
enchantment cantrip
Casting Time: 1 Action
Range: 30 feet
Components: V
Duration: Concentration, up to 1 Minute
You utter a curse and fix your gaze on a foe within range. Choose a creature you can see within range; the target is affected by a minor curse while it remains under your gaze. Once before the spell ends, you can roll a d4 and subtract the number rolled from one attack roll, saving throw, or ability check the target makes.

You can roll the die before or after the target makes its roll. The spell then ends. The spell also ends if the target is ever outside the spell's range or if it has total cover from you.

Your cursed gaze grows more potent as you gain levels. The die increases to a d6 at 5th level, a d8 at 11th level, and a d10 at 17th level.
Classes: Cleric, Warlock

Baleful Smite
4th-level necromancy
Casting Time: 1 Bonus Action
Range: Self
Components: V
Duration: Concentration, up to 10 minutes.
The next time you hit a creature with an unarmed strike, melee spell attack, or a melee weapon attack during this spell's duration, the attack is infused with dark magic and deals an extra 4d8 necrotic damage to the target. Additionally, the creature must succeed on a Wisdom saving throw or become cursed for the duration. For the effects of the curse you may choose any of the options under the 3rd-level spell *bestow curse.*

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, it inflicts an additional 1d8 necrotic damage for every slot level above 4th. The duration also increases to 1 hour at 5th level or 6th level, 8 hours at 7th or 8th level, and to 24 hours at 9th level.

> **Arcane Synergy.** If you know the hex spell, you can cause the target to be affected by a hex for the duration

instead, the target receives no Wisdom saving throw to resist this effect.

Classes: Cleric, Paladin, Warlock, Wizard

Ball Lightning

4th-level conjuration
Casting Time: 1 Action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes
You conjure nine tiny spheres of lightning floating within your space. When you cast the spell, and as an Action on each of your turns thereafter, you can discharge one or two spheres at one or two targets within 100 feet. Make a ranged spell attack for each sphere, you have advantage on this attack roll if the target is wearing medium or heavy armor made of metal. On a hit, a target suffers 2d10 + your Spellcasting Ability modifier of lightning damage and cannot take Reactions until the start of its next turn. You can also choose to discharge a single sphere as a Bonus Action on each of your turns.

When a creature within 10 feet of you hits you with a melee attack, a sphere automatically discharges. The attacker takes 2d10 lightning damage and cannot take Reactions until the start of its next turn.

You can also choose to discharge a sphere when you hit a target with a melee attack. The target hit suffers an additional 2d10 lightning damage and cannot take Reactions until the start of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, you summon three additional spheres for every slot level above 4th.
Classes: Sorcerer, Wizard

Bands of Force

4th-level evocation
Casting Time: 1 Action
Range: 60 ft
Components: V, S
Duration: Concentration, up to 10 minutes
You summon a sphere composed of tightly wrapped bands of force that floats within your space until used. When you cast the spell or as an Action during the duration if a creature is not restrained by the spell, you can send the sphere hurtling at a Huge or smaller creature within range. As the sphere moves it expands into bands of entrapping force.

The target must make a Dexterity saving throw. On a failed save the target is restrained until you take a bonus action to release it. If the bands have no target restrained, they contract and return to you as a sphere once more.

A creature restrained by the bands can use an action to make a Strength or Dexterity check versus your spell save DC to slip free. On a success, the restrained creature is freed and the bands contract back into a sphere. If the restrained creature fails its attempt to escape three times, it automatically fails any further attempts for the duration of the spell. The bands are immune to all damage. A disintegrate spell destroys the bands instantly, freeing the creature and ending the spell.

As a bonus action on your turn when you are within 60 feet of a creature restrained by the bands you can cause the bands to contract, inflicting 4d4 force damage on the restrained creature. Alternatively, you can cause the bands to move the restrained creature up to 30 feet to a point within range.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, the force damage when the bands contract increases by 1d4 per slot level above 4th. In addition, the duration increases to 1 hour at 5th or 6th-level, to 8 hours at 7th or 8th-level, and to 24 hours if cast using a 9th-level spell slot.
Classes: Artificer, Sorcerer, Wizard

Bane Weapon

5th-level abjuration
Casting Time: 1 Bonus Action
Range: Touch
Components: V, S, M (a pinch of powdered silver, or other material anathema to the chosen type of creature)
Duration: Concentration, up to 1 hour
You imbue a weapon you touch with an enchantment that is harmful to a specific type of creature. If the weapon isn't already a magic weapon, it becomes one for the duration.

When you cast the spell choose a creature type: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, humanoids, monstrosities, oozes, plants, or undead. When used to attack that type of creature, attack rolls using the weapon gain advantage, the weapon's damage bypasses any immunity or resistance to damage possessed by the creature, and it inflicts an additional 2d6 damage on a hit.

At Higher Levels. If you cast this spell using a spell slot of 6th level or higher, the duration increases by 1 hour per slot level above 5th.
Classes: Artificer, Paladin, Ranger

Battle Trance

2nd-level divination
Casting Time: 1 Bonus Action
Range: Self
Components: S
Duration: Concentration, up to 1 minute
You become hyper-aware of the flow of battle around you. For the duration of the spell these enhanced perceptions grant you the following abilities:

You gain an additional reaction at the start of each of your turns during this spell. This reaction can be used normally and is lost if not used before the start of your next turn. You can only use a single Reaction in response to the same event (attack, spell, movement, etc.).

You can take the Dodge or Disengage action as a Bonus Action during the duration.

Hostile creatures you can see provoke an Opportunity Attack from you when they enter your reach or do any of the following while within your reach:

- Move more than 5 feet.
- Stand up from a prone position.
- Make an attack against a target other than you.
- Cast a spell that does not target you.

At Higher Levels. If you cast this spell using a spell slot of 3rd-level or higher, the duration increases by 1 minute for every slot level above 2nd and you gain an additional Reaction at the start of each of your turns for every 2 slot levels above 2nd.

> **Arcane Synergy.** This spell was developed by the eldritch knights of the Order of the Eye. This spell is especially effective when paired with the *anticipatory attack* cantrip or the Sentinel feat. You can cast the *graceful escape* cantrip as a bonus action during the duration of this spell.

Classes: Bard, Warlock, Wizard

Beguiling Onslaught

enchantment cantrip
Casting Time: 1 Action
Range: 60 feet
Components: V, S
Duration: Instantaneous
You assault the target's mind with a mental attack disguised as intense feelings of pleasure. Choose a single creature within range, it must succeed on a Wisdom saving throw or take 1d6 psychic damage. A target Charmed by you suffers disadvantage on the saving throw and instead takes 1d10 psychic damage on a failed save.

A charmed target that fails the saving throw versus this spell remains charmed even if suffering damage from this spell would normally end the effect or grant an additional saving throw.

The spell's damage increases by one die when you reach 5th-level (2d6 or 2d10), 11th-level (3d6 or 3d10), and 17th-level (4d6 or 4d10).
Classes: Sorcerer, Warlock, Wizard

Bigby's Colossal Fist

9th-level evocation
Casting Time: 1 Action
Range: 240 feet
Components: V, S, M (a wyvern skin glove)
Duration: Concentration, up to 1 minute
You cause a Gargantuan fist of shimmering translucent Force to appear to smite your foes.
When you cast the spell and as an Action on your subsequent turns you may cause the Fist to manifest, causing one of the following effects anywhere within range:

Slam. The Fist slams downward. All creatures and objects in a 25-foot cube must make a Dexterity saving throw. On a failure, they take 15d8 points of force damage and are knocked prone. On a success, they take half damage and are not knocked prone. (This version of the spell is also sometimes referred to as Bigby's Beat-down.)

Punch. The Fist slams sideways. All creatures and objects in a 25-foot cube must make a Strength saving throw. On a failure, they take 15d6 + your Spellcasting Ability modifier points of force damage and are pushed 25 feet in a direction of your choice and knocked prone. On a success, they take half damage and are not pushed or knocked prone. (This version of the spell is also sometimes referred to as Bigby's Back-hand.)
This spell deals double damage to objects and structures.
Classes: Sorcerer, Wizard

Binding Smite

3rd-level enchantment
Casting Time: 1 Bonus Action
Range: Self
Components: V
Duration: Concentration, up to 1 minute.
The next time you hit a creature with an unarmed strike or melee weapon attack during this spell's duration, the attack deals an additional 3d6 psychic damage. If the target is a Humanoid or Beast, it must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, it inflicts an additional 1d6 psychic damage for each slot level above 3rd. If you cast this spell using a spell slot of 5th-level or higher the paralysis can affect a creature of any type other than a construct or undead.
Classes: Bard, Cleric, Druid, Paladin (Vengeance), Sorcerer, Warlock, Wizard

Bind Undead

4th-level necromancy
Casting Time: 1 Action
Range: 90 ft
Components: V, S
Duration: Concentration, up to 1 minute (special)
Choose an undead creature that you can see within range. The target must succeed on an Intelligence saving throw. On a failure, the undead creature is incapacitated, its speed reduced to 0, and it cannot change shape or form. At the end of each of its turns, a target with an Intelligence score of 8 or greater can make another Intelligence saving throw. On a success, the spell ends on the target.

An undead creature with an Intelligence score of 7 or less that is bound for the entire duration falls under your control for 24 hours. On each of your turns, you can use a Bonus Action to mentally command any creature you control with this spell if the creature is within 90 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what Action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creature is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain control of the creature for another 24 hours, you must cast this spell on the bound creature again before the current 24-hour period ends. This use of the spell reasserts your control over up to two creatures you have bound with this spell, rather than binding a new one.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, you can bind one additional creature or reassert control over two additional bound undead creatures for each slot level above 4th. The creatures must

be within 30 feet of each other when you target them. If cast using a spell slot of 6th-level or higher, ANY undead creature bound for the entire duration becomes your servant for 24 hours.

> **Arcane Synergy.** If you use your Command Undead wizard class feature on a creature bound by this spell, it automatically fails the saving throw versus Command Undead and remains bound to your control for without additional saving throws until you use that feature again.

Classes: Wizard

Blade Dance

1st-level transmutation
Casting Time: 1 Action or 1 Action and 1 Bonus Action
Range: Self
Components: V, S, M (one or two melee weapons)
Duration: 1 turn
When you cast this spell, your weapons gain a life of their own, allowing you to release them to make attacks against creatures outside your reach. As part of the action used to cast this spell, you take the Attack action. If you are wielding two weapons you instead take the Attack action and a Bonus action to engage in two-weapon fighting as part of casting this spell. Your melee weapon attacks are considered magical and inflict an additional 1d4 damage on a successful hit until the end of your current turn. In addition, you may release your weapons to make melee attacks against creatures up to 20 feet away. If released, your weapons return to your hands at the end of your turn.

You may use your Spellcasting Ability in place of Strength for any melee attack and damage roll made during the turn you cast this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the additional damage increases by 1d4 and the distance at which you can attack creatures with melee attacks increases by 10 feet for every slot level above 1st.

> **Arcane Synergy.** This spell is one of what has been termed Metal Magic spells, developed by the Orders of Eldritch Knights within the Arcanum. This spell may be selected as a spell known by an eldritch knight of any order, regardless of the normal restrictions on selecting spells based upon a school of magic.

Classes: Bard, Wizard

Blast Orb

2nd-level evocation
Casting Time: 1 Action or Bonus Action
Range: Touch
Components: V, S, M (An Orb Arcane Focus)
Duration: 1 hour

> You must be able to use an Orb as an arcane spellcasting focus to cast this spell.

You empower your orb with arcane energy, causing it to float in your space, orbiting you and moving as you do. For the duration of this spell you do not need a free hand to wield the orb as an arcane focus.

When you cast the spell choose Acid, Cold, Fire, Force, Lightning, Necrotic, Poison, Psychic, Radiant, or Thunder damage. When you cast the spell and as an action and/or a bonus action on each of your turns you can cause the orb to fire a blast of the chosen type at a target. Make a ranged spell attack. The blast has a range of 120 feet and inflicts 2d4 + your Spellcasting Ability modifier damage on a hit. The orb can fire five blasts during its duration when cast.

When you cast a spell of 1st-level or higher that inflicts the same damage type as the orb it gains the ability to fire one additional blast per level of the spell. While the orb still has blasts remaining it sheds bright light in a 10-foot radius and dim light for an additional 10 feet of a color indicative of the damage type.

As a bonus action during the duration, you may change the type of damage the orb is attuned to.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the orb can fire two additional blasts and the damage of a blast increases by 1d4 per slot level above 2nd.
Classes: Sorcerer, Wizard

Blastwave

6th-level evocation
Casting Time: 1 Action
Range: Self (60 feet)
Components: V, S
Duration: Instantaneous
You release a thunderous blast of fire and superheated air in an arc around you. You may affect up to a 60-foot radius (minimum 20-foot radius) by up to 15-foot-tall arc (minimum 5-foot tall) oriented as you wish around your space, but the area affected by the arc must be contiguous (you cannot leave a gap between the starting and ending point of the arc). The arc has a height of 5 feet for every 20-foot radius of the effect.

Each creature within the area must make a Dexterity saving throw and a Constitution saving throw. On a failed Dexterity save the creature suffers 6d6 fire damage, or half damage on a successful save. On a failed Constitution save, the creature suffers 6d4 thunder damage and is pushed 5 feet plus 5 feet for every 20-foot radius of the effect and is knocked prone, or half damage and is not pushed or knocked prone on a successful save.

The effect damages and pushes objects in the area and ignites flammable objects that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the fire damage increases by 1d6 and the thunder damage by 1d4 per slot level above 6th.
Classes: Sorcerer, Wizard

Blazing Beam

5th-level evocation
Casting Time: 1 Action
Range: 150 feet
Components: V, S
Duration: Instantaneous
When you cast this spell, you project an intensely focused beam of burning light out to 150 feet. When you cast the

spell, you may either focus the beam on one target or sweep it across an area.

If you focus the beam, make a ranged spell attack. On a hit you inflict 20d4 + your Spellcasting Ability modifier of combined radiant and fire damage. A target is not resistant or immune to this damage unless it is resistant or immune to both types of damage and is vulnerable to the damage if vulnerable to either damage type. You have advantage on the attack roll against a Large size or larger target.

Each creature in a 1-foot wide line that extends from you, through the target of the ranged spell attack, out to the maximum range of the spell must also make a Dexterity saving throw. On a failure, a creature is grazed by the beam and suffers 10d4 points of combined radiant and fire damage. A creature suffers no damage on a successful save. A creature can suffer damage from this spell only once per casting, the target of the ranged spell attack only needs to make this save if it was missed by the ranged spell attack roll. A Large size or larger target has disadvantage on this saving throw, unattended objects in the line automatically suffer this damage.

If you sweep the beam, all creatures in a 150-foot cone must make a Dexterity saving throw. On a failure, a creature is slashed by the beam and suffers 15d4 points of combined radiant and fire damage. A creature suffers no damage on a successful save. A Large size or larger target has disadvantage on this saving throw.

The spell also ignites flammable objects touched by the beam that aren't being worn or carried.

At Higher Levels. If you cast this spell using a spell slot of 6th-level or higher, the damage to the original target on a successful ranged spell attack increases by 4d4, the damage to a target in the line that fails its Dexterity save increases by 2d4, and the damage to a target in the area of a sweeping cone that fails its Dexterity save increases by 3d4.

Classes: Artificer, Sorcerer, Wizard

Blazing Dash

2nd-level transmutation

Casting Time: 1 Bonus Action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

Your feet burst into flame and imbue you with blazing speed. When you cast this spell, and then as a Bonus Action on each of your turns until the spell ends, you can take the Dash Action. When you take the dash Action on your turn you can choose to leave behind a 5-foot wide blazing line of fire wherever you move. The line of fire lasts until the start of your next turn and affects creatures passing up to 10 feet above the surface. A creature in the line when it is formed or that enters the line for the first time on a turn or that ends its turn there must make a Dexterity saving throw. A creature suffers 2d6 fire damage on a failed saving throw, or half as much damage on a successful save.

On any turn that you take the Dash Action, any creature within 5 feet of you that hits you with an opportunity attack suffers the fire damage from the spell. For the duration of the spell, your unarmed strikes are considered magical and you inflict an additional 1d4 fire damage when you hit with an unarmed strike or a melee attack that inflicts fire damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, the line of fire inflicts an additional 1d6 damage per slot level above 2nd.

Arcane Synergy. This spell was originally developed by a Halfling wizard of the School of the Arcane Way by the name of Hannah "Hot-Foot" Hawthorne. She earned the nick name "Blazing Balls" Hannah for her habit of dashing between an opponent's legs after casting this spell.

Classes: Sorcerer, Wizard

The New Spell

Hannah Hawthorne checked the notes in her spellbook an additional time. Her new spell should work, all the elements were there; combining the fundamentals of an *expeditious retreat* spell with aspects of her favorite *strike of living flame* cantrip, it really should work. She'd wanted to call it Hannah's Hot-Foot, but her advisor had suggested something a bit more dignified for her first published spell. Perhaps flaming retreat or *blazing dash*. Oh hells, she had the new spell prepared, now she was just stalling.

Hanna stood and stretched to her full 2 foot, 11 and ½ inch height, tying her unruly mop of curly black hair up with a red ribbon. This would work.

Striding to the center of the academy training circle she fell into the mental state required for any wizard spell. Warming up, she stepped through a few arcane martial arts forms, each culminating in a flaming punch or kick using the basic living flame technique, or as she liked to call it Flaming Fists of Fury. The simple Arcane Way cantrip, practiced thousands of times, came easily and she found herself at the end of a full series of forms half a bell later, her tunic damp with sweat and her bare feet dusty.

Hannah realized she was still stalling. This new spell was only the final thesis for her Bachelor of Arts in Magical Combat degree. She'd only have to wait two more years to test again for her degree if this didn't work.

So. No pressure.

Sighing, Hannah centered herself again. This was a quick spell, only a fast motion of the feet, like a dance step, and a quick magical utterance. Step, word, a flow of arcane energy, and suddenly the tufts of hair at the tops of her feet were dancing with eldritch red flame. Hannah chortled in glee and took off at a sprint, leaving a line of blazing magical fire in her wake....

Blindsight

3rd-level divination

Casting Time: 1 Action
Range: Self
Components: V, S
Duration: 1 hour

You enhance your perceptions with magic, granting you blindsight out to a range of 30 feet. You retain this sense even when blinded or deafened.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, you increase the duration by 1 hour for every slot level above 3rd.

Arcane Synergy. If you possess The Third Eye wizard class feature you can use that feature to enhance this spell rather than granting its normal benefits. When you do so, your blindsight range increases to 60 feet and the

spell's duration lasts until you are incapacitated, or you finish a long rest.

Classes: Artificer, Bard, Druid, Ranger, Sorcerer, Wizard

Blocking Ward

abjuration cantrip
Casting Time: 1 Reaction
Range: Self
Components: S
Duration: Instantaneous
A ward of arcane energy appears at your gesture to absorb a portion of the force of an attack against you. You may cast this spell as a Reaction when you take damage. Blocking Ward absorbs 1d4 points of damage of any type except Psychic or Poison. If blocking ward absorbs all the damage from an attack, the attack misses you.

This amount of damage absorbed increases by 1d4 when you reach 5th-level (2d4), 11th-level (3d4), and 17th-level (4d4).

Arcane Synergy. If you have a *blade ward* spell active when you cast this spell it absorbs double the amount of bludgeoning, piercing, or slashing damage. You may cast this spell when your Arcane Ward suffers damage.

Classes: Wizard

Blood Dagger

1st-level necromancy
Casting Time: 1 Bonus Action
Range: Touch
Components: V, S, M (a dagger or sickle)
Duration: 1 minute
As part of the bonus action used to cast this spell, you inflict 1d4 damage to yourself with the dagger used as the material component. The spell fails if this damage is entirely prevented, and the damage cannot be healed for the duration of the spell.

For the duration of the spell, while you wield it, the dagger gains a +1 bonus to attack and damage rolls, inflicts an additional 1d4 necrotic damage on a hit, and hit points lost to the dagger's damage can be regained only through a short or long rest, rather than by regeneration, magic, or any other means.

Once per turn, when you hit a creature with an attack using this magic weapon, you can wound the target. At the start of each of the wounded creature's turns, it takes 1d4 necrotic damage for each time you've wounded it, and it can then make a Constitution saving throw versus your spell save DC, ending the effect of all such wounds on itself on a success. Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a Wisdom (Medicine) check versus your spell save DC, ending the effect of such wounds on it on a success.

The dagger acts as a spellcasting focus for you but offers no benefit when wielded by a creature other than you.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the bonus to attack and damage increases to +2 if a 3rd or 4th level spell slot is used and to +3 if a 5th level or higher spell slot is used. The duration increases to 10 minutes with a 6th level spell slot, 1 hour if a 7th level slot is used, 8 hours for an 8th level slot, and to 24 hours if a 9th level spell slot is used.
Classes: Druid, Sorcerer, Warlock, Wizard

Blow of Thunderous Wrath

2nd-level evocation
Casting Time: 1 Bonus Action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes
For the duration of the spell your unarmed strikes are considered magical and you inflict an additional 1d4 thunder damage when you hit a target within your reach with an unarmed strike, a melee attack that inflicts thunder or lightning damage, or you successfully shove a target.

At any point during the duration you can expend the spell when you hit a target within your reach with an unarmed strike or a melee attack that inflicts thunder or lightning damage, or you successfully shove a target. When expended, the spell ends, and a powerful blast of thunderous energy strikes the target inflicting 2d8 thunder damage. A Large or smaller target must make a Strength saving throw when struck by this attack, on a failure it is pushed up to 30 feet and knocked prone. If this causes a target to strike a solid object or creature both the target and the struck object or creature suffers 3d6 bludgeoning damage and are knocked prone. On a successful save, the creature is pushed half the distance but not knocked prone and does not suffer additional damage for impacting an object or creature. A creature struck by a pushed target can make a Dexterity saving throw. If successfully it moves aside, and the pushed target continues past it.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, the thunder damage when expended increases by 1d8 and the distance a Large or smaller creature is pushed on a failed Strength save increases by 10 feet per slot level above 2nd. Starting at 4th-level you can push a Huge creature up to 30 feet on a failed Strength save, plus an additional 10 feet per slot level above 4th. Starting at 6th-level you can push a Gargantuan creature up to 30 feet on a failed Strength save, plus an additional 10 feet per slot level above 6th. A creature pushed by this spell or a creature struck by a creature pushed by this spell suffers 1d6 bludgeoning damage per 10 feet the creature could have been pushed. A creature successfully pushed by this spell is also knocked prone.

Arcane Synergy. This spell was developed by the arcane martial artists of the School of the Arcane Way. Among the practitioners of that style this spell is also known as Five Mountains' Thunder and is especially popular among practitioners using the Flying Thunder Strike cantrip.

Classes: Sorcerer, Wizard

Bolts of Bedevilment

3rd-level necromancy
Casting Time: 1 Action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You call upon dark spiritual forces and form them into four ghostly bolts of necrotic energy to bedevil your enemies. You can hurl them at one target or several, the bolts make a spectral howling as they fly towards their targets. Make a ranged spell attack for each bolt. On a hit, the target takes 1d10 + your Spellcasting Ability modifier necrotic damage. A target hit by one or more bolts during a turn must make a Constitution saving throw or be blinded and deafened until the end of your next turn.

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

Classes: Sorcerer, Warlock, Wizard

Bond Focus

1st-level Conjuration (ritual)

Casting Time: 10 Minutes
Range: Touch
Components: V, S, M (10gp worth of ritual materials, which the spell consumes)
Duration: Instantaneous

You create a mystical bond between yourself and one object of 20 lbs or less that you can use as an arcane spellcasting focus. If the spellcasting focus is a rod or wand, or a light weapon that you can use as a focus, you can instead create the bond between yourself and a pair of focuses of the same type. The focus(es) must be within your reach throughout the spell, at the conclusion of which you touch the focus(es) and forge the bond.

Once you have bonded a focus to yourself, it becomes a magical item for as long as the bond remains. If it is on the same plane of existence, you can summon your bonded focus as a Bonus Action on your turn, causing it to teleport instantly to your hand. If you have a pair of bonded focuses, you may summon both with a single bonus action.

If you cast a spell targeting your bonded focus(es), you can summon your bonded focus(es) as part of casting that spell, and the spell lasts for double the normal duration or, if bonded to a pair of focuses, can affect both bonded focuses with a single casting of the spell for the normal duration.

You can cast this spell targeting an existing bonded focus, instead of affecting a new focus it can summon your bonded focus to you, even from another plane, or reconstitute a bonded focus that has been destroyed.

The focus gains an additional benefit depending upon its form:

- If your bonded focus can be wielded as a weapon, you may use your Spellcasting Ability in place of Strength or Dexterity for attack and damage rolls using the bonded focus and the focus is considered a magical weapon.
- If your bonded focus is a tool or musical instrument, you can use your Spellcasting Ability modifier in place of the usual ability for any ability check using the tool or instrument.
- If your bonded focus is a crystal, orb, spellbook, or totem, it floats in your space as you direct and does not require a free hand to wield. It counts as worn or carried by you while in your space.
- If your bonded focus is an item that can be worn, it does not require a free hand to wield while worn by you.

You can treat any spell you cast as requiring your bonded Focus as a component. The use of your bonded focus replaces any material component of a spell that is not consumed in the casting or integral to the function of the spell.

This spell occupies the same mystical connection as a familiar. If you cast *bond focus* while you have a familiar, or are already bonded to a focus, your bond to the familiar or your previous focus ends, and you create the bond to the new focus. If you cast *find familiar* while bonded to a focus, your bond to the focus immediately ends.

Classes: Artificer, Bard, Sorcerer, Warlock, Wizard

Bone Armor

2nd-level Necromancy

Casting Time: 1 Action
Range: Touch
Components: V, S, M (a piece of bone)
Duration: Concentration, up to 1 hour

You cause the bones of the subject to thicken and harden, armoring the body like a carapace. The target's AC becomes 14 + Dex modifier (max 3) unless it would otherwise be higher. In addition, spurs of bone grow from the target's joints, inflicting an additional 1d4 bludgeoning, piercing, or slashing damage (chosen when you cast the spell) on a successful unarmed strike. The target's unarmed strikes and natural weapons are considered magical for the duration of this spell.

If you cast this spell on yourself, you can control and change the appearance of the bone armor as a Bonus Action during the duration; extruding or retracting a face plate, changing the damage type, etc. While encased in the bone armor, when you attack within your reach with a necromancy spell requiring a melee spell attack, you inflict the additional bludgeoning, piercing, or slashing damage provided by the armor on a hit.

At Higher Levels. If you cast this spell using a spell slot of 3rd-level or higher, the duration increases by 1 hour per slot level above 2nd. The spell no longer requires concentration if cast using a spell slot of 4th-level or higher.

Classes: Warlock, Wizard

Bone Weapon

necromancy cantrip

Casting Time: 1 Bonus Action
Range: Touch
Components: V, M (a bone)
Duration: 1 minute

When you cast this spell, you transform a bone you hold into a one melee weapon of your choice. For the duration of the spell, the weapon is considered magical for the purposes of overcoming resistance or immunity to damage and for the purpose of resisting or enduring damage. You can choose the form that this melee weapon takes, but you must be proficient in the form you choose. If you are proficient with shields, you can instead transform the bone into a shield.

Alternatively, you can cause your own bones to extrude a natural weapon that inflicts 1d4 bludgeoning, piercing, or slashing damage when you hit with an unarmed strike. When cast in this way, you suffer one point of damage that

can't be healed for the duration of the spell as your bones tear through your flesh.

You may use the bone weapon or shield as a spellcasting focus for necromancy spells and you can use your Spellcasting Ability instead of Strength or Dexterity for the attack and damage rolls of attacks using the weapon.

The bone reverts to its normal form when the spell ends. The weapon or shield is magical only when wielded by you. You can end the spell at any time (no action required).

Once you reach 5th-level, if you cast a necromancy spell of 1st-level or higher while wielding the bone weapon, the next time you hit with an attack using the weapon before the end of your next turn, it inflicts an additional 1d4 damage, at 11th-level this increases to 2d4, and at 17th-level this increases to an additional 3d4 damage. The additional damage is of the same type as the necromancy spell or necrotic damage (your choice). The duration also increases to 10 minutes at 11th-level.

Classes: Warlock, Wizard

Boomshot

5th-level evocation

Casting Time: 1 Bonus Action
Range: 300 ft
Components: S, M (an arcane focus)
Duration: Concentration, up to 1 minute

You form a tiny, intense bubble of rumbling energy at the tip of a focus. As an Action during the duration, you can hurl the bubble at a target within range. Make a ranged spell attack, on a hit the bubble detonates inflicting 10d10 + your Spellcasting Ability modifier thunder damage. If the target is a creature it must make a Constitution saving throw or be stunned until the end of your next turn on a hit. On a critical hit, a creature receives no saving throw to resist being stunned.

A hit on a creature or object made of inorganic material such as stone, crystal, or metal using this spell is a critical hit..

If at the end of your turn, you have not yet attacked using the bubble, the damage increases by 1d10. The bubble dissipates harmlessly with a whining pop if not used by the end of the duration.

The noise from the bubble's detonation can be clearly heard within 600 feet.

At Higher Levels. When you cast this spell using a spell slot of 6th-level or higher, the thunder damage increases by 2d10 per slot level above 5th.

Classes: Sorcerer, Wizard

Boost

transmutation cantrip

Casting Time: 1 Action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

Once before the spell ends you can roll a d4 and add the number rolled to one attack roll, ability check, or saving throw using Strength or Dexterity or to the damage roll of an attack using Strength or Dexterity. You can roll the die before or after making the roll, saving throw, check, or damage roll. The spell then ends. At any point during the duration, you can expend boost early on your turn (no action required) to add an additional 10 feet to your movement speed for that turn, ending the spell.

The physical boost provided by this spell increases as you gain levels, the die increases to a d6 at 5th-level and a d8 at 17th-level. The duration of the spell increases to 10 minutes when you reach 11th-level. The boost to your movement speed upon expending the spell also increases, to 20 feet at 5th-level and to 30 feet at 17th-level.

Classes: Bard, Druid, Sorcerer, Wizard

Boreas

4th-level evocation

Casting Time: 1 Bonus Action
Range: Self
Components: V, S, M (a fan and chunk of ice)
Duration: Concentration, up to 10. minutes

A line of freezing wind 60 feet long and 15 feet wide blasts from you in a direction you choose for the spell's duration. Each creature that starts its turn in the line or enters the line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the line. A creature that ends its turn within the line suffers 4d4 cold damage.

Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you and the range of a ranged weapon attack made against the wind is halved.

The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

As a bonus action on each of your turns before the spell ends, you can change the direction in which the line blasts from you.

At Higher Levels. If you cast this spell using a spell slot of 5th-level or higher, it inflicts an additional 1d4 cold damage per slot level above 4th.

Classes: Druid, Sorcerer, Wizard

Brightglaive

2nd-level evocation

Casting Time: 1 Bonus Action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

You create a weapon of solid radiant energy. This magic weapon takes the form of a polearm, lasts until the spell ends, and must be wielded in two hands. If you drop the weapon, it dissipates at the end of the turn. Thereafter, while the spell persists, you can use a Bonus Action to cause the glaive to reappear in your hand.

You can wield the Brightglaive as a simple melee weapon with which you are proficient. It possesses the Two-Handed and Reach properties and inflicts 2d10 radiant damage on a hit. You can use your Spellcasting Ability modifier in place of Strength on the attack and damage rolls using the weapon.

The weapon sheds bright light in a 30-foot radius and dim light for an additional 30 feet. You have advantage on attack rolls using this weapon within the area of bright light against

a creature vulnerable or sensitive to light (such as sunlight sensitivity or hypersensitivity).

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the radiant damage increases by 1d10 for every two slot levels above 2nd. When cast using a spell slot of 3rd or 4th-level the weapon gains a +1 bonus to hit and damage, this increases to +2 using a 5th or 6th-level slot, or +3 using a 7th-level or higher slot. When you cast this spell using a spell slot of 5th-level or higher the light generated by the glaive is sunlight.

> **Arcane Synergy.** If you use your Action to cast *radiant blade* you may use your *brightglaive* to make the melee weapon attack.

Classes: Cleric, Paladin, Warlock, Wizard

Brood of Hadar

6th-level conjuration
Casting Time: 1 Action
Range: 90 feet
Components: V, S
Duration: 1 Round
You attempt to summon shadows of the Ebon Hunger within a creature in range. That target must make a Constitution saving throw. On a failure, it is Stunned until the end of your next turn and suffers 10d10 necrotic damage as flying, fluttering, fanged shadows force themselves from its eyes, mouth, ears, and other orifices, to descend upon your nearby enemies. All creatures of your choice within 20 feet of the initial victim must make Charisma saving throws or suffer 5d10 points of necrotic damage as they are assaulted by the brood. The brood attacks all creatures of your choice within range again at the start of your next turn, then disappears.

The initial victim suffers half damage if it succeeds at its Constitution saving throw and the brood does not emerge. Creatures attacked by the brood suffer no damage on a successful Charisma save.

At Higher Levels. If you cast this spell using a spell slot of 7th-level or higher, the damage (both initial and from the brood) increases by 1d10 for each slot level above 6th.
Classes: Warlock

Burning Blade

evocation cantrip
Casting Time: 1 Action
Range: Self (Special)
Components: V, M (A weapon)
Duration: Instantaneous
You briefly enchant the weapon used in casting this spell with the ability to set its target ablaze. Make a melee, thrown, or ranged weapon attack using the weapon against one target within your reach or the weapon's range. On a hit, the target suffers the attack's normal effects and, if a creature, must make a Dexterity saving throw. On a failed save, or if the target is an object, it is set aflame, and suffers 1d6 fire damage at the start of your next turn.

A creature can prevent this damage by using its Action to make a DC 10 Dexterity check to extinguish the flame. A burning target sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

The fire damage increases as you reach higher levels. At 5th-level, you inflict 1d6 fire damage on a successful hit and the fire damage on a failed Dexterity save or against an object at the start of your next turn increases to 2d6. Both the fire damage on a hit and the fire damage suffered by a burning target are increased by 1d6 at 11th-level (2d6 and 3d6) and 17th-level (3d6 and 4d6).
Classes: Artificer, Druid, Sorcerer

Burst of Brilliance

3rd-level evocation
Casting Time: 1 Action
Range: 120 feet
Components: V, S
Duration: Instantaneous
You cause a brilliant burst of radiant energy at a point of your choice within range. Creatures within a 20-foot radius of the point you choose must make a Constitution save or take 3d10 radiant damage and become blinded until the end of your next turn. On a successful save the victim takes half damage and is not blinded.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the damage increases by 1d10 for each slot level above 3rd.
Classes: Artificer, Sorcerer, Warlock, Wizard

Cacophony

1st-level illusion (ritual)
Casting Time: 1 Action
Range: Self (30 foot radius)
Components: V, S, M (A Musical Instrument)
Duration: Concentration, up to 1 hour
You create a wild cacophony of loud music and flashing lights in a 30-foot radius around yourself. This music drowns out normal speech at a range exceeding 5 feet. All creatures in the area of effect (other than you) have disadvantage on all checks requiring sight or hearing while they remain in the area. A creature can use its Action to make an Intelligence saving throw to become immune to the penalty on checks for the duration of the spell (the effects fade to a more manageable level for that creature).

This spell is most commonly used to provide entertainment at parties and gatherings. The effects of the spell are easily audible out to 100 feet. You can change the music at will during the duration and can cause the lights to take specific shapes and animated (though obviously magical) forms.

If cast as a ritual the Duration is one hour without concentration per 10 minutes spent conducting the ritual, the area is fixed, and the music and visuals can be set to cycle through any known by the caster.

Alternatively, this spell can be cast using a spell slot with an instantaneous duration to cause a burst of sound and light, all creatures in the area other than you must make an Intelligence saving throw. On a failed Intelligence saving throw a creature must make a Constitution saving throw or be Blinded and Deafened until the end of your next turn. On a successful Constitution save, affected creatures have disadvantage on attack rolls and checks requiring sight or hearing until the end of your next turn. On a successful

Intelligence save, the spell has no effect on that creature. Allies in the area given warning of the spell gain advantage on the Intelligence saving throw.

A creature that can perceive illusions as false, as with true sight, automatically succeeds on its saving throw versus this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the area that can be affected increases by 10 feet for each slot level above 1st.

Classes: Bard, Wizard

Cantrip Focus Imbuement

1st-level transmutation

Casting Time: 1 minute (Imbuement)
Range: Touch
Components: V, S, M (an arcane focus)
Duration: Special

When you cast this spell, choose a cantrip from the wizard spell list, you imbue the focus with the ability produce the effects of that cantrip when activated. You use an action of the same type as the chosen cantrip's casting time to activate the item.

If the wielder already knows the cantrip produced by the focus, they can add their spellcasting ability modifier to one damage roll of the cantrip each time they activate the focus. (This property has no effect if a class feature, feat, or ability already allows the wielder to add their Spellcasting Ability modifier to that damage roll or if the cantrip requires a weapon attack.)

Activating this item requires attunement if you are not the caster. If someone uses the item, they use your spell attack modifier and spell save DC and character level to determine the effect.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, you can choose an additional cantrip the focus can produce per slot level above 1st.

Classes: Wizard

Card Trick

transmutation cantrip

Casting Time: 1 Action
Range: Touch
Components: S, M (a deck of cards)
Duration: 10 minutes

When you cast this spell, you enchant a deck of cards you touch to allow a variety of tricks. The casting of this spell is almost imperceptible as the somatic component consists of shuffling or cutting the cards.

While the spell lasts you can use your Spellcasting Ability in place of the normal ability for any ability check made using them. You can also use the cards as a spellcasting focus for other spells you cast. If you do so, they replace any other components required by the spell, except material components with a cost exceeding 25gp, with card tricks using the deck instead.

Additionally, you can use the cards to perform the following tricks when you cast the spell or as an action during the duration:

Attack. You can take the Attack action wielding the cards as if they were magical darts. When you attack using the cards as part of your action, if your hands are empty of all except the cards, you can make an additional attack using the cards as a bonus action. You can also use the cards in place of a ranged weapon required by other spells during the duration and can use your Spellcasting Ability in place of Dexterity for attack and damage rolls using the cards. Cards thrown in this way reappear back in the deck immediately after hitting or missing their target.

Shuffle. You shuffle or cut the deck. Make a DC 15 Dexterity (Sleight of Hand) check. On a success, for the duration of the spell you know the exact order of the cards and which cards, if any, are missing. Additionally, when you take this action, you can cause any missing cards to reappear in the deck. If such cards were torn or damaged, they are mended when you use this action unless completely destroyed. Once you successfully take this action, for the duration of the spell you have advantage and gain a bonus equal to your proficiency bonus on any ability check you make to use the cards as a gaming set.

Trick. You make a Dexterity (Sleight of Hand) check using the cards to perform some flashy trick. You can cause any card from the deck to appear in your hand or anywhere within 30 feet as part of this action. If planting the card on a creature or taking a card from a creature, compare the result of your Dexterity (Sleight of Hand) check to the creature's Wisdom (Perception) to determine if it notices.

You can increase the duration of the spell as you reach higher levels. To 20 minutes at 5th level, 40 minutes at 11th level, and to 1 hour at 17th level.

Classes: Bard, Sorcerer, Warlock, Wizard

Caustic Cloud

8th-level conjuration

Casting Time: 1 Action
Range: 150 ft
Components: V, S
Duration: Concentration, up to 1 minute.

A swirling cloud of caustic vapors appears in a 20-foot-radius sphere centered on a point within range. The cloud spreads around corners and is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

When the cloud appears, each creature in it takes 12d4 acid damage. A creature also takes this damage when it enters the spell's area for the first time on a turn or ends its turn there. In addition, nonmagical armor and weapons carried by a creature that ends its turn within the cloud are partly dissolved and take a permanent and cumulative –1 penalty to the AC it offers for armor and shields, or -1 penalty to damage rolls for a weapon. Armor is destroyed if the penalty reduces its AC to 10, while a shield that drops to a +0 bonus is destroyed. If a weapon's penalty to damage drops to -5, the weapon is destroyed. Other items carried by a creature might generally be ruined if it spends five or more rounds within the cloud. Items of glass and gemstone are immune to this effect.

Non-magical structures and objects within the cloud that are not worn or carried suffer damage when the spell is cast and at the end of each of your turns that they remain

within the cloud. Items of glass and gemstone are immune to this effect.

You can move the cloud up to 10 feet in a direction that you choose at the start of each of your turns.

At Higher Levels. If you cast this spell using a 9th-level spell slot the damage increases to 15d4 and the duration increases to 10 minutes.

Classes: Sorcerer, Wizard

Chains of Minauros

5th-level conjuration

Casting Time: 1 Bonus Action
Range: Self
Components: V, S, M (a bit of chain)
Duration: Concentration, up to 1 minute

You conjure a pair of animated barbed chains that wrap around you, protecting you and lashing your enemies. You gain a +2 bonus to your AC while the spell is active, and any creature attempting to grapple you suffers 2d6 piercing damage from the barbs and spikes.

While the spell lasts you can use an Action on your turn to make a melee spell attack with each chain at a target within 10 feet. On a hit you inflict 2d6 + your Spellcasting Ability modifier of slashing damage and the target is grappled if it is size Large or smaller. Until this grapple ends, the target is restrained and takes 2d6 piercing damage at the start of each of its turns. The target can use an Action on its turn to make a Strength or Dexterity check (its choice) versus your spell save DC to free itself. You can end the grapple on your turn (no Action required).

You cannot use a chain that is currently grappling a target to attack during your turn. Each conjured chain is an object with AC 20, 20 hit points, resistance to piercing damage; and immunity to psychic and thunder damage. Destroying a chain frees its restrained victim, the spell ends if all chains are destroyed.

At Higher Levels. When you cast this spell using a spell slot of 6th-level or higher, you gain an additional chain for each slot level above 5th.

Arcane Synergy. If you have The Fiend patron, you can expend one of your Mystic Arcanum spells to cast this spell as a spell of the expended Arcanum's level. If you have the Chains of Hell invocation you can make attacks using the chains conjured by this spell as part of the same attack Action used to attack with your pact weapon.

Classes: Warlock

Chaos Curse

3rd-level transmutation

Casting Time: 1 Bonus Action
Range: 60 feet
Components: S
Duration: 10 minutes

You must have the Tide of Chaos sorcerer class feature to cast this spell.

For the duration of the spell, you can use a Reaction to impose one of the following effects when a creature you can see within range performs one of the triggers:

- When a creature fails an attack roll, it must make a Dexterity saving throw. On a failure, it suffers 3d6 points of damage of the same type that would have been inflicted by the attack as it freakishly rebounds to strike the creature.
- When a creature casts a spell of 1st-level or higher, it must make a saving throw using its Spellcasting Ability. On a failure, the spell fails, it must roll on the Wild Magic Surge table (PHB p.104) and suffers 3d6 psychic damage. You can decide the target of the surge, if any, and if it affects the caster you can decide to have the result affect you instead.
- When a creature moves more than 5 feet during a turn, it must succeed at a Dexterity (Acrobatics) check with a DC equal to your spell save DC or fall prone and suffer 3d6 bludgeoning damage.

For the duration of this spell, you roll a 1d8 rather than a 1d4 when you use your Bend Luck class feature to impose a penalty on another creature's roll. In addition, you can use that class feature as part of the same Reaction used to cause one of the above effects to impose a penalty on the related saving throw or check.

At Higher Levels. If you cast this spell using a spell slot of 4th-level or higher, the damage inflicted increases by 1d6 and the duration increases by 10 minutes per slot level above 3rd.

Arcane Synergy. If you possess the Controlled Chaos sorcerer class feature, when another creature rolls on the Wild Magic Surge table because of this spell you may roll on the table and choose if they must use their result or your result.

Classes: Sorcerer (Wild Magic)

Charged Blast

1st-level evocation

Casting Time: 1 Action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You must know the *eldritch blast* cantrip to cast this spell.

As part of the action used to cast this spell, you also cast *eldritch blast.* When you do so, choose one target of the spell. Hit or miss, the blast explodes when it reaches that target. The target and each creature within 5 feet of it must make a Dexterity saving throw, suffering 1d10 force damage on a failed save, or half damage on a successful save.

At Higher Levels. If you cast this spell using a spell slot of 2nd-level or higher, the damage caused by the explosion increases by 1d10 and the maximum radius of the explosion increases by 5 feet for each slot level above 1st.

Arcane Synergy. Any Eldritch Invocation or class feature that affects your *eldritch blast*, also applies to this spell and creatures failing their Dexterity saving throw versus this spell are considered hit by the blast for the purposes of such invocations.

Classes: Warlock

Chill of Hadar

2nd-level conjuration

Casting Time: 1 Action

Range: 60 feet
Components: V, S, M
Duration: Concentration, up to 1 minute
A 5-foot-diameter sphere of inky blackness radiating intense cold appears floating in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5 feet of the sphere or enters the sphere's space on a turn must make a Constitution saving throw. The creature takes 2d6 cold damage on a failed save, or half as much damage on a successful one.

As a Bonus Action, you can move the sphere up to 30 feet. If you move the sphere into a creature's space, that creature must make the saving throw against the sphere's damage, and the sphere stops moving in that creature's space this turn.

When you move the sphere, you may freely move it both horizontally and vertically. The magical darkness of the sphere is impenetrable to all sight in a manner similar to a *darkness* spell. The area of the sphere is considered difficult terrain and any medium or smaller creature sharing a space with the sphere is blinded.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, the damage increases by 1d6 for each slot level above 2nd.
Classes: Warlock

Chill of the Grave
1st-level necromancy
Casting Time: 1 Action
Range: 60 feet
Components: V, S
Duration: Instantaneous

> You must know the *chill touch* cantrip to cast this spell.

As part of the Action used to cast this spell you must cast the *chill touch* cantrip at a target within range of both this spell and the cantrip. On a hit the target suffers the normal effects from the cantrip plus an additional 2d8 damage and its speed is reduced to 0 and cannot be increased until the start of your next turn. On a miss the target suffers 1d8 damage but no further effect. The damage inflicted by this spell and by a *chill touch* cantrip cast as part of this spell is combined cold and necrotic damage. A creature is not immune or resistant to this damage unless it is immune or resistant to both damage types and is vulnerable to the damage if vulnerable to either damage type.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the damage on a hit increases by 1d8 for each slot level above 1st. The damage on a miss increases by 1d8 per 2 slot levels above 1st.
Classes: Sorcerer, Warlock, Wizard

Chromatic Cloud
2nd-level evocation
Casting Time: 1 Action
Range: 90 ft
Components: V, S, M (a chip of diamond worth at least 10gp, or a diamond worth at least 50gp)
Duration: Concentration, up to 1 minute
When you cast this spell choose acid, cold, fire, lightning, poison, or thunder for the type of damage.

A cloud of the chosen energy type appears in a 10-foot-cube centered on a point within range. Until the spell ends, dim light of a color indicative of the chosen damage type fills the cloud, which is lightly obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

When a creature enters the spell's area for the first time on a turn or starts its turn there, it must make a Dexterity save (for Acid, Fire or Lightning energy) or a Constitution save (for Cold, Poison, or Thunder energy). It takes 2d8 damage on a failed save, or half as much damage on a successful one. Additionally, once per turn, when a creature within the cloud suffers damage of the chosen type from a source other than this spell, it suffers an additional 1d8 damage of that type.

On each of your turns after you cast this spell, you can use an action and/or bonus action to move the cloud up to 20 feet in any direction and/or change its damage type.

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

Chromatic Crown
6th-level evocation
Casting Time: 1 Action
Range: Self
Components: V, S, M (a diamond worth at least 50gp)
Duration: 1 Hour
When you cast this spell choose acid, cold, fire, lightning, poison, or thunder for the type of damage, you gain resistance to that damage type and six motes of energy of a color indicative of the damage type appear and orbit your head until the spell ends.

While at least one mote orbits you, the motes can be used as a spellcasting focus for spells of the chosen damage type, such spells do not require components to cast, you do not suffer disadvantage on ranged spell attack rolls when using the motes as a focus, and once per turn, when you roll damage for a spell of that damage type you inflict an additional 2d8 damage.

When you cast the spell and as an action and/or bonus action during your turn you can expend a mote to cast *chromatic orb* without expending a spell slot or requiring components. If you choose a different damage type when you cast chromatic orb using this spell, this spell's damage type changes to match the damage type of the orb. You can also change the damage type as a bonus action on your turn.

If you have four or more motes remaining, they shed bright light in a 20-foot radius and dim light for an additional 20 feet. If you have one to three motes remaining, they shed dim light in a 20-foot radius.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the number of motes created increases by two for each slot level above 6th.
Classes: Wizard, Sorcerer

Chromatic Dart
evocation cantrip
Casting Time: 1 Action

Range: 90 feet
Components: V, S, M (a chip of diamond worth at least 10gp, or a diamond worth at least 50gp)
Duration: Instantaneous
You strike at a creature or object within range with a teardrop shaped dart of energy. When you cast this spell choose acid, cold, fire, lightning, poison, or thunder for the type of damage. Make a ranged spell attack against the target. On a hit, the target takes 1d8 damage of the appropriate type.

This spell's damage increases by 1d8 when you reach 5th-level (2d8), 11th-level (3d8), and 17th-level (4d8). If you know the *chromatic dart* cantrip, once you reach 5th-level you inflict an additional 1d8 damage on a hit with a *chromatic orb* spell, this increases to 2d8 when you reach 11th-level, and to 3d8 when you reach 17th-level.
Classes: Wizard, Sorcerer

Chromatic Emanation
3rd-level evocation
Casting Time: 1 Action
Range: 120 feet
Components: V, S, M (A diamond worth at least 50gp)
Duration: Instantaneous
You generate an emanation of energy of a type and shape of your choice. Choose acid, cold, fire, lightning, poison, or thunder for the type of energy to be discharged in either a 15-foot radius sphere or a 25 -foot cube at a point within 120 feet; or a 90-foot line 5-feet wide or a 40-foot cone of that energy adjacent to you. All creatures and objects in the area of effect must make a Dexterity save (for Acid, Fire or Lightning energy) or a Constitution save (for Cold, Poison, or Thunder energy). On a failed save a target takes 5d8 points of damage, or half that if the save is successful.

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.
Classes: Wizard, Sorcerer

Chromatic Field
7th-level evocation
Casting Time: 1 Action
Range: Self (20-foot radius)
Components: V, S, M (A diamond worth at least 50gp)
Duration: Concentration, up to 1 minute.
You generate a field of energy in up to a 20-foot radius around yourself, the area within the field is lightly obscured and filled with dim light of a color indicative of the chosen damage type. Choose acid, cold, fire, lightning, poison, or thunder for the type of energy to be generated; when a creature enters the area for the first time on a turn or starts its turn there it must make a Dexterity save (for Acid, Fire or Lightning energy) or a Constitution save (for Cold, Poison, or Thunder energy). On a failed save a target takes 7d8 points of damage, half that if the save is successful.

The field moves as you do, maintaining up to a 20-foot radius around you or as much area as space permits, you are immune to the energy type currently being generated by the field. As a Bonus Action on your turn while you maintain the field you may change the type of energy the field generates and/or change the size of the area (up to a 20-foot radius).

At Higher Levels. When you cast this spell using a spell slot of 8th-level or higher, the damage increases by 1d8 for each slot level above 7th.
Classes: Wizard, Sorcerer

Chromatic Form
9th-level transmutation
Casting Time: 1 Action
Range: Self
Components: V, S, M (a diamond worth at least 50gp)
Duration: 1 hour
When you cast this spell choose acid, cold, fire, lightning, poison, or thunder for the type of energy. Until the spell ends, you take an incorporeal energy form of the type chosen, gaining the following abilities:

- You are immune to the chosen energy type and poison damage.
- You are resistant to acid, cold, fire, lightning, radiant, and thunder damage as well as bludgeoning, piercing, and slashing damage.
- You are immune to the grappled, paralyzed, petrified, poisoned, prone, and restrained conditions.
- You gain blindsight to range of 90 feet.
- You gain a fly speed of 60 feet and the Incorporeal Movement ability. You can move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object. You can choose to inflict damage to any creature or object you move through. The target must make a Dexterity saving throw or suffer 4d8 damage of the chosen type; a creature or object can suffer this damage only once per turn.
- Whenever a creature within 5 feet of you ends its turn, touches you, or hits you with a melee attack it suffers 4d8 points of damage of the chosen energy type.
- During the duration, you can use an Action and/or Bonus Action to make a melee spell attack, on a hit you inflict 4d8 + your Spellcasting Ability modifier points of damage of the chosen energy type.

You cannot make physical attacks or cast spells requiring material components other than a chromatic spell (*chromatic dart, chromatic smite, chromatic orb, chromatic cloud, chromatic emanation, chromatic wings, chromatic wall, chromatic ward, chromatic crown, chromatic field,* and *chromatic storm*), which do not require material components for the duration of this spell.

During the duration, once per turn, when you roll damage for a chromatic spell matching the energy type of your form, it inflicts an additional 4d8 damage of the chosen energy type.

As a Bonus Action on your turn you can change the energy type your form is composed of, suspend, or restart the effect.
Classes: Sorcerer, Wizard

Chromatic Smite
1st-level evocation
Casting Time: 1 Bonus Action
Range: Self
Components: V, M (a chip of diamond worth at least 10gp, or a diamond worth at least 50gp)
Duration: Concentration, up to 1 minute

You generate an aura of deadly energy around your melee weapon or fist. When you cast this spell choose acid, cold, fire, lightning, poison, or thunder for the type of damage. The next time you hit with an unarmed strike, a spell attack that inflicts the same damage type, or a melee weapon attack during this spell's duration, the target suffers the attack's normal effects and is blasted with 2d8 points of damage of the chosen type. The spell ends after the first successful hit. As a Bonus Action on your turn during the duration you can change the type of energy damage inflicted on a hit.

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

Chromatic Storm

8th-level evocation
Casting Time: 1 Action
Range: 200 ft
Components: V, S, M (a diamond worth at least 50gp)
Duration: Concentration, up to 1 minute
When you cast this spell choose acid, cold, fire, lightning, poison, or thunder for the type of damage, A roiling storm of energy appears in a 40-foot-cube centered on a point within range. The storm spreads around corners, is heavily obscured, and is filled with dim light indicative of the chosen damage type.

When the storm appears, each creature in it must make a Dexterity save (for Acid, Fire or Lightning energy) or a Constitution save (for Cold, Poison, or Thunder energy). A creature takes 10d8 damage of the chosen type on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the spell's area for the first time on a turn or ends its turn there.

Additionally, once per turn, when a creature within the storm suffers damage of the chosen type from a source other than this spell, it suffers an additional 2d8 damage of that type.

On each of your turns after you cast this spell, you can use an action and/or bonus action to move the cloud up to 40 feet in any direction and/or change its damage type.

At Higher Levels. If you cast this spell using a 9th level spell slot the damage increases to 12d8 and the duration increases to 10 minutes.
Classes: Wizard, Sorcerer

Chromatic Wall

5th-level evocation
Casting Time: 1 Action
Range: 120 feet
Components: V, S, M (A diamond worth at least 50gp)
Duration: Concentration, up to 10 minutes.
You generate wall shaped field of energy on a solid surface within range. Choose acid, cold, fire, lightning, poison, or thunder for the type of energy to be generated and you can make the wall up to 60 feet long, 20 feet high, and 1-foot-thick, or a ring wall up to 20 feet in diameter, 20 feet high, and 1-foot-thick. The wall is opaque, emits dim light within 10 feet of a color indicative of the chosen damage type, and lasts for the duration.

When the wall appears all creatures within its area must make a Dexterity save (for Acid, Fire or Lightning energy) or a Constitution save (for Cold, Poison, or Thunder energy). On a failed save a target takes 5d8 points of damage, half that if the save is successful.

One side of the wall, selected by you when you cast this spell, deals 5d8 points of appropriate energy damage to each creature that ends its turn with 10 feet of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage.

As a Bonus Action on any turn while you maintain the spell you may change the type of energy the wall generates or change which side of the wall deals damage.

At Higher Levels. When you cast this spell using a spell slot of 6th-level or higher, the damage increases by 1d8 for each slot level above 5th.
Classes: Wizard, Sorcerer

Chromatic Ward

5th-level abjuration
Casting Time: 1 Action
Range: Self
Components: V, S, M (A diamond worth at least 50gp)
Duration: Concentration, up to 1 minute
An immobile, faintly shimmering colored barrier springs into existence in a 10-foot radius around you and remains for the duration. When you cast this spell choose acid, cold, fire, lightning, poison, or thunder. Any effect that would inflict that type of damage can't affect creatures or objects within it. Such an effect can target creatures and objects within the barrier but cannot damage them.

As a Bonus Action on your turn, you can change the type of damage the ward protects from or remove the ward. If you remove the ward, you can reestablish the ward as an action at any point during the duration.

At Higher Levels. If you cast this spell using a spell slot of 6th-level or higher, you can increase the radius of the protected area by 10 feet per slot level above 5th.
Classes: Sorcerer, Wizard

Chromatic Wings

4th-level evocation
Casting Time: 1 Bonus Action
Range: Self
Components: V, S, M (a diamond worth at least 50gp)
Duration: 10 minutes
When you cast this spell choose acid, cold, fire, lightning, poison, or thunder for the type of damage. You sprout wings of magical energy of a color indicative of the damage type chosen. You otherwise decide their appearance. The wings grant you a fly speed of 40 feet and you gain resistance to the chosen damage type.

Any creature other than you that ends its turn within 5 feet of you suffers 1d8 damage of the chosen damage type. Additionally, you can make a melee attack using the wings as an action and/or bonus action on your turn or as a Reaction to make an opportunity attack. Make a melee spell attack. On a hit, you inflict 1d8 + your Spellcasting Ability modifier damage of the chosen type.

You can change the damage type inflicted by the wings as a bonus action on your turn. The wings shed bright light in a 20-foot radius and dim light for an additional 20 feet.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, the duration increases by 10 minutes and the fly speed by 10 feet per slot level above 4th.

Classes: Wizard, Sorcerer

Circle of Swords

3rd-level conjuration
Casting Time: 1 Bonus Action
Range: Self (5 foot radius)
Components: V, S
Duration: 1 minute

You conjure a circle of spectral blades that sweep the area within 5 feet of you for the duration. When a creature other than you enters the area for the first time on a turn or ends its turn there, the creature must succeed on a Dexterity saving throw or take 4d6 force damage. A creature suffers half damage on a successful saving throw.

You can dismiss or re-summon the blades as a bonus action on your turn during the duration.

If you cast the *sword burst* cantrip during the duration of this spell, a creature failing the Dexterity saving throw suffers the damage from both spells.

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

Classes: Sorcerer, Warlock, Wizard

Clutching Ice

2nd-level conjuration
Casting Time: 1 Action
Range: 60 ft
Components: V, S, M (a drop of water or piece of ice)
Duration: 1 minute

You coat an area at a point within range with a thick coat of frigid ice. The ice coats all surfaces, creatures, and objects in a 20-foot cube when the spell is cast, extinguishing any open flames, and turning those surfaces into difficult terrain.

Each creature in the area when the spell is cast must make a Strength saving throw or become restrained by the ice. A creature restrained by the ice can use its action to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained. A creature that ends its turn restrained by the ice suffers 2d4 cold damage.

A creature not restrained by the ice that enters the area or ends its turn there must succeed on a Dexterity saving throw or fall prone.

An object within the area when the spell is cast is frozen solid and cannot be moved or used. A creature can attempt to break a frozen object free by using its action to make a Strength check against your spell save DC. On a success the object can be used and moved normally.

If an area of magical flame of a level greater than that used to cast this spell overlaps the area affected by this spell, the ice is melted in that area, freeing any creatures and objects and ending the effect in that area.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the cold damage increases by 1d4 for each slot level above 2nd.

Classes: Artificer, Druid, Sorcerer, Wizard

Cold Wave

2nd-level evocation
Casting Time: 1 Action
Range: Self
Components: V, S
Duration: Instantaneous

A wave of intense cold sweeps out from you. Each creature in a 20-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 3d8 cold damage, its speed is halved until the start of your next turn, and it has disadvantage on the next weapon attack roll it makes before the end of its next turn. On a successful save, the creature takes half as much damage, it isn't slowed, and does not have disadvantage on its next attack.

At Higher Levels. If you cast this spell using a 3rd-level spell slot the cold damage increases by 1d8 per slot level above 2nd.

Classes: Druid, Sorcerer, Warlock, Wizard

Color Flash

illusion cantrip
Casting Time: 1 Action
Range: 30 feet
Components: V, S, M (A pinch of powder or sand that is colored red, yellow, and blue.)
Duration: 1 round

A dazzling array of colored light flashes in the eyes of one creature within range. Roll 2d10; the total is how many hit points the flash can affect. A creature's current hit points must be equal to or less than the total rolled for that creature to be affected. An affected creature is blinded for 1 round (until the end of your next turn.)

The flash becomes more powerful as you reach higher levels. You roll an additional 2d10 to determine how many hit points the spell can affect at 5th-level (4d10), 11th-level (6d10), and 17th-level (8d10). Additionally, if you know this cantrip you become more proficient with the *color spray* spell as you gain levels. Starting at 5th-level you can add 2d10 to determine how many hit points are affected by that spell, this increases to 4d10 at 11th-level, and to 6d10 at 17th-level.

Classes: Bard, Sorcerer, Wizard

Comet Storm

9th-level conjuration
Casting Time: 1 Action
Range: 1 mile
Components: V, S
Duration: Instantaneous

You conjure chunks of freezing ice from the outer reaches which plummet to the ground at three different points you can see within range. Each creature in a 50-foot radius by 100-foot tall cylinder centered on each point you choose suffers 10d6 cold damage and must make a Dexterity saving throw. The cylinder spreads around corners. A creature takes

10d10 bludgeoning damage on a failed save, or half as much bludgeoning damage on a successful one. A creature in the area of more than one cylinder is affected only once.

The spell also damages objects in the area.

Classes: Sorcerer, Wizard

Commanding Strike

2nd-level enchantment

Casting Time: 1 Bonus Action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit a creature within 60 feet with an unarmed strike or weapon attack during this spell's duration, you inflict an additional 1d8 weapon damage and can choose one ally that can hear you within 60 feet. That ally can use its Reaction to move up to its speed and make one weapon attack against the same target, this movement does not provoke opportunity attacks. On a hit, the ally inflicts an additional 1d8 weapon damage. Hit or miss, the spell ends after the ally's attack.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, the additional weapon damage on a hit (for both you and your ally) increases by 1d8 per slot level above 2nd.

Classes: Bard, Paladin

Commune with Stone

4th-level divination

Casting Time: 10 Minutes (Ritual)

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes.

You touch stone, rock, or loose soil as you seek to gain insight from the earth. In the outdoors, the spell gives you knowledge of the land within 1 mile of you. You become aware of the general terrain within this area, including any stone or earthen structures, excavations, cave openings, wells, and other features of earth and stone within range. This includes knowledge of areas that are potential danger for mud or rockslides, sinkholes, quicksand, tar pits, and similar hazards.

If cast within a cave or other underground setting or within a stone structure, the radius is limited to 500 feet, but you gain more detailed information, including the exact layout of the cavern or worked stone excavation or structure. You learn of the existence and location of secret doors and passageways within earth, stone, or rock within range, but not the method of opening such portals. You also learn of any unsafe or unstable stonework or passageways within range and the existence of veins of precious metals, gemstones, and types of rock within range.

Note: This spell only reveals information pertaining to earth and stone, it would not, for example reveal a wooden stairwell or door within a dungeon, just the stone shaft or opening. Casting this spell can allow the DM to simply hand the caster an unlabeled map of any dungeon or stone structure.

For every 10 minutes you maintain concentration on the spell you can extend your awareness for another mile above ground or for an additional 500 feet below ground or within a structure.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, the duration increases by 10 minutes per slot level above 4th, allowing you to extend your senses further if you maintain concentration for the longer duration.

Classes: Druid, Sorcerer

Compelling Conversation

4th-level enchantment

Casting Time: 1 Action

Range: 30 ft

Components: V

Duration: Concentration, up to 10 minutes

As an Action you can force creatures within range that you have spent at least 1 minute peaceably interacting with during the duration to make a Charisma saving throw or become Charmed by you. While charmed by this spell a creature will cheerfully and honestly answer any question you pose to it.

Part of the magic of the spell prevents the target from realizing that there might be anything amiss with it candidly answering your questions. This effect persists even once the spell has ended; the target remembers what was discussed while charmed, but believes that it is entirely normal for it to have had that conversation with you unless inappropriate aspects of the conversation are pointed out to them by a creature that was not charmed by the spell.

At Higher Levels. If you cast this spell using an 5th-level or higher spell slot, the duration increases by 10 minutes per slot level above 4th.

Classes: Bard

Compelling Waltz

2nd-level enchantment

Casting Time: 1 Bonus Action

Range: Self

Components: S

Duration: Concentration, up to 1 minute

Your graceful and alluring movements compel a creature to follow you in a dance. When you cast this spell, and then as a Bonus Action on each of your turns until the spell ends, you can take the Disengage Action. When you take the Disengage Action on your turn during this spell, at any point during your movement you can choose one creature within 5 feet that can see you. The target must make a Wisdom saving throw or be compelled to use its Reaction to follow you as you move, staying within 5 feet of you at all times for as far as its movement allows. If, at the end of your turn, the compelled creature is not within 5 feet of you (if It lacked the movement to follow or was restrained or prevented from doing so) it suffers 2d6 psychic damage. The compelled creature must subtract the distance it moves during its Reaction from the distance it can move during its next turn.

On a successful save the target can choose to use its Reaction to move as described above but is not compelled to do so, and it must subtract the distance it moves during its Reaction from the distance it can move during its next turn.

Creatures that can't be charmed automatically succeed on the saving throw versus this spell's compulsion.

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

Classes: Bard

Copy/Erase

transmutation cantrip

Casting Time: 1 Action
Range: Touch
Components: S, M (a writing implement)
Duration: Concentration, up to 1 round

When you cast this spell, you touch a non-magical written or drawn document and by the end of the spell's duration, you create a duplicate of the document you touched. The amount of text or drawing that can be duplicated with a single casting is equal to 5 pages of material. If you are proficient with Calligrapher's Supplies (or Painter's Supplies or Cartographer's Tools as appropriate to the material) or a Forgery Kit, you can duplicate a number of additional pages equal to your proficiency bonus with the appropriate tool for each casting of the spell. If you need to determine the precision of a copy, you can make Spell Casting ability check that applies your proficiency with the appropriate tool to determine the quality of the copy.

You must supply any blank pages or books necessary to hold the copied materials.

Alternatively, you can cast this spell to instantaneously erase an equal amount of non-magical writing.

The speed at which you can copy or erase material using this spell increases as you gain levels. You increase the effective number of pages by five at 5th level (10 pages), 11th level (15 pages), and 17th level (20 pages).

While you cannot make exact copies of magical texts using this spell, a wizard that knows this cantrip can reduce the time it takes to copy spells into their spell book from another spell book or scroll or to craft scrolls of spells contained their spell book. Starting at 5th level it takes you only half the normal time. This decreases to ¼ the time at 11th level and to 1/8th the time at 17th level.

Classes: Cleric, Wizard

Concussive Burst

1st-level evocation

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: 1 round

A pulse of energy tears through the air, dealing minor damage over a wide area. Choose a point within range. Each creature within a 20-foot-radius sphere centered on that point must make a Constitution saving throw. On a failed save, a creature takes 2d4 force damage and is deafened until the end of your next turn. On a successful save, a creature takes half as much damage and isn't deafened.

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

Arcane Synergy. This spell originally appears in Exploring Eberron. A variation on this spell, known as Thunderous Burst, that inflicts thunder damage has been developed within the Arcanum.

Classes: Sorcerer, Wizard

Conjuration of Ice

8th-level conjuration

Casting Time: 1 Bonus Action
Range: Self
Components: V, S
Duration: 10 minutes

Spiked armor of eldritch ice forms around you for the duration of this spell, you gain the following benefits:

- You gain a minimum AC of 16, you are immune to cold damage and have resistance to fire, bludgeoning, slashing, and piercing damage.
- A creature attempting to grapple you, grappled by you, or striking you with an unarmed strike or natural weapon suffers 2d4 piercing damage and 2d6 cold damage.
- If you hit a creature with an unarmed strike or melee spell attack that inflicts cold damage, that attack inflicts an additional 2d4 piercing damage and 2d6 cold damage and the target's speed is halved until the start of your next turn.
- You can move across difficult terrain created by ice or snow without spending extra movement and gain a climb speed equal to your walking speed.
- The ground in a 30 foot radius around you is icy and is difficult terrain for creatures other than you. The radius moves with you.
- You can use an action and/or bonus action on your turn to create a 10-foot section of a *wall of ice*, as a 6th-level spell, within 120 feet. On any turn thereafter, you can create or remove any section of the wall or reform a destroyed section as an action and/or bonus action. The wall crumbles and melts away at the end of the duration.
- As an action and/or bonus action you can cause a torrent of ice slivers to stream out from your hand in a 5-foot-wide, 60-foot-long line. Each creature in the line must make a Dexterity saving throw and a Constitution saving throw. On a failed Dexterity save, a creature takes 8d4 piercing damage. On a failed Constitution saving throw it suffers 8d6 points of cold damage and its speed is halved until the start of your next turn. On a successful save, it takes half as much damage and a successful Constitution save removes the speed reduction.

At Higher Levels. When you cast this spell using a spell slot of 9th-level the duration increases to 1 hour, the piercing damage and cold damage when grappled or hit or on an unarmed strike or appropriate melee spell attack increases to 2d4 and 2d6 respectively, and the damage from your ice torrent increases to 10d4 piercing and 10d6 cold damage.

Classes: Sorcerer, Warlock, Wizard

Conjure Brown Mold

5th-level conjuration

Casting Time: 1 Action
Range: 90 ft
Components: V, S, M (a tiny sample of brown mold)
Duration: 1 hour

You conjure a patch of brown bold that covers a 10-foot square within range. Brown mold feeds on warmth, drawing heat from anything around it and the temperature within 30 feet of it is frigid.

When a creature moves to within 5 feet of the mold for the first time on a turn or starts its turn there, it must make a Constitution saving throw, taking 4d10 cold damage on a failed save, or half as much damage on a successful one.

Brown mold is immune to fire, and any source of fire brought within 5 feet of the patch causes it to instantly expand outward in the direction of the fire, covering a 10-foot-square area (with the source of the fire at the center of that area). A patch of brown mold exposed to an effect that deals cold damage is instantly destroyed.

The brown mold created by this spell shrivels into dust when the duration expires.

At Higher Levels. When you cast this spell using a spell slot of 6th-level or higher, you may summon an additional 10-foot square patch of mold per slot level above 5th.

Classes: Druid, Wizard

Conjure Elemental Mephit

1st-level conjuration

Casting Time: 1 Action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 hour

You summon an elemental spirit that takes the form of a pure mephit. Choose an Air, Earth, Fire or Water Mephit, that creature appears in an unoccupied space that you can see within range.

The mephit disappears when it drops to 0 hit points or when the spell ends.

Any creatures summoned by this spell are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. The mephits will also obey any commands issued by your elemental familiar of the same element.

The statistics for pure air, earth, fire, and water mephits appear in the Creatures appendix of this tome.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, you may summon an additional pure mephit of the same type per slot level above 1st.

> **Arcane Synergy.** If you have a Pure Mephit familiar, this spell has an additional effect, the type of your summoned familiar changes to match the type of pure mephit summoned by this spell and can act an attack normally for the duration of the spell.

Classes: Druid, Wizard

Conjure Fiendish Mercenary

5th-level conjuration

Casting Time: 1 minute
Range: 90 feet
Components: V, S, M (rare components worth 25gp per CR of the fiend(s) summoned)
Duration: Concentration, up to 1 hour

You entice a fiend into service with offers of reward (the material components which are consumed during the casting.) You summon fiends of Challenge rating 5 or lower. It appears in an unoccupied space that you can see within range. The fiend disappears when it drops to 0 hit points or when the spell ends.

The regimented hierarchy of the hells has established set criteria and rates for the casting of this spell:

5th-Level Conjure Fiendish Mercenary

Number	Fiend	Cost
1	Barbed Devil	125gp
1	Mezzoloth	150gp
1	Merregon	100gp
1	Incubus or Succubus	100gp
1	Bearded Devil, Nightmare, or Hellhound	75gp
2	Spined Devils	100gp
5	Imps	125gp

The fiend is friendly to you and your companions for the Duration. Roll initiative for the creature, which has its own turns. It obeys any verbal commands that you issue to it (no Action required by you). If you don't issue any commands to the fiend, it defends itself from hostile creatures, and if left unattended may seek to amuse itself per its alignment.

If your Concentration is broken, the fiend doesn't disappear. Instead, you lose control of the fiend, it becomes hostile toward you and your companions, and it might Attack. An uncontrolled fiend can't be dismissed by you, and it disappears 1 hour after you summoned it. The DM has the fiend's statistics.

At Higher Levels. When you cast this spell using a spell slot of 6th-level or higher, the Challenge rating increases by 1 for each slot level above 5th. A warlock with The Fiend patron can cast this spell at higher level by sacrificing one of his Mystic Arcanum uses of the appropriate level for the day.

6th-Level Conjure Fiendish Mercenary

Number	Fiend	Cost
2	Bearded Devil, Nightmare, or Hellhound	150gp |
3	Spined Devils	150gp
6	Imps	150gp

7th-Level Conjure Fiendish Mercenary

Number	Fiend	Cost
1	Dhergoloth	200gp
7	Imps	175gp

8th-Level Conjure Fiendish Mercenary

Number	Fiend	Cost |
1	Chain Devil	200gp
1	Canoloth	225gp
2	Merregon	200gp
2	Succubus or Incubus	200gp
4	Spined Devils	200gp
8	Imps	200gp

9th-Level Conjure Fiendish Mercenary

Number	Fiend	Cost
1	Bone Devil	225gp
1	Hydroloth or Nycaloth	250gp
3	Bearded Devil, Nightmare, or Hellhound	225gp
9	Imps	225gp

Classes: Wizard

Conjure Implement

conjuration cantrip
Casting Time: 1 Bonus Action
Range: 10 feet
Components: S
Duration: 1 minute

> You must have the Minor Conjuration Wizard class feature to cast this spell.

You quickly conjure a tool, an item of non-expendable adventuring gear, or a weapon of a type that you have seen before in your hand or on the ground in an unoccupied space that you can see within 10 feet of you. The item you create is slightly magical, if a weapon it counts as magical for the purpose of overcoming resistance or immunity to damage. The tool or weapon is visibly magical, radiating dim light out to 5 feet and lasts for the duration, until you dismiss the items (no action required), or until you cast this spell again.

As you gain levels, you learn to conjure additional tools or weapons using this spell. Once you reach 5th-level, you can conjure two tools or weapons when you cast this spell. This increases to three items at 11th-level, and to four items at 17th-level. At 11th-level the duration also increases to 10 minutes.

Alternatively, starting at 5th-level, you can cast this spell so that it constantly conjures ammunition for a ranged weapon or conjures additional thrown weapons that you wield personally. If you summon a ranged weapon, for the duration you can summon ammunition as part of your action used to load or attack with that weapon, the ammunition disappears after each attack is completed. If you summon thrown weapons, each time you throw a weapon it disappears after the attack is completed and a new weapon appears in your hand.
Classes: Wizard (Conjuration)

Conjure Minor Fiendish Mercenary

2nd-level conjuration
Casting Time: 1 minute
Range: 90 feet
Components: V, S, M (rare components worth 25gp per CR of the fiend(s) summoned)
Duration: Concentration, up to 1 hour
You entice a minor fiend into service with offers of reward (the material components which are consumed during the casting.) You summon fiends of Challenge rating 2 or lower. It appears in an unoccupied space that you can see within range. The fiend disappears when it drops to 0 hit points or when the spell ends.

The regimented hierarchy of the hells has established set criteria and rates for the casting of this spell:

2nd-Level Conjure Minor Fiendish Mercenary

Number	Fiend	Cost
1	Spined Devil|	50gp
2	Imps	50gp

The fiend is friendly to you and your companions for the Duration. Roll initiative for the creature, which has its own turns. It obeys any verbal commands that you issue to it (no Action required by you). If you don't issue any commands to the fiend, it defends itself from hostile creatures, and if left unattended may seek to amuse itself per its alignment.

If your Concentration is broken, the fiend doesn't disappear. Instead, you lose control of the fiend, it becomes hostile toward you and your companions, and it might Attack. An uncontrolled fiend can't be dismissed by you, and it disappears 1 hour after you summoned it. The DM has the fiend's statistics.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, you can summon one additional Imp for every slot level above 2nd or one additional Spined Devil for every 2 slot levels above 2nd. Imps require 25gp each, Spined Devils 50gp each.
Classes: Wizard

Conjure Mist

conjuration cantrip
Casting Time: 1 Action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute.
You conjure an area of heavy mist at a point you can see within range. Until the spell ends, the mist fills a 5-foot cube and its area is heavily obscured. The area within 5 feet of the spell's area is lightly obscured by the mist. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

You can create greater amounts of mist as you gain levels. At 5th-level the mist fills any two adjacent 5-foot cubes within range. This increases to three 5-foot cubes at 11th-level, and four 5-foot cubes at 17th-level.

If you know this cantrip, the area of a *fog cloud* spell cast by you increases by 5 feet at 5th level, 10 feet at 11th level, and 15 feet at 17th level.
Classes: Druid, Sorcerer, Wizard

Control Earth

9th-level transmutation
Casting Time: 1 Action
Range: 120 feet
Components: V, S, M (a piece of stone, clay, or obsidian)
Duration: 10 Minutes
You can cast this spell to gain almost total control over earth and stone around you for a brief time. For the duration of this spell, you gain tremorsense within the range of this spell while in contact with earth or stone. Additionally, when you cast this spell and as an action and/or bonus action on each of your turns for the duration you can cause or clear one of the following effects:

Eruption. Choose a point you can see on the ground within range. A fountain of churned earth and stone erupts in a 40-

foot cube centered on that point. Each creature in that area must make a Dexterity saving throw. A creature takes 5d12 bludgeoning damage on a failed save, or half as much damage on a successful one. Additionally, the ground in that area becomes difficult terrain until cleared. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand. Or you can clear the entire area as an action or bonus action during the duration.

Meld. You step into an earth or stone object or surface large enough to fully contain your body, melding yourself and all the equipment you carry with the stone for the duration. Using your movement, you step into the stone at a point you can touch. Nothing of your presence remains visible or otherwise detectable by nonmagical senses.

While merged with the stone, you can't see what occurs outside it, and any Wisdom (Perception) checks you make to hear sounds outside it are made with disadvantage. You remain aware of the passage of time and can cast spells on yourself while merged in the stone. You can use your movement to burrow through nonmagical, unworked earth or stone. While doing so, you don't disturb the material you move through. The only movement you can use in magical or worked earth or stone is to leave the stone where you entered it.

Minor physical damage to the stone doesn't harm you, but its partial destruction or a change in its shape (to the extent that you no longer fit within it) expels you and deals 6d6 bludgeoning damage to you. The stone's complete destruction (or transmutation into a different substance) expels you and deals 50 bludgeoning damage to you. If expelled, you fall prone in an unoccupied space closest to where you first entered.

Passage. A passage appears at a point of your choice that you can see on an earth or stone surface (such as a wall, a ceiling, or a floor) within range, and lasts for the duration. You choose the opening's dimensions: up to 10 feet wide, 20 feet tall, and 40 feet deep. The passage creates no instability in a structure surrounding it. When the opening disappears, any creatures or objects still in the passage created by the spell are safely ejected to an unoccupied space nearest to the surface on which you cast the spell. Openings created by this effect end when the duration expires, or you can open or close a passage as an action or bonus action during the duration.

Shape. You touch an earth or stone object or section of earth or stone no more than 20 feet in any dimension and form it into any shape that suits your purpose. Fine mechanical detail isn't possible, but other aspects of the final shape depend upon your skill at working stone. If you shape a stone wall or similar barrier, use the statistics for a wall of stone of the appropriate dimensions.

Transmute Mud to Rock. Nonmagical mud or quicksand in up to a 40-foot square no more than 10 feet deep within range transforms into soft stone. Any creature in the mud when it transforms must make a Dexterity saving throw. On a successful save, a creature is shunted safely to the surface in an unoccupied space. On a failed save, a creature becomes restrained by the rock. A restrained creature, or another creature within reach, can use an action to try to break the rock by succeeding on a DC 20 Strength check or by dealing damage to it. The rock has AC 15 and 25 hit points, and it is immune to poison and psychic damage. You can use this effect to end a Rock to Mud effect.

Transmute Rock to Mud. Nonmagical rock of any sort in up to a 40-foot cube within range becomes an equal volume of thick, flowing mud. The ground in the spell's area becomes muddy enough that creatures can sink into it. Each foot that a creature moves through the mud costs 4 feet of movement, and any creature on the ground when you cast the spell must make a Strength saving throw. A creature must also make the saving throw when it moves into the area for the first time on a turn or ends its turn there. On a failed save, a creature sinks into the mud and is restrained, though it can use an action to end the restrained condition on itself by pulling itself free of the mud. You can use this effect to end a Mud to Rock effect.

If you cast the spell on a ceiling, the mud falls. Any creature under the mud when it falls must make a Dexterity saving throw. A creature takes 4d8 bludgeoning damage on a failed save, or half as much damage on a successful one.

Other than the Passage and Meld effects, the lasting effects of this spell are permanent, remaining for as long after the duration as a normal area or object of earth, stone, or mud of its type.

Classes: Druid, Sorcerer, Wizard

Control Emotion

3rd-level enchantment

Casting Time: 1 Action
Range: 90 feet
Components: V, S
Duration: Concentration, up to 1 hour

You attempt to incite or suppress strong emotion in a group of people. Each creature in a 20-foot radius sphere centered on a point you choose within range must make a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. If a creature fails, choose one of the following options:

Suppress. You can suppress any effect causing a target to be charmed or frightened. When this spell ends, any suppressed effect resumes, provided that its duration has not expired in the meantime.

Calm. You can make a target indifferent about creatures of your choice that it is hostile or friendly towards. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When the spell ends, the creature becomes hostile or friendly again, unless the DM rules otherwise.

Encourage. You can make a target friendly towards creatures of your choice that it is indifferent towards. This friendliness ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When the spell ends, the creature becomes indifferent again, unless the DM rules otherwise.

Incite. You can make a target hostile towards creatures of your choice that it is indifferent towards. This hostility does not necessarily end in violence. When the spell ends, the creature becomes indifferent again, unless the DM rules otherwise.

Any Charisma checks intended to influence the subject in a direction the spell is inclining the subject towards has advantage on the roll. Any checks intended to influence them in a direction contrary to the spell have disadvantage. A creature with an Intelligence of 3 or lower is unaffected by this spell.

At Higher Levels. If you cast this spell using a spell slot of 4th-level or higher, you can increase either the area by 10 feet or the duration by 1 hour per slot level above 3rd.
Classes: Bard, Wizard

Corporeal Annihilation

9th-level transmutation
Casting Time: 1 Action
Range: 60 feet
Components: V, S
Duration: Instantaneous
With this variant of a disintegrate spell you attempt to cause one organic corporeal creature to lose cohesion, its particles turning to gas. Choose one corporeal living or undead creature within range. That creature must make a Constitution saving throw. On a failed save, the creature takes 20d4 + 60 force damage. On a successful save, the creature takes half damage. If this damage reduces the target to 0 hit points, it is annihilated, not even leaving dust behind. Only the creature is affected, everything it is wearing and carrying falls to the ground. This spell has no effect on incorporeal creatures or on creatures composed of inorganic matter.

The creature can be restored to life only by means of a *true resurrection* or a *wish* spell.
Classes: Sorcerer, Wizard

Corrosive Clinch

conjuration cantrip
Casting Time: 1 Action
Range: Self
Components: V
Duration: Instantaneous
You conjure corrosive acid as you attempt to grapple an opponent. As part of the Action used to cast this spell, you must make a grapple attempt against one creature within you reach otherwise the spell fails. On a successful grapple, the corrosive begins to eat at the target, it suffers 1d8 points of acid damage if it is still grappled at the start of your next turn.

You can cast this spell as an Action targeting a creature you already have grappled to automatically cause the target to suffer 1d8 points of acid damage if it is still grappled at the start of your next turn.

You can also cast this spell as an Action when you touch an unattended nonmagical object, if you maintain contact with the object until the start of your next turn it suffers 2d8 acid damage. An item reduced to 0 hit points by this damage is dissolved. If the target is a Large or larger object this effect dissolves a 5-foot-cube portion of it. A magic item is unaffected by this spell, as are items composed of glass or gemstone.

The acid damage increases as you reach higher levels. At 5th-level, you deal 1d8 acid damage to the target if you succeed on a grapple attempt, or if you cast the spell on a target that was already grappled, and the damage a target takes at the end of its next turn if it remains grappled by you increases to 2d8. Both damage rolls increase by 1d8 at 11th-level (2d8 and 3d8) and 17th-level (3d8 and 4d8). The damage to an object increases by 2d8 at 5th-level (4d8), 11th-level (6d8), and 17th-level (8d8).
Classes: Druid, Sorcerer, Warlock, Wizard

Corrosive Luminescence

1st-level conjuration
Casting Time: 1 Action
Range: 60 ft
Components: V, S
Duration: Concentration, up to 1 minute
You conjure a cloud of corrosive luminescent dust in a 15-foot cube within range. Any creature and object in the area when the spell is cast is coated in a layer of the glowing dust. Each creature or object coated in the dust sheds dim light in a 5-foot radius and can't benefit from being invisible. In addition, each coated organic creature or unattended organic object suffers 1d4 acid damage at the start of each of your turns for the duration.

A creature that immerses itself in water can wash off the acidic dust, ending the effect on that creature. A create water or similar spell that creates heavy rain can also wash away the dust on objects and creatures within the area of the rain after 1 round. A creature use an Action to scrub itself free of the dust, ending the effect on itself at the start of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the acid damage increases by 1d4 per slot level above 1st.
Classes: Artificer, Druid, Sorcerer, Wizard

Corrupting Aura

1st-level necromancy
Casting Time: 1 Bonus Action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute.
You call forth an aura of corruption and decay to infuse your attacks. Each time you hit a creature with a melee attack during this spell's duration, you deal an additional 1d4 points of necrotic or poison damage (your choice).

At any point during the duration you can expend the spell when you hit a target within your reach with a melee attack, the target suffers an additional 2d4 necrotic damage and 2d4 poison damage and must make a Constitution saving throw or become Poisoned until the end of your next turn.

At Higher Levels. The damage when the spell is expended increases by 1d4 necrotic damage and 1d4 poison damage per slot level above 1st.
Classes: Paladin, Warlock, Wizard

Coruscating Filaments

7th-level evocation
Casting Time: 1 Bonus Action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 minute.

You create a 5-foot-diameter sphere composed of coruscating filaments of lightning in an unoccupied space you can see within range. For the duration, any creature that ends its turn within 5 feet of the sphere or enters the sphere's space for the first time on a turn suffers 5d12 lightning damage.

When you cast the spell, you can imbue any number of creatures you can see within range with a charge complementary to that of the sphere, the designated creatures are unaffected by the spell. While the spell lasts, at the end of each of your turns filaments of lightning blast out from the sphere. Creatures other than those you designated within 30 feet of the sphere must make a Dexterity saving throw. On a failed save a creature suffers 5d12 lightning damage, or half as much damage on a success. A creature failing this Dexterity saving throw must also make a Strength saving throw. On a failed Strength save the creature is pulled 30 feet towards the sphere. On a success the creature is pulled only 10 feet.

As a Bonus Action, you can move the sphere up to 60 feet. If you ram the sphere into a creature, that creature suffers 5d12 lightning damage, and the sphere stops moving in that creature's space this turn. The sphere floats in the air and you may move it both vertically and horizontally.

At Higher Levels. If you cast this spell using a spell slot of 8th-level or higher, the damage increases by 1d12 per slot level above 7th.

Classes: Druid, Sorcerer, Wizard

Create Ice

conjuration cantrip

Casting Time: 1 Action
Range: 60 feet
Components: S
Duration: Concentration, up to 1 minute.

You create a sheet of slippery magical ice on a surface of your choice within range. Until the spell ends, the magical ice coats a 5-foot square. When the ice appears, a creature standing in its area must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone. The area of ice is difficult terrain.

If cast an area of water you can freeze a 5-foot cube of water for the duration, provided that there are no creatures in it. If you maintain concentration on the spell for the full minute, the water remains frozen for 1 hour before beginning to thaw normally.

If an area of magical fire overlaps the area affected by this spell, the ice evaporates.

This spell can also be cast to create the following minor effects that are instantaneous or last for 1 minute without concentration:

- You chill up to 1 cubic foot of non-living material.
- You create a small, harmless effect such as a sprinkling of snowflakes, a tiny ice sculpture, or a patch of thin frost.
- You create a rough tool or object made of ice that is no more than 1 pound in weight. This object is no more durable than a normal object of its size made of ice.
- If you target an area of snow, you can instantaneously excavate it, move it along the ground, and deposit it up to 5 feet away. This movement doesn't have enough force to cause damage.

You can create a larger area of ice as you reach higher levels. At 5th-level the ice coats any two adjacent 5-foot squares within range. This increases to three 5-foot squares at 11th-level, and four 5-foot squares at 17th-level. Alternatively, you can freeze the same number of 5-foot cubes of water. If you know this cantrip, the area of an *ice slick* spell cast by you increases by 5 feet at 5th level, 10 feet at 11th level, and 15 feet at 17th level.

Classes: Artificer, Druid, Sorcerer, Wizard

Create Undead Beast

1st-level necromancy

Casting Time: 1 minute
Range: 10 feet
Components: V, S, M (The bones or corpse of a small or tiny beast.)
Duration: Instantaneous

This spell creates an Undead animal servant. Choose a pile of bones or a corpse of a Tiny or Small beast within range. Your spell imbues the target with a foul mimicry of life, raising it as an Undead creature. The target becomes a Skeleton if you chose bones or a Zombie if you chose a corpse.

An undead animal has statistics of the base creature, gains immunity to poison damage and the charmed, exhaustion, and poisoned conditions, darkvision 60 ft., and a minimum of a 15 Constitution. The undead beast's mental statistics become INT 2, WIS 6, CHA 5. If a Zombie, its speed is reduced by 5 feet and it gains the Undead Fortitude trait. Only small or tiny beasts with a challenge rating of 0 can be raised with this spell.

On each of your turns, you can use a Bonus Action to mentally Command any creature you created with this spell if the creature is within 60 feet of you (if you control multiple creatures, you can Command any or all of them at the same time, issuing the same Command to each one). You decide what Action the creature will take and where it will move during its next turn, or you can issue a general Command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creature is under your control for 24 hours, after which it stops obeying any Command you've given it. To maintain the control of the creature for another 24 hours, you must cast this spell on the creature again before the current 24-hour period ends. This use of the spell reasserts your control over a creature you have animated with this spell, rather than animating a new one.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, you animate or reassert control over more powerful undead beasts: Small or Tiny beasts of up to CR 1/8 at 2nd-level, Medium or smaller beasts of up to CR 1/4 at 3rd-level, Large or smaller beasts of up to CR 1/2 at 4th-level, up to up to CR 1 at 5th-level, and Huge or smaller beasts of up to CR 3 at 6th-level, up to CR 4 at 7th-level, up to CR 5 at 8th-level, and up to CR 6 at 9th-level. If cast at 3rd-level or higher you can target several tiny corpses to create a swarm of undead beasts of the appropriate CR.

Arcane Synergy. If you have the Undead Thralls class feature you can target one additional corpse or pile of bones creating another creature or you may reassert control over up to 2 such creatures when you cast this spell.

Classes: Artificer (Reanimator), Wizard

Creeping Ooze

5th-level conjuration
Casting Time: 1 Bonus Action
Range: 60 feet
Components: S, M (remains of a jellyfish)
Duration: 1 minute
You conjure a translucent ooze at a point of your choice within range. While the ooze remains motionless, it is indistinguishable from a puddle and is invisible underwater. A creature must succeed on a Wisdom (Perception) check with a DC equal to your spell save DC to notice the ooze and fails this check unless it can see invisible creatures if underwater.

When you cast a spell, and as a bonus action during the duration, you can cause the ooze to move up to 30 feet (the ooze can climb and swim at this same speed) and lash out at a creature within 5 feet of it. Make a melee spell attack. You have advantage on this attack roll if the target did not notice the ooze. On a hit, the target takes 1d10 + your Spellcasting Ability modifier bludgeoning damage plus 1d12 acid damage and is restrained if it is size Large or smaller.

For as long as it remains restrained the target is unable to breathe or speak. In addition, the restrained target takes 2d12 acid damage if it is still restrained at the end of its turn. Each turn the target remains restrained by the ooze, the acid damage it suffers at the end of its turn increases by 1d12, to 3d12 at the end of the second turn, 4d12 on the third, etc. You can use a bonus action on your turn to cause the ooze to release a restrained creature.

A creature restrained by the ooze can use its action to make a Dexterity check against your spell save DC. On a success, it frees itself. When the spell expires the ooze dissolves into inert slime.

The ooze can be attacked. It has 50 hit points, an AC of 10 + your Spellcasting Ability modifier, and is immune to non-magical damage, and is resistant to magical damage other than cold or fire damage. It dissolves if destroyed. If the ooze is attacked while it has a creature restrained, the ooze takes only half the damage dealt to it, and the restrained creature takes the other half.

If you do not use a bonus action on your turn to command the ooze and it does not have a creature restrained at the end of your turn, it moves 30 feet towards the nearest creature and makes an attack.

At Higher Levels. When you cast this spell using a spell slot of 6th-level or higher, the duration increases by 1 minute and the ooze's hit points increase by 10 for each slot level above 5th.
Classes: Druid, Sorcerer, Warlock, Wizard

Critical Insight

divination cantrip
Casting Time: 1 Action
Range: Self (Special)
Components: V
Duration: Instantaneous
You make a short centering incantation as you make an attack against a target you can see. The attack affected by this spell can be an unarmed strike, a weapon attack, or a spell attack that you can make without casting the spell as part of this action. You score a critical hit with this attack on a roll of 19 or 20 (or increase your critical range by 1 if you already score a critical on a roll other than a 20). On a hit, the target suffers the attack's normal effects, and if you had advantage on the attack roll, the target suffers an additional 1d6 points of damage of the same type as the attack.

You only score a critical hit on a roll of other than 20 if you would normally hit with the attack roll, otherwise the result is a miss as normal.

When you reach 5th-level, the additional damage on a hit increases by 1d6, regardless of if you have advantage (+1d6 or +2d6 with advantage); this increases by a further 1d6 at 11th-level (+2d6 or +3d6 with advantage) and 17th-level (+3d6 or +4d6 with advantage). When you reach 11th-level or higher you score a critical hit using this spell on a roll of 18, 19, or 20 (or increase your critical range by 2 if you already score a critical on a roll other than a 20).
Classes: Artificer, Bard, Cleric, Druid, Sorcerer, Warlock, Wizard

Crushing Blow

transmutation cantrip
Casting Time: 1 Action
Range: Self (Reach)
Components: S, M (A melee weapon that inflicts bludgeoning, piercing, or slashing damage)
Duration: Instantaneous
The weapon used in casting this spell acquires additional mass and density as you make a melee attack using it against one target within your reach, gaining the Heavy property for this single attack. On a hit, the target suffers the attack's normal effects, except the attack is considered magical and inflicts and additional 1d12 damage if the attack was made with advantage or against a slow or unmoving target.

This additional damage is inflicted on a hit if you have advantage on the attack roll, the target has a Dexterity bonus to its AC of 0 or less, or the target's movement speed is currently 0.

Unattended objects and structures always suffer this additional damage, as do creatures wearing heavy armor or with a Dexterity score of 10 or less, along with creatures suffering from the Grappled, Paralyzed, Petrified, Restrained, Stunned, or Unconscious conditions.

The additional mass imparted by the spell increases the damage of the weapon as you gain levels. The melee weapon attack inflicts an additional 1d12 damage to any target when you reach 5th-level (1d12 or 2d12 if slow or unmoving or with advantage), the additional damage when you have advantage or against a slow or unmoving target increases to 2d12 at 11th-level (1d12 or 3d12 if slow or unmoving or with advantage), and the additional damage on a hit to any target increases to 2d12 at 17th-level (2d12 or 4d12 if slow or unmoving or with advantage).

Arcane Synergy. This spell is often cast in conjunction with the wielding of a staff affected by a *stonebreaker* cantrip or while wielding the weapon created by an *earth hammer* spell.

Classes: Artificer, Druid, Sorcerer

Crystalline Refraction

1st-level transmutation
Casting Time: 1 Action and 1 Bonus Action
Range: Self
Components: S, M (a crystal arcane spellcasting focus)
Duration: Instantaneous

You must know the *ray of radiance* cantrip to cast this spell.

As part of the action used to cast this spell you must cast *ray of radiance*. The cantrip produces two rays with the same effect instead of only a single ray. Each ray can affect the same target or different ones.

At Higher Levels. If you cast this spell using a spell slot of 2nd-level or higher, the spell creates an additional ray of radiance effect for every two slot levels above 1st.
Classes: Sorcerer, Wizard

Curse of Dust

4th-level necromancy
Casting Time: 1 Action
Range: 90 feet
Components: V, S, M (a bit of sponge)
Duration: Instantaneous
You draw the moisture from a creature, plant, or body of water or fog you choose within range.

If the target is a creature it must make a Constitution saving throw. Constructs and undead aren't affected, and plant creatures and water elementals make this saving throw with disadvantage. A creature takes 8d10 necrotic damage on a failed save, or half as much damage on a successful one.

A nonmagical plant withers and dies instantly, or up to 60 gallons of water or fog in a 60-foot cube can be destroyed.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, the damage increases by 1d10, the quantity of water destroyed increases by 15 gallons, or the area of fog affected increases by 15-feet per slot level above 4th.
Classes: Sorcerer, Wizard

Curse of Enfeeblement

8th-level necromancy
Casting Time: 1 Action
Range: 150 feet
Components: V, S
Duration: Instantaneous
You wrack the body of a creature that you can see within range, attempting to shatter its physical form. The target takes 4d6 necrotic damage and must make a Constitution saving throw.

On a failed save, the creature's Strength and Dexterity scores become 1, its hit point maximum is halved, and it suffers disadvantage on all attack rolls, saving throws, and ability checks using Constitution.

At the end of every 30 days, the creature can repeat its saving throw against this spell. If it succeeds on its saving throw, the spell ends. The spell can also be ended by *greater restoration*, *heal*, or *wish*.

This spell has no effect on constructs or undead or on creatures immune to necrotic damage.
Classes: Warlock, Wizard

Curse of Exhaustion

8th-level necromancy
Casting Time: 1 Action
Range: 150 feet
Components: V, S
Duration: Instantaneous
You curse a target with unending exhaustion and weariness. The target takes 2d6 necrotic damage and 2d6 psychic damage and must make a Constitution saving throw and a Wisdom saving throw.

On one failed save, the creature suffers two levels of exhaustion, and it cannot reduce its exhaustion level below 2 while this curse lasts. If it fails both saves it suffers four levels of exhaustion, and it cannot reduce its exhaustion level below 4 while this curse lasts.

At the end of every 30 days, the creature can repeat each saving throw against this spell that it previously failed. If it succeeds on both saving throws, the spell ends. If it succeeds on only one saving throw the effect of the spell is reduced as described above. The spell can also be ended by *greater restoration*, *heal*, or *wish*. Once the spell is ended, the target can reduce their level of exhaustion normally.

This spell has no effect on creatures immune to exhaustion.
Classes: Bard, Druid, Warlock, Wizard

Curse of Phlegethos

8th-level necromancy
Casting Time: 1 Action
Range: 90 feet
Components: V, S
Duration: 1 minute
Choose a creature within range, you cause the skull (or other appropriate extremity) of that creature to burst into liquid flame; burning with a baleful light in a 10-foot radius and weeping tears of liquid eldritch fire until the beginning of its next turn. The creature must make a Constitution save. On a failure, it suffers 10d8 fire damage and is incapacitated by the agony of the flames until the start of its next turn. On a success it suffers half damage and is not incapacitated but suffers disadvantage on attack rolls and ability checks until the start of its next turn.

The target must repeat this saving throw at the start of each of its turns until the spell ends. The spell ends when the cursed creature succeeds on 3 Constitution saving throws, the creature dies, the duration expires, or the spell is removed with a *remove curse* or *wish* spell.

If the damage from this spell reduces a target to 0 hit points, the target is turned to ash and can only be returned to life by a *true resurrection* or *wish* spell.

A creature that ends its turn within 5 feet of the cursed creature suffers 5d8 fire damage.

Classes: Warlock

Dark and Infectious Humors

4th-level enchantment
Casting Time: 1 Action
Range: 30 feet
Components: V, S, M (tiny tarts and a feather that is waved in the air)
Duration: Concentration, up to 1 minute
All creatures of your choice within range perceive everything as hilariously funny and fall into fits of laughter if this spell affects them. A target must succeed on a Wisdom saving throw or fall prone, becoming incapacitated and unable to stand up for the duration. A creature with an Intelligence score of 4 or less isn't affected.

At the end of each of its turns, and each time it takes damage, a target can make another Wisdom saving throw. A target has advantage on the saving throw if it is triggered by damage. On a success, the spell ends for that creature.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, the range of the spell increases by 10 feet per slot level above 4th.
Classes: Bard, Wizard

Dark Reaper

2nd-level necromancy
Casting Time: 1 Bonus Action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes
You create a weapon of solid life-stealing shadow. This magic weapon usually takes the form of a scythe, lasts until the spell ends, and must be wielded in two hands. If you drop the weapon, it dissipates at the end of the turn. Thereafter, while the spell persists, you can use a Bonus Action to cause the scythe to reappear in your hand.

You can wield the Dark Reaper as a simple melee weapon with which you are proficient. It possesses the Two-Handed and Reach properties and inflicts 2d10 necrotic damage on a hit. You can use your Spellcasting Ability modifier in place of Strength on the attack and damage rolls using the weapon.

Within 30 feet of the weapon bright light becomes dim and dim light becomes darkness. While you hold the scythe, you can see normally in dim light and darkness, both magical and nonmagical, to a distance of 60 feet.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the necrotic damage increases by 1d10 for every two slot levels above 2nd. When cast using a spell slot of 3rd or 4th-level the weapon gains a +1 bonus to hit and damage, this increases to +2 using a 5th or 6th-level slot, or +3 using a 7th-level or higher slot.
Classes: Cleric, Paladin, Warlock, Wizard

Dark Shard

illusion or necromancy cantrip
Casting Time: 1 Bonus Action
Range: Self
Components: S, M (dim light or darkness)
Duration: 10 minutes
When you learn this cantrip, choose whether you learned it as an illusion or necromancy cantrip. When you cast this cantrip you gain the ability to create weapons formed from shadow and glamour. If you are in dim light or darkness when you cast the spell, you can cast it normally, otherwise you must suffer 1 point of damage as you pull upon your own essence to maintain the spell.

For the duration of the spell, you can cause a magical dagger formed of shadow to appear in your hand whenever you would make a weapon attack or cast a spell that requires a weapon. The dagger has the Finesse, Light, and Thrown (range 30/90) properties and inflicts 1d4 psychic damage (if cast as an illusion spell) or 1d4 necrotic damage (if cast as a necromancy spell) on a hit. The dagger disappears at the end of your turn if it is not within your grasp.

You can use your Spellcasting Ability in place of Strength or Dexterity for attack and damage rolls using the weapons.

As you gain levels you learn to use the shadowy constructs created by this spell in different ways. At 5th-level you learn the version of the cantrip (illusion or necromancy) that you do not already know, and you gain the ability to form thieves' tools using the cantrip when you would use them. At 11th-level the spell is cast as both an illusion spell and a necromancy spell and the weapons created by the spell inflict 1d4 psychic damage and 1d4 necrotic damage on a hit. At 17th-level you have advantage on attack rolls using the weapons while in dim light or darkness.
Classes: Sorcerer, Warlock, Wizard

Darkling Smite

1st-level conjuration
Casting Time: 1 Bonus Action
Range: Self
Components: V
Duration: Concentration, up to 1 minute
Your melee weapon or fist begins seethe with shadowy vapor from the far realms when you cast this spell. The next time you hit with an unarmed strike, a melee spell attack that inflicts necrotic damage, or a melee weapon attack during this spell's duration, the target suffers the attack's normal effects plus an additional 2d6 necrotic damage and must make a Charisma saving throw. On a failed save, the shadows cling to the target. Unless the target can see in magical darkness, it becomes Blinded until the end of your next turn. The spell ends after the first successful hit.

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

Dashing Smite

2nd-level transmutation
Casting Time: 1 Bonus Action
Range: Self
Components: V
Duration: Instantaneous
As part of the Bonus Action used to cast this spell you take the Dash Action. You may make one extra attack with a melee weapon or unarmed strike at any point during your

movement which inflicts an additional 2d8 points of damage of the attack's damage type if it hits.

At Higher Levels. If cast using a spell slot of 3rd-level or higher the distance you may move during the turn you cast this spell increases by 10 feet and the additional damage increases by 1d8 per slot level used above 2nd.

> **Arcane Synergy.** This spell is one of what has been termed Metal Magic spells, developed by the Orders of Eldritch Knights within the Arcanum. This spell may be selected as a spell known by an eldritch knight of any order, regardless of the normal restrictions on selecting spells based upon a school of magic.

Classes: Bard, Paladin, Ranger, Warlock, Wizard

Daze

enchantment cantrip
Casting Time: 1 Action
Range: 30 feet
Components: V, S
Duration: Instantaneous
A creature within range must make a Wisdom save or have disadvantage on its next attack roll and be unable to take Reactions until the start of your next turn.

Creatures immune to being charmed aren't affected by this spell.

The effect of Daze increases as you gain levels: when you reach 5th-level (A target failing it's save has disadvantage on ALL of its attacks until the start of your next turn), 11th (If the target fails its Wisdom save it must make a Constitution save vs your spell DC or lose concentration on any spell it is currently maintaining), 17th (the target is incapacitated until the start of your next turn, this effect ends if the target is attacked or takes damage).
Classes: Bard, Sorcerer, Wizard

Dazzling Pattern

8th-level illusion
Casting Time: 1 Action
Range: 240 feet
Components: S, M (A pinch of powder or sand that is colored red, yellow, and blue.)
Duration: 1 minute
You create one of two effects. A stunning spray of colored flashing lights or a mesmerizing pattern of scintillating color. When you cast this spell you can choose any number of creatures to be unaffected by it.

Spray. A dazzling array of flashing, colored light springs from your hand in a 60-foot cone. Roll 25d10; the total is how many hit points of creatures within the cone this spell can affect. Creatures are affected in ascending order of their current hit points (ignoring unconscious and unaffected creatures and creatures that can't see).

Starting with the creature that has the lowest current hit points, each creature affected by this spell is stunned for 1 minute. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected. Any creature not stunned by this spell is blinded for 1 round. A creature stunned by this spell can make a saving throw at the end of each of its turns, if successful the creature is blinded until the end of its next turn, then the spell ends for that creature.

Pattern. A mesmerizing pattern of colors weave through a 60-foot cube within range. The pattern appears for a moment and then vanishes. Each affected creature in the area who sees the pattern must make a Wisdom saving throw. On a failed save, the creature becomes charmed for 1 minute. While charmed by this spell, the creature is incapacitated and has a speed of 0. On a successful save, the creature is charmed until the end of your next turn, then the spell ends for that creature.

This version of the spell ends for an affected creature if it takes any damage.

At Higher Levels. If you cast this spell using a 9th level spell slot, the duration increases to 10 minutes.
Classes: Sorcerer, Wizard

Dazzling Smite

1st-level evocation
Casting Time: 1 Bonus Action
Range: Self
Components: V
Duration: Concentration, up to 1 minute
Your melee weapon or fist begins to glow shedding dim light in a 10-foot radius when you cast this spell. The next time you hit with an unarmed strike, a melee spell attack that inflicts radiant damage, or a melee weapon attack during this spell's duration, the target suffers the attack's normal effects and is blasted with an additional 2d6 points of radiant damage. Unless the target is immune to the Blinded condition it also has disadvantage on attack rolls and ability checks that require sight until the end of your next turn. The spell ends after the first successful hit.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the damage increases by 1d6 for each slot level above 1st.
Classes: Bard, Cleric, Paladin, Sorcerer, Wizard

Deadly Web

4th-level conjuration
Casting Time: 1 Action
Range: 90 feet
Components: V, S, M (a bit of spider web and a fang or stinger of a poisonous creature)
Duration: Concentration, up to 10 minutes
You conjure a thick mass of sticky caustic or poisonous webbing at a point of your choice within range. The webs fill a 30-foot cube from that point for the duration. The webs are difficult terrain and lightly obscure their area. If the webs aren't anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the conjured web collapses on itself, and the spell ends at the start of your next turn. Webs layered over a flat surface have a depth of 5 feet.

Each creature that starts its turn in the webs or that enters them during its turn must make a Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free. A creature that

starts its turn restrained or becomes restrained during a turn takes 6d4 points of poison or acid damage (chosen when the webs are created). A creature that starts its turn in the area or that enters the area on a turn, but does not become restrained, suffers 3d4 poison or acid damage from contact with the web.

A creature restrained by the webs can use its Action to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained.

The webs are flammable. Any 5-foot cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire, 2d4 acid, and 2d4 poison damage to any creature that starts its turn in the fire from the flames and caustic fumes.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, the damage increases by 2d4 to creatures restrained by the web and by 1d4 to unrestrained creatures in the area, and the size of the cube increases by 10 feet for each slot level above 4th.

Classes: Artificer, Sorcerer, Wizard

Death Curse

3rd-level necromancy
Casting Time: 1 Reaction
Range: 90 ft
Components: V
Duration: Special

As a reaction when you would drop to 0 hit points you can pronounce a curse on the creature that inflicted the damage if it is within range. That creature is cursed, and you immediately suffer three death saving throw failures and die.

You can expend additional spell slots when you cast this spell, the spell is considered to be cast a level equal to the combined total of the spell slot used to cast the spell plus the additional spell slots expended, to a maximum spell level equal to half your level (round up).

Choose the effects of the curse as described in the *bestow curse* spell. The curse lasts indefinitely and can only be removed by a *wish* spell or by a *remove curse* spell cast at a level higher than that used to cast the curse. If you are returned to life, the curse can be removed normally.

At Higher Levels. If you cast this spell using a spell slot of 4th-level or higher, you can choose an additional target that participated in your demise for every slot level above 3rd.

> **Arcane Synergy.** If you know or have the *bestow curse* spell prepared, you can also cast this spell.

Classes: Bard, Cleric, Warlock, Wizard

Death Harvest

1st-level necromancy
Casting Time: 1 Reaction
Range: 30 feet
Components: V, S
Duration: Instantaneous

> You must have the Grim Harvest Wizard class feature to cast this spell.

You can cast this spell as a reaction when a creature, other than a construct or undead, you can see within range dies. You regain 2d4+6 hit points. If this would cause you to gain hit points in excess of your hit point maximum, you gain the remaining amount as temporary hit points.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the hit points gained increases by 1d4+3 for every slot level above 1st.

Classes: Wizard

Death Strike

necromancy cantrip
Casting Time: 1 Action
Range: Self (Special)
Components: S, M (a weapon)
Duration: Instantaneous

You conjure an aura of necromantic energy around the weapon used in the spell's casting and make a melee or ranged weapon attack using it against one creature within your reach or the weapon's range.

On a hit, the target suffers the attack's normal effects, except that the weapon attack is considered magical and if the target is missing any of its hit points it suffers an additional 1d6 necrotic damage.

A target other than a construct or undead creature brought to 0 hit points by this attack is slain instantly if it suffered necrotic damage from the attack.

Additionally, spell is a conduit for necromantic magic. If you hit with an attack using this spell while you maintain a necromancy spell that allows you to deliver the spell effect with a spell attack or an unarmed strike, you inflict the damage and effects of both spells on a hit with the *death strike* weapon attack.

Death Strike grows more potent as you gain levels. When you reach 5th-level the weapon attack inflicts an additional 1d6 necrotic damage on a hit, or 2d6 necrotic damage if the target is missing any of its hit points. This damage increases by 1d6 at 11th-level (+2d6 or +3d6) and 17th-level (+3d6 or +4d6).

> **Arcane Synergy.** If you cast *death strike* while you are maintaining *vampiric touch* you regain hit points equal to half the total amount of necrotic damage inflicted. If maintaining *wraith touch* the target's hit point maximum is reduced by the total necrotic damage inflicted on a failed save.

Classes: Cleric, Warlock, Wizard

Debilitating Curse

5th-level necromancy
Casting Time: 1 Action
Range: 120 ft
Components: V, S
Duration: Concentration, up to 1 minute

You utter a wasting curse that drains the youth and vigor of those in the area. You curse up to six creatures of your choice in a 50-foot cube within range. Each target suffers 5d4 necrotic damage and must succeed on a Wisdom saving throw or be affected by this spell for the duration.

An affected target's speed is halved, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged

attack during its turn. In addition, an affected creature deals only half damage with attacks that use Strength, Dexterity, or Constitution and has disadvantage on Strength, Dexterity and Constitution checks and Strength, Dexterity, and Constitution saving throws.

A creature affected by this spell makes another Wisdom saving throw at the end of each of its turns. On a successful save, the effect ends for it. Undead and creatures immune to magical aging automatically succeed on saving throws versus this spell. A *remove curse* spell can also remove this effect on a target.

At Higher Levels. If you cast this spell using a spell slot of 6th-level or higher, you can affect 3 additional targets within a cube of 50 feet plus 10 feet per slot level above 5th.
Classes: Warlock, Wizard

Debilitating Shock

1st-level evocation
Casting Time: 1 Action
Range: Touch
Components: V, S
Duration: 1 round

> You must know the *shocking grasp* cantrip to cast this spell.

As part of the action used to cast this spell you must cast *shocking grasp* at a target within your reach. On a hit you inflict an additional 4d4 lightning damage and a Large sized or smaller target must make a Constitution saving throw or be Incapacitated until the start of your next turn. On a miss, the target is still shocked and suffers 2d4 lightning damage.

A creature immune to the spell's lightning damage automatically succeeds on its Constitution saving throw versus this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the damage on a hit increases by 2d4, and the damage on a miss increases by 1d4 for every slot level above 1st. If cast using a spell slot of 5th-level or higher this spell can Incapacitate a creature of size Huge or smaller.
Classes: Artificer, Sorcerer, Wizard

Decelerating Smite

2nd-level transmutation
Casting Time: 1 Bonus Action
Range: Self
Components: V
Duration: Concentration, up to 1 minute.
The next time you hit a creature with an unarmed strike, melee spell attack, or a melee weapon attack during this spell's duration, the attack deals an additional 2d8 force damage and the target becomes slowed for the duration.

An affected target's speed is halved, it takes a –2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn.

If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted.

A creature affected by this spell makes a Wisdom saving throw at the end of each of its turns. On a successful save, the effect ends for it.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, it inflicts an additional 1d8 force damage for each slot level above 2nd.
Classes: Sorcerer, Wizard

Deconstruct

4th-level transmutation
Casting Time: 10 minutes
Range: Touch
Components: V, S, M (A Transmuter's Stone)
Duration: Instantaneous

> You must have the Transmuter's Stone class feature to cast this spell.

You can use your Transmuter's Stone to deconstruct a magical item, distilling the magical essence into a form of crystal akin to a Dragonshard. The crystals have a value equal to half the price of the deconstructed item, are easily portable, and are suitable for use in crafting magical items. This spell can affect any consumable magical item (such as a potion or scroll) or a permanent magical item of Common or Uncommon rarity.

This spell cannot affect a Sentient magical item, an artifact, or one with a property such as the Unbreakable minor property that requires a specific method of destruction.

At Higher Levels. If you cast this spell using a spell slot of 5th-level or higher, you can affect a magical item of up to Rare quality. If cast using an 7th-level or higher spell slot the item can be of up to Very Rare quality, or up to Legendary quality if a 9th-level spell slot is used.
Classes: Wizard

Deductive Insight

3rd-level divination
Casting Time: 1 Action
Range: Self
Components: V, S
Duration: 1 hour
You magically enhance your ability to recognize patterns, note details, see clues, and solve puzzles granting intuitive leaps of knowledge and insight. For the duration of this spell you have Advantage and a +5 bonus on Intelligence and Wisdom checks and Intelligence saving throws and gain a +10 bonus to your passive Perception, Investigation, and Insight scores (this includes the usual +5 bonuses to passive scores when you have advantage).

In addition, you suffer no penalty to your passive perception when moving at a fast pace and you can take the Search Action as a Bonus Action on your turn.

At Higher Levels. If you cast this spell using a spell slot of 4th-level or higher, the duration increases by 1 hour per slot level above 3rd.

> **Arcane Synergy.** If you have the Observant feat, you gain a +15 bonus to your passive Wisdom (Perception) and

Intelligence (Investigation) scores while under the effects of this spell.

Classes: Bard, Wizard

Deflect Energy

2nd-level abjuration
Casting Time: 1 Reaction or 1 Action
Range: 60 feet
Components: S
Duration: Instantaneous or 1 round
You use magical force to deflect the power of an incoming energy attack. As a Reaction when you or a target you can see within range suffers acid, cold, fire, force, lightning, necrotic, radiant, or thunder damage from an effect that targets a creature or object directly as opposed to an area, you can cast this spell to reduce the damage of the effect by 2d10 + your Spellcasting Ability modifier.

When you reduce the energy damage of an attack to 0 using this spell, you may redirect some of the energy. Make a ranged or melee spell attack against a target you can see within 120 feet, if you hit you inflict energy damage equal to 1d10 + your Spellcasting Ability modifier of the original damage type.

Alternatively, you can cast this spell using both your Action and your Reaction during your turn. If you do so you can you can use the spell to reduce the damage of each eligible energy attack against you or a target within range until the start of your next turn, to a maximum number of attacks equal to 2 + the level of the spell slot used to cast the spell. Twice during this time, if you reduce the damage of an energy attack to 0 using this spell, you can attack with the redirected energy as described above.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, add 1d10 to the amount of damage reduction for each slot level above 2nd used to cast the spell. In addition, add 1d10 to the damage of the redirected energy attack for every 2 slot levels above 2nd. If cast as an Action you can attack with the redirected energy one additional time before the start of your next turn for every 2 slot levels above 2nd.
Classes: Sorcerer, Wizard

Delay Spell

1st-level evocation (Ritual)
Casting Time: 10 minutes
Range: 100 feet
Components: V, S, M (a sundial, clock, calendar, or other method of tracking time)
Duration: 10 days
While you cast Delay Spell you cast another spell or series of spells that you wish to have cast at dates and times during the duration that you specify as you cast them at the location in which you cast the spell. Those spells then take effect at the time you chose in the future. All variables for the delayed spells are chosen when you cast them, so they can only be spells that target a particular point, object, or creature that is present both at the time of casting and at the time set in the future.

At any point during the duration the caster can add additional spells and set the time and date during the duration that they will be cast.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the duration increases by 10 days for each slot level you use above 1st-level.

Arcane Synergy. Most often this spell is used to continue the daily casting of a spell that becomes permanent if cast daily over a year and the caster would be away for some time. It is also used by Necromancers wishing to maintain control over their undead minions while they are away.

Classes: Artificer, Wizard

Delayed Discharge Lightning Bolt

7th-level evocation
Casting Time: 1 Action
Range: Touch
Components: V, S, M (a staff, rod, or wand focus)
Duration: Concentration, up to 1 minute

When you cast this spell, you can either immediately release a stroke of lightning forming a line 100 feet long and 5 feet wide that blasts out from you in a direction you choose or hold the discharge, accumulating the charge in the spellcasting focus used to cast the spell. Each creature in the line must make a Dexterity saving throw. A creature takes lightning damage equal to the total accumulated damage on a failed save, or half as much damage on a successful one.

The spell's base damage is 12d6. If at the end of your turn you have not discharged the lightning, the damage increases by 1d6.

You can discharge the lightning, as described above, as a reaction at any time. You can also discharge the lightning when you hit with a melee attack using the focus to inflict the lightning damage on the target hit or when you cast a spell that inflicts lightning damage to increase the first lightning damage roll of the spell by this spell's accumulated damage.

The spell ends if you end your turn without the focus in your hand. If the spell ends before the lightning is discharged, the charge fizzles away harmlessly.

The lightning ignites flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the base damage increases by 2d6 for each slot level above 7th.
Classes: Sorcerer, Wizard

Deluge of Minaurous

7th-level conjuration
Casting Time: 1 Action
Range: 120 feet
Components: V, S
Duration: Instantaneous
You summon a downpour of poisonous acid rain from the hellish plane of Minaurous in a 30-foot-radius, 120-foot-high cylinder centered on a point within range. Each creature in the cylinder must make a Dexterity saving throw and a Constitution Saving throw. A creature takes 7d10 acid

damage on a failed Dexterity save and 7d6 poison damage on a failed Constitution save and is poisoned for 10 minutes.

A creature that succeeds on the Dexterity saving throw takes half the acid damage, a creature that succeeds on the Constitution saving throw suffers half the poison damage and is not poisoned.

At Higher Levels. If you cast this spell using a spell slot of 8th-level or higher, the acid damage increases by 1d8 and the poison damage increases by 1d6 for each slot level above 7th.
Classes: Warlock

Demikey

5th-level conjuration
Casting Time: 1 Action
Range: 60 ft
Components: S, M (a Planar Key magic item)
Duration: 1 minute
You create a shadowy door on a flat solid surface that you can see within range. The door is large enough to allow Medium creatures to pass through unhindered. When opened, the door leads to a *demiplane* that the caster has created or to any *demiplane* created using that planar key as a component.

Alternatively, this spell can be cast from within a *demiplane* to create a doorway to the last location from which the *demiplane* was accessed, the door appearing in the same location on the same flat solid surface as most previously used.

At Higher Levels. If cast using a spell slot of 5th-level or higher, you can increase the duration to 10 minutes at 6th-level, 1 hour at 7th-level, 24 hours at 8th-level, and to 10 days at 9th-level. You can cause the doorway to open or close using an action during the duration.
Classes: Warlock, Wizard

Deny Death

3rd-level necromancy
Casting Time: 1 Action
Range: Touch
Components: V, S
Duration: Instantaneous
You sacrifice a portion of your life force to return a recently deceased creature to life. You touch a creature that has died within the last minute. That creature returns to life with 1 hit point and you suffer 5d4 points of necrotic damage.

This spell can't return to life a creature that has died of old age, nor can it restore any missing body parts. The necrotic damage you suffer is not reduced by resistance or immunity.

At Higher Levels. If you cast this spell using a spell slot of 4th level or higher it gains a range of 10 feet, plus 10 feet per slot level above 3rd and you can choose an additional target per slot level above 3rd. You suffer an additional 2d4 necrotic damage from this spell for each target beyond the first returned to life.
Classes: Wizard

Dimensional Assault

conjuration cantrip
Casting Time: 1 Action
Range: Self (Reach)
Components: S, M (a melee weapon)
Duration: Instantaneous

> You must know a spell or have a trait or class feature that allows you to teleport to cast this spell.

As you cast this spell you make a melee weapon attack with the weapon used in the casting against one creature within your reach, magically changing the weapon's dimensional state as you do so. If this attack is made immediately after you teleport to a point where the target is within your reach, you have advantage on the attack roll and the target suffers an additional 1d8 force damage on a hit.

If you did not teleport immediately before making the attack, the attack is made normally and the target suffers the attack's normal effects on a hit.

The force damage increases as you reach higher levels. At 5th-level, the melee attack deals an extra 1d8 force damage to the target (even if you did not teleport prior to the attack) or it deals an extra 3d8 when you teleport prior to attacking. This damage increases to 2d8 or 5d8 at 11th-level and to 3d8 or 7d8 at 17th-level.
Classes: Sorcerer, Warlock, Wizard

Dimensional Dervish

6th-level conjuration
Casting Time: 1 Action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute
For the duration of this spell gain the ability to step in and out of the Ethereal Plane. During this spell you have advantage on attack rolls against creatures that cannot see into the Ethereal Plane (as with *see invisibility*) and you gain the ability to *see invisibility* with a range of 120 feet. On each of your turns, if you are able to take an Action, you may teleport up to 60 feet to an unoccupied point you can see as part of that Action.

As a Bonus Action on your turn you may perform one of the following:

Ethereal Retreat. You vanish from your current plane of existence and appear in the Ethereal Plane. At the start of your next turn, and when the spell ends if you are on the Ethereal Plane, you return to an unoccupied space of your choice that you can see within 60 feet of the space you vanished from. If no unoccupied space is available within that range, you appear in the nearest unoccupied space (chosen at random if more than one space is equally near).

While on the Ethereal Plane, you can see and hear the plane you originated from, which is cast in shades of gray, and you can't see anything there more than 120 feet away. You can only affect and be affected by other creatures on the Ethereal Plane. Creatures that aren't there can't perceive you or interact with you, unless they have the ability to do so.

Ethereal Strike. You step through the Ethereal Plane, teleporting to an unoccupied space of your choice that you can see within 60 feet, as part of the Bonus Action you may make one melee attack against a creature within melee reach of your destination. You inflict an additional 6d10 force damage if you hit with this attack.

At Higher Levels. When you cast this spell using a spell slot of 7th-level or higher, the damage inflicted by the Ethereal

Strike increases by 1d10 and the distance you can teleport increases by 10 feet for every slot level above 6th.

> **Arcane Synergy.** If you cast *evading step* during the duration of this spell, the distance you can teleport increases by 60 feet and you have advantage on the initial required saving throw.

Classes: Sorcerer, Wizard

Dimensional Imbuement

2nd-level conjuration
Casting Time: 1 minute (Imbuement)
Range: Touch
Components: V, S, M (a bag, pocket, pouch, or other small container)
Duration: Special
You imbue a container you touch with dimensional magic. The container has an interior space considerably larger than its outside dimensions, roughly 4 feet in every dimension. The container can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. Items within the container do not add to the weight of the container. Retrieving an item from the container requires an Action.

You must know or have the *rope trick* or *torbin's ready repository* spell in your spellbook to cast this spell. Items within the container when the spell expires are ejected and appear in the closest unoccupied space around the item

Unlike most imbuement spells, the extra dimensional space can be accessed by anyone opening the container, it does not require attunement by creatures other than the caster.

Optionally, the caster can choose to require attunement by creatures other than the caster in order to access the extradimensional space. To other creatures, the item functions as a normal bag.

At Higher Levels. If cast using a spell slot of 3rd-level or higher, the interior dimensions increase by 1 foot in every direction, and the amount of weight the container can hold doubles per slot level above 2nd. Alternatively, you can affect an additional container for each slot level above 2nd, each container beyond the first opens into the same extradimensional space, allowing items to be placed in one container and retrieved from another. The additional containers function as long as they are on the same plane of existence as the first.
Classes: Wizard

Dimensional Spike

2nd-level abjuration
Casting Time: 1 Reaction
Range: 60 ft
Components: S
Duration: Instantaneous
As a Reaction when a creature you can see within range attempts to teleport or travel between planes you can cast this spell to violently disrupt the effect.

The target must make a Constitution saving throw. On a failed save, it suffers 3d10 force damage and the teleportation or planar travel fails, expending the use of the spell or effect. On a successful save it suffers half damage and can teleport or travel between planes as intended.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, it inflicts an additional 1d10 force damage per slot level above 2nd. If you cast this spell using a spell slot of 6th-level or higher to disrupt a teleport spell, even on a successful save the target must roll twice on the mishap table and use the lower result.

> **Arcane Synergy.** If you cast this spell at a target within range of a teleport block spell, the target suffers disadvantage on its saving throw versus this spell.

Classes: Sorcerer, Warlock, Wizard

Disguise Other

2nd-level illusion
Casting Time: 1 Action
Range: 30 feet
Components: V, S
Duration: 1 hour
Choose yourself or another creature within range. You make that creature, including clothing, armor, weapons, and other belongings, appear different. This effect functions as described in the *disguise self* spell (PHB p.233).

If you cast this spell on an unwilling creature it may make an Intelligence saving throw to resist. If it fails the saving throw, it may not realize its appearance has been changed as it cannot see the illusion directly. Once it discovers the spell (by seeing a reflection, being informed of the change, etc.), it may make an Intelligence saving throw as an Action on each of its turns. If successful, the spell ends.

At Higher Levels. If you cast this spell using a spell slot of 3rd-level or higher, you can affect an additional creature for each slot level above 2nd.
Classes: Artificer, Bard, Sorcerer, Wizard

Disjunction

9th-level abjuration
Casting Time: 1 Action
Range: 150 feet
Components: V
Duration: Instantaneous
Choose a point within range; any spell, curse, or other magical effect within or partially within up to a 30-foot radius of that point immediately ends. An intact *prismatic wall* and an *antimagic field* are the only spells not removed by this effect.

Magic items within the area become non-magical until the end of your next turn. This has no affect on an artifact or sentient magical item.
Classes: Wizard

Dispelling Strike

4th-level abjuration
Casting Time: 1 Bonus Action
Range: Self
Components: V
Duration: Concentration, up to 1 minute.
The next time you hit a creature with an unarmed strike or weapon attack (ranged or melee) during this spell's duration, your attack glows with magical energy and deals an extra 4d10 force damage to the target. Additionally, any spell of

3rd-level or lower on the target ends. For each spell of 4th-level or above on the target make an ability check using your Spellcasting Ability . The DC equals 10 + the spell's level. On a successful check, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, a spell is dispelled automatically if its level is less than the level of the spell slot you used and it inflicts an additional 1d10 force damage for each slot level used higher than 4th.

Classes: Artificer, Bard, Cleric, Druid, Paladin, Sorcerer, Warlock, Wizard

Disruptive Strike

abjuration cantrip

Casting Time: 1 Action
Range: Self (Reach)
Components: S, M (a melee weapon)
Duration: 1 round

You momentarily enchant a weapon to place a ward on a target it hits that painfully disrupts its ability to channel magic. As part of casting this spell, you make an attack with the weapon used in the casting against one creature within your reach. On a hit, the target suffers the attack's normal effects and the creature's ability to channel magic is disrupted.

If the target is currently maintaining concentration on a spell it suffers an additional 1d8 force damage when hit by the attack, and this spell ends.

If the target is not currently concentrating upon a spell, the first time the target attempts to cast a spell before the start of your next turn it suffers 1d8 force damage, and this spell ends. The target must make a Constitution saving throw to maintain concentration on the casting based on the damage it suffered, if the saving throw fails the spell fails, but the spell slot or use of the spell is not lost.

This spell's damage increases when you reach higher levels. At 5th-level, the melee attack deals an extra 1d8 force damage to the target, and the force damage suffered by a target concentrating on a spell or when a target attempts to cast a spell before the start of your next turn increases to 2d8. Both damage rolls increase by 1d8 at 11th-level (2d8 and 3d8) and 17th-level (3d8 and 4d8).

Classes: Wizard

Disrupt Undead

necromancy cantrip

Casting Time: 1 Action
Range: Touch
Components: V, S
Duration: Instantaneous

You touch a single undead creature and seek to disrupt its necromantic life force. Make a melee spell attack. If successful, you inflict 1d12 points of necrotic damage that bypasses necrotic resistance and immunity. An undead creature reduced to 0 hit points by this spell is instantly destroyed. Only undead creatures are affected by this spell. An undead creature with a CR of 1/8 or less damaged by this spell is Incapacitated until the end of your next turn.

The amount of necrotic damage inflicted increases by 1d12 when you reach 5th-level (2d12), 11th-level (3d12), and 17th-level (4d12). The CR of an undead creature that can be incapacitated by this spell increases to 1/2 at 5th-level, 1 at 11th-level, and a CR of 2 or less at 17th-level.

Classes: Wizard

Dissonant Scream

5th-level enchantment

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

You whisper a discordant melody that all creatures of your choice within range can hear, wracking them with terrible pain. Affected targets must make a Wisdom saving throw. On a failed save, it takes 6d6 psychic damage and must immediately use its Reaction, if available, to move as far as its speed allows away from you. The creature doesn't move into obviously dangerous ground, such as a fire or a pit. On a successful save, the target takes half as much damage and doesn't have to move away. A deafened creature automatically succeeds on the save.

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

Classes: Bard

Draconic Aspect

4th-level transmutation

Casting Time: 1 Bonus Action
Range: Self
Components: V, S, (Special)
Duration: 1 hour

You can only cast this spell if you possess the Dragon Ancestor sorcerer class feature. You transform yourself into a humanoid draconic creature, gaining armored scales, wings, natural weapons, a tail, and additional abilities based upon your Draconic Ancestor.

Darkvision. You gain darkvision to a range of 60 feet or increase the range of your darkvision by 60 feet.

Blindsight. You gain blindsight to a range of 10 feet.

Scales. The protection provided by your Draconic Resilience increases; when you aren't wearing armor, your AC equals 15 + your Dexterity modifier.

Wings. You gain a fly speed of 40 ft. You must be wearing clothing or armor made to accommodate the wings in order for them to manifest.

Natural Weapons. You gain a Bite, Claw, and Tail natural weapon. You can use your Spellcasting ability instead of Strength for the attack and damage rolls of these natural weapons, and you can make a claw or tail attack as a bonus action on each of your turns.

Bite. 1d8 piercing damage

Claws. 1d6 slashing damage

Tail. 1d4 bludgeoning damage with Reach

You can't change form while wearing armor unless the armor is made to accommodate the changes, and clothing not made to accommodate the changes to your form might be destroyed when you cast this spell.

You gain immunity to a certain damage type based upon your Dragon Ancestor:

- Red, Gold, or Brass: Fire Immunity
- Silver or White: Cold Immunity
- Green: Poison Immunity (and Immunity to the Poisoned Condition)
- Blue or Bronze: Lightning Immunity
- Black or Copper: Acid Immunity

You can end the transformation as a bonus action at any time.

At Higher Levels. When you cast this spell using a spell slot of 6th-level or higher, the duration increases to 8 hours at 6th or 7th-level, and 24 hours at 8th-level or higher. Additionally, starting at 5th level, when you cast *draconic breath* during the duration of this spell, you inflict an additional 1d8 damage, plus 1d8 for every two slot levels above 5th.

Classes: Sorcerer (Dragon)

Draconic Breath

1st-level evocation
Casting Time: 1 Action
Range: Self (line or cone)
Components: S, (Special)
Duration: Instantaneous

> You can only cast this spell if you possess the Dragon Ancestor sorcerer class feature.

Inhaling a deep breath, you channel your draconic magic to breath forth a blast of energy like a dragon's breath weapon. The type of Breath Weapon is based upon your Dragon Ancestor:

- Red or Gold: A 15-foot cone of fire
- Silver or White: A 15-foot cone of cold
- Green: A 15-foot cone of poison
- Blue or Bronze: A 30 foot by 5-foot line of lightning
- Black or Copper: A 30 foot by 5-foot line of acid
- Brass: A 30 foot by 5-foot line of fire

Each creature in the area of the breath weapon must make a Dexterity saving throw (Fire, Lightning, or Acid) or a Constitution Saving throw (Cold or Poison). A creature takes 3d8 points of damage of the appropriate type on a failed save, or half as much damage on a successful one.

When you cast this spell you cannot cast it again until after the end of your next turn. During this time, the first time you hit with a bite natural weapon attack you can inflict an additional 1d8 damage of the type inflicted by your draconic breath.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the breath weapon damage increases by 2d8 for each slot level above 1st. When cast using a spell slot of 3rd-level or higher the area of a cone effect becomes 30-feet and the area of a line effect becomes 60-feet by 5-feet. When cast using a spell slot of 6th-level or higher the area of a cone effect becomes 60-feet and the area of a line effect becomes 120-feet by 5-feet.

> **Arcane Synergy.** You can cast *shifting strike* to make a bite natural weapon attack to inflict the additional damage on a bite from this spell.

Classes: Sorcerer (Dragon)

Draconic Form

6th-level transmutation
Casting Time: 1 Action
Range: Self
Components: V, S, (Special)
Duration: 1 hour

You can only cast this spell if you possess the Dragon Wings sorcerer class feature. You transform yourself into a Young dragon of the type corresponding to your Dragon Ancestor. Your game statistics are replaced by the statistics of the dragon form, though you retain your alignment and Intelligence, Wisdom, and Charisma scores. You also retain all your skill and saving throw proficiencies, in addition to gaining those of the dragon. If the creature has the same proficiency as you and the bonus listed in the statistics is higher than yours, use the creature's bonus in place of yours.

You assume the hit points and Hit Dice of the dragon form, if your current hit points are below your hit point maximum when you transform, reduce the current hit points of your dragon form by the same amount. The transformation lasts for the duration, or until you drop to 0 hit points or die. When you revert to your normal form, you return to the number of hit points you had before you transformed, or your current hit points, whichever is less. If you revert as a result of dropping to 0 hit points, you are knocked unconscious.

You retain the benefit of any features from your class, race, or other source and can use them, provided that your new form is physically capable of doing so. You can't use any special senses you have (for example, darkvision) unless your new form also has that sense. You can speak and cast spells as normal but usually cannot provide material components in draconic form.

When you transform, you choose whether your equipment falls to the ground in your space or merges into your new form. Equipment that merges with the form has no effect until you leave the form. You can end the transformation as a bonus action at any time.

At Higher Levels. If you cast this spell using a spell slot of 7th level or higher, the duration increases by 1 hour per slot level above 6th. If you cast this spell at 9th-level, you may assume the form of an Adult dragon of the appropriate type for 8 hours. You gain any Legendary Actions and the Legendary Resistance ability possessed by the adult dragon form, but not Lair actions.

Classes: Sorcerer (Dragon)

Drain Life

necromancy cantrip
Casting Time: 1 Action
Range: Touch
Components: S
Duration: Instantaneous

Shadows briefly envelope your hand as you reach to drain the target's life energy; make a melee spell attack against a creature within your reach. On a hit, the target takes 1d8 points of necrotic damage, and you regain 1 hit point. You only regain hit points if the target suffers necrotic damage from the spell and do not regain hit points from attacks against constructs or undead.

You can cast this spell as part of the same Action used to make a melee spell attack using a Necromancy spell such as *shadow touch*, *vampiric touch*, or *wraith touch* after the initial casting of such a spell. On a hit you inflict the damage and effects of both spell attacks.

The spell's damage increases by 1d8 and the number of hit points you regain increases by 1 when you reach 5th-level (2d8 and 2), 11th-level (3d8 and 3), and 17th-level (4d8 and 4).

> **Arcane Synergy.** Some practitioners of the Arcane Way have adapted this spell into their repertoire of techniques. Among those wizards this spell is referred to as *Death Claw* for the open hand strike most commonly used to transmit the spell.

Classes: Sorcerer, Warlock, Wizard

Draw Blood

1st-level necromancy
Casting Time: 1 Reaction
Range: 10 feet
Components: S
Duration: Instantaneous
As a reaction when a creature you can see within range suffers slashing or piercing damage (or suffers some other wound that might cause it to bleed), you can draw the blood along with a portion of the creature's life force to yourself. The target suffers an additional 2d6 necrotic damage and you regain hit points equal to the necrotic damage suffered by the target.

Constructs and undead are immune to this spell, as are creatures that do not bleed.

At Higher Levels. If you cast this spell using a spell slot of 2nd level or higher, the necrotic damage increases by 1d6 per slot level above 1st.

> **Arcane Synergy.** If you have the Blood Magic sorcerer feature or the Blood Magic Adept feat, you can choose to gain blood magic dice in place of some of the hit points you would regain from this spell; to a maximum number of dice equal to your proficiency bonus.

Classes: Druid, Sorcerer, Warlock, Wizard

Dread Blade

necromancy cantrip
Casting Time: 1 Action
Range: Self (Reach)
Components: V
Duration: 1 round
You lay a fearsome curse as you strike at a target, shaking their resolve. As part of casting this spell, you make a melee attack against one creature within your reach. The attack affected by this spell can be an unarmed strike or a weapon attack. On a hit, the target suffers the attack's normal effects, and its resolve is shaken. Until the end of your next turn it has disadvantage on saving throws and ability checks made to resist fear or intimidation or to remove the frightened condition.

If the target is frightened it suffers an additional 1d8 psychic damage when hit by the attack.

If the target is not currently frightened, if it becomes frightened before the end of your next turn it suffers 1d8 psychic damage.

The damage from attacking with this spell never disrupts or ends a fear effect.

This spell's damage increases when you reach higher levels. At 5th-level, the melee attack deals an extra 1d8 psychic damage to the target, and the psychic damage suffered by a frightened target or a target that becomes frightened increases to 2d8. Both damage rolls increase by 1d8 at 11th-level (2d8 and 3d8) and 17th-level (3d8 and 4d8).
Classes: Warlock, Wizard

Drown

6th-level conjuration
Casting Time: 1 Action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute
Choose one creature you can see within range. The creature sputters and chokes, water gushing from its mouth and filling its lungs. The creature must make a Constitution saving throw. On a successful save, the spell ends and the target cannot speak and has disadvantage on attack rolls and ability checks until the start of your next turn as it expels the water from its lungs. On a failed save its lungs fill with water. For the duration of the spell, the target cannot speak and has disadvantage on attack rolls and ability checks.

During the creature's next turn, it can use its Action to attempt another Constitution saving throw. On a failed save, or if it does not use its action to make a save, it begins to drown. It can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 hit points and is dying, and it can't regain hit points or be stabilized until it can breathe again.

A creature attempting to stabilize a creature affected by this spell can use its Action to make a Wisdom (Medicine) check versus your spell save DC to expel the water. On a success, the spell ends, and the target can be stabilized normally.

Undead, constructs, creatures that do not need to breathe, and creatures that can breathe water are unaffected by this spell.

At Higher Levels. If you cast this spell using a spell slot of 7th level or higher, you can target an additional creature within range for each slot level above 6th.
Classes: Druid, Sorcerer, Warlock

Earthen Durability

1st-level transmutation
Casting Time: 1 Action
Range: Self
Components: V, S, M (a stone)
Duration: 8 hours
Your skin assumes a stony appearance and you gain a base AC of 13 + your Constitution modifier. If your AC would be higher due to the armor you are wearing, you use that AC instead.

At Higher Levels. If you cast this spell using a spell slot of 3rd-level or higher, the duration increases by 2 hours per

slot level above 1st and bludgeoning, piercing, and slashing damage that you take from nonmagical weapons is reduced by 1 per two slot levels above 1st.
Classes: Druid, Sorcerer

Earth Hammer

2nd-level conjuration
Casting Time: 1 Bonus Action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes
You conjure a large stone hammer which appears in your hands. The magic of the spell connects you to the strength of the earth which allows you to easily wield the heavy weapon. The hammer lasts for the duration, if you end your turn without the hammer in your hand it disappears, but you can conjure the hammer again as a Bonus Action during the duration.

You can wield the *earth hammer* as a simple melee weapon with which you are proficient. It possesses the Two-Handed and Heavy properties and inflicts 2d12 bludgeoning damage on a hit. Hits from the hammer inflict double damage to unattended objects and structures. You can use your Spellcasting Ability modifier in place of Strength on the attack and damage rolls using the weapon.

The *earth hammer* can be best wielded when firmly rooted upon solid earth. During any turn that you do not move, melee attacks made using this weapon have advantage if both you and the target are standing upon earth or stone.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the bludgeoning damage on a hit increases by 1d12 for every two slot levels above 2nd. When cast using a spell slot of 3rd or 4th-level the weapon gains a +1 bonus to hit and damage, this increases to +2 using a 5th or 6th-level slot, or +3 using a 7th-level or higher slot.

> **Arcane Synergy.** If you use your Action to cast *crushing blow* you may use the *earth hammer* to make the melee attack. If you know the *stonebreaker* cantrip, you inflict that cantrip's additional damage when attacking an object or creature made of inorganic materials. A small creature using its Spellcasting Ability modifier on attack and damage rolls can ignore the Heavy property of the weapon.

Classes: Druid, Sorcerer

Earth Sense

3rd-level divination
Casting Time: 1 Action
Range: Self
Components: V, S
Duration: 8 hours
When you cast this spell, you gain tremorsense with a range of 30 feet while you are in contact with earth or stone or increase the range of your tremorsense by 30 feet if you already possess this sense. A creature with tremorsense can detect and pinpoint the origin of vibrations within a specific radius, provided that the creature and the source of the vibrations are in contact with the same ground or substance. Tremorsense can't be used to detect flying or incorporeal creatures. This sense is not blocked by sold barriers composed of earth or stone.

In addition, during the duration, you can sense the presence, quantity, and type of earth, stone, gems, or metal within range of your tremorsense and you have advantage on ability checks relating to earth, stone, or metal within this range. This spell is often used to sense the presence of gems and precious metals within the earth.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, you can increase the range of your tremorsense by 30 feet or the duration of the spell by 8 hours per slot level above 3rd.
Classes: Druid, Ranger, Sorcerer

Earth Shield

2nd-level conjuration
Casting Time: 1 Bonus Action
Range: Touch
Components: V, S
Duration: 1 minute
You must be standing upon earth or stone to cast this spell. You pull a sheltering wall of stone from the earth at a point adjacent to you. This wall grants you three-quarters cover from attacks originating beyond it. A target with three-quarters cover has a +5 bonus to AC and Dexterity saving throws.

The wall sinks back into the earth if you move or the spell ends. For the duration of the spell, you can reestablish the wall at a new location, or to protect against attacks from a different direction as a bonus action during your turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, the duration increases by 1 minute per slot level above 2nd.
Classes: Druid, Sorcerer

Earth Stomp

1st-level evocation
Casting Time: 1 Bonus Action
Range: up to 10 feet
Components: S
Duration: Instantaneous
You slam your foot into the ground causing a momentary tremor within range. Each creature other than you in that area must make a Dexterity saving throw. On a failed save, a creature takes 1d6 bludgeoning damage, is knocked prone, and cannot take reactions until the start of its next turn.

Creatures immune to the prone position automatically succeed on the saving throw versus this spell.

At Higher Levels. If you cast this spell using a spell slot of 2nd-level or higher, the damage increases by 1d6 and the range increases by up to 5 feet per slot level above 1st.
Classes: Druid, Sorcerer, Wizard

Efficacious Effervescence

1st-level transmutation (ritual)
Casting Time: 1 Action
Range: touch
Components: V, S, M (a stimulant ingested by the target)
Duration: 1 hour

You infuse a target you touch with vitality. For the duration of the spell the target suffers none of the detrimental effects of exhaustion. At the end of the duration the target must make a Constitution saving throw with a DC equal to three times the target's current level of exhaustion. If the save fails, the target's level of exhaustion increases by one step.

This spell in no way removes exhaustion, it simply suspends the effects for the duration.

You can cast this spell as a ritual, infusing the magic into food or drink. Anyone who consumes the resultant sustenance gains the effects for 4 hours. The mixture remains potent for 24 hours.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the duration increases to 4 hours at 2nd-level, 8 hours at 3rd-level, and 24 hours at 4th-level or higher.

Classes: Artificer, Wizard

Ego Whip

1st-level enchantment

Casting Time: 1 Action
Range: 90 feet
Components: S
Duration: Instantaneous

You unleash rapid lashings of mental energy assaulting the ego of your enemy, debilitating its confidence. A single creature within range must make a Charisma saving throw. The target takes 4d6 psychic damage on a failed save and has disadvantage on all attack rolls and ability checks until the end of your next turn. On a successful save the target takes half damage and does not incur disadvantage.

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

Classes: Wizard, Warlock, Sorcerer

Eldritch Ammunition

conjuration cantrip

Casting Time: 1 Bonus Action
Range: Touch
Components: S
Duration: 1 hour

You quickly modify a ranged weapon with the ammunition property that you touch, granting it the ability to produce magical ammunition when fired. Choose acid, fire, force, lightning, or thunder when you cast this spell. The damage type of the affected weapon changes to the chosen damage type and you ignore the weapon's ammunition, loading, and reload properties for the next 12 shots made using it, effectively giving the weapon the reload property with that number of shots. If you choose thunder for the damage type you can choose for the damage to be nonlethal, if you reduce a creature to 0 hit points with this damage, it becomes unconscious but stable at 0 hit points without requiring death saving throws.

The spell ends when the last shot is used, or the duration expires. A creature can also use an action or bonus action to remove the modification on weapons they are wielding, ending the spell.

You can affect two light ranged weapons (such as pistols or hand crossbows) when you cast this spell, dividing the number of shots equally between the two weapons, and such weapons only require one hand to use for the duration.

As you gain levels, the number of shots affected by this cantrip increases by 6 at 5th level (18), 11th level (24), and 17th level (30).

Classes: Artificer, Wizard

Eldritch Augmentation

1st-level transmutation

Casting Time: 1 Bonus Action
Range: Touch
Components: V, S, M (a weapon)
Duration: 1 hour

You augment a weapon you touch with eldritch energy. The weapon becomes magical for the duration and gains a pool of eldritch energy represented by four d4s that you can expend to enhance your attacks using the weapon in the following ways:

- When you make an attack roll using the weapon, you can expend a single d4 from the pool. Roll the die and add the number rolled to the weapon attack roll. You can wait until after you roll the d20 before deciding to use a die from the pool but must decide before the DM says whether the attack hits or misses.
- When you roll damage for the weapon you can expend up to your Spellcasting Ability modifier number of dice from the pool. Roll the dice and add the total to the damage roll.

While the weapon has eldritch energy remaining it sheds bright light in a 5-foot radius and dim light for an additional 5 feet. Only you can use the reservoir of eldritch energy contained in the weapon. Any dice remaining in the pool are lost when the spell ends.

The spell ends if the weapon is more than 5 feet away from you for 1 minute or more. It also ends if you cast this spell again, if you dismiss the spell (no action required), or if you die.

At Higher Levels. If you cast this spell using an 2nd-level or higher spell slot, add 2d4 to the pool per slot level above 1st. In addition, if you cast this spell using a 2nd-level or higher spell slot, you can affect two light weapons instead of a single weapon. The pool of eldritch energy is shared between the two light weapons. If cast using a spell slot of 5th level or higher, each d4 becomes a d6. If a 9th level spell slot is used, each d4 instead becomes a d8.

Classes: Artificer, Warlock, Wizard

Eldritch Barrage

1st-level evocation

Casting Time: 1 Bonus Action
Range: Self
Components: V, S, M (an arcane spellcasting focus)
Duration: Concentration, up to 1 minute

> You must know the *eldritch blast* cantrip to cast this spell.

For the duration of this spell, each time you cast *eldritch blast*, the cantrip produces one additional beam. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 10 minutes. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 1 hour.
Classes: Warlock

Elemental Blizzard

7th-level conjuration
Casting Time: 1 Action
Range: 500 ft
Components: V, S
Duration: Concentration, up to 1 minute.
Until the spell ends, freezing ice and snow fall in a 40-foot-tall cylinder with a 40-foot radius centered on a point you choose within range. The area is heavily obscured, and exposed flames in the area are doused.

The ground in the area is covered with slick ice, making it difficult terrain. When a creature enters the spell's area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw. On a failed save, it falls prone. A prone creature within the area must succeed on a Dexterity (Acrobatics) check versus your spell save DC to stand up. On a failed check, it uses half its movement in the attempt and remains prone.

Each creature that ends its turn within the area suffers 7d8 cold damage.

If a creature starts its turn in the spell's area and is concentrating on a spell, the creature must make a successful Constitution saving throw against your spell save DC or lose concentration.

At Higher Levels. If you cast this spell using an 8th-level or higher spell slot the cold damage increases by 1d8 per slot level above 7th.
Classes: Druid, Sorcerer, Wizard

Elemental Guardians

3rd-level conjuration
Casting Time: 1 Action
Range: Self
Components: V, S, M (material of the appropriate element)
Duration: Concentration, Up to 1 minute
You awaken the elemental spirits in the area to guard you. They ward the area around you to a distance of 15 feet for the duration. You may choose Earth, Air, Fire, or Water spirits when you cast this spell.

When you cast this spell, you can designate any number of creatures you can see to be unaffected by it. Affected creatures suffers an effect specific to each type of elemental:

***Ear**th.* You can choose this option when standing on earth or stone. When an affected creature walking or climbing on earth or stone enters the area for the first time on a turn or starts its turn there it must make a Strength saving throw or suffer 1d10 bludgeoning damage and have its speed reduced to 0 until the start of its next turn. A creature suffers half damage and its speed is only halved while in the area on a successful save.

Air. You can choose this option when outdoors under the open sky. Ranged weapon attacks made by affected creatures within the area or at unaffected targets within the area suffer disadvantage. When an affected creature enters the area for the first time on a turn or starts its turn there it must make a Dexterity saving throw or suffer 1d10 thunder damage. A large sized or smaller flying creature is also knocked prone on a failed save. A creature suffers half damage on a successful save.

Fire. You can choose this option if there is a source of open flame in the area. When an affected creature enters the area for the first time on a turn or starts its turn there it must make a Dexterity saving throw or suffer 3d10 fire damage. A creature suffers half damage on a successful save.

Water. You can choose this option if you are on or within a body of water large enough to contain the area. When an affected creature in or on the water enters the area for the first time on a turn or starts its turn there it must make a Strength saving throw or suffer 1d10 bludgeoning damage and have its speed reduced to 0 until the start of its next turn. A creature suffers half damage and its speed is only halved while in the area on a successful save.

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

Elemental Swarm

9th-level conjuration
Casting Time: 1 Action
Range: 120 feet
Components: V, S, M (burning incense for air, soft clay for earth, sulfur and phosphorus for fire, or water and sand for water)
Duration: Concentration, up to 1 minute
You briefly call forth an swarm of elementals to serve you. Choose up to five areas of air, earth, fire, or water that fills a 10-foot cube within range. Five large elementals appropriate to the area you chose appear in unoccupied spaces within 30 feet of the areas chosen. For example, a fire elemental emerges from a bonfire, and an earth elemental rises up from the ground. The elementals must all be of the same type and disappear when they drop to 0 hit points or when the spell ends.

The elementals are friendly to you and your companions for the duration. Roll initiative for the elementals as group, which have their own turn. They obey any verbal commands that you issue (no action required by you). If you don't issue any commands to the elementals, they defend themselves from hostile creatures but otherwise take no actions.

If your concentration is broken, the elementals disappear.
Classes: Druid, Wizard

Empathic Sense

divination cantrip
Casting Time: 1 Action
Range: Self (30-foot radius)
Components: S
Duration: 10 minutes
You get a sense of the feelings and emotions of creatures around you. A creature with an Intelligence score of 1 or less is not affected nor are constructs or creatures immune to having their thoughts read. The spell can penetrate barriers,

but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you. You can use your Spellcasting Ability in place of Wisdom for Wisdom (Insight) checks made during the duration of this spell.

When you cast the spell and as an Action during the duration you can search for the presence of thinking and feeling creatures within range. You learn the approximate direction and numbers of such creatures and sense the presence of any strong emotion within the area. This use of the spell might alert you to the presence of creatures with hostile intent within the area, but not the target of that hostility, or the identity of the creatures.

As a Bonus Action during the duration you can focus your senses on one creature you can see or sense within range. You learn the target's location and prevailing emotion (love, anger, fear, etc.). You have advantage on Wisdom (Insight) checks when dealing that creature for the duration of the spell or until you choose to focus your empathic sense on a new creature.

Finally, events of great import related to powerful emotions can leave a lasting psychic impression on an area or item. As an Action, you can use the spell to sense such impressions in your area or related to an item you handle. You sense the emotions or feelings such events evoked. Such impressions usually fade in a matter of days; however, especially strong impressions can last for months or even years.

The sensitivity of your empathic sense is enhanced as you gain levels. Starting at 5th-level the range of your sense increases to 60 feet and you gain a +1 bonus to Wisdom (Insight) checks during the duration, this increases to 90 feet and +2 at 11th-level, and to 120 feet and +3 at 17th-level.
Classes: Bard, Wizard, Sorcerer

Empower Cantrip

1st-level evocation
Casting Time: 1 Action
Range: Self
Components: M (a spellcasting focus)
Duration: Instantaneous
As part of the action used to cast this spell, you also cast a cantrip you know with a casting time of 1 Action that requires a saving throw to avoid the damage and effects of the cantrip. During the turn you cast this spell, any damage roll of the cantrip is increased by 1d8 and any creature succeeding on its saving throw versus the cantrip still suffers half damage, but none of the cantrip's other effects.

At Higher Levels. If you cast this spell using a spell slot of 2nd level or higher, the additional damage increases by 1d8 per slot level above 1st.
Classes: Artificer, Bard, Cleric, Druid, Sorcerer, Warlock, Wizard

Enchanted Slumber

6th-level enchantment
Casting Time: 1 Action
Range: 300 ft
Components: V, S, M (a pinch of fine sand, rose petals, or a cricket)
Duration: 8 Hours
This spell sends creatures into an enchanted slumber. Creatures within up to 60 feet of a point you choose within range must make a Wisdom saving throw. Creatures with current hit points of less than 30 automatically fail this saving throw and creatures with current hit points of less than 60 have disadvantage on this saving throw. On a failed saving throw a creature falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake.

Undead and creatures immune to being charmed aren't affected by this spell. When you cast this spell you can choose any number of creatures you can see within the area to be unaffected.

At Higher Levels. If you cast this spell using a spell slot of 7th-level or higher, the maximum area that can be affected increases by 10 feet, the current hit points under which a creature receives no saving throw increases by 5, and the current hit points under which a creature has disadvantage increases by 10 per slot level above 6th.

> **Arcane Synergy.** If you know the Somnolence cantrip the current hit points under which a creature receives no saving throw/disadvantage on saves against this spell increases by 5/10 at 11th-level and by 10/20 at 17th-level.

Classes: Bard, Sorcerer, Wizard

Endure Elements

2nd-level Abjuration (Ritual)
Casting Time: 1 Action
Range: Touch
Components: V, S
Duration: 24 hours
You protect your target from environments of extreme heat or cold. The target is immune to environmental conditions of extreme heat and cold or altitude, it does not have to make saving throws to avoid exhaustion from such conditions.

If the target is subject to a damaging attack of heat or cold, it gains resistance versus that one attack and the spell ends.

If cast as a ritual, you can protect a single creature as normal or a single tent or other structure no larger than a 25-foot cube. If cast on a structure the environment within remains comfortable for any creature within the structure.

At Higher Levels. If cast using a spell slot of 3rd-level or higher you can protect one additional target for each level slot above 2nd.
Classes: Artificer, Cleric, Druid, Ranger, Sorcerer, Wizard

Energize Focus

1st-level transmutation
Casting Time: 1 Bonus Action
Range: Touch
Components: V, S, M (an arcane spellcasting focus)
Duration: 1 hour
You energize an arcane spellcasting focus you touch with magical energy. The focus becomes magical for the duration and gains a pool of arcane energy represented by four d4s that you can expend to enhance your spells in the following ways:

- When you make a spell attack roll, a Spellcasting Ability check, or a Constitution saving throw to maintain concentration on a spell, you can expend a single d4 from the pool. Roll the die and add the number rolled to the spell attack roll, Spellcasting Ability check, or Constitution saving throw. You can wait until after you roll the d20 before deciding to use a die from the focus but must decide before the DM says whether the roll succeeds or fails.
- When a creature makes a saving throw against a spell you cast during the duration, you can expend a die from the pool. Roll the die and subtract the result from the creature's saving throw total. You must decide to expend the die before the creature makes its roll.
- When you roll damage for a spell you can expend up to your Spellcasting Ability modifier number of dice from the pool. Roll the dice and add the total to the damage roll.

While the focus has arcane energy remaining it sheds bright light in a 5-foot radius and dim light for an additional 5 feet. Only you can use the reservoir of power contained in the focus and you must be wielding the focus to access the pool. Any dice remaining in the pool are lost when the spell ends.

The spell ends if the focus is more than 5 feet away from you for 1 minute or more. It also ends if you cast this spell again, if you dismiss the spell (no action required), or if you die.

At Higher Levels. If you cast this spell using an 2nd-level or higher spell slot, add 2d4 to the pool per slot level above 1st. If cast using a spell slot of 5th level or higher, each d4 becomes a d6. If a 9th level spell slot is used, each d4 instead becomes a d8.

Classes: Artificer, Sorcerer, Warlock, Wizard

Engulfing Ooze

9th-level conjuration

Casting Time: 1 Action
Range: 240 feet
Components: V, S
Duration: 1 minute

You conjure a transparent cube of acidic ooze in a 40-foot cube centered on a point you choose within range. Any flames in the area are doused.

When a creature enters the spell's area for the first time on a turn or starts its turn there, it suffers 5d8 acid damage and must make a Dexterity saving throw.

On a successful save a creature can force its way through the ooze, for every 1 foot a creature moves through the area, it must spend 3 feet of movement. Creatures within the cube can be seen but have total cover and cannot breathe.

On a failed save, a creature is engulfed. The engulfed creature is restrained. An engulfed creature can try to escape by using an action to make a Strength check versus your spell save DC. On a success, the creature is no longer restrained and can force its way through the cube as described above.

A creature can also take an action to attempt to free a creature it can reach within the cube. Doing so requires a successful Strength check versus your spell save DC, and the creature making the attempt takes 5d8 acid damage if it is not also within the area.

At the start of each of your turns, each creature and object within the area takes 10d8 acid damage. (Magic items are unaffected.) As a bonus action on your turn, you can cause the cube to move up to 10 feet. When the cube moves, any engulfed creatures move with it, and any creature that the cube moves over must make a Dexterity saving throw or be engulfed as described above. The area of the cube will expand or contract to fill available space, up to its maximum area.

Classes: Sorcerer, Warlock, Wizard

Enhancing Imbuement

4th-level transmutation

Casting Time: 1 minute (Imbuement)
Range: Touch
Components: V, S, M (a belt, boots, gloves, or item of jewelry)
Duration: Special

When you cast this spell, you imbue the item with an enhancing enchantment. Choose one ability score. The wearer of the item gains one of the following effects, based on the chosen ability.

Strength. The wearer has advantage on Strength checks, and their carrying capacity doubles.

Dexterity. The wearer has advantage on Dexterity checks. It also doesn't take damage from falling 20 feet or less if it isn't incapacitated.

Constitution. The wearer has advantage on Constitution checks. It also gains 2d6 temporary hit points, which are lost when the spell ends.

Intelligence. The wearer has advantage on Intelligence checks.

Wisdom. The wearer has advantage on Wisdom checks.

Charisma. The wearer has advantage on Charisma checks.

When a creature wearing the item makes an attack roll, saving throw, or ability check using the chosen ability or a damage roll for an attack using that ability, it can activate the item (no action required) to enhance its prowess further. For 1 minute it can roll a d4 and gain a bonus equal to the result each time it makes such a roll, saving throw, or check. If the item enhances Constitution, the wearer regains the temporary hit points granted by the item each time it is activated and can choose to activate it as a bonus action.

A creature other than the caster must be attuned to the item to gain its benefits.

The item can activate to grant a further enhancement up to 4 times during the duration. You must know or have the enhance ability spell in your spell book to cast this spell.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the item can be activated one additional time per slot level above 3rd.

Classes: Wizard

Enrage

2nd-level Enchantment

Casting Time: 1 Action
Range: 60 feet
Components: V
Duration: Concentration, up to 1 minute

You draw upon the emotion and furor of combat to drive opponents into an unreasoning rage. Choose up to 3 hostile creatures of your choice that can hear you within range. Each target must succeed on a Wisdom saving throw or be

affected by this spell for the duration, becoming consumed with rage towards you, attempting to reach you and attack you in melee combat. Constructs are immune to this spell.

While enraged by this spell a creature cannot cast or concentrate on spells. If an affected creature is not within 5 feet of you at the start of its turn it must move towards you by the most direct route, trying to get within 5 feet of you. It must take the Dash action if it cannot move adjacent to you using its normal move. If an affected creature is prevented from moving to within 5 feet of you, it can use its Action to make ranged attacks targeting you or attack or destroy creatures or barriers that prevent it from reaching you. If within 5 feet of you, an affected creature must use its Action to make melee attacks against you.

It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than you, the target can make a Wisdom saving throw. The target can also make this save if it starts its turn in a location where it doesn't have line of sight to you. On a successful save, the spell ends for that creature. The spell also ends for a creature when it successfully hits you with a melee attack.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher you can target 3 additional creatures per slot level above 2nd.

> **Arcane Synergy.** A *calm emotions* or *control emotions* spell can suppress the effects of an *enrage*.

Classes: Bard, Wizard

Enraging Attack

enchantment cantrip
Casting Time: 1 Action
Range: 60 feet
Components: V
Duration: 1 round
You utter a series of magic laced taunts as you attack a creature. As part of the action used to cast this spell you make a melee or ranged attack against a target within 60 feet of you. On a hit, the target suffers the attack's normal effects and is overwhelmed with hatred towards you. If the target does not make an attack against you or otherwise attempt to damage you before the end of its next turn the psychic distress causes it to suffer 1d6 psychic damage. The spell then ends.

The psychic distress caused by the spell increases as you gain levels. At 5th-level, the attack deals an extra 1d6 psychic damage on a hit, and the damage the target takes if it does not attack you before the end of its next turn increases to 2d6. Both damage rolls increase by 1d6 at 11th-level (2d6 and 3d6) and 17th-level (3d6 and 4d6).
Classes: Bard, Warlock, Wizard

Entrancing Attack

enchantment cantrip
Casting Time: 1 Action
Range: Self (5 feet)
Components: V
Duration: Instantaneous
You use the motions of your attack and a short incantation to weave an enchantment to momentarily distract your target. As part of casting this spell, you make a melee attack against one creature within 5 feet of you.

If the target of the attack is a creature that can see or hear you, it must make a Wisdom saving throw. On a failed save you gain advantage on the attack roll and the attack causes a jarring psychic dissonance in the target as it disrupts the enchantment, inflicting an additional 1d8 psychic damage on a hit. On a successful save, you gain no additional benefit or damage from this spell and the attack causes the normal effects on a hit.

Creatures that can't be charmed automatically succeed on the saving throw versus this spell. A target that is already charmed by you automatically fails the saving throw versus this spell, but the charmed condition immediately ends if the attack hits and the attack goes unnoticed if it misses.

The psychic damage inflicted on a successful hit when the target fails its Wisdom saving throw increases by 1d8 when you reach 5th-level (2d8), 11th-level (3d8), and 17th-level (4d8).
Classes: Bard, Sorcerer, Warlock, Wizard

Envenom

conjuration cantrip
Casting Time: 1 Action
Range: Touch
Components: S, M (a poisoner's kit)
Duration: 1 minute
You conjure an injury poison to coat a weapon, ammunition, trap component, or other object that deals piercing or slashing damage. The poison remains potent for the duration, or until delivered through a wound or washed off, or you cast this spell again. A creature that takes piercing or slashing damage from an object coated with this poison must make a Constitution saving throw or suffer 1d4 poison damage.

If you are proficient with the poisoner's kit you use in the casting of this spell, the poison inflicts additional damage equal your proficiency bonus with that tool on a failed saving throw. Additionally if you have the ability to apply poison to a weapon or piece of ammunition as a bonus action, you can cast this spell as a bonus action.

The potency of the poison increases as you gain levels. The poison damage increases by 1d4 at 5th level (2d4), 11th level (3d4), and 17th level (4d4).
Classes: Artificer, Druid, Wizard

Ethereal Imbuement

4th-level transmutation
Casting Time: 1 minute (Imbuement)
Range: Touch
Components: V, S, M (a hat, goggles, cloak, or apparatus)
Duration: Special
While you wear the imbued item, you can see into the Ethereal Plane and can interact with creatures and objects on the ethereal plane as if they present on your plane. Ethereal creatures and objects appear ghostly and translucent.

As a bonus action you can activate the item to vanish from your current plane of existence and appear in the Ethereal

Plane (nothing happens if you were already on that plane). Activating the item in this way ends your turn. At the start of your next turn, if you are on the Ethereal Plane, you return to an unoccupied space of your choice that you can see within 20 feet of the space you vanished from. If no unoccupied space is available within that range, you appear in the nearest unoccupied space (chosen at random if more than one space is equally near).

While on the Ethereal Plane, you can see and hear the plane you originated from, which is cast in shades of gray, and you can't see anything there more than 60 feet away. You can only affect and be affected by other creatures on the Ethereal Plane. Creatures that aren't there can't perceive you or interact with you, unless they have the ability to do so.

Activating this item requires attunement if you are not the caster. The item can be activated six times during its duration. You must know or have the *blink* spell in your spellbook to cast this spell.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, you can activate the item two additional times per slot level above 4th and the distance from your disappearance point that you can choose to reappear at the start of your turn increases by 5 feet per slot level above 4th.
Classes: Wizard

Ethereal Smite

3rd-level conjuration
Casting Time: 1 Bonus Action
Range: Self
Components: V
Duration: Concentration, up to 1 minute.
For the duration of this spell you can *see invisibility* as the spell, you can see into the ethereal plane, and your melee attacks are considered magical and can affect ethereal targets.

At any point during the duration you can expend the spell when you hit a target within your reach with a melee attack. When expended, the spell ends, and the target suffers an additional 3d10 force damage and is flung violently back through the ethereal plane reappearing at a point up to 30 feet directly away from you. If this would cause the target to reappear inside a solid object or creature it suffers 1d10 force damage and reappears in the nearest unoccupied space. If you hit an ethereal creature with this attack it is pushed out of the ethereal plane and appears on the material plane as described above.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, it inflicts an additional 1d10 force damage and the target can be pushed an additional 10 feet through the ethereal for each slot level used higher than 3rd.
Classes: Bard, Sorcerer, Wizard

Evading Step

3rd-level conjuration
Casting Time: 1 Reaction
Range: Self
Components: V
Duration: Instantaneous
You can cast this spell as a Reaction when you would have to make a Strength, Dexterity, or Constitution saving throw versus a spell or effect that targets you or an area. You teleport up to 40 feet to an unoccupied space that you can see in an attempt to avoid the brunt of the effect. If this would take you outside the area of effect, you may make a saving throw using your Spellcasting Ability versus the effect DC.

On a success, you suffer no damage or other result from the effect. On a failure, you must make the normal saving throw versus the effect but suffer only half the resulting damage.

You can also cast this spell as a Reaction when an attacker you can see hits you with an attack, you may make a saving throw using your Spellcasting Ability versus the result of the attack roll. On a success, you suffer no damage and you teleport to an unoccupied space you can see within 40 feet.

On a failure, you suffer half damage from the attack, and you teleport to an unoccupied space you can see within 40 feet.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the distance you can teleport increases by 10 feet and you can extend the effect to one willing creature within 5 feet of you for every slot level above 3rd.
Classes: Sorcerer, Warlock, Wizard

Evocation of Thunder

8th-level evocation
Casting Time: 1 Bonus Action
Range: Self
Components: V, S
Duration: 1 minute
A barely contained aura of thunderous energy emanates from you for the duration of this spell. During this time, you are immune to thunder damage and have resistance to bludgeoning, piercing, slashing, and lightning damage.

Whenever a creature within 10 feet of you hits you with a melee attack it is blasted by thunder and must make a Strength saving throw. On a failure it suffers 3d8 thunder damage and is pushed 10 feet away from you. On a success, it suffers half damage and is not pushed.

As an Action and/or Bonus Action on your turn during the duration you can cause a surge of thunderous force to sweep out from you. Each creature in a 5-foot by 180-foot line, 15-foot by 60-foot line, a 60-foot cone, or a 35-foot cube originating from you must make a Strength saving throw. On a failed save, a creature takes 9d8 thunder damage and is pushed 20 feet away from you. On a successful save, the creature takes half as much damage and is pushed half the distance. You may choose a different option for the size of the area each time you generate the surge.

During the duration of this spell, if you strike a creature with a melee attack or melee spell attack that inflicts lightning or thunder damage it inflicts an additional 3d8 thunder damage and you can push the target 20 feet on a hit.

At Higher Levels. When you cast evocation of thunder using a spell slot of 9th-level, the damage from the thunderous energy increases to 12d8, the additional thunder damage when hit or on a successful melee attack increases to 4d8, and the duration increases to 10 minutes.
Classes: Sorcerer, Wizard

Excruciating Immolation

5th-level evocation
Casting Time: *1 Action*
Range: *90 ft*
Components: *V*
Duration: *Concentration, up to 1 minute*
Flames wreathe one flammable creature or object you can see within range. The target takes 6d8 fire damage and burns for the spell's duration. A target creature that suffers fire damage from the spell has disadvantage on attack rolls and ability checks until the end of its next turn.

The burning target sheds bright light in a 30-foot radius and dim light for an additional 30 feet. At the end of each of its turns, an affected creature must make a Constitution saving throw. On a failed save it takes 6d8 fire damage. On a successful save it suffers half damage and the spell ends. These magical flames can't be extinguished by nonmagical means while the spell lasts.

If damage from this spell kills a target, the target is turned to ash.

At Higher Levels. If you cast this spell using a spell slot of 5th level or higher, you can either increase the damage by 2d8 per slot level above 5th or target one additional flammable creature or object within range per slot level above 5th.

> **Arcane Synergy.** This spell replaces the *immolation* spell, if you know that spell you can replace it with this one.

Classes: Sorcerer, Wizard

Expedient Inspiration

2nd-level enchantment
Casting Time: 1 Reaction
Range: 60 feet
Components: V
Duration: Instantaneous
You may cast this spell as a Reaction when an ally within 60 feet fails an attack roll, saving throw, or ability check. That ally may immediately reroll the failed roll. You may expend a Bardic Inspiration die when you cast this spell, if you do so all targets of the spell may add the result of the die to the reroll.

At Higher Levels. If cast using a spell slot of 3rd-level or higher you may grant a reroll to an additional ally that failed the same check or saving throw for each slot level above 2nd.
Classes: Bard

Explosive Arrow

1st-level conjuration
Casting Time: 1 Action
Range: Self
Components: S
Duration: Instantaneous
You conjure an aura of barely contained energy around your arrow (or another ranged weapon). As part of the action used to cast this spell you must make a ranged weapon attack, or the spell fails. If you hit with the attack, the target suffers the normal damage from the ranged weapon plus 1d8 fire damage.

Hit or miss, the arrow erupts in a fiery explosion; the target of the attack and each creature within 5 feet of it must make a Dexterity saving throw. A creature takes 2d8 fire damage on a failed save, or half as much damage on a successful one.

At Higher Levels. If you cast this spell using a spell slot of 2nd-level or higher, the damage caused by the explosion increases by 1d8 for each slot level above 1st; and the radius of the explosion increases by 5 feet for every two slot levels above 1st.
Classes: Artificer, Ranger, Wizard

Fade

1st-level illusion
Casting Time: 1 Bonus Action
Range: Self
Components: S
Duration: Concentration, up to 1 hour
You weave a subtle illusion around yourself. For the duration, you become more difficult to see, sounds you make are muted, even your sent is subdued; and even when you are seen you are sometimes not noticed. You have a +10 bonus to Dexterity (Stealth) checks and Charisma (Deception) checks to avoid notice for the duration of the spell. Creatures have disadvantage on attempts to track or detect you by scent.

This spell does not provide concealment; you still must have some form of cover to hide from sight and you must at least somewhat look like you belong to pass unchallenged. If you take an overt action (such as shouting or obviously attacking) or noticeably incongruous action (such as taking the Dash action, flying using magic, or climbing a building) during this spell you lose the benefits until you use a Bonus Action to restore the effect.

At Higher Levels. If you cast this spell using a slot of 2nd-level or higher, its duration increases by 1 hour for each slot level above 1st.
Classes: Bard, Sorcerer, Warlock, Wizard

Familiar Foray

conjuration cantrip
Casting Time: 1 Action
Range: 100 feet
Components: None
Duration: Instantaneous
When you cast this spell, you infuse your familiar with eldritch energy and mentally command it to take an Action. Your familiar's eyes glow with power and it can immediately use its Reaction to move up to its speed and take an action, which can be the Attack action.

You may use your spell attack modifier for any attack rolls or ability checks the familiar makes during the Action and you may add your Spellcasting Ability modifier to damage rolls the familiar makes during the Action. Any saving throw required as a result of the Action may use your spell save DC instead of the normal save DC.

This spell is cast entirely via the familiar bond, since it has no components the casting is almost undetectable, and it can be cast while you are restrained, silenced, grappled, etc.
Classes: Warlock, Wizard

Fantastic Flight

7th-level transmutation
Casting Time: 1 Minute
Range: Touch
Components: V, S, M (a wing feather from any bird)
Duration: 8 hours
You touch up to 8 willing creatures as you cast this spell. The targets gain a flying speed of 120 feet for the duration. When the spell ends, a target falls if it is still aloft, unless it can stop the fall.

At Higher Levels. When you cast this spell using a spell slot of 8th-level or higher, the number of creatures that can be affected increases by 8 and the duration increases by 8 hours.

> **Arcane Synergy.** If you already possess a fly speed it increases by 120 feet for the duration of this spell.

Classes: Sorcerer, Warlock, Wizard

Fey Strike
1st-level evocation
Casting Time: 1 Bonus Action
Range: Self
Components: V
Duration: Concentration, up to 1 minute.
The next time you hit a creature with a weapon attack (ranged or melee) during this spell's duration, your weapon glows with a fey radiance, and the attack deals an extra 1d6 radiant damage. The target struck becomes outlined in flickering faerie fire. For the duration, it sheds dim light in a 10-foot radius.

Any attack roll against the affected creature has advantage if the attacker can see it, and the affected creature can't benefit from being invisible.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the additional radiant damage increases by 1d6 for every slot level used higher than 1st.

> **Arcane Synergy.** If the *faerie fire* spell is on your class's spell list, this spell is also added to your spell list.

Classes: Bard, Cleric (Light, Twilight), Druid, Paladin (Ancients), Ranger

Field of Sickness
3rd-level necromancy
Casting Time: 1 Action
Range: 90 feet
Components: V, S
Duration: Instantaneous
A field of sickening greenish energy rises in a 20-foot radius by 10-foot tall cylinder within range. Creatures within the field must make a Constitution save or take 4d10 poison damage and become poisoned for one minute. On a successful save the victim takes half damage and is not poisoned. A poisoned creature must make a Constitution save at the end of each of their turns to end the poisoned effect.

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

> **Arcane Synergy.** If the *ray of sickness* spell is on your class's spell list, this spell is also added to your spell list.

Classes: Artificer, Wizard, Sorcerer

Fiery Tempest
9th-level evocation
Casting Time: 1 Action
Range: 600 ft
Components: V, M (a flaming piece of straw)
Duration: Concentration, up to 1 minute
A whirling tempest of wind and flame howls down to a point that you can see on the ground within range. The fiery tempest is a 20-foot-radius, 60-foot-high cylinder centered on that point. Until the spell ends, you can use your action to move the whirlwind up to 30 feet in any direction along the ground. The whirlwind sucks up any Medium or smaller objects that aren't secured to anything and that aren't worn or carried by anyone.

A creature must make a Dexterity saving throw the first time on a turn that it enters the whirlwind or that the whirlwind enters its space, including when the whirlwind first appears or when a creature starts its turn there. A creature takes 10d6 bludgeoning damage on a failed save, or half as much damage on a successful one. In addition, a Large or smaller creature that fails the save must succeed on a Strength saving throw or become restrained in the whirlwind until the spell ends. When a creature starts its turn restrained by the tempest, the creature is pulled 5 feet higher inside it, unless the creature is at the top. A restrained creature moves with the whirlwind and falls when the spell ends, unless the creature has some means to stay aloft.

A restrained creature can use an action to make a Strength or Dexterity check against your spell save DC. If successful, the creature is no longer restrained by the tempest and is hurled 3d6 × 10 feet away from it in a random direction.

A creature that ends its turn within the fiery tempest suffers 10d4 fire damage, a creature that ends its turn within 10 feet of the tempest suffers 5d4 fire damage.
Classes: Druid, Sorcerer, Wizard

Final Moments
2nd-level necromancy
Casting Time: 1 Action
Range: Touch
Components: V, S, M (a recently dead body)
Duration: Instantaneous
You touch the body of a creature dead for no more than 1 day and experience that creature's final moments of life. You experience the creature's last moments as if you lived them, though the extent of the vision and how long it lasts is somewhat variable.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, the length of time the creature can have been dead increases to 10 days at 3rd-level, 10 months at 4th-level, 10 years at 5th-level, 100 years at 6th-level or higher, 1,000 years at 7th-level, 10,000 years at 8th-level, and unlimited at 9th-level.
Classes: Wizard, Warlock

Final Strike
5th-level divination
Casting Time: 1 Reaction

Range: Self
Components: None
Duration: Instantaneous
You sense the opportunity in your opponent's finishing strike. You can cast this spell as a Reaction when you would be reduced to 0 hit points. You suffer one death saving throw failure, and as part of the reaction used to cast this spell you may make one weapon or spell attack. (A spell attack must be made using an ongoing spell effect that allows an attack as an Action.) You have advantage on the attack roll and inflict an additional 10d6 damage on a successful hit.

At Higher Levels. If cast using a spell slot of 6th-level or higher the damage on a hit increases by 2d6 per slot level above 5th.
Classes: Bard, Paladin, Warlock, Wizard

Fire Blast
evocation cantrip
Casting Time: 1 Action
Range: 90 feet
Components: V, S, M (a tiny ball of bat guano and sulfur)
Duration: Instantaneous
You launch a blast of fire at a point within range. Each creature within 5 feet of that point must succeed on a Dexterity saving throw or take 1d6 fire damage. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

The fire damage caused by the spell increases by 1d6 when you reach 5th-level (2d6), 11th-level (3d6), and 17th-level (4d6). Additionally, if you know this cantrip, starting at 5th level you inflict an additional 1d6 damage when you cast a *fireball* spell. This increases to 2d6 at 11th level, and to 3d6 at 17th level.
Classes: Artificer, Sorcerer, Wizard

Firefall
7th-level conjuration
Casting Time: 1 Action
Range: Self (60 foot radius)
Components: V, S
Duration: Instantaneous
You conjure spears of blazing fire in the sky above you. Make a ranged spell attack against each creature of your choice within 60 feet. On a hit, the creature is struck by a plummeting spear and suffers 10d12 + your Spellcasting Ability modifier of fire damage.

At Higher Levels. If you cast this spell using a spell slot of 8th-level or higher, the fire damage increases by 2d12 per slot level above 7th.
Classes: Sorcerer, Warlock, Wizard

Fire Serpent
6th-level conjuration
Casting Time: 1 Action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute.
A huge serpent made up of living flame lashes out from you. The area occupied by the serpent consists of up to sixteen adjacent 5-foot cubes, which you can arrange as you wish. At least one cube must be adjacent to you, and each cube must have at least one face adjacent to the face of another cube.

Each creature in the area when the effect appears must make a Dexterity saving throw. On a failed save a creature takes 7d8 fire damage, or half as much damage on a successful save. A creature must also make this saving throw when it enters the area for the first time on a turn.

A creature that ends its turn within the area suffers 7d8 fire damage.

The effect ends if you move to a location that is not adjacent to it or choose to end it on your turn (no action required). The effect sheds bright light within 20 feet, and dim light for an additional 20 feet. As an Action on your turn during the duration, you can cause the fire serpent to lash out in a new area, as described above.

In addition, for the duration of the spell, whenever a creature within 5 feet of you hits you with a melee attack, the attacker takes 2d8 fire damage.

At Higher Levels. If you cast this spell using an 7th-level or higher spell slot the fire damage increases by 1d8 per slot level above 6th.
Classes: Druid, Sorcerer, Wizard

Fissure
2nd-level evocation
Casting Time: 1 Action
Range: Self (30-foot line)
Components: S
Duration: Instantaneous
You smash your foot or staff onto the ground causing the earth to erupt and crack in a line from you 30-feet long by 5-feet wide. Each creature in that line must make a Dexterity saving throw. If it fails it takes 2d12 points of bludgeoning damage and is pushed 10 feet to the side of the area and knocked prone. If it succeeds it is pushed 5 feet to the side of the area, takes half the bludgeoning damage, but is not knocked prone. This spell can only be cast on a surface connected to the earth.

This spell deals double damage to objects and structures. Unattended objects and structures in the spell's path automatically suffer damage, resulting in cracked stone, splintered wood, and disturbed earth. The area of the spell is difficult ground until cleared and may cause flooring to collapse if sufficiently damaged. If the area encounters a wall or a door, that barrier suffers damage as well.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, the bludgeoning damage increases by 1d12 for each slot level above 2nd.
Classes: Cleric, Druid, Sorcerer, Wizard

Fist of Unyielding Air
1st-level evocation
Casting Time: 1 Action
Range: 30 feet
Components: V, S
Duration: Instantaneous
You create a blast of solidified air that bludgeons a single creature. A creature that you can see that is within 30 feet of you must make a Strength saving throw. On a failed save, the creature takes 3d8 bludgeoning damage and you can push

it up to 20 feet away and knock it prone. On a successful save, the creature takes half as much damage and you don't push it or knock it prone. Only a creature of size Large or smaller may be pushed by this spell. Flying creatures suffer disadvantage on their saving throw versus this spell.

At Higher Levels. If you cast this spell at 2nd-level or higher, you inflict an additional 1d8 bludgeoning damage for each slot level above 1st. If cast at 3rd-level or higher you can push up to a huge sized creature. If cast at 6th-level or higher you can push a gargantuan sized creature.

Classes: Druid, Sorcerer

Flame Brand {Flame Blade}

2nd-level evocation
Casting Time: 1 Bonus Action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

You create a weapon of magical flame that you can wield for the duration. The weapon usually takes the form of a sickle or scimitar formed of fire. If you drop the weapon, it dissipates at the end of the turn. Thereafter, while the spell persists, you can use a Bonus Action to cause the weapon to reappear in your hand.

You can wield the weapon as a simple melee weapon with which you are proficient. It possesses the Finesse and Light properties and inflicts 3d6 fire damage on a hit. You can use your Spellcasting Ability modifier in place of Strength or Dexterity on the attack and damage rolls using the weapon.

When you cast the spell, or as a bonus action during the duration, you can choose to create two flame brands. If you do so, while both weapons exist, the damage of each weapon is reduced by 1d6 and you can use a Bonus Action on each of your turns to make a single attack using the second weapon.

The weapon sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the fire damage increases by 1d6 for every two slot levels above 2nd. When cast using a spell slot of 3rd or 4th-level the weapon gains a +1 bonus to hit and damage, this increases to +2 using a 5th or 6th-level slot, or +3 using a 7th-level or higher slot.

> **Arcane Synergy.** Flame Brand is an alternate version of the flame blade spell. If you know flame blade you may replace it with this spell. If you use your Action to cast burning blade or green flame blade you may use a flame brand to make the melee weapon attack.

Classes: Druid, Sorcerer

Flame Lance

1st-level evocation
Casting Time: 1 Action
Range: 30 feet
Components: V, S
Duration: Instantaneous

> You must know the *fire bolt* or *strike of living flame* cantrip to cast this spell.

You form a lance of searing flame to strike your foes. As part of the Action used to cast this spell you must cast *fire bolt* or *strike of living flame* at a target within range of both this spell and the cantrip. Your reach with a strike of *living flame* cast as part of a *flame lance* increases by 5 feet, and being within 5 feet of a hostile creature does not impose disadvantage on the ranged attack roll of a *fire bolt* cast as part of this spell.

On a hit, the target suffers the normal effects from the cantrip plus an additional 2d10 fire damage. On a miss, the target is still seared by the intense heat, suffering 1d10 fire damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the damage on a hit increases by 1d10 points of damage for each slot level above 1st. The fire damage on a miss increases by 1d10 per 2 slot levels above 1st.

Classes: Artificer, Sorcerer, Wizard

Flash Freeze

8th-level evocation
Casting Time: 1 Action
Range: 60 ft
Components: V, S
Duration: 1 minute

You attempt to freeze one target you can see within range solid. If the target is a creature, it must make a Constitution saving throw. On a failed save, it suffers 12d6 cold damage is restrained as it begins to freeze. On a successful save, the creature suffers half damage, and the spell ends.

A creature restrained by this spell must make another Constitution saving throw at the end of each of its turns. On a failed save, the creature suffers 6d6 cold damage. On a successful save, it suffers half damage. If it successfully saves against this spell three times, the spell ends. If it fails its saves three times, it is frozen. While frozen the creature is incapacitated, it remains restrained, and it suffers 6d6 cold damage at the end of each of its turns for the remaining duration. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.

A creature that is immune to cold damage automatically succeeds at the Constitution saving throw versus this spell. A creature Restrained or Incapacitated by this spell becomes Vulnerable to Bludgeoning damage. If killed by this spell, a creature is a frozen statue until it thaws.

At Higher Levels. If you cast this spell using a 9th-level spell slot, you may target two creatures instead of one, or impose disadvantage on the initial saving throw by a single creature.

Classes: Druid, Sorcerer, Warlock, Wizard

Flexible Force

4th-level conjuration
Casting Time: 1 Action
Range: 90 feet
Components: V, S
Duration: Concentration, up to 1 minute

You create a disk of flexible force in your space that can be used to block attacks and can be hurled at targets within range. When you cast the spell and as an Action on each of your turns you can hurl the disk at a target within range.

You have a degree of control over the trajectory of the disk, able make corrections, curve the course, and possibly

even ricochet the disk to a secondary target on a successful hit. Make a ranged spell attack, you have advantage on the roll and ignore half cover and three-quarters cover with the attack against the primary target. On a hit you inflict 4d10 + your Spellcasting Ability modifier force damage to the target and you can choose a different target within 30 feet of the target you hit. Make a normal ranged spell attack versus the extra target. You can continue to choose targets, and make additional ranged spell attack rolls, until you miss an attack roll.

Alternatively, when you cast the spell and as an Action on your turn you may make a melee spell attack against a target within your reach using the disk. On a hit you inflict 4d10 + your Spellcasting Ability modifier force damage. When used in melee you cannot use the disc to attack additional targets after a successful hit.

After you hurl the disk, you can use a Bonus Action to reform it in your space. While the disk is in your space, it provides a +2 bonus to your AC as if you were wielding a shield.

At Higher Levels. If cast using a spell slot of 5th-level or higher, the disk inflicts an additional 1d10 damage for every slot level above 4th.

Classes: Artificer, Sorcerer, Wizard

Floating Conveyance [Floating Disk]

1st-level conjuration (ritual)

Casting Time: 1 Action
Range: 60 feet
Components: V, S, M (A drop of mercury)
Duration: 1 hour

If cast as a ritual or using a 1st-level spell slot this spell functions as described for Tenser's Floating Disk (PHB p.282).

This version of the spell acquires additional functionality when cast at higher levels. Most notably when cast at 2nd-level or higher the disk can be used to carry the caster.

At Higher Levels. If cast using a 2nd-level or higher spell slot the disk acquires additional functionality. At 2nd-level or higher you can use a Bonus Action on your turn to command the disk to move horizontally at a speed of 30 feet. You can command it to move vertically at up to half this speed, it cannot attain a height of more than 10 feet above the surface plus 10 feet for every slot level above 1st.

Alternatively, you can command it to drop to the ground where it can be manually pushed or slid. You can ride the disk in a manner similar to a mount, if you do so you do not need to use a bonus action to command it you simply use the disk's movement in place of your own.

If you cast this spell using a spell slot of 3rd-level or higher the range of the spell and the speed of the disk increase by 10 feet per slot level above 2nd. If you cast this spell using a 4th or 5th-level spell slot the duration increases to 8 hours, or to 24 hours if a 6th-level or higher spell slot is used.

> **Arcane Synergy.** Advanced research into conjuration of forces has resulted in a *floating disk* spell with additional options if cast at higher levels. If you have *floating disk* or *floating conveyance* in you spell book, you can cast either version.

Classes: Wizard

Floating Ooze

1st-level conjuration

Casting Time: 1 Bonus Action
Range: 120 feet
Components: S, M (remains of a jellyfish)
Duration: 1 minute

You conjure 3-foot diameter mass of acidic ooze in an unoccupied space of your choice within range. The floating mass of ooze remains for the duration. Any creature that enters the ooze's space on a turn or ends its turn there must make a Dexterity saving throw. The creature takes 2d4 acid damage on a failed save, or half as much damage on a successful one.

When you cast the spell, and as a bonus action on your turn, you may float the mass up to 20 feet in any direction. If you move the ooze into a creature's space, that creature must make the saving throw against the ooze's damage, and the sphere stops moving in that creature's space this turn.

If you do not use your bonus action to command the ooze, it moves up to 20 feet towards the nearest creature at the end of your turn, stopping in the space of the first creature it encounters.

The ooze can be attacked. It has 10 hit points, is AC 10, and is immune to Acid, Cold, Lightning, and Slashing damage and non-magical damage of other sorts, is resistant to magical damage, and dissolves if destroyed.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the acid damage increases by 1d4 and the ooze had 10 additional hit points per slot level above 1st.

Classes: Druid, Sorcerer, Wizard

Flying Thunder Strike

evocation cantrip

Casting Time: 1 Action
Range: Touch
Components: V, S
Duration: Instantaneous

Thunder rumbles around you as you cast this spell until it culminates in a flying strike of thunderous energy. As part of the Action used to cast this spell you fly up to 10 feet and make a melee spell attack against a target within your reach after the flight. Your movement during this flight does not provoke opportunity attacks, but does count as part of your movement that turn. On a hit, a crack of thunder sounds, and the target takes 1d8 thunder damage.

The thunderous sound of this spell can be heard up to 100 feet away, or up to 300 feet away on a successful hit. Unless you otherwise have the ability to fly, you must land at the end of the flight granted by this spell or fall.

This spell grows in power as you gain levels. The thunder damage increases by 1d8 and the distance you can fly before making the attack increases by 10 feet when you reach 5th-level (2d8 and 20 feet), 11th-level (3d8 and 30 feet), and 17th-level (4d8 and 40 feet).

> **Arcane Synergy.** This spell was developed by the arcane martial artists of the School of the Arcane Way. Among the adherents of this discipline the attack using this spell is most often an acrobatic flying kick. If you have the

Tempestuous Magic sorcerer class feature you can add 10 feet to the distance you can fly using this spell.

Classes: Sorcerer, Wizard

Focused Assault

1st-level transmutation
Casting Time: 1 Action
Range: Self
Components: V, S, M (a weapon)
Duration: 1 round
As part of the action you use to cast this spell you must take the Attack Action using a weapon you are wielding. Attacks made using that weapon are considered magical until the start of your next turn. Each time you hit with the weapon before the start of your next turn, it inflicts an additional 1d4 damage, plus 1d4 for each time you have successfully hit that target using the weapon during the duration.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the additional damage increases by 1d4 for every slot level above 1st.

Arcane Synergy. This spell is one of what has been termed Metal Magic spells, developed by the Orders of Eldritch Knights within the Arcanum. This spell may be selected as a spell known by an eldritch knight of any order, regardless of the normal restrictions on selecting spells based upon a school of magic.

Classes: Bard,Wizard

Focus Imbuement

3rd-level transmutation
Casting Time: 1 minute (Imbuement)
Range: Touch
Components: V, S, M (an arcane focus)
Duration: Special
You enchant an arcane spellcasting focus you touch. For the duration, you gain a +1 bonus to spell attack rolls and to the spell save DC of spells cast using the focus. If the focus already grants a bonus you use its bonus, or the bonus granted by this spell, whichever is greater. In order to gain the spell attack and save DC bonus you must be attuned to the item if you are not the caster.

The imbued focus offers an additional benefit, depending upon the form of the focus:

- Athame: You also add the bonus to weapon attack and weapon damage rolls using the dagger.
- Rod: You also add the bonus to melee weapon attack and melee damage rolls using the rod.
- Staff: You also add the bonus to melee weapon attack and melee damage rolls using the staff.
- Wand: You also add the bonus to damage rolls of effects requiring ranged attack rolls using the wand.
- Other: You also add the bonus to Spellcasting Ability checks.

You must know or have the *magic weapon* spell in your spellbook to cast this spell.

At Higher Levels. The bonus to spell attack rolls and spell save DC increases to +2 if cast using a 5th or 6th-level spell slot, or to a +3 bonus if a 7th-level or higher slot is used.
Classes: Wizard

Focus Shield

abjuration cantrip
Casting Time: 1 Bonus Action
Range: Touch
Components: S, M (an arcane focus)
Duration: 1 minute
You enchant a focus you wield to produce a disk shaped shield of arcane force. While you wield the focus you gain a +1 bonus to your AC, or a +2 bonus if you are proficient with shields.

The manifested shield sheds dim light in a 10 foot radius. If you end your turn without wielding the focus, the spell ends.

As you gain levels the *focus shield* gains the ability to channel the power of defensive spells you cast. Starting at 5th level, when you cast an abjuration spell of 1st level or higher (such as *shield*) as a reaction to being attacked by a creature within 5 feet, you can force the attacker to make a Dexterity saving throw or suffer 1d4 force damage. This increases to 2d4 at 11th level and 3d4 at 17th level. Also at 11th level the duration increases to 10 minutes.

Arcane Synergy. If the focus you wield to use this spell grants a bonus to spell attack rolls or spell save DC, you can increase the AC granted by this spell by the focus' bonus.

Classes: Sorcerer, Warlock, Wizard

Force Blade

2nd-level evocation
Casting Time: 1 Bonus Action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes
You create a sword of pure arcane force in your hand. If you drop the weapon, it dissipates at the end of the turn. Thereafter, while the spell persists, you can use a Bonus Action to cause the sword to reappear in your hand.

You can wield the *force blade* as a simple melee weapon with which you are proficient. It possesses the Finesse and Versatile properties and inflicts 2d8 force damage on a hit, or 2d10 if wielded two-handed. You can use your Spellcasting Ability modifier in place of Strength or Dexterity on the attack and damage rolls using the weapon.

When you attack a creature with this weapon, and score a critical hit on the attack roll, the target takes an extra 8 force damage.

The blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the force damage increases by one die and the extra damage on a critical increases by 4 for every two slot levels above 2nd. When cast using a spell slot of 3rd or 4th-level the weapon gains a +1 bonus to hit and damage, this increases to +2 using a 5th or 6th-level slot, or +3 using a 7th-level or higher slot.

- Starting at a 7th-level or higher spell slot, if you score a critical hit on a creature using this weapon, roll another d20. If you roll a 20, you lop off one of the target's limbs, with the effect of such loss determined by the GM. If the creature has no limb to sever, you lop off a portion of its

body instead. In addition, when you attack an object with the weapon, and hit, maximize the damage dice against the target.

- If a 9th-level spell slot is used, you can cut off one of the creature's heads if the additional d20 roll after a critical hit is a 20. The creature dies if it can't survive without the lost head. A creature is immune to this effect if it is immune to slashing or force damage, doesn't have or need a head, has legendary actions, or the GM decides that the creature is too big for its head to be cut off with this weapon.

Classes: Bard, Sorcerer, Warlock, Wizard

Force Bolt

evocation cantrip
Casting Time: 1 Action
Range: 180 feet
Components: V, S
Duration: Instantaneous
You unleash a bolt of mystical power at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 force damage.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

> **Arcane Synergy.** This spell originally appears in Exploring Eberron, but has been independently developed among the mages of the Arcanum. It is an important basic spell among spellcasters of both worlds.

Classes: Artificer, Sorcerer, Wizard

Forceful Blow

evocation cantrip
Casting Time: 1 Action
Range: Self (Reach)
Components: V, M (a melee weapon)
Duration: Instantaneous
You let forth an arcane battle cry imbuing the weapon used in the casting with additional force and make a melee attack using it against one target within your reach. On a hit, the target suffers the weapon attack's normal effects and must make a Strength saving throw if it is a size Medium or smaller creature (or a size Large or smaller creature if the attack is made using a Two-Handed melee weapon or a Versatile melee weapon wielded in two hands). If you hit a prone creature of any size with this attack, it must make a Strength saving throw with Disadvantage.

On a failed Strength save, or if the target is an object, it suffers 1d8 force damage and is knocked prone.

The force of the melee weapon attack increases as you gain levels. At 5th-level, the melee attack deals an extra 1d8 force damage to the target, and the force damage suffered by a creature failing the Strength saving throw or to an object increases to 2d8. Both damage rolls increase by 1d8 at 11th-level (2d8 and 3d8) and 17th-level (3d8 and 4d8).

- Starting at 11th-level this spell can knock creatures of up to size Large prone or size Huge if the attack is made using a Two-Handed melee weapon or a Versatile melee weapon wielded in two hands.

Classes: Artificer, Sorcerer, Warlock, Wizard

Forceful Telekinesis

1st-level transmutation
Casting Time: 1 Action, 1 Bonus Action, or 1 Reaction
Range: Special
Components: S
Duration: Instantaneous

> You must know the *push/pull* cantrip to cast this spell.

As part of the Action, Bonus Action, or Reaction used to cast this spell you also cast *push/pull* and its effects are enhanced with additional telekinetic force, increasing the effects in the following ways:

Shove. On a success you can push or pull the target an additional 10 feet, or both push the target and knock it prone. Alternatively, you can shove a Huge target with the normal effects or push a Huge target with enhanced effect once you reach 11th-level.

Disarm. You can affect an object held by a creature of size Huge or smaller or target an additional object. Once you reach 11th-level you can target an additional object held by a creature of size Huge or smaller.

Move Item. The maximum weight of the item is increased by 200 pounds and you can target an additional object not worn or carried. The total weight of all objects cannot exceed the total weight allowed.

Throw. The item inflicts an additional 2d10 damage on a hit.

Propel. As part of the bonus action you also take the Dash action, you increase your jump distance by an additional 10 feet, and your movement speed for the turn is increased by the same amount.

Slow Fall. You can reduce your fall damage by an additional 20 points.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the effects increase:

Shove. Increase the distance shoved by 5 feet per slot level above 1st or target an additional creature per slot level above 1st.

Disarm. You can target an additional object per slot level above 1st.

Move item. You increase the total weight by 100 pounds and target an additional object per slot level above 1st. The total weight of all objects cannot exceed the total weight allowed.

Throw. The damage increases by 1d10 per slot level above 1st.

Propel. Increase the jump distance and movement speed by an additional 5 feet per slot level above 1st.

Slow Fall. You can reduce your falling damage by an additional 10 points per slot level above 1st.

If you can choose multiple targets with this spell, all targets must be within 30 feet of each other when you target them.

Classes: Sorcerer, Wizard

Force Pulse

6th-level conjuration
Casting Time: 1 Action
Range: 1000 feet
Components: V, S
Duration: Instantaneous

You conjure sphere of compressed magical force at a point you can see within range. It shimmers there for just a moment before exploding in a pulse of pure energy. You can choose a size and intensity for the pulse from a 10 to 100-foot radius.

The pulse is released in the form of a circular disk, 5 feet deep, oriented as you wish around the point you choose, instead of a sphere. Each creature within the area must make a Strength saving throw. On a failed save, a creature suffers force damage depending upon the size of the pulse and is knocked prone and stunned until the end of your next turn. An unattended object or structure in the area also suffers the damage from the pulse.

10-foot radius: 15d6 force damage.
20-foot radius: 14d6 force damage.
30-foot radius: 13d6 force damage.
40-foot radius: 12d6 force damage.
50-foot radius: 11d6 force damage.
60-foot radius: 10d6 force damage.
70-foot radius: 9d6 force damage.
80-foot radius: 8d6 force damage.
90-foot radius: 7d6 force damage.
100-foot radius: 6d6 force damage.

On a successful save, it takes half as much damage and is not knocked prone or stunned.

At Higher Levels. If cast using a spell slot of 7th-level or higher, the pulse inflicts an additional 2d6 force damage per slot level above 6th.

Classes: Wizard, Sorcerer

Force Storm

8th-level evocation
Casting Time: 1 Action
Range: 300 ft
Components: V, S
Duration: Concentration, up to 1 minute

You create a roiling storm of chaotic force that fills a 40-foot cube within range. The area of the storm is heavily obscured by clouds of chaotic energy that erode the fundamental structure of any object or creature within. Until the spell ends, you can use a bonus action on your turn to move the storm up to 30 feet in any direction along the ground.

A creature must make a Constitution saving throw the first time on a turn that it enters the force storm or that the storm enters its space, including when the storm first appears, and when it ends its turn within the storm. A creature takes 10d4+20 force damage on a failed save, or half as much damage on a successful one.

A non-magical structure or a non-magical object not worn or carried by a creature suffers 10d4+20 force damage if it is within the storm at any point during your turn.

An object or creature is disintegrated if this damage leaves it with 0 hit points. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell.

At Higher Levels. If you cast this spell using a 9th-level spell slot, the duration increases to 10 minutes.

Classes: Sorcerer, Warlock, Wizard

Forcewave

2nd-level evocation
Casting Time: 1 Action
Range: Self (10-foot radius or 20-foot cone)
Components: V, S
Duration: Instantaneous

A wave of pure force emanates from you. Choose either a 10-foot radius around yourself or a 20-foot cone. Each creature, other than yourself, in the area must make a Strength saving throw or suffer 3d10 points of force damage and be pushed 10 feet and knocked prone. On a successful save, the creature takes half as much damage and is not pushed or knocked prone.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet by the spell's effect.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, the damage increases by 1d10 for each slot level above 2nd. If cast using a spell slot of 5th-level or higher the area increases to either a 15-foot radius or a 30-foot cone.

Classes: Artificer, Sorcerer, Wizard

Freeze

2nd-level transmutation
Casting Time: 1 Action
Range:120 feet
Components: V, S, M (an insect frozen in ice)
Duration: Concentration, up to 1 minute

Choose a medium sized or smaller creature that you can see within range. The target suffers 2d4 cold damage and must succeed on a Constitution saving throw or be paralyzed for the duration.

At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends on the target.

A creature resistant to cold damage has advantage on saving throws versus this spell. A creature immune to cold damage automatically succeeds on its saving throw.

Alternatively, you can cast this spell to instantly freeze one unoccupied 5-foot cube of liquid, plus an additional 5-foot cube per slot level above 2nd.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, the cold damage increases by 1d4 and you can target one additional medium or smaller creature for each slot level above 2nd. The creatures must be within 30 feet of each other when you target them.

- Starting at 4th-level you can instead affect a single Large sized creature, plus an additional large creature per slot level above 4th.
- Starting at 6th-level, you can instead affect a single Huge creature, plus an additional huge creature per slot level above 6th.
- Starting at 8th-level, you can affect a single gargantuan creature or two such creatures using a 9th-level slot.

Classes: Druid, Sorcerer, Warlock, Wizard

Freezing Blades

6th-level conjuration
Casting Time: 1 Action
Range: Self (5 foot radius)

Components: V, S
Duration: Concentration, up to 10 minutes
You call forth a circle of jagged whirling freezing cold blades around yourself. The blades provide half cover vs. any attack from outside or within the circle but obediently part so as not to impede your own attacks. A target with half cover has a +2 bonus to AC and Dexterity saving throws.

When a creature enters the circle of blades for the first time on a turn or starts its turn there, the creature must make a Dexterity saving throw. On a failed save, the creature takes 3d8 points of slashing damage and 3d8 points of cold damage. On a successful save the creature takes half as much damage.

Once each turn you can use your action and/or bonus action to cause the blades to attack a single target within 10 feet; in addition, you can use a Reaction to cause the blades to lash out at any creature leaving the area of the spell or moving more than 5 feet while within the area. Make a melee spell attack, on a hit the target suffers 3d8 slashing damage and 3d8 cold damage.

At Higher Levels. When you cast this spell using a spell slot of 7th-level or higher, the slashing and cold damage each increase by 1d8 for each slot level above 6th.
Classes: Wizard, Warlock, Sorcerer

Frost Spike
conjuration cantrip
Casting Time: 1 Bonus Action
Range: Touch
Components: S, M (a staff arcane focus)
Duration: 1 minute
You create a spike of magical glowing frost atop a staff focus you wield. The ice is as strong as steel, and you can wield the staff as if wielding a magical spear with the Versatile and Thrown (range 20/60) property. The weapon inflicts 1d6 magical piercing damage (or 1d8 if wielded in two hands) and 1d4 cold damage on a hit. You are considered proficient with the weapon if you can use a staff as an arcane focus and you can use your Spellcasting Ability instead of Strength for the attack and damage rolls of attacks using the staff.

The spike of frost sheds a dim pale light in a 5-foot radius. If you end your turn without the weapon in your hand, the spell ends. You can dismiss the spell at any time (no Action required).

Once you reach 5th-level, if you cast a spell of 1st-level or higher that inflicts cold damage while wielding a frost spike, the next time you hit with an attack using the weapon before the end of your next turn, it inflicts an additional 1d4 cold damage, at 11th-level this increases to 2d4, and at 17th-level this increases to an additional 3d4 cold damage.
Classes: Sorcerer, Warlock, Wizard

Fuel the Living Flame
1st-level evocation
Casting Time: 1 Bonus Action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute.

> You must know the *strike of living flame* cantrip to cast this spell.

The next time you hit with an attack using *strike of living flame,* the target continues to burn for the duration of this spell, suffering 1d8 fire damage at the start of each of its turns. (In addition to the fire damage from the cantrip at the start of its next turn.)

A burning target sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The target or a creature within 5 feet of it can use an action to put out the flames by making a Dexterity check versus your spell save DC ending the spell. The spell also ends if some other effect douses the flames (such as the target being submerged in water).

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the damage increases by 1d8 per slot level above 1st.
Classes: Sorcerer, Warlock, Wizard

Gelid Sloth
3rd-level evocation
Casting Time: 1 Action
Range:120 feet
Components: V, S, M (an insect frozen in ice)
Duration: Concentration, up to 1 minute
You evoke an aura of intense cold in a 30-foot cube within range. Each creature in the area when you cast the spell suffers 3d4 cold damage must succeed on a Constitution saving throw or be slowed by the cold for the duration.

A slowed target's speed is halved, it takes a –2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn.

If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted.

A creature affected by this spell makes another Constitution saving throw at the end of each of its turns. On a successful save, the effect ends for it.

A creature resistant to cold damage has advantage on saving throws versus this spell. A creature immune to cold damage automatically succeeds on its saving throw.

At Higher Levels. If you cast this spell using a spell slot of 4th-level or higher, the area increases by 5 feet and the cold damage by 1d4 per slot level above 3rd.

> **Arcane Synergy.** A Circle of the Land (Arctic) druid can replace the *slow* spell from their Circle Spells feature with this spell..

Classes: Druid, Sorcerer, Wizard

Ghastly Claws
4th-level necromancy
Casting Time: 1 Bonus Action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes
You grow jagged filthy claws when you cast this spell. For the duration, your unarmed strikes deal 2d6 slashing damage

and you can use your Spellcasting Ability instead of Strength for attack and damage rolls using the claws. On a successful hit using the claws, if the target is a creature other than undead, it must succeed at a Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Alternatively, you can imbue the paralyzing filth into a melee weapon you wield that inflicts slashing or piercing damage. On a successful hit using the weapon, a creature must make a Constitution saving throw or be paralyzed as above.

While you maintain the spell, you are immune to poison damage, the poisoned condition, and the paralyzing touch of ghouls and ghasts.

At Higher Levels. When you cast Ghastly Claws using a spell slot of 5th-level or higher, the duration increases by 10 minutes per slot level above 4th. The spell also provided additional abilities when cast at 5th-level or higher:

- If cast using a spell slot of 5th-level or higher you can exude a foul stench while this spell is active. Any creature that starts its turn within 5 feet of you must succeed at a Constitution saving throw or be Poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the stench effect of this casting of the spell. You can start or end the stench as a Bonus Action on your turn.
- If you use a spell slot of 6th-level or higher to cast this spell any ghouls within 30 feet, that are controlled by you, have advantage on saving throws against effects that turn undead.

> **Arcane Synergy.** Repeated use of this spell can result in an unwholesome appetite for humanoid flesh. If you cast *death strike* during the duration of this spell, you can make an attack using the ghastly claws in place of a weapon attack.

Classes: Warlock, Wizard

Ghostly Form

9-level necromancy
Casting Time: 1 Action
Range: Self
Components: V, S
Duration: 8 hours

When you cast this spell, you take on a ghostly, incorporeal form, gaining the following abilities:

- You are immune to cold, necrotic, and poison damage.
- You are resistant to acid, fire, lightning, thunder, and bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You are immune to the charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, and unconscious conditions.
- You gain Etherealness. As a Bonus Action, you may enter the Ethereal Plane from the Material Plane, or vice versa. You are visible on the Material Plane while you are in the Border Ethereal, and vice versa, yet you can't affect or be affected by anything on the other plane.
- You gain Ethereal Sight. You can see 60 feet into the Ethereal Plane when you are on the Material Plane, and vice versa. You also gain darkvision to a range of 60ft.
- You gain a fly speed of 60ft and the Incorporeal Movement ability. You can move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object.
- You can make a melee spell attack as an Action and/or Bonus Action on your turn or as a Reaction when a creature provokes an attack of opportunity. On a hit, you inflict 4d6 + your Spellcasting Ability modifier necrotic damage.
- You cannot make physical attacks or cast spells requiring material components, other than necromancy spells, which do not require material components in this form. If you hit with a melee spell attack using a necromancy spell while in this form, you inflict an additional 4d6 necrotic damage.
- You are considered an Undead creature for the duration of the spell, you become susceptible to effects that target undead creatures, such as Turn Undead.

Possession. As an Action during the duration of the spell, you may attempt to possess one beast, giant, humanoid, or monstrosity that you can see within 5 feet. It must succeed on a Charisma saving throw or be possessed by you; you then disappear, and the target is incapacitated and loses control of its body. You now control the body but don't deprive the target of awareness. You can't be targeted by any attack, spell, or other effect, except ones that turn undead, and you retain your alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. You otherwise use the possessed target's statistics, but don't gain access to the target's knowledge, class features, or proficiencies. The possession lasts until the body drops to 0 hit points, you end it as a Bonus Action, or you are turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, you reappear in an unoccupied space within 5 feet of the body. The duration of this spell is extended by the period of time spent possessing a creature.

On a successful save that creature is immune to your possession for this casting of the spell.

The spell ends if you choose to end it as a Bonus Action on your turn, you drop to 0 hit points, or the duration expires.

Classes: Wizard

Giant Form

3rd-level transmutation
Casting Time: 1 Action
Range: 30 ft
Components: V, S
Duration: Concentration, up to 10 minutes.

You cause a willing small or medium sized humanoid creature within range, along with everything it is wearing and carrying, to grow to size Large.

This increase in size has the following effects on the target:

- Its Strength score becomes 19 (+4) if it is not already higher.
- Its Dexterity score is reduced to 15 (+2) if not already lower.

- It doubles the number of dice it rolls for unarmed strikes and weapon attacks with appropriately sized weapons (a greatsword would inflict 4d6 damage and a handaxe 2d6).
- It increases its current and maximum hit points by 30.
- It increases its movement speed to 40 if it is not already faster.
- It increases its carrying capacity and the weight it can push, drag, and lift according to its new size and Strength.

The spell immediately ends if the target is reduced to 0 hit points. For the duration of the spell the target is immune to other effects that would increase or decrease its size.

At Higher Levels. If you cast this spell using a spell slot of 4th-level or higher, the target's current and maximum hit points increase by an additional 10 per slot level above 3rd, plus additional effects at certain higher levels:

- At 5th level or higher it grows to size Huge, along with everything it is wearing and carrying, now tripling the number of dice it rolls for unarmed strikes and weapon attacks with appropriately sized weapons (a greatsword would inflict 6d6 damage and a handaxe 3d6) and increases its reach by 5 feet.
- At 5th level, its Strength score becomes 21 (+5) if it is not already higher.
- At 6th level, its Strength score becomes 23 (+6) if it is not already higher.
- At 7th level, its Strength score becomes 25 (+7) if it is not already higher.
- At 8th level, its Strength score becomes 27 (+8) if it is not already higher.
- At 9th level, its Strength score becomes 29 (+9) if it is not already higher.

Classes: Sorcerer, Wizard

Giant's Blade

2nd-level transmutation
Casting Time: 1 Bonus Action
Range: Self
Components: V, S, M (a melee weapon with the two handed or versatile property)
Duration: Concentration, up to 1 minute

You cause a weapon you are wielding to grow in size. The weapon must have the two-handed or versatile property to be affected by this spell. For the duration of this spell the weapon is considered magical and you double the weapon's bludgeoning, piercing, or slashing damage dice to determine damage on a hit (e.g. A longsword would inflict 2d8 damage, or 2d10 wielded two handed, while a maul would inflict 4d6 damage on a hit). Only the weapon's base damage dice are affected.

The magic of this spell allows you to wield the enlarged weapon without difficulty. The spell ends if the weapon leaves your gasp.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, the duration increases by 1 minute per slot level above 2nd. When cast using a spell slot of 3rd or 4th-level the weapon also gains a +1 bonus to hit and damage, this increases to +2 using a 5th or 6th-level slot, or +3 using a 7th-level or higher slot.

> **Arcane Synergy.** This spell is one of what has been termed Metal Magic spells, developed by the Orders of Eldritch Knights within the Arcanum. This spell may be selected as a spell known by an eldritch knight of any order, regardless of the normal restrictions on selecting spells based upon a school of magic.

Classes: Artificer, Wizard

Globe of Elemental Water

2nd-level conjuration
Casting Time: 1 Action
Range: Self
Components: S
Duration: Concentration, up to 1 hour

You conjure a sphere of elemental water that surrounds you for 5 feet in every direction, filling available space. You must remain within the center of the sphere or the spell ends. As a bonus action on your turn you can command the sphere to move up to 30 feet along a solid surface or through liquid carrying you and any willing medium sized or smaller creatures you choose along with it. If the sphere moves off the edge of a solid surface, the sphere and creatures within fall, but suffer no damage if the fall is 30 feet or less and suffer half damage from falls of greater than this distance. Any gas the sphere moves through is pushed aside and does not affect those within the sphere. Creatures within the sphere count as being immersed in water and have resistance to fire damage. The Elemental Water of the sphere will not freeze but does not otherwise protect those within from cold damage.

Any creature that enters the sphere treats the area as difficult terrain unless they have a swimming speed. Creatures that cannot breathe water must hold their breath while within the sphere. Creatures within the sphere or attacking a creature within the sphere use the normal rules for moving and fighting underwater. When making a melee weapon attack, a creature that doesn't have a swimming speed (either natural or granted by magic) has disadvantage on the attack roll unless the weapon is a dagger, javelin, shortsword, spear, or trident. A ranged weapon attack automatically misses a target beyond the weapon's normal range. Even against a target within normal range, the attack roll has disadvantage unless the weapon is a crossbow, a net, or a weapon that is thrown like a javelin (including a spear, trident, or dart).

At Higher Levels. If you cast this spell using a spell slot of 3rd-level or higher, the duration increases by 1 hour per slot level above 2nd. If you cast this spell using a spell slot of 4th-level or higher, you gain the ability to levitate the sphere, allowing you to move the sphere in any direction carrying you and other willing creatures along with it. If you cast this spell using a spell slot of 5th-level or higher, it does not require concentration to maintain.

> **Arcane Synergy.** This spell is used primarily by creatures that have a swim speed and can breathe water. It is also used as a method for creatures without a walking speed to move about on land.

Classes: Druid, Sorcerer

Graceful Escape

divination cantrip
Casting Time: 1 Action
Range: Self
Components: S
Duration: 1 round
As part of the Action used to cast this spell you take the Disengage Action or make an attempt to escape the Grappled or Restrained condition.

Additionally, to determine your Dexterity modifier for Dexterity checks and Dexterity saving throws made until the start of your next turn, you can add your Spellcasting Ability modifier to your Dexterity modifier, to a maximum of a +5 modifier. (If your maximum Dexterity or Spellcasting Ability is above a 20, you can increase the maximum for this modifier accordingly.)

You cannot cast this spell if wearing heavy armor.

As you gain levels the spell also increases your movement speed. Your movement speed increases by 5 feet for the turn you cast this spell when you reach 5th-level (+5 feet) and 17th-level (+10 feet). At 11th-level you also gain the benefits of the Dodge Action when you cast this spell.

> **Arcane Synergy.** If you can take the Disengage Action as a Bonus Action, you can cast this spell using a Bonus Action instead of an Action. If you do so, you do not also gain the benefits of the Dodge Action at 11th-level, unless you also have the ability to take the Dodge Action as a bonus action.

Classes: Bard, Druid, Wizard

Granite Grasp

transmutation cantrip
Casting Time: 1 Action
Range: Self
Components: V
Duration: 1 round
You ground yourself, making a connection to the strength of the earth as you cast this spell. As part of the Action used to cast this spell, you can make a Grapple or Shove attempt or an unarmed strike against one creature within you reach, attempt to break an object within your reach, or make an unarmed Disarm or Sunder attempt against an object being held within your reach. To determine your Strength modifier for a Strength check or Unarmed Strike made as part of this spell, you can add your Spellcasting Ability modifier to your Strength modifier, to a maximum of a +5 modifier. (If your maximum Strength or Spellcasting Ability is above a 20, you can increase the maximum for this modifier accordingly.)

On a successful Grapple, Shove, Sunder attempt, or unarmed strike you can inflict 1d4 + your Strength modifier bludgeoning damage (or the normal damage for an unarmed strike + your Strength modifier) to the target creature or object. On a successful Disarm attempt you can grab the item if you wish.

Until the start of your next turn after you cast this spell, or until you move from your current location, you can use this spell's Strength modifier for ability checks, unarmed strikes, and saving throws using Strength.

If you cast this spell when you already have a creature grappled or are holding an object in your hands, you can crush the creature or object, inflicting the spell's damage automatically without an attack roll.

The crushing strength of the spell increases as you gain levels. You inflict an additional 2d4 damage with the spell at 5th level (+1d4+2d4+STR), 11th level (+1d4+4d4+STR), and 17th level (+1d4+6d4+STR).
Classes: Cleric (Earth, Strength), Druid, Sorcerer

Granite Maw

9th-level conjuration
Casting Time: 1 Action
Range: 500 feet
Components: V, S
Duration: Instantaneous
You cause a gargantuan maw of earth and stone to erupt from two points within range no more than 60 feet away from one another. Each creature in a line up to 40 feet wide and half as tall between those two points must make a Dexterity saving throw as the maw clamps shut. Creatures failing the saving throw, and objects and structures in the area not worn or carried by a creature suffer 20d8 bludgeoning damage and are knocked prone. On a successful saving throw a creature suffers half damage and is not knocked prone.

If a Huge or smaller creature fails this saving throw, it is restrained under the earth and rubble displaced by the effect. A restrained creature, or one that can reach it, can use its Action make a DC 15 Strength or Dexterity check to free the creature. The area of the spell is also difficult terrain until cleared. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.
Classes: Druid, Sorcerer

Grasping Dread

3rd-level necromancy
Casting Time: 1 Bonus Action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes
For the duration of the spell, your unarmed strikes are considered magical and you inflict an additional 1d6 necrotic damage when you hit a target within your reach with an unarmed strike or a melee attack that inflicts cold or necrotic damage or you successfully grapple or shove an opponent.

At any point during the duration you can expend the spell when you hit a target within your reach with an unarmed strike or a melee attack that inflicts cold or necrotic damage or you successfully grapple or shove an opponent. When expended, the spell ends, and the target suffers 4d10 points of necrotic damage and must make a Wisdom saving throw.

On a failed save the target becomes frightened of you for 1 minute. A target that is grappled by you has disadvantage on the Wisdom saving throw. A creature's movement speed is halved while frightened by this spell. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw. On a successful save, the spell ends for that creature.

A construct or an undead is immune to the fear caused by this spell.

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

> **Arcane Synergy.** This spell was developed by the arcane martial artists of the School of the Arcane Way. This spell is commonly triggered using a *death strike* weapon attack or an attack using a *drain life* cantrip.

Classes: Warlock, Wizard

Grasp of the Lightning Serpent

4th-level evocation
Casting Time: 1 Bonus Action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes
For the duration of the spell, your unarmed strikes are considered magical and you inflict an additional 1d6 lightning damage when you hit a target within your reach with an unarmed strike or a melee attack that inflicts lightning or thunder damage or you successfully grapple or shove an opponent.

At any point during the duration you can expend the spell when you hit a target within your reach with an unarmed strike or a melee attack that inflicts lightning or thunder damage or you successfully grapple or shove an opponent. When expended, the spell ends and cascading coils of lightning envelop the target, inflicting 5d8 lightning damage, and the target cannot take Reactions until the end of your next turn. Additionally, a Huge or smaller target must make a Constitution saving throw, on a failure it is stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the stun on itself on a success. A creature has disadvantage on its saving throws versus this spell if it is currently grappled by you.

A creature immune to lightning damage is immune to the stunning effect of this spell. A creature resistant to lightning damage has advantage on the Constitution saving throw versus this spell.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, the lightning damage when expended increases by 1d8 for each slot level above 4th. When cast using a spell slot of 6th-level or higher the spell can Stun creatures of any size.

> **Arcane Synergy.** This spell was developed by the arcane martial artists of the School of the Arcane Way and is especially popular among practitioners that use the *shocking grasp* cantrip.

Classes: Sorcerer, Wizard

Grave Spikes

1st-level necromancy
Casting Time: 1 Action
Range: 30 feet
Components: V, S, M (a handful of bones scattered on the ground.)
Duration: Concentration, up to 1 minute
For the duration of this spell you can cause spikes of twisted bone to erupt from the ground within range. While the spell lasts you can use a Reaction to cause a bone spike to strike a creature you can see when it enters the range of the spell, starts its turn within range, or moves more than 5 feet while within range. The triggering creature treats the area of the spell as difficult terrain and must make a Dexterity saving throw. On a failed save it must stop moving this turn and takes 1d6 piercing damage.

You can also trigger a spike as a reaction when a creature you can see falls prone within range, that creature treats the area of the spell as difficult terrain and must make a Dexterity saving throw with disadvantage. On a failed save it must stop moving this turn, suffers 2d6 piercing damage, and cannot rise from a prone position until after the end of your next turn.

Finally, you can trigger the spikes when a creature approaches to within 5 feet of a skeleton under your command or starts its turn within 5 feet of one. The triggering creature must make a Dexterity saving throw. On a failed save it suffers 1d6 piercing damage and becomes grappled by spikes jutting from the skeleton if it is size Large or smaller. The grappled creature can use its action to escape. To do so, it must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check vs your spell save DC. The grappled creature is also freed if the skeleton is destroyed.

The spikes can only affect creatures walking, crawling, or climbing upon a surface within range. A creature suffering piercing damage from this spell has its walking speed reduced by 10 feet until it regains at least 1 hit point. If you cast this spell in a graveyard, crypt, battleground, or other area of death, the damage increases by 1d6.

At Higher Levels. If you cast this spell using a spell slot of 2nd-level or higher, the damage increases by 1d6 for every two slot levels above 1st.
Classes: Warlock, Wizard

Greater Arcane Eyes

8th-level divination
Casting Time: 1 Action
Range: 120 feet
Components: V, S, M (a bit of bat fur.)
Duration: Concentration, up to 1 hour
You create four invisible, intangible, magical sensors within range or at locations of your choice that you have seen before on the same plane of existence. The eyes hover in the air and move as you direct for the duration. In addition, you create one additional sensor that hovers in your space and moves with you.

You mentally receive visual and auditory information from the eyes, which have normal vision and True Sight out to 120 feet. The eyes can look in every direction. An aspect of the magic of this spell allows comprehension of all five disparate viewpoints offered by the eyes, as well as your own senses without confusion or penalty.

As a Bonus Action, you can direct all four remote eyes to move up to 120 feet in any direction. There is no limit to how far away from you the eyes can move, but they can't enter another plane of existence. The eyes can move through solid objects but are blocked by greater than 2 feet of stone, 2

inches of precious metal, or a thin sheet of lead, though they can move through openings in these materials as small as 1 inch in diameter.

If more than one sensor can view the same scene, you have advantage on any required Perception or Investigation checks.

At Higher Levels. If you cast this spell using a 9th-level spell slot the duration increases to 8 hours.

Classes: Wizard

Greater Conjuration

5th-level conjuration

Casting Time: 1 action
Range: 300 feet
Components: V, S
Duration: 8 hours

> You must have the Minor Conjuration Wizard class feature to cast this spell.

You conjure one or more objects not exceeding a 25-foot cube in size. The objects appear in unoccupied spaces of your choice within range. Alternatively, you may conjure up to 50 of tools or weapons or 25 suits of armor (for size medium or small), in any combination. Willing creatures you can see within range are automatically outfitted and equipped with summoned, tools, weapons, or armor.

The object(s) can be created however you wish, though items requiring any great degree of skill to construct require that you have an appropriate skill proficiency in order to conjure them. This spell is commonly used to create siege engines, ammunition, walls, gates, caltrops, or other solid or liquid material you are familiar with. The objects can never be conjured in such a way to cause damage as part of their creation but may be later employed to do so. Ranged weapons and siege engines created by this spell automatically conjure ammunition as they are used. Attacks using the objects count as magical for the purposes of bypassing resistance or immunity to damage.

While they exist, the objects are treated as magical items of their type, and they appear obviously magical, radiating dim light out to 5 feet, and have resistance to all damage. The items disappear when the duration ends, when they are destroyed, or when you choose to end the spell (no Action).

At Higher Levels. If cast using a spell slot of 6th or higher, the conjured objects can last for 8 additional hours per slot level beyond 5th. Alternately instead of increasing the duration, you can increase the dimensions of an object by 25 feet per slot level above 5th or create 50 additional tools or weapons (or 25 suits of armor) per slot level above 5th.

Classes: Wizard (Conjuration)

Greater Scrying

7th-level divination

Casting Time: 1 minute
Range: Self
Components: V, S, M (as per the scrying spell)
Duration: Concentration, up to 1 hour

This spell functions as the 5th-level divination spell Scrying (PHB p.273) except that you can scry even other planes of existence and for as long as you maintain the spell you may, as an Action, switch your view to any location you know or to a creature that fails its save. In addition, you gain knowledge of the exact location of the target of your scrying and may teleport or plane shift there without failure.

At Higher Levels. If you cast this spell using a spell slot of 8th-level or higher, the duration doubles for every slot level above 7th.

Classes: Bard, Cleric, Druid, Warlock, Wizard

Greater Telepathic Prowess

9th-level divination

Casting Time: 1 Action
Range: Self (300 feet)
Components: V, S
Duration: 8 hours

You gain enhanced telepathic power for the duration of this spell, granting you the following abilities:

Enhanced Telepathy

You can communicate mentally with other creatures. You can initiate or terminate a telepathic conversation with any number of creatures within 300 feet, this does not take an Action. A contacted creature doesn't need to share a language with you or even understand a language to communicate in this way with it. A creature without telepathy can receive and respond to telepathic messages but can't initiate or terminate a telepathic conversation.

You don't need to see a contacted creature and can end the telepathic contact at any time. Once the contact is initiated it continues at any range until you choose to end it or the spell ends. A telepathic creature can use an Action on its turn to break the telepathic contact by making a Wisdom saving throw. If successful, the contact ends and the creature can block further contact for this casting of the spell. A creature within the area of an antimagic field or in any other location where magic doesn't function can't send or receive telepathic messages.

Mind Probe

As an Action or Bonus Action on your turn, you can attempt to read the surface thoughts of a creature you are in telepathic communication with. A creature with Telepathy can make a Wisdom (Insight) check versus your spell save DC. If it succeeds it becomes aware of your probe. A telepathic creature that fails the Insight check or a creature without telepathy remains unaware of your surface intrusion.

As an Action or Bonus Action on subsequent turns, you can attempt to probe deeper into the same creature's mind. If you probe deeper the target can make a Wisdom (Insight) check (telepathic creatures make this roll with advantage). If successful, the creature becomes aware of the probe. You gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). On later turns you can use an Action or Bonus Action to probe still deeper, viewing memories, emotions, and thoughts related to a subject you are searching for. You must concentrate on maintaining the probe as if maintaining a spell, if you lose concentration the probe ends, and you must start over if you wish to continue.

During its turn, a creature that is aware of the probe can use an Action to attempt a Wisdom saving throw to halt your intrusion. If it succeeds, the creature severs the telepathic contact and can block for contact for this casting of the spell.

Psychic Link

As an action or bonus action on your turn, you can form a psychic link that allows you to share the senses and gain a subconscious understanding of a creature you are in telepathic contact with. You can see through the target's eyes and hear what it hears until you end this effect (no action required), gaining the benefits of any special senses that the target has. In addition, the creature has disadvantage on all attacks and ability checks made against you and you have advantage on all attacks and ability checks versus that creature.

You can maintain psychic links with a number of creatures equal to your Spellcasting Ability modifier.

A creature with Telepathy can make a Wisdom (Insight) check versus your spell save DC. If it succeeds it becomes aware of the link. Such a creature an sever the link by using its action to break the telepathic contact (as described above).

Telempathic Sense

You automatically detect the presence of thinking creatures within 300 feet of you. You know the type, number, and exact location of such creatures, can sense any strong general emotions (you would know, for example, if a creature within range was contemplating violence), and are considered to have a form of blindsight with a range of 300 feet that is not blocked by cover, but only to detect creatures that you can sense with this spell. You have advantage on Wisdom, Charisma, and Initiative checks when dealing with creatures sensed in this manner, cannot be surprised by such creatures.

Additionally, you can target creatures sensed with this spell using divination and enchantment spells even when you have no line of sight and through total cover. The spell can penetrate barriers, but 10 feet of rock, 10 inches of any metal other than lead, or a thin sheet of lead blocks you.

A creature with an Intelligence score of 1 or less is not affected, nor are creatures immune to having their thoughts read.

> **Arcane Synergy.** If you possess the Telepath wizard class feature, the Natural Telepath sorcerer class feature, or the Awakened Mind warlock class feature, or any other form of Telepathy, the range of the abilities granted by this spell are increased by the range of your telepathy and during this spell you can establish telepathic contact with any willing creature you have previously had any form of telepathic contact with, regardless of range.

Classes: Sorcerer, Warlock, Wizard

Grievous Wound

1st-level necromancy
Casting Time: 1 Bonus Action
Range: Self (60 feet)
Components: V
Duration: Concentration up to 1 minute

The next time you hit a creature within range with an attack during the spell's duration, you inflict a grievous wound. The target suffers an additional 4d4 necrotic damage from the attack and must make a Constitution saving throw. On a failed save, for the duration of the spell it suffers an additional 4 necrotic damage at the start of each of your turns and cannot regain hit points.

A creature can use it's action to make a Wisdom (Medicine) check versus your spell save DC, ending the spell on itself or another creature within its reach on a success.

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

Classes: Artificer (Physicker), Cleric, Warlock

Grip of Bitter Frost

evocation cantrip
Casting Time: 1 Action
Range: Touch
Components: V, S
Duration: Instantaneous

Ice flows from your hand as you grasp the target. Make a melee spell attack, on a hit the target suffers 1d8 cold damage and you may make an immediate Athletics check using your Spellcasting Ability to grapple the target if you have a free hand and the target is no more than one size larger than you. For as long as you maintain the grapple granted by this spell, up to 1 minute, the DC of the check to escape the grapple is your spell save DC.

If you hit a creature that you currently have grappled using this spell, that creature is restrained until it is no longer grappled. If you touch an unattended item when you cast this spell, for 1 minute the item can only be removed from your grasp with a successful Strength check versus your spell save DC or until you choose to release it.

The spell's damage increases by 1d8 when you reach 5th-level (2d8), 11th-level (3d8), and 17th-level (4d8).

> **Arcane Synergy.** This spell was developed by the arcane martial artists of the School of the Arcane Way. If you cast this spell while under the effects of an investiture of ice spell, you inflict an additional 1d8 cold damage on a successful hit and the target has its speed halved until the start of your next turn.

Classes: Druid, Sorcerer, Warlock, Wizard

Guardian Sigil

2nd-level abjuration (ritual)
Casting Time: 1 Minute
Range: Touch
Components: V, S, M (special inks costing 25gp)
Duration: Until Dispelled

When you cast this spell, you inscribe a magical sigil on an object that can be closed (such as a book, a scroll, or a pack), a container such as a scabbarded sword, or an object that can be carried. You decide who is authorized to use or open the object when you inscribe the sigil. In addition, you can set a command word that deactivates the sigil until reactivated with another word.

If you are on the same plane of existence, you are mentally alerted when an unauthorized person opens the object, attempts to draw the weapon, or moves the object more than

5 feet. This awakens you if you are sleeping and you become aware of which object bearing your sigil triggered the alert.

If you cast a *locate object* spell targeting an object bearing your guardian sigil, the spell functions at any range so long as the object is on the same plane of existence. Additionally, you can cast a *scrying* or *greater scrying* spell targeting an object bearing your guardian sigil without fail.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can affect one additional target per slot level above 2nd, however all affected objects must have the same authorized creatures and/or command word.
Classes: Artificer, Wizard

Hadar's Coils

5th-level conjuration
Casting Time: 1 Bonus Action
Range: Self (30 feet)
Components: V, S
Duration: Concentration, up to 1 minute
Coils of shadowy force lash out from you and ensnare a creature within range. As an Action on each of your turns during the duration, if a creature is not currently restrained by the spell, you may make a melee spell attack against a creature within 30 feet. If you hit, the creature is lifted from the ground, choked by constricting shadows. A creature hit by spell suffers 4d6 + your Spellcasting Ability modifier points of necrotic damage and becomes restrained and unable to speak. If a creature starts its turn restrained by this spell, it must make a Constitution saving throw or become Incapacitated until the start of its next turn. A creature that ends its turn incapacitated by this spell suffers 2d6 points of necrotic damage.

A creature that starts its turn restrained by this spell, but is not incapacitated, may use an Action to make a Strength check vs your spell save DC, if successful it is free of the spell.

You may use a Bonus Action on your turn to move the restrained creature up to 30 feet to a point within range, or to release the victim. This spell can only affect a single creature at a time.

At Higher Levels. When you cast this spell using a spell slot of 6th-level or higher, the damage caused to a creature hit by the spell increases by 1d6 for each slot level above 5th, and the damage a creature incapacitated by the spell suffers at the end of its turn increases by 1d6 per two slot levels above 5th.
Classes: Warlock

Hadar's Rod

2nd-level conjuration
Casting Time: 1 Action
Range: Self
Components: V, S, M (a spellcasting focus)
Duration: Concentration, up to 1 minute
When you cast the spell three shadowy tentacles extend from your spellcasting focus. When you cast the spell, and as an action on each of your turns you can direct the tentacles to attack a creature within 15 feet of you. Make a melee spell attack for each tentacle. On a hit, the tentacle deals 1d6 + your Spellcasting Ability modifier necrotic damage. If you hit a target with 3 or more tentacles during a turn, it must make a Wisdom saving throw or be affected by a *slow* spell for the duration. A slowed creature makes another Wisdom saving throw at the end of each of its turns. On a successful save, the effect ends for it.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the spell produces an additional tentacle per slot level above 2nd.
Classes: Warlock

Halting Glance

1st-level enchantment
Casting Time: 1 Reaction
Range: 15 feet
Components: None
Duration: Special

> You can stop a creature in its tracks with a glance. You must have the Hypnotic Gaze class feature to cast this spell.

You can cast this spell as a Reaction when a creature you can see enters the range of this spell or starts its turn there. If the target can see you, it must succeed on a Wisdom saving throw or be charmed by you until the end of your next turn. The charmed creature's speed drops to 0, and the creature is incapacitated and visibly dazed. The creature remains unaware of its surroundings and has no memory of the time it spends entranced by this spell.

On subsequent turns, you can use your Action to maintain this effect, extending its duration until the end of your next turn. However, the effect ends if you move out of range or if the creature takes damage.

Once the spell ends, or if the creature succeeds on its initial saving throw against this spell, you can't use this spell or your Hypnotic Gaze class feature on that creature again until you finish a long rest.

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

> **Arcane Synergy.** If you have the Charms Diploma feat the range of this spell is doubled.

Classes: Wizard

Hand of Brilliance

evocation cantrip
Casting Time: 1 Action
Range: Touch
Components: V, S
Duration: Instantaneous
You glow with inner light as you make this attack. Make a melee spell attack against a creature you can reach. On a hit, the target takes 1d10 radiant damage. You have advantage on the attack roll if the target is vulnerable to radiant damage or sensitive to light (such as sunlight sensitivity or hypersensitivity).

If you score a critical hit on the attack using this spell the target must make a Constitution saving throw or be Blinded until the end of your next turn.

This spell's damage increases by 1d10 when you reach 5th-level (2d10), 11th-level (3d10), and 17th-level (4d10).
Classes: Cleric, Wizard

Hand of Dissolution

6th-level transmutation
Casting Time: 1 Bonus Action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes
For the duration of this spell, your unarmed strikes are considered magical and you inflict an additional 1d8 force damage when you hit with an unarmed strike, a melee spell attack that inflicts force damage, or you successfully grapple or shove a target.

At any point during the duration you can expend the spell when you inflict this additional force damage. When expended, the spell ends, and the target must make a Constitution saving throw or suffer 8d6+40 points of force damage. A target suffers half damage on a successful save. If this damage reduces the target to 0 hit points, it is disintegrated.

A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell.

You can expend this spell when you touch an unattended object or structure. This spell automatically disintegrates a Large or smaller nonmagical object or a creation of magical force. If the target is a Huge or larger object or creation of force, this spell disintegrates a 10-foot cube portion of it. A magic item is unaffected by this spell.

At Higher Levels. When you cast this spell using a spell slot of 7th-level or higher, the damage when expended increases by 2d6 +10 and the size of an object or creation of force that can be disintegrated increases by 10 feet for each slot level above 6th

> **Arcane Synergy.** Adapted by the Wizards of the Arcane Way from a *disintegration* spell, this version of the spell uses arcane force to set up sympathetic vibrations within the target causing disintegration. This spell is popular among practitioners of the *Arcane Fist* style of arcane martial arts.

Classes: Sorcerer, Wizard

Hearth Ward

3rd-level abjuration (ritual)
Casting Time: 10 minutes
Range: Touch
Components: V, S, M (rare materials and powered minerals worth 250gp which the spell consumes)
Duration: Until dispelled
You weave a set of magical protections about a specific structure. A structure of up to 2500 square feet can be protected by a casting of this spell. Multiple castings can be tied together to protect a larger structure. The entire structure, as well as all windows, doors, and other entrances are protected by an Arcane Lock spell and gain resistance to all damage types.

A *knock* spell can only bypass an Arcane Lock on the warded structure if the caster of the knock succeeds at an ability check using its Spellcasting Ability vs your spell save DC.

You or anyone you designate is mentally notified if any creature other than those you have authorized enters the structure uninvited, or if the structure is damaged, or if an attempt is made to gain unauthorized entrance to the structure. You can change what creatures are authorized as an Action at any time.

A *Hearth Ward* protecting an entire structure can only be dispelled if the underlying structure is materially destroyed.

You can also use the Hearth Ward as the foundation for other abjuration spells:

- ***E**nd**ure Elements.*** The interior of the structure remains at a constant temperature; the spell becomes permanent until dispelled.
- ***Glyph of W**ard**ing.*** A glyph of warding can be attached to the wards in such a way that it triggers on attempts to damage the structure, pick a lock, the casting of a knock spell, etc. An object inscribed with a glyph within the ward can me moved around freely as long as it does not leave the warded area. (It can also be set to trigger if removed from the warded area.)
- ***Magic Circle.*** A magic circle can be tied to a Hearth Ward in such a way to prohibit entry one type of creature described in the spell. If cast in such a way, the magic circle protects the structure and anyone within from such a creature as described in the spell and requires 500gp in components but becomes permanent until the structure is destroyed. This can be done multiple times, each casting hedging out one listed type of creature.
- ***No**nd**etection.*** Can be set to trigger if an unauthorized creature attempts to scry or use divination magic at a target within the structure, the spell then lasts for 24 hours. You or anyone you designate is alerted if this occurs. If cast on a warded structure every day for 30 days, the effects of a Nondetection spell can be made permanent on a structure.
- ***Teleport Block.*** Can be set to trigger if an unauthorized creature attempts to teleport into the structure, it then lasts for 24 hours. The caster of the Hearth Ward is alerted if this occurs.
- ***Private Sanctum.*** This spell can be tied to a structure protected by a Hearth Ward. If cast on a warded structure every day for 30 days, the effects of a Private Sanctum can be made permanent on the structure. You or anyone you designate can use an Action to change what properties of the sanctum are active at any time.
- ***Forbiddance.*** Can be made permanent on a structure protected by a Hearth Ward with a single casting.
- ***Gua**rd**s a**nd **W**ard**s.*** Can be set to trigger under certain conditions, the spell then lasts for up to 7 days.
- ***Symbol.*** A symbol can be attached to the wards in such a way that it triggers on attempts to damage the structure, pick a lock, the casting of a knock spell, etc. An object inscribed with a symbol within the ward can me moved around freely as long as it does not leave the warded area. (It can also be set to trigger if removed from the warded area.)

At Higher Levels. If you cast this spell using a spell slot of 4th-level or higher, area that can be affected increases by 2500 square feet per slot level above 3rd.
Classes: Cleric, Druid, Wizard

Heat Stroke
3rd-level evocation
Casting Time: 1 Action
Range: 60 ft
Components: V, S
Duration: Concentration, up to 1 minute
Choose one creature you can see within range. That creatures suffers 3d4 fire damage. A creature that suffers fire damage from this spell must make a Constitution saving throw. On a failed save it gains one level of exhaustion. Creatures wearing medium or heavy armor, or who are clad in heavy clothing, have disadvantage on the saving throw. Until the spell ends, you can use a bonus action on each of your subsequent turns to cause this damage to the target again.

Any levels of exhaustion caused by this spell go away when the fire damage inflicted by the spell is completely healed.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the damage increases by 1d4 and you may choose an additional target per slot level above 3rd.
Classes: Druid, Sorcerer, Wizard

Helpful Inspiration
Enchantment Cantrip
Casting Time: 1 Action
Range: 30 ft
Components: V
Duration: 1 round
With a short phrase or tune you inspire an ally. As part of the Action used to cast this spell you take the Help action to aid a creature within 30 feet that can hear you. If you aid an attack, only the ally must be within range. You can expend a Bardic Inspiration die when you cast this spell. Roll the die, the target of this spell gains a bonus to one roll of the action aided by this spell (attack roll, skill check, or a damage roll for an attack granted advantage by this spell).

If you have the Countercharm feature, you can start a Countercharm Performance as part of the same action used to cast this spell.

The distance at which you can Help your allies using this spell improves as you gain levels. The range increases to 45 feet at 5th level and to 60 feet at 17th level.

Additionally, at 11th level, you can take the Help action to aid up to two targets when you cast this spell, but you must aid the same type of action (attack or skill check). If you expend a Bardic Inspiration die when you cast the spell to Help two targets, both targets gain the bonus to one roll of the action aided by the spell.

Also, if you know this cantrip, the range of your Countercharm feature increases to match the range of this cantrip.
Classes: Bard

Hoarfrost
1st-level evocation
Casting Time: 1 Bonus Action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

> You must know the *frostbite*, *grip of bitter frost*, or *ray of frost* cantrip to cast this spell.

The next time you hit a creature with a *ray of frost* or *grip of bitter frost* spell, or a target fails its saving throw to resist a *frostbite* spell cast by you, layers of intense chilling frost form on the target. The target suffers an additional 1d8 cold damage and is slowed for the duration.

A slowed target's speed is halved, it takes a –2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn.

If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted.

A creature affected by this spell makes a Constitution saving throw at the end of each of its turns. On a successful save, the effect ends for it.

A creature immune to cold damage is immune to the slowing effect of this spell. A creature resistant to cold damage has advantage on its Constitution saving throw to remove the Slowed condition.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the additional cold damage inflicted by the spell increases by 1d8 for every slot level above 1st.
Classes: Artificer, Druid, Sorcerer, Warlock, Wizard

Hostile Displacement
5th-level conjuration
Casting Time: 1 Action
Range: 60 feet
Components: V, S
Duration: Instantaneous
You attempt to intentionally disperse portions of a target creature or object as you teleport it.

If cast on a creature it must make a Wisdom saving throw. On a failure, it suffers 8d10 points of Force damage and you can teleport it to any unoccupied space you can see within range if it is size Large or smaller. If successful, it suffers half damage and is not teleported.

If cast on an unattended non-magical object or structure, up to a 10-foot cube section of the object can be destroyed or teleported to a point within range. Even a spell as simple as an Arcane Lock will prevent a protected object from being teleported.

At Higher Levels. If you cast this spell using a spell slot of 6th-level or higher, the damage you inflict increases by 1d10 and you can teleport a creature or object of one size category larger per slot level above 5th.

> **Arcane Synergy.** If you possess the Benign Transposition wizard class feature you can swap places with an object or creature teleported by this spell.

Classes: Wizard

Humble Homestead

3rd-level conjuration
Casting Time: 10 minutes
Range: 50 ft
Components: V, S, M (a piece of stone or item from a structure with personal significance)
Duration: 24 hours
A humble abode of stone and earth rises from an area of earth that you can see within range. The small house rises from the earth in a 25-foot square or 15-foot radius circle, 10 feet high, at the point you choose. The area must not have any other structures or buildings on it. Any creatures or vegetation in the area is harmlessly lifted as the home rises.

The main structure is composed of local earth and un-mortared stone with a chimney protruding from an earthen roof and windows and doors of sturdy construction. The interior can be an open room or partitioned as you desire and is furnished with sturdy furniture, cookware, implements, simple tools, and other homey items. Such items disappear with the house when the duration expires or if taken more than 50 feet away from the abode. The walls of the abode are AC 15 and have 60 hit points. The doors and windows are sturdy wood, AC 14 and 20 hit points, and DC 16 to force open if barred.

If you have the appropriate artisan tool proficiency, this spell can be used to create a temporary forge, workshop, stable, or other structure that can fit within the dimensions. If you cast this spell again on the same location before the duration expires the duration is extended by 24 hours. If structure remains in existence for a season (90 days) it becomes permanent.

At Higher Levels. If you cast this spell using a spell slot of 4th-level or higher, you can either increase the duration by 24 hours or the size of the structure by an additional 25 foot square or 15 foot radius circle per slot level above 3rd.

> **Arcane Synergy.** This spell is a common favorite among halfling and gnomish spellcasters.

Classes: Cleric (Hearth), Druid, Wizard

Hypnotism

1st-level illusion
Casting Time: 1 Action
Range: 30 feet
Components: V, S, M (a pocket watch, coin, or other shiny object)
Duration: Concentration, up to 1 minute
You weave a hypnotic pattern of sound and color that only the target can see. Choose a single creature within range that can see and hear you, that creature must make a Wisdom saving throw. On a failed save, the creature becomes charmed for the duration. While charmed by this spell, the creature is incapacitated and has a speed of 0.

The spell ends for an affected creature if it takes any damage, if it starts its turn out of range, or if someone else uses an Action to shake the creature out of its stupor.

At Higher Levels. If you cast this spell using a spell slot of 2nd-level or higher, you can affect an addition target per slot level above 1st.
Classes: Bard, Sorcerer, Warlock, Wizard

Ice Cudgel

conjuration cantrip
Casting Time: 1 Bonus Action
Range: Touch
Components: S, M (a rod arcane focus)
Duration: 1 minute
You coat your rod with magical glowing ice. The ice is as strong as steel, and you can wield the rod as if wielding a magical weapon with the Light property. The rod inflicts 1d4 bludgeoning damage and 1d4 cold damage on a hit. You are considered proficient with the weapon if you can use a Rod as an arcane focus.

You can use your Spellcasting Ability instead of Strength for the attack and damage rolls of attacks using the rod.

The sheathe of ice sheds dim cold light in a 5-foot radius. If you end your turn without the weapon in your hand, the spell ends. You can dismiss the spell at any time (no Action required).

Once you reach 5th-level, if you cast a spell of 1st-level or higher that inflicts cold damage while wielding an ice cudgel, the next time you hit with an attack using the weapon before the end of your next turn, it inflicts an additional 1d4 cold damage, at 11th-level this increases to 2d4, and at 17th-level this increases to an additional 3d4 cold damage.

> **Arcane Synergy.** This spell is common among casters with the Discipline of the Eldritch Rod feat. You may learn alternate versions of this spell that instead creates an ice ax that inflicts 1d4 slashing damage or an ice pick that inflicts 1d4 piercing damage. The cold damage remains the same.

Classes: Sorcerer, Warlock, Wizard

Ice Slick

1st-level conjuration
Casting Time: 1 Action
Range: 60 ft
Components: V, S, M (a drop of water or piece of ice)
Duration: Concentration, up to 1 minute
A patch of intensely cold and treacherous ice covers the ground in up to a 15-foot square centered on a point within range and turns it into difficult terrain for the duration.

When the ice appears, each creature standing in its area must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone.

A creature ending its turn in the area suffers 2d4 cold damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the cold damage increases by 1d4 and you can increase the size of the area by 5 feet per slot level above 1st.
Classes: Sorcerer, Wizard

Ice Spar

2nd-level conjuration

Casting Time: 1 Bonus Action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes
You conjure a long spear of ice in your hand. The spear is as strong as steel, and it lasts for the duration. If you drop the weapon, it dissipates at the end of the turn, but you can conjure the weapon again as a Bonus Action during the duration.

You can wield the ice spar as a simple melee weapon with which you are proficient. It possesses the Reach, Thrown (range 20/60), and Versatile properties and inflicts 1d8 piercing damage plus 1d8 cold damage on a hit. (The piercing damage increases to 1d10 if wielded two-handed.) You can use your Spellcasting Ability modifier in place of Strength on the attack and damage rolls using the weapon. If you throw the weapon it reappears your hand after the attack is made.

A target suffering cold damage from this spell during a turn must make a Constitution saving throw or have its speed reduced to 0 until the start of your next turn.

The blade of the spear sheds dim, cold, blue light in a 5-foot radius.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the cold damage increases by 1d8 for every two slot levels above 2nd. When cast using a spell slot of 3rd or 4th-level the weapon gains a +1 bonus to hit and damage, this increases to +2 using a 5th or 6th-level slot, or +3 using a 7th-level or higher slot.
Classes: Druid, Sorcerer

Ice Spikes
3rd-level conjuration
Casting Time: 1 Bonus Action
Range: Self
Components: S, M (a drop of water or piece of ice)
Duration: 1 minute
You create six jagged spikes of ice. They float in the air, following your glance and gesture, poised to strike. When you cast the spell — and as an action and/or bonus action on each of your turns thereafter — you can send a spike hurtling towards a target within 150 feet of you.

Make a ranged spell attack against the target. On a hit, the target takes 1d10 + your Spellcasting Ability modifier piercing damage. Hit or miss, the shard then explodes in a burst of intense cold. The target and each creature within 5 feet of it must succeed on a Constitution saving throw or take 3d6 cold damage, suffering half damage on a successful save.

The spell ends when all spikes have been expended or the duration expires. If you fail a saving throw versus a spell of magical fire of a higher level than the level at which ice spikes was cast, the spell ends early.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the number of spikes created increases by two and the cold damage increases by 1d6 for each slot level above 3rd.
Classes: Druid, Sorcerer, Wizard

Ice Spire
7th-level conjuration
Casting Time: 1 Minute
Range: 120 feet
Components: V, S
Duration: 24 hours
When you cast this spell, you cause a spire of ice to slowly grow from the ground at a point within range. While the tower stands the area within 1 mile is affected by environmental conditions of extreme cold. When you cast the spell, you and up to 12 creatures of your choice within range gain resistance to cold damage while within 1 mile of the spire. Your spells of 1st-level or higher that inflict cold damage are considered to be cast using a spell slot 1 level higher than you expended when cast within 1 mile of your Ice Spire.

The spire is a 60-foot tall and 20-foot diameter round tower with 1-foot thick walls. The appearance and features of the tower, such as number and types of floors, stairs or ladders, icy furniture, and any doors and windows can be constructed as you wish.

The tower walls are 1 foot thick, have AC 12 and 30 hit points per 10-foot section, and it is vulnerable to fire damage. Reducing a 10-foot section of wall to 0 hit points destroys it and leaves behind a sheet of frigid air in the space the wall occupied. A creature moving through the sheet of frigid air for the first time on a turn must make a Constitution saving throw. That creature takes 5d6 cold damage on a failed save, or half as much damage on a successful one. Closed windows and doors have the same attributes as a wall section. Any destroyed sections of the tower automatically repair themselves, reforming 1 minute after being destroyed.

At Higher Levels. If you cast this spell using a spell slot of 8th-level or higher, the duration increases by 24 hours, the area of extreme cold and spell enhancement increase by 1 mile, and you may choose two additional creatures to gain resistance to cold damage per slot level above 7th.
Classes: Sorcerer, Wizard

Icy Torrent
5th-level conjuration
Casting Time: 1 Action
Range: Self
Components: V, S, M (a drop of water or sliver of ice)
Duration: Concentration, up to 1 minute
A torrent of ice slivers streams out from your hand in a 5-foot-wide, 60-foot-long line or a 30-foot cone. Each creature in the line must make a Dexterity saving throw and a Constitution saving throw. On a failed Dexterity save, a creature takes 5d4 piercing damage. On a failed Constitution saving throw it suffers 5d6 points of cold damage and its speed is halved until the start of your next turn. On a successful save, it takes half as much damage and a successful Constitution save removes the speed reduction.

For the duration, you gain resistance to cold and fire damage and jagged shards of ice float about your hands. You can create a new torrent of ice as your Action and/or Bonus Action on any turn until the spell ends. A creature in the area of more than icy torrent during a turn is affected only once.

At Higher Levels. When you cast this spell using a spell slot of 6th-level or higher, the piercing damage increases

by 1d4 and the cold damage increases by 1d6 for each slot level above 5th.
Classes: Druid, Sorcerer, Wizard

Id Insinuation

2nd-level enchantment
Casting Time: 1 Action
Range: 60 feet
Components: S
Duration: 1 round
You send tendrils of thought to disrupt the unconscious mind of any one creature, causing confusion and disorientation. The target must make a Wisdom saving throw.

On a failure, the creature suffers 6d4 psychic damage, can't take Reactions until the end of your next turn, and rolls a d8 to determine what it does during its next turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no Action or Bonus Action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

On a success, the creature takes half damage but suffers no further effect.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher the psychic damage increases by 2d4 points for each slot level above 2nd.
Classes: Wizard, Warlock, Sorcerer

Imbuement of Acid

3rd-level conjuration
Casting Time: 1 minute (Imbuement)
Range: Touch
Components: V, S, M (an arcane focus)
Duration: Special
You conjure a reservoir of arcane acidic projectiles within an arcane spellcasting focus you touch. As an Action on each of your turns during the duration, you can use the focus to discharge a projectile filled with volatile acid at a target within 120 feet.

Make a ranged spell attack against the target. On a hit, the target takes 3d10 + your Spellcasting Ability modifier acid damage. Hit or miss, the projectile explodes into a cloud of acidic vapor in a 10-foot radius around the target. The target and each creature in the cloud when it forms, entering the cloud for the first time on a turn, or ending its turn within the cloud must succeed on a Constitution saving throw or take 3d6 acid damage, suffering half damage on a successful save.

The area of the cloud of acidic vapor is lightly obscured and persists until the start of your next turn. Activating this item requires attunement if you are not the caster. If someone else attacks using the item, they use your spell attack modifier and spell save DC.

The focus can be used to fire 4 projectiles during the duration. You must know or have the *acid splash* cantrip or *acid arrow* spell in your spellbook to cast this spell.

At Higher Levels. If cast using a spell slot of 4th-level or higher, the acid damage on a successful ranged spell attack increases by 1d10, the acid cloud damage increases by 1d6, and you can use the focus to discharge 1 additional projectile for every slot level above 3rd.

> **Arcane Synergy.** If you have the Arcane Artificer wizard class feature, as an Action at any point during the duration you can expend a spell slot to recharge the focus. When you do so, the number of projectiles the spell can fire is increased by 1 per level of the spell slot expended. Among artificers this spell is known as Roland's Acidic Projectile Launcher.

Classes: Wizard

Imbuement of Flame

3rd-level conjuration
Casting Time: 1 minute (Imbuement)
Range: Touch
Components: V, S, M (an arcane focus)
Duration: Special
You imbue an arcane spellcasting focus with the ability to project flaming adhesive fluid. As an Action on each of your turns during the duration you may cause the focus to project a line of flaming liquid 50 feet long and 5 feet wide emanating from the focus in a direction you choose. The line of fire remains until the start of your next turn, or until you move.

Each creature in the line when it is formed, or that enters the line for the first time on a turn or ends its turn there, must make a Dexterity saving throw. On a failed save, a creature takes 4d8 fire damage and ignites, taking 1d8 fire damage at the start of each of its turns.

A creature takes half as much damage on a successful save and does not ignite. A burning creature can end the additional fire damage by using its Action to make a DC 10 Dexterity check to extinguish the flames. The spell also ignites flammable objects in the area that aren't being worn or carried. Each time a creature in the line fails the Dexterity save, the fire damage at the start of its turns increases by 1d8 until extinguished.

A burning creature sheds bright light in a 20-foot radius, and dim light for an additional 20 feet.

Activating this item requires attunement if you are not the caster. If someone else attacks using the item, they use your spell attack modifier and spell save DC.

The focus can be used to project a line of flame a total of 4 times during the duration. You must know or have the *fire bolt* cantrip or *burning hands* spell in your spellbook to cast this spell.

At Higher Levels. If you cast this spell using a spell slot of 4th-level or higher, the initial fire damage increases by 1d8 and the focus can be used to project the flame one additional time for every slot level above 3rd.

> **Arcane Synergy.** If you have the Arcane Artificer wizard class feature, as an Action at any point during the duration you can expend a spell slot to recharge the focus. When you do so, the number of uses contained by the focus is increased by 1 per level of the spell slot expended. Among artificers this spell is known as Zook's Fearsome Flammenwerfer.

Classes: Wizard

Imbuement of Flight

3rd-level transmutation
Casting Time: 1 minute (Imbuement)
Range: Touch
Components: V, S, M (a cloak, coat, boots, or apparatus)
Duration: Special
You imbue an item or specially constructed apparatus worn by you with the ability to grant its wearer flight. The spell only functions while the item is worn. For the duration, whenever you fall more than 10 feet you are affected by a *feather fall* spell.

As an Action or Bonus Action during the duration, you can activate the item's magic to grant yourself a fly speed of 60 feet for 1 minute or a fly speed of 30 feet for 1 hour. Using this ability requires attunement to the item if you are not the caster.

The item can be activated to grant flight up to 4 times during the duration before the magic is exhausted. You must know or have both *feather fall* and *fly* in your spellbook to cast this spell.

At Higher Levels. If cast using a spell slot of 4th-level or higher, the fly speed upon activation increases by 10 feet for 1 minute or 5 feet for 1 hour, and you can activate the item one additional time for every slot level above 3rd.

> **Arcane Synergy.** If you have the Arcane Artificer wizard class feature, as an Action at any point during the duration you can expend a spell slot to recharge the item. When you do so, the number times the item can be activated is increased by 1 per level of the spell slot expended. This spell was originally developed by the Gnomish Artificer Zook, for use with his innovative Iron Gnome Armor System.

Classes: Wizard

Imbuement of Force

2nd-level evocation
Casting Time: 1 minute (Imbuement)
Range: Touch
Components: V, S, M (an arcane focus)
Duration: Special
You imbue an arcane spellcasting focus you touch with magical force. As an Action on each of your turns during the duration, you can cause the focus to emit up to three bolts of magical force at targets within 240 feet. You can fire them at one or more targets within range. Make a ranged spell attack for each bolt. On a hit the target takes 1d10 + your Spellcasting Ability modifier force damage.

Activating this item requires attunement if you are not the caster. If someone else attacks using the item, they use your spell attack modifier and spell save DC.

The focus can be used to fire 9 bolts during the duration. You must know or have the *magic missile* spell in your spellbook to cast this spell.

At Higher Levels. If cast using a spell slot of 3rd-level or higher, you may fire an additional bolt when activated as an Action and the number of bolts the focus can fire is increased by 3 bolts for every slot level above 2nd. You can direct the bolts at the same target or at different ones. Make a separate attack and damage roll for each bolt.

> **Arcane Synergy.** If you have the Arcane Artificer wizard class feature, as an Action at any point during the duration you can expend a spell slot to recharge the focus. When you do so, the number of bolts the spell can fire is increased by 3 per level of the spell slot expended. Among artificers this spell is known as Roland's Rapid Force Flinger.

Classes: Wizard

Imbuement of Ice

2nd-level evocation
Casting Time: 1 minute (Imbuement)
Range: Touch
Components: V, S, M (an arcane focus)
Duration: Special
You imbue an arcane spellcasting focus you touch with magical frost. As an Action on each of your turns during the duration, you can cause the focus to emit up to three blasts of magical cold at targets within 180 feet. You can fire them at one or more targets within range. Make a ranged spell attack for each blast. On a hit the target takes 1d8 + your Spellcasting Ability modifier cold damage.

If you hit a target with 2 or more blasts during a turn, it must make a Constitution saving throw or have its speed reduced to 0 until the end of your next turn.

Activating this item requires attunement if you are not the caster. If someone else attacks using the item, they use your spell attack modifier and spell save DC.

The focus can be used to fire 9 blasts of cold during the duration. You must know or have the *ray of frost* cantrip or *ice knife* spell in your spellbook to cast this spell.

At Higher Levels. If imbuement of ice is cast using a spell slot of 3rd-level or higher, you may fire an additional blast when activated as an Action and the number of blasts the focus can fire is increased by 3 blasts for every slot level above 2nd. You can direct the blasts at the same target or at different ones. Make a separate attack and damage roll for each blast.

> **Arcane Synergy.** If you have the Arcane Artificer wizard class feature, as an Action at any point during the duration you can expend a spell slot to recharge the focus. When you do so, the number of blasts the spell can project is increased by 3 per level of the spell slot expended. Among artificers this spell is known as Zook's Incredible Ice Blaster.

Classes: Wizard

Imbuement of Illusion

2nd-level illusion
Casting Time: 1 minute (Imbuement)
Range: Touch
Components: V, S, M (a hat, cloak, jewelry, or apparatus)
Duration: Special
You imbue an item or apparatus, customarily a hat, worn by you with subtle illusion. For the duration, while you wear the item, as an Action or Bonus Action, you can change your appearance as described in the *disguise self* spell at will.

As an Action or Bonus Action, you can activate the item to become *invisible* for 1 minute (or until you attack or cast a spell) or to gain the effects of a *blur* spell until the end of your

next turn. Using this ability or the *disguise self* ability requires attunement to the item if you are not the caster.

The item can be activated up to 3 times to become *invisible* or *blurred* during the duration. Changing your appearance does not expend an activation. You must know or have *disguise self, blur,* and *invisibility* in your spellbook to cast this spell.

At Higher Levels. If cast using a spell slot of 3rd-level or higher, the item can activate one additional time for every slot level above 2nd.

> **Arcane Synergy.** If you have the Arcane Artificer wizard class feature, as an Action at any point during the duration you can expend a spell slot to recharge the item. When you do so, the number times the item can be activated is increased by 1 per level of the spell slot expended.

Classes: Wizard

Imbuement of Lightning

1st-level evocation
Casting Time: 1 minute (Imbuement)
Range: Touch
Components: V, S, M (an arcane focus)
Duration: Special
You charge an arcane spellcasting focus you touch with electrical energy. As an Action on each of your turns during the duration, you can cause the focus to emit an arc of lightning. Make a melee or ranged spell attack using the focus against a target within 90 feet, you have advantage on this attack roll if the target is wearing medium or heavy armor made of metal. On a hit a target takes 1d12 + your Spellcasting Ability modifier lightning damage, and you can choose another target within 30 feet of the target struck. Make a ranged spell attack against that target, on a hit the lightning arcs to that target. You can continue to choose targets, and make additional ranged spell attack rolls, until you have hit a number of targets equal to 2 + the level of the spell slot used to cast the spell, or you miss an attack roll. Each hit inflicts 1d12 + your Spellcasting Ability modifier of lightning damage.

Activating this item requires attunement if you are not the caster. If someone else attacks using the item, they use your spell attack modifier and spell save DC.

The focus can be used to discharge an arc of lightning 2 times during the duration. You can use this spell to make a melee spell attack when a creature provokes an Opportunity Attack from you, but you can only target that creature when you do so. You must know or have the *shocking grasp* or *arc lightning* cantrip or *witch bolt* spell in your spellbook to cast this spell.

At Higher Levels. If cast using a spell slot of 2nd-level or higher, the capacity of the focus increases by 1 arc of lightning for every slot level above 1st, and the damage of each arc increases by 1d12 for every 2 slot levels above 1st. As noted above, each arc of lightning discharged can hit a maximum number of targets equal to 2 + the level of the spell slot used to cast the spell.

> **Arcane Synergy.** If you have the Arcane Artificer wizard class feature, as an Action at any point during the duration you can expend a spell slot to recharge the focus. When you do so, the number of arcs the spell can fire is increased by 1 per level of the spell slot expended. Among artificers this spell is known as Zook's Lightning Arc Capacitor.

Classes: Wizard

Imbuement of Poison

1st-level conjuration
Casting Time: 1 minute (Imbuement)
Range: Touch
Components: V, S, M (an arcane focus)
Duration: Special
You imbue an arcane spellcasting focus with the ability to project a spray of poison. As an Action on each of your turns during the duration you may cause the focus to spray a 30 foot by 5-foot line or a 15-foot cone of pernicious poison.

Each creature in the area must make a Constitution saving throw. On a failed save, a creature takes 2d12 poison damage and is also poisoned until the end of your next turn. A creature takes half as much damage on a successful save and is not poisoned.

Activating this item requires attunement if you are not the caster. If someone else attacks using the item, they use your spell attack modifier and spell save DC.

The focus can be used spray poison a total of 2 times during the duration. You must know or have the *poison spray* cantrip or *ray of sickness* spell in your spellbook to cast this spell.

At Higher Levels. If you cast this spell using a spell slot of 2nd-level or higher, the poison damage increases by 1d12, and the number of uses increases by 1 per slot level above 1st.

> **Arcane Synergy.** If you have the Arcane Artificer wizard class feature, as an Action at any point during the duration you can expend a spell slot to recharge the focus. When you do so, the number uses contained by the focus is increased by 1 per level of the spell slot expended. Among Artificers this spell is known as Roland's Pernicious Poison Projector.

Classes: Wizard

Imbuement of Radiance

2nd-level evocation
Casting Time: 1 minute (Imbuement)
Range: Touch
Components: V, S, M (an arcane focus)
Duration: Special
You imbue an arcane spellcasting focus you touch with the ability to produce light of varying intensities. As an action or bonus action on your turn you can cause the focus to do one of the following:

- Produce bright light in a 30-foot radius and dim light for an additional 30 feet.
- Produce bright light in a 60-foot cone and dim light for an additional 60 feet.
- Produce bright light in a 120-foot by 5-foot line and dim light for an additional 120 feet.
- Extinguish the light.

The light continues to emit from the focus until extinguished or the imbuement ends.

As an action during the duration you can activate the focus to emit an intense beam of radiant energy at a target within 480 feet. Make a ranged spell attack, on a hit the target suffers 3d10 + your Spellcasting Ability modifier radiant damage.

Activating this item requires attunement if you are not the caster. If someone else attacks using the item, they use your spell attack modifier and spell save DC.

The focus can be activated up to 3 times to produce the radiant beam. Producing or extinguishing the light does not expend an activation.

You must know or have the *light* or *ray of radiance* cantrip or the *sun shards* spell in your spellbook to cast this spell.

At Higher Levels. If cast using a spell slot of 3rd-level or higher, the capacity of the focus increases by 1 radiant beam for every slot level above 2nd, and the damage of each beam increases by 1d10 on a hit per slot level above 2nd.

> **Arcane Synergy.** If you have the Arcane Artificer wizard class feature, as an Action at any point during the duration you can expend a spell slot to recharge the item. When you do so, the number times the item can be activated is increased by 1 per level of the spell slot expended.

Classes: Wizard

Imbuement of Sight

2nd-level divination
Casting Time: 1 minute (Imbuement)
Range: Touch
Components: V, S, M (glasses, goggles, or a monocle, crystal, or lens)
Duration: Special
You imbue eyewear worn by you with divinatory enchantments. While wearing the item you can use an Action or Bonus Action to enhance your distance vision, detail vision, or night vision. You can switch between modes or return your vision to normal at will during the duration.

When you enhance your distance vision, you have advantage on Wisdom (Perception) checks that rely on sight. In conditions of clear visibility, you can see up to 1 mile away with no difficulty, able to discern even fine details as though looking at something no more than 100 feet away from you. You have disadvantage on Intelligence (Investigation) checks that rely on sight within 10 feet of you while this effect is active.

When you enhance your detail vision, you can see much better than normal out to a range of 1 foot. You have advantage on Intelligence (Investigation) checks that rely on sight while searching an area or studying an object within that range. You have disadvantage on Wisdom (Perception) checks that rely on sight at ranges beyond 10 feet while this effect is active.

When you enhance your night vision you gain darkvision with a range of 30 feet or increase the range of your darkvision by 30 feet and dim light does not impose disadvantage on your Wisdom (Perception) checks that rely on sight. You have disadvantage on Wisdom (Perception) checks that rely on sight in bright light while this effect is active.

As an Action or Bonus Action, you can activate either a *detect magic* or *see invisibility* effect for 1 minute. Using this ability requires attunement to the item if you are not the caster.

The item can be activated up to 3 times to view magic or invisibility during the duration. You must know or have *detect magic, darkvision*, and see *invisibility* in your spellbook to cast this spell.

At Higher Levels. If cast using a spell slot of 3rd-level or higher, the duration of the detect magic or see invisibility is increased by 1 minute, and the item can activate one additional time for every slot level above 2nd.

> **Arcane Synergy.** If you have the Arcane Artificer wizard class feature, as an Action at any point during the duration you can expend a spell slot to recharge the item. When you do so, the number times the item can be activated is increased by 1 per level of the spell slot expended.

Classes: Wizard

Imbuement of Speed

1st-level transmutation
Casting Time: 1 minute (Imbuement)
Range: Touch
Components: V, S, M (a pair of boots or similar apparatus)
Duration: Special
You imbue a set of footwear worn by you with the ability to enhance your speed. The spell only functions while you wear the item. While you wear the enchanted item, your speed increases by 5 feet.

You can activate the footwear as a Bonus Action to enhance your speed further. When you activate the item, you take the Dash Action and your jump distance is doubled until the start of your next turn. Using this ability requires attunement to the item if you are not the caster.

The item can be activated to enhance your speed up to 10 times during the duration. You must know or have both *expeditious retreat* and *jump* in your spellbook to cast this spell.

At Higher Levels. If you cast imbuement of speed using a spell slot of 2nd-level or higher, you can activate the item 5 additional times for every slot level above 1st. The base enhancement to your movement speed increases by 5 feet and the jump distance multiplication when you take the dash Action increases by 1 for every 2 slot levels above 1st.

- If you use a spell slot of 3rd-level or higher to cast this spell, and you have the *haste* spell in your spellbook, you can expend 5 uses when you activate the item to gain the effects of a *haste* spell until the start of your next turn, in addition to the normal effects. You do not suffer lethargy when this *haste* effect ends.

> **Arcane Synergy.** If you have the Arcane Artificer wizard class feature as an Action at any point during the duration you can expend a spell slot to recharge the item. When you do so, the number times the item can be activated is increased by 5 per level of the spell slot expended.

Classes: Wizard

Imbuement of Thunder

4th-level evocation

Casting Time: 1 minute (Imbuement)
Range: Touch
Components: V, S, M (an arcane focus)
Duration: Special

You imbue a charge of thunderous energy within an arcane spellcasting focus you touch. As an Action on each of your turns during the duration, you can use the focus to discharge a blast of focused thunder at a target within 120 feet. Make a ranged spell attack against the target. On a hit, the target takes 4d8 + your Spellcasting Ability modifier thunder damage. If you score a critical hit on the attack roll the target is Stunned until the end of your next turn. Hit or miss, the blast releases its stored energy.

The target and each creature within a 10-foot radius must make a Constitution saving throw or take 4d8 thunder damage, or half damage on a successful save. A creature failing this saving throw by 5 or more is Stunned until the end of your next turn.

This damage is non-lethal, a creature reduced to 0 hit points is unconscious, but automatically stabilizes and does not require death saves.

Activating this item requires attunement if you are not the caster. If someone else attacks using the item, they use your spell attack modifier and spell save DC.

The focus can be used to fire 5 blasts of thunder during the duration. You must know or have the *stunning spell* cantrip or the *thunderwave* or *shatter* spell in your spellbook to cast this spell.

At Higher Levels. If cast using a spell slot of 5th-level or higher, the thunder damage on a successful ranged spell attack increases by 1d8, the area thunder damage increases by 1d8, and you can use the focus to discharge 1 additional blast for every slot level above 4th.

> **Arcane Synergy.** If you have the Arcane Artificer wizard class feature, As an Action at any point during the duration you can expend a spell slot to recharge the focus. When you do so, the number of blasts the spell can fire is increased by 1 per level of the spell slot expended. Among artificers this spell is known as Zook's Thundering Disabling Device.

Classes: Wizard

Imbuement of Warding

3rd-level abjuration

Casting Time: 1 minute (Imbuement)
Range: Touch
Components: V, S, M (a robe, cloak, bracers, ring, or apparatus)
Duration: Special

You imbue an item worn by you with protective enchantments. While not wearing armor, your base AC becomes 14 + your Dexterity modifier.

You can activate the item as an Action or Bonus Action to Ward yourself further. Until the start of your next turn any attack roll made against you has disadvantage, you make saving throws with advantage, and you gain resistance to all damage. Using this ability requires attunement to the item if you are not the caster.

The item can activate up to 4 times during the duration. You must know or have the *blade ward* cantrip and the *mage armor* and *protection from energy* spells in your spellbook to cast this spell.

At Higher Levels. If cast using a spell slot of 4th-level or higher, the item can activate one additional time for every slot level above 3rd. If you use a spell slot of 6th-level or higher the AC granted by the item increases to 15 + your Dexterity modifier, and to 16 + your Dexterity modifier if a 9th-level spell slot is used.

> **Arcane Synergy.** If you have the Arcane Artificer wizard class feature, as an Action at any point during the duration you can expend a spell slot to recharge the item. When you do so, the number times the item can be activated is increased by 1 per level of the spell slot expended.

Classes: Wizard



Imbue Lesser Rune

1st-level abjuration
Casting Time: 1 minute (Imbuement)
Range: Touch
Components: V, S, M (calligraphy supplies or painter's supplies)
Duration: Special

> You must have the Ink Magic wizard class feature or be proficient with the Arcana skill and one of Calligraphy Supplies or Painter's Supplies to cast this spell.

You can use your magic to craft temporary magical runes using Calligrapher's Supplies or Painter's Supplies. A temporary rune uses your spell save DC, but otherwise mimics the effects of one of the following magical runes:

Temporary Magical Runes

Spell Level	Rune Created
1st	*Eldritch Armor, Feather, Life Saving, Striding, Supernatural Protection, Trigger, Understanding, Warding (alarm)*
2nd	*Claw (+1), Enhancement (+1), Escape, Invisibility, Retrieval, Sea, Warding (lock)*
3rd	*Aegis (+1), Animation (Small), Elements, Energy Protection, Flight, Mystic Sight, Ogre, Speed*
4th	*Actuation, Blinking, Claw (+2), Enhancement (+2), Greater Invisibility*
5th	*Aegis (+2), Animation (Large), Expertise, Imperviousness, Teleportation*

Commonly known as Lesser Runes, the details of each rune can be found in the Arcanum Magic Items chapter. You must meet the normal prerequisites for scribing the selected rune as described in its description. If you have the rune's prerequisite spell(s) in your spellbook, you can scribe that rune using this spell.

Alternatively, you can cast this spell to create a temporary Spell Rune of 5th level or lower of a spell you have in your spell book using a spell slot of the spell's level.

A rune created by this spell loses potency and fades when you regain spell slots at the end of your next long rest.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can craft any number of runes with a combined level equal to or less than the spell level used. If you expend a spell slot of 6th level or higher, you can create any number of lesser runes with a combined level equal to or less than 5, plus 5 per slot level above 5th.

Each casting of this spell is a single active imbuement spell, regardless of the number of runes created.
Classes: Wizard

Imbue True Rune

2nd-level abjuration
Casting Time: 1 minute (Imbuement)
Range: Touch
Components: V, S, M (artisan tools used to draw or scribe the rune)
Duration: Special

> To cast this spell, you must be proficient in the Arcana skill and the tool used as the material component for the spell. You must also be fluent in at least one of the following languages: dwarvish, elvish, or giant.

You can cast this spell to inscribe objects with a magical rune, commonly known as a true rune. When you learn this spell, you add two runes from each of the following languages you know to your spell book: dwarvish, elvish, and giant chosen from the list in the Runewrighting feature of the Runewright artificer specialty. You can cast this spell to inscribe runes contained in your spellbook onto an object. You can add additional runes to your spell book as you come across them on your adventures using the normal rules for scribing a spell of the level required to meet the prerequisites of the rune.

When you cast this spell, you etch a rune as described in the artificer Runewrighting feature. You are considered a 4th level artificer for the purposes of meeting the rune's prerequisites and to determine the rune's effects. The rune inscribed object has the normal effects when worn or carried by you and can be invoked as described in the rune's description.

The rune remains on an object until you finish a long rest, and an object can bear only one of your runes at a time. Each object bearing a rune with this spell counts as one of your active imbuement spells.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, the effective artificer level for the purposes of a rune's prerequisites and the effects of the rune increases by 2 per slot level above 2nd.
Classes: Wizard

Impel Weapon

transmutation cantrip
Casting Time: 1 Action
Range: Self (Special)
Components: S, M (a weapon)
Duration: Instantaneous
You telekinetically propel the weapon used in the casting. If the weapon is not normally a ranged weapon it gains the thrown property with a range of 20/60; a thrown or ranged weapon's range increases by 20-feet additional short range and 60-feet additional long range.

As you cast this spell you make a thrown or ranged weapon attack using the weapon against one target within the weapon's range. On a hit, the target suffers the weapon attack's normal effects and if the attack is made within the weapon's short range, the target suffers an additional 1d6 points of damage of the weapon's damage type.

The force of the impelled weapon increases as you gain levels causing additional damage of the weapon's type. The range of the weapon increases by 10/30 and the damage of the weapon increases by 1d6 regardless of range when you reach 5th-level (+30/90 range and +2d6 damage at short range or +1d6 damage at long range), 11th-level (+40/120 range and +3d6 or +2d6 damage), and 17th-level (+50/150 range and +4d6 or +3d6 damage).

> **Arcane Synergy.** If you use your Action to cast *impel weapon* you may use the conjured weapon of a *windbow* or *shardcaster* spell to make the ranged weapon attack. The range of the conjured weapon is increased by impel weapon's range bonus. If you know the *push/pull* cantrip

you can use your Spellcasting Ability in place of Strength or Dexterity on thrown or ranged weapon attacks using impel weapon and you can cause a thrown weapon to return your hand after the attack is completed.

Classes: Artificer, Bard, Druid, Sorcerer, Warlock, Wizard

Implement Animation

1st-level transmutation (ritual)
Casting Time: *1 Action*
Range: 60 feet
Components: V, S, M (the tools to be animated)
Duration: 8 hours
You animate a small sized or smaller implement or set of tools to perform a task. It can perform unskilled tasks suited to the tool; such as cleaning for a broom, digging for a shovel, chopping wood for an axe, fetching water for a bucket, etc., without supervision.

If you animate a set of artisan tools with which you have proficiency, they can assist you in crafting, providing the production of an additional craftsman. You can direct Thieves' Tools animated using this spell to remotely open locks or disarm traps using your skill bonus; alternatively, they can grant you advantage on such rolls if they are working alongside you. Objects animated by this spell cannot attack, but otherwise have the statistics of animated objects listed under the Animate Objects spell (PHB p. 213).

Once on each of your turns as a bonus action, you can mentally command animated implements within range to move up to 30 feet and perform a function suited to their purpose. Once you give the command, the tool performs the task to the best of its ability until it completes the task, then waits for your next command.

Alternately, this spell may be cast on a small sized or smaller machine to provide power enough to run the machine for the duration. This spell only provides mechanical motion, not heat, electricity, etc. If cast in this manner the machine must be used or directed as normal, this spell does not otherwise animate the machine. Used on a crossbow this can remove the Loading property for the duration.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, you may animate an additional set of tools or increase the duration by 8 hours for every slot level above 1st.

- Alternately, if cast upon a machine you may power a medium sized machine at 2nd-level, a large machine at 3rd, a huge machine at 4th, a gargantuan machine (25' by 25') at 5th, and increases the size of the machine you may power by 25 foot by 25 foot for every slot level above 5th.
- Instead of increasing the size of the machine you may increase the duration by 8 hours for every slot level above 1st.

Arcane Synergy. While the objects cannot attack you can cast this spell on a bag of caltrops commanding them to occupy a 5-foot square within 30 feet or to move to a new square. Because the caltrops are constantly moving, creatures cannot avoid a Dexterity saving throw by moving at half speed through the space.

Classes: Artificer, Bard, Sorcerer, Warlock (The Machine), Wizard

Incredible Submersion

7th-level transmutation
Casting Time: 1 Minute
Range: Touch
Components: V, S, M (a fin from any fish)
Duration: 8 hours
You touch up to 8 willing creatures as you cast this spell. The targets gain a swim speed of 120 feet and the ability to breathe underwater until the spell ends. Affected creatures also retain their normal mode of respiration. In addition, being underwater imposes no penalties on the targets' movement or attacks.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the number of creatures that can be affected increases by 8 and the duration increases by 8 hours.

Arcane Synergy. If you already possess a swim speed it increases by 120 feet for the duration of this spell.

Classes: Sorcerer, Wizard

Induce Madness

6th-level enchantment
Casting Time: 1 Action
Range: 120 ft
Components: V, S
Duration: Instantaneous
You reach out with an insidious psychic attack in an attempt to induce madness within a single creature within range. The target takes 6d6 psychic damage and must make a Charisma saving throw. On a failed save the target must roll on the Short-Term Madness table on p. 259 of the *Dungeon Master's Guide* and suffers the resulting madness for 1d10 minutes. On a successful save, the effect ends for that creature.

When this short-term madness ends, the target must make a Wisdom saving throw. On a failed save the target must roll on the Long-Term Madness table on p. 260 of the *Dungeon Master's Guide* and suffers the resulting madness for 1d10x10 hours. On a successful save, the effect ends for that creature.

When this long-term madness ends, the target must make a Wisdom saving throw. On a failed save the target must roll on the Indefinite Madness table on p. 260 of the *Dungeon Master's Guide* and suffers the resulting madness permanently. On a successful save, the effect ends for that creature.

A *calm emotions* spell can suppress the effects of madness, while a *lesser restoration* or *remove curse* spell can rid a character of a short-term or long-term madness. A *greater restoration* spell or more powerful magic is required to rid a character of indefinite madness.

At Higher Levels. If you cast this spell using a spell slot of 7th-level or higher, you can affect an additional creature and the psychic damage increases by 1d6 per slot level above 6th.
Classes: Bard, Druid, Warlock, Wizard

Influence

1st-level enchantment
Casting Time: 1 Action
Range: Self
Components: S
Duration: 1 hour

You must know the *friends* cantrip to cast this spell.

You weave tenuous strands of enchantment, confidence, and emotion about yourself. For the duration of the spell, you have advantage on all Charisma checks to interact with creatures that are not hostile and you can use your Spellcasting Ability in place of Charisma for such checks.

This is a subtler spell than *friends*; when the spell ends, targets must succeed at a Wisdom (Insight) check against your spell save DC to realize that they have been influenced by magic. If a creature realizes you have used magic to influence its mind, it may become hostile towards you.

This spell ends if you cause damage to any creature.

At Higher Levels. If you cast this spell using a slot of 2nd-level or higher, the duration increases by 1 hour per slot level above 1st.

Classes: Bard, Sorcerer, Warlock, Wizard

Infuriating Mockery

1st-level enchantment
Casting Time: 1 Action
Range: 60 feet
Components: V
Duration: Instantaneous

> You must know the *vicious mockery* cantrip to cast this spell.

As part of the Action used to cast this spell you must cast *vicious mockery* at a target within range. The insults contained in your mockery cause a surge of unreasoned fury. If the target fails the save versus the cantrip, it suffers the normal effects from the cantrip plus an additional 4d4 psychic damage and must immediately use its Reaction, if available, to move as far as its speed allows towards you by the most direct route.

The creature doesn't move into obviously dangerous ground, such as a fire or a pit. The target must subtract the distance it moves during this reaction from the distance it may move on its next turn.

On a successful save, the target suffers 2d4 psychic damage and does not have to move towards you.

At Higher Levels. When you cast infuriating mockery using a spell slot of 2nd-level or higher, the damage on a failed save increases by 2d4 for each slot level above 1st. The psychic damage on successful save increases by 1d4 per slot level above 1st.

Classes: Bard

Insightful Dodge

divination cantrip
Casting Time: 1 Action
Range: Self
Components: V
Duration: 1 Round

With a quick centering chant, you ready yourself for any attack. As part of the action used to cast this spell, you take the Dodge action and gain an insight into the flow of battle around you. If a creature within your reach misses you with an attack before the start of your next turn, it provokes an opportunity attack from you.

As you reach higher levels, your insight into the combat around you enhances any opening you find. At 5th level, the first time you hit with an opportunity attack before the start of your next turn, you inflict an additional 1d8 damage of the attack's damage type. This increases to 2d8 at 11th level and to 3d8 at 17th level.

Classes: Bard, Sorcerer, Warlock, Wizard

Inspirational Performance

4th-level enchantment
Casting Time: 1 Action
Range: Special
Components: V
Duration: Concentration, up to 10 minutes

As part of the Action used to cast this spell you start a Countercharm performance. You cannot cast this spell if you do not possess the Countercharm class feature. The performance lasts for the duration of the spell rather than the usual duration. In addition, you may enhance the performance in one of the following ways:

- ***Song of Courage.*** All creatures affected by the performance are immune to the frightened condition; when an affected creature uses a Bardic Inspiration die granted by you on a weapon attack or damage roll, it may roll the die twice and choose either result.
- ***Song of Confidence.*** All creatures affected by the performance are immune to the charmed condition; when an affected creature uses a Bardic Inspiration die granted by you on an ability check, it may roll the die twice and choose either result.
- ***Warding Waltz.*** All affected creatures have advantage on saving throws against spells and magical effects; when an affected creature uses a Bardic Inspiration die granted by you on a saving throw, it may roll the die twice and choose either result.
- ***Healing Harmony.*** When you grant an affected creature a Bardic Inspiration die, it regains hit points equal to your Charisma modifier. When any affected creature rolls dice to determine the number hit points it regains, it adds a bonus to the roll equal to your Charisma modifier.
- ***Martial Melody.*** When you grant an affected creature a Bardic Inspiration die, all affected creatures have advantage on attack rolls against a target if at least one other affected ally is within 5 feet of the target and the ally isn't incapacitated. This effect lasts until the end of your next turn.
- ***Symphony of Sorcery.*** Affected creatures have advantage on saving throws to maintain concentration on spells and on Spellcasting Ability checks; an affected creature can use a Bardic Inspiration die granted by you when it rolls a spell damage or healing roll and add the result to the total.
- ***Wraithbane Dirge.*** Friendly creatures affected by the performance have advantage on all saving throws against spells or effects caused by undead creatures and gain resistance to necrotic damage. When an affected creature spends a Bardic Inspiration die provided by you on an attack roll versus an undead creature, the attack inflicts additional damage equal to the result of the die if it hits and the attack is considered magical.

- ***Fortissimo.*** The volume increases, creatures within 60 feet are affected; if you start your turn without a Bardic Inspiration die, you gain a d4 that you can use or grant as a Bardic Inspiration die before the start of your next turn.
- ***Allegro.*** The tempo increases, all affected creatures increase their speed by 10 feet. When you grant an affected creature a Bardic Inspiration die, that creature gains the benefit of a haste spell until the end of your next turn (this does not cause lethargy when the effect ends).

You must take a Bonus Action or an Action on your subsequent turns to continue the Countercharm performance, though you may maintain the performance as part of the same bonus action used to grant or use a Bardic Inspiration die. You can use an Action during the duration to change the options chosen for the performance. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no Action required).

At Higher Levels. If cast using a spell slot of 5th-level or higher, you can choose an additional enhancement to your performance for every slot level above 4th.

Classes: Bard

Inspired Infusion

1st-level transmutation (ritual)
Casting Time: 1 Minute
Range: Touch
Components: M (thieves' tools or artisan's tools)
Duration: Instantaneous

> You must have the **Infuse Item** artificer feature to cast this spell.

When you cast this spell choose either an infusion you know or an infusion that you do not know, but for which you meet the prerequisites. If you choose an infusion you know, one non-magical object you touch is imbued with that infusion. If this would exceed your maximum number of infusions or if you do not know the infusion, the infusion does not count against your maximum number of allowed infusions but lasts for only 1 hour before ceasing to function.

Additionally, maximum artificer level prerequisite for the chosen infusion can be no higher than artificer level 4.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the duration of an infusion in excess of your maximum or which you do not know increases by 1 hour per slot level above 1st. Additionally, the maximum artificer level prerequisite increases by 4 per slot level above 1st.

Classes: Artificer

Inspiring Attack

enchantment cantrip
Casting Time: 1 Action
Range: Self (60 feet)
Components: V
Duration: Instantaneous
You let forth an inspiring battle cry as you make an unarmed strike or weapon attack against one creature within 60 feet and within your reach or the weapon's range. On a hit, the target suffers the attack's normal effects and you inspire an ally of your choice within 60 feet that can hear you to strike the target as well. The first time that ally hits the target with a weapon attack before the start of your next turn it inflicts additional damage of its weapon's damage type equal to your Charisma modifier.

The additional damage increases as you reach higher levels. At 5th-level, if an ally is within 5 feet of the target or you have advantage on the attack roll, your weapon attack deals an extra 1d6 damage of the weapon's damage type on a hit, and the additional damage the target takes from the ally's successful attack increases to 1d6 + your Charisma modifier. Both damage rolls increase by 1d6 at 11th-level (2d6 and 2d6 + CHA) and 17th-level (3d6 and 3d6 + CHA).

Classes: Bard

Instant Girding

1st-level transmutation
Casting Time: 1 Action
Range: 30 feet
Components: V, S, M (The items to be worn)
Duration: Instantaneous
You indicate a set of clothing, armor, or other apparel (including accessories) within range that is not worn by another creature. The garment instantly animates and you or a willing or incapacitated creature you choose within range is attired in the armor or clothing indicated by the end of your current turn.

Alternatively, you can cast this spell to remove armor, clothing, or other apparel worn by a willing or incapacitated creature within range to cause the target apparel or armor to be doffed, folded, and neatly stowed in a space within range by the end of your current turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher you may animate an additional target attire to be garbed or be doffed for each slot above 1st.

> **Arcane Synergy.** If you know the *prestidigitation* cantrip a target also has its existing clothing removed, is cleaned, perfumed, and its hair (or other adornments) are styled.

Classes: Artificer, Bard, Cleric, Warlock, Wizard

Intimidating Mockery

1st-level enchantment
Casting Time: 1 Action
Range: 60 feet
Components: V
Duration: Instantaneous

> You must know the *vicious mockery* cantrip to cast this spell.

As part of the Action used to cast this spell you must cast *vicious mockery* at a target within range. The insults contained in your mockery are laced with subtle threats causing an unreasoned surge of fear.

If the target fails the save versus the cantrip, it suffers the normal effects from the cantrip plus an additional 4d4 psychic damage and must immediately use its reaction, if available, to move as far as its speed allows away from you, becoming frightened of you until the end of your next turn.

The creature doesn't move into obviously dangerous ground, such as a fire or a pit. The target must subtract the distance it moves during this reaction from the distance it may move on its next turn.

On a successful save, the target suffers 2d4 psychic damage and does not have to move away. A creature immune to the frightened condition doesn't have to move away.

At Higher Levels. When you cast infuriating mockery using a spell slot of 2nd-level or higher, the damage on a failed save increases by 2d4 for each slot level above 1st. The psychic damage on successful save increases by 1d4 per slot level above 1st.

Classes: Bard

Intuition

1st-level divination

Casting Time: 1 Bonus Action
Range: Self
Components: V
Duration: 8 hours

At any point during the duration, when you roll initiative or are a target of an attack, spell, or other dangerous situation you can get a brief forewarning of the outcome; when an attack roll is made against you, or you make a saving throw or check to avoid danger, or you roll initiative, you can expend this spell to reroll a saving throw, ability check, or initiative roll or to cause an attack against you to be rerolled.

When you cause a reroll using this spell, you may choose which result is used. You can choose to expend this spell after the roll, but before the DM determines success or failure, before initiative order is announced, or before damage is dealt. If you use this spell to reroll an initiative roll, you may act normally during the first round of combat, even if you would normally have been surprised. Once you use the reroll, the spell ends. The spell also ends if you cast it again.

It does not take an action to cause a reroll using this spell and you can expend the spell even if you are surprised or unaware of the attack or danger.

At Higher Levels. If you cast this spell using a spell slot of 2nd-level or higher, you can gain one additional reroll before the spell ends per slot level above 1st.

> **Arcane Synergy.** If you possess the Portent wizard class feature, you can use that class feature when you cause a reroll to use one of your Portent dice instead of re-rolling.

Classes: Bard, Druid, Wizard

Investiture of Force

6th-level evocation

Casting Time: 1 Action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes.

You gain resistance to Force damage and create a set of overlapping shields of pure force around yourself for the duration. The shields move as you will, allowing you to attack freely but granting you three quarters cover in all directions. A target with three-quarters cover has a +5 bonus to AC and Dexterity saving throws.

You can use a Bonus Action on your turn to collapse some of the shields into shards of magical force. The cover provided by the spell is reduced to half cover until the beginning of your next turn and you create four glowing darts that strike as magic missiles. Each dart hits a creature of your choice that you can see within 120 feet. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several. A shield spell protects a creature against the damage from this spell in the same manner as a magic missile spell. A target with half cover has a +2 bonus to AC and Dexterity saving throws.

Alternatively, you can use a Bonus Action on your turn to extend the shields to all creatures of your choice within 5 feet. All affected creatures, including yourself, gain half cover until the start of your next turn. A target with half cover has a +2 bonus to AC and Dexterity saving throws.

At Higher Levels. When you cast this spell using a spell slot of 7th-level or higher, you may add an additional dart to the number generated when you collapse the shields and the duration increases by 10 minutes for each slot level above 6th.

Classes: Wizard, Sorcerer

Investiture of Lightning

6th-level transmutation

Casting Time: 1 Action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes.

Your eyes glow with energy and lightning crackles across your form, shedding bright light in a 30-foot radius and dim light for an additional 30 feet for the spell's duration. Until the spell ends, you gain the following benefits:

- Your speed is doubled, you gain a +2 bonus to AC, have advantage on Dexterity saving throws, and gain an additional Action on each of your turns. That Action can be used only to use the lightning lash granted by this spell or take the Attack (one weapon attack only), Dash, Disengage, or Use an Object Action.
- You are immune to lightning damage and have resistance to thunder damage.
- If you hit a creature with an unarmed strike or a melee attack that inflicts lightning or thunder damage, that attack inflicts an additional 2d6 lightning damage.
- Whenever a creature within 10 feet of you hits you with a melee attack, lightning arcs to the attacker inflicting 2d6 lightning damage.
- You can use your Action to lash creatures within 10 feet of you with lightning. Each creature of your choice in the area must make a Dexterity saving throw. A creature takes 4d6 lightning damage on a failed save, or half damage on a successful one.

At Higher Levels. If you cast investiture of lightning using a spell slot of 7th-level or higher, the duration increases by 10 minutes per slot level above 2nd.

Classes: Sorcerer, Wizard

Invisible Blades

4th-level evocation

Casting Time: 1 Action
Range: 150 ft
Components: V, S
Duration: Concentration, up to 10 minutes
You fill an area of up to a 40-foot cube centered on a point within range with scything invisible blades of pure magical force. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 3d6 force damage for every 5 feet it travels.

The blades are invisible, though their effects upon creatures within the area are obvious. So long as there are no creatures within it, a creature must make a Wisdom (Perception) check against your spell save DC to recognize the area as dangerous before entering it. A creature that can see invisible objects can discern the affected area.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can either increase the duration by 10 minutes or the maximum area by 10 feet per slot level above 4th.
Classes: Artificer, Sorcerer, Warlock, Wizard

Invisible Wall
2nd-level illusion
Casting Time: 1 Action
Range: 120 feet
Components: S, M (a lens or crystal)
Duration: Concentration, up to 1 hour
You create an invisible illusory wall at a point you choose within range. You can make the wall up to 60 feet long and 20 feet high, shaped as you wish. The wall has no depth or substance. When you create the wall, you can choose any number of creatures and objects on one side of the wall, the affected side. When viewed through the wall from the other side, the chosen creatures and objects on the affected side are invisible. Observers on the other side see the scene on the affected side of the wall as if those creatures and objects were not present. The invisible wall presents no barrier to sight from the affected side.

Any creature stepping through the wall or viewing the scene from an angle that the wall does not intersect can see the chosen creatures and objects normally. Creatures, objects, and attacks that pass through the wall reveal its location with a slight visible rippling effect in the air.

A creature that uses its action to examine the scene can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. The creature can still not see the veiled creatures and objects directly but can determine the approximate location and dimensions of the wall and discern that there are unseen creatures or objects.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can increase the maximum dimensions of the wall by 30 feet in length and 10 feet high per slot level above 2nd or increase the duration by 1 hour per slot level above 2nd. If cast using a 5th level or higher spell slot, the spell no longer requires concentration.
Classes: Bard, Sorcerer, Wizard

Iron Bulwark
3rd-level abjuration
Casting Time: 1 Bonus Action
Range: Self
Components: V, S, M (medium or heavy armor made of metal)
Duration: 1 minute
When you cast this spell, you become an immovable bulwark of iron. You gain the following advantages for the duration:
- You cannot be pushed or knocked prone against your will.
- You have resistance to all damage except psychic damage.
- You have advantage on Strength and Constitution checks and saving throws.
- Creatures provoke an opportunity attack from you when they move 5 feet or more while within your reach, and if you hit a creature with an opportunity attack, the target's speed is reduced to 0 until the end of the current turn.

This spell ends early if you willingly move from the point where you cast it or remove the armor.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the duration increases by 1 minute for every slot level above 3rd.

> **Arcane Synergy.** This spell is one of what has been termed Metal Magic spells, developed by the Orders of Eldritch Knights within the Arcanum. This spell may be selected as a spell known by an eldritch knight of any order, regardless of the normal restrictions on selecting spells based upon a school of magic.

Classes: Artificer, Paladin, Wizard

Iron Shell
1st-level abjuration
Casting Time: Special
Range: Self
Components: V, S, M (medium or heavy armor made of metal)
Duration: Special
You cast this spell as you don a suit of medium or heavy armor made of metal. You gain temporary hit points equal to your Spellcasting Ability modifier plus the AC granted by the armor minus 10. You lose these temporary hit points when you finish a long rest, or you remove the armor. While you have temporary hit points from this spell, the armor you wear is considered magical for the purposes of resisting or enduring damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the temporary hit points increase by 5 for every slot level above 1st.

> **Arcane Synergy.** This spell is one of what has been termed Metal Magic spells, developed by the Orders of Eldritch Knights within the Arcanum. This spell may be selected as a spell known by an eldritch knight of any order, regardless of the normal restrictions on selecting spells based upon a school of magic.

Classes: Artificer, Paladin, Wizard

Iron Wing
4th-level transmutation
Casting Time: 1 Bonus Action
Range: Self

Components: V, S, M (you must be wearing medium or heavy metal armor)
Duration: 1 hour
You cause your armor to sprout wings of metal formed of the same substance as your armor. You otherwise decide the appearance of the metal wings. The wings grant you a fly speed of 40 feet and your armor becomes magical for the duration.

When not using the wings to fly, you can use the metal wings to shelter yourself from attacks, granting you half cover. A target with half cover has a +2 bonus to AC and Dexterity saving throws.

You can make a melee attack as a bonus action using the wings on your turn. Make a melee weapon attack. On a hit, you inflict 1d8 + your Strength modifier bludgeoning or slashing damage (your choice). This attack is considered magical for the purposes of overcoming resistance or immunity to damage.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, the duration increases by 1 hour per slot level above 4th.

> **Arcane Synergy.** This spell is one of what has been termed Metal Magic spells, developed by the Orders of Eldritch Knights within the Arcanum. This spell may be selected as a spell known by an eldritch knight of any order, regardless of the normal restrictions on selecting spells based upon a school of magic.

Classes: Artificer, Paladin, Wizard

Jinx
2nd-level transmutation
Casting Time: 1 Reaction
Range: 60 feet
Components: V or S
Duration: 1 minute
You twist the strands of fate to cause ill luck to befall a creature. When another creature you can see within range makes an attack roll, an ability check, or a saving throw you can cast this spell as a Reaction to impose disadvantage on that roll.

If this causes the attack roll, ability check, or saving throw to fail, the creature suffers disadvantage on the next two attack rolls, ability checks, or saving throws it makes within the next minute. The spell ends after imposing disadvantage on two additional rolls.

At Higher Levels. If you cast this spell using a spell slot of 3rd-level or higher, it imposes disadvantage on two further eligible die rolls that creature makes per slot level above 2nd before ending.

> **Arcane Synergy.** As part of the Reaction used to cast this spell, if you have the Cutting Words bard class feature, the Bend Luck sorcerer class feature, or the Evil Eye warlock class feature you may use that feature to impact the same die roll.

Classes: Bard, Sorcerer, Warlock, Wizard

Kiss of the Succubus
5th-level enchantment
Casting Time: 1 Action
Range: Touch
Components: S
Duration: Instantaneous
You kiss a creature charmed by you or a willing creature. The target must make a Constitution saving throw, taking 5d10 + your Charisma modifier psychic damage on a failed save or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

The damage from this kiss never disrupts or ends a charm effect on the target, instead it extends the duration of an effect causing the target to be charmed by you by 8 hours and causes it to have disadvantage on saving throws to remove the charmed condition while its hit point maximum is reduced by this spell.

For the next 8 hours, or until you cast this spell again, your hit point maximum and current hit points are increased by an amount equal to the damage taken by the target. Additionally, when you damage a creature with this spell, you are considered to have consumed food and water necessary to sustain you for the next 24 hours.

At Higher Levels. If you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d10 per slot level above 5th.
Classes: Warlock

Lava Wall
8th-level evocation
Casting Time: 1 Action
Range: 240 feet
Components: V, S
Duration: Concentration, up to 10 minutes
You create a wall of molten lava on a sold surface within range. The wall is 5 feet thick and is composed of eight 10-foot- by-20-foot panels. Each panel must be contiguous with at least one other panel. The wall blocks line of sight and lasts for the duration.

When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 10d10 fire damage, or half as much damage on a successful save. The creature is then pushed to one side of the wall (your choice).

A creature can move through the wall, albeit slowly and painfully. For every 1 foot a creature moves through the wall, it must spend 4 feet of movement.

A creature that enters the wall for the first time on a turn or starts its turn there suffers 10d10 fire damage. A creature that ends its turn inside the wall suffers 8d10 fire damage. A creature that ends its turn within 10 feet of the wall suffers 4d10 fire damage.

As an action during the duration, you can cause an eruption within one 10-foot section of the wall. Each creature within 10 feet of that wall section must make a Dexterity saving throw. On a failed save a creature takes 8d10 fire damage, or half as much damage on a successful save. A creature within a wall section when it erupts is pushed to one side of the wall (your choice).

If you maintain your concentration on this spell for its whole duration, the wall cools and becomes a permanent 5-foot-thick wall of stone and can't be dispelled. Otherwise, the wall disappears when the spell ends.

The wall damages objects within 10 feet of it and ignites flammable objects that aren't being worn or carried within that area.

At Higher Levels. If you cast this spell using a spell slot of 9th level, you can create four additional wall panels.
Classes: Druid, Sorcerer, Wizard

Liberating Inspiration

1st-level enchantment
Casting Time: 1 Reaction
Range: 60 feet
Components: V
Duration: Instantaneous
You may cast this spell as a Reaction when you see a creature within 60 feet restrained, grappled, or prone. That creature may use a Reaction to make an immediate check or saving throw to escape or to stand up. You may expend a Bardic Inspiration die when you cast this spell, all targets of the spell gain a bonus to their saving throw or check equal to the result of the die.

At Higher Levels. If cast using a spell slot of 2nd-level or higher, you can affect an additional creature making the same check or saving throw for every slot level above 1st.
Classes: Bard

Lightning Lattice

5th-level evocation
Casting Time: 1 Action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 10 minutes
You create a thick overlapping lattice of lightning at a point of your choice within range. The lightning lattice fills up to a 20-foot cube from that point for the duration. If the lattice isn't anchored between two solid masses (such as walls or trees) the spell fails.

Each creature that starts its turn in the area or that enters it during a turn suffers 4d4 lightning damage and must make a Constitution saving throw. On a failed save, the creature is incapacitated until the start of its next turn. For every 5 feet a creature moves through the lattice, it suffers an additional 4d4 lightning damage and must make a Constitution saving throw. A creature that fails two Constitution saving throws during a turn it is stunned until the start of its next turn.

A small or smaller creature can use its Action to attempt to move through the area without touching a lightning strand by making a Dexterity (Acrobatics) check with a DC equal to your spell save DC. A small creature makes this check with disadvantage, while a tiny creature makes this check normally. A creature that moves at half speed gains advantage on these checks. Each successful check allows it to move 5 feet without touching a strand. On a failed check, it touches a strand and suffers 4d4 lighting damage and must make a Constitution saving throw as described above.

At Higher Levels. When you cast this spell using a spell slot of 6th-level or higher, the damage increases by 1d4 and the area by 5 feet per slot level above 5th.
Classes: Artificer, Sorcerer, Wizard

Lightning Leap

2nd-level transmutation
Casting Time: 1 Action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute
Your jump distance is tripled, and your movement speed is increased by 10 feet until the spell ends. During this time any jump you make is considered to be a running jump. Your movement while jumping does not provoke opportunity attacks and you can move through a hostile creature's space by leaping over it so long as there is room and it is no more than one size category larger than you.

On any turn that you make a leap of at least 10 feet you can use a Bonus Action to cause a discharge of lightning in a 5-foot radius of either your starting or landing point. Each creature in this area must make a Dexterity saving throw. On a failure, it suffers 2d6 points of lighting damage, or half this damage on a successful save.

For the duration of the spell, your unarmed strikes are considered magical and you inflict an additional 1d4 lightning damage when you hit with an unarmed strike or a melee attack that inflicts lightning or thunder damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, the lightning damage from a leap increases by an additional 1d6 damage per slot level above 2nd. For every two slot levels above 2nd your jump distance multiplier is increased by 1 and your movement speed is increased by 10 feet.
Classes: Sorcerer, Wizard

Lightning Rod

1st-level transmutation
Casting Time: 1 Reaction
Range: Self
Components: S, M (a rod, staff, or wand focus)
Duration: 1 minute
You must be able to use a rod, staff, or wand as an arcane spellcasting focus to cast this spell. You can cast this spell as a reaction when you or a creature within 30 feet of you suffers lightning damage. You gain resistance to lightning damage for the duration of the spell so long as you are holding the focus. When you cast the spell or as a reaction during the duration when you or a creature within 30 feet of you suffers lightning damage you can cause your focus to absorb some of the damage. If used when another creature suffers lightning damage, you suffer the damage instead. The spell will absorb up to 10 points of lightning damage during its duration negating that damage against you, and storing it for later use. You suffer any lightning damage that exceeds this amount.

When you roll damage for a spell that inflicts lightning damage before this spell ends, you can add some or all of the lightning damage absorbed by the focus to the damage roll.

The spell ends when the duration expires, or you end your turn without the focus in your hand. Your focus crackles

with lighting shedding bright light in a 5-foot radius, and dim light for an additional 5 feet for as long as it contains any lightning damage absorbed by this spell.

At Higher Levels. If you cast this spell using a spell slot of 2nd-level or higher, the amount of lightning damage the spell can absorb increases by 5 per slot level above 1st.
Classes: Artificer, Sorcerer, Warlock, Wizard

Lightning Sentinel

4th-level conjuration
Casting Time: 1 Action
Range: Touch
Components: V, S, M (a rod, wand, or staff focus)
Duration: 8 hours
You conjure a charge of lightning energy within a rod, wand, or staff spellcasting focus that causes it to balance on its tip for the duration. You may designate any number of creatures when you cast the spell, imbuing them with a sympathetic charge to that within the focus.

When a small or larger creature other than those you designate approaches to within 30 feet of the staff, the focus ignites with lightning, shedding bright light in a 30-foot radius and dim light for an additional 30 feet.

When a small or larger creature other than those you designate moves to a space within 10 feet of the focus for the first time on a turn or starts its turn there, the staff discharges a bolt of lightning at the creature. The target must succeed on a Dexterity saving throw. The creature takes 20 lightning damage on a failed save, or half as much damage on a successful one. The spell ends and the staff topples to the ground when it has dealt a total of 60 damage.

The spell also ends if the focus is moved from the place where it was placed when the spell was cast, but only you can move the focus during the duration.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, the total damage the spell can inflict increases by 20 per slot level above 4th.
Classes: Artificer, Sorcerer, Warlock, Wizard

Lightning Slash

1st-level evocation
Casting Time: 1 Action
Range: Self
Components: V, S
Duration: Instantaneous
You sweep the area around you with a cascading line of crackling lighting. You may affect a 10-foot radius by 5-foot-tall arc oriented as you wish around your space, but the area affected by the arc must be contiguous (you cannot leave a gap between the starting and ending point of the arc). Each creature within the area must make a Dexterity saving throw. On a failed save the creature suffers 2d8 lightning damage and cannot take reactions until the start of its next turn. On a successful save, the target suffers half damage and may take reactions normally.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the damage increases by 1d8 per slot level above 1st. In addition, you may extend the radius of the effect by 5 feet for every 2 slot levels above 1st.
Classes: Artificer, Sorcerer, Wizard



Liquefy

7th-level conjuration
Casting Time: 1 Action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute.
Choose a target that you can see or touch within range. The target can be a creature or an object.

A creature targeted by this spell must make a Constitution saving throw. On a failed save, the target takes 14d6 acid damage and must repeat the save at the end of each of its turns for the duration. Each time the target fails this saving throw, it suffers an additional 7d6 acid damage. On a successful Constitution save, the target suffers half damage and the spell ends.

The target is dissolved if the damage from this spell reduces it to 0 hit points.

A dissolved creature and everything it is wearing and carrying, except magic items, are reduced to a puddle of goo. The creature can be restored to life only by means of a true resurrection or a wish spell.

This spell automatically dissolves a Large or smaller nonmagical object. If the target is a Huge or larger object or structure, this spell dissolves a 10-foot cube portion of it, plus an additional adjacent 10-foot cube of your choice for each round you maintain concentration. A magic item is unaffected by this spell.

At Higher Levels. If you cast this spell using a spell slot of 8th-level or higher, the initial acid damage increases by 2d6 and the continuing damage by 1d6 per slot level above 7th.
Classes: Sorcerer, Wizard

Luring Song

3rd-level enchantment
Casting Time: 1 Action
Range: Self (60 foot radius)

Components: V, S
Duration: Concentration, up to 1 hour
You sing a magical melody. Every Humanoid within 60 feet of you that can hear the song must succeed on a Wisdom saving throw or be charmed until the song ends. You must take a Bonus Action or an Action on your subsequent turns to continue singing. You can stop singing at any time. The song ends if you are incapacitated, or at the end of a turn in which you do not continue singing. You may choose to only affect creatures of a certain race, size, or age when you cast the spell, you may change the criteria as an Action during your turn.

While charmed by you, a target is Incapacitated and ignores magic that imposes the charmed condition from other sources. If the charmed target is more than 5 feet away from you, the target must move on its turn toward you by the most direct route, trying to get within 5 feet. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than you, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it and the target is immune to the song for the duration.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the area affected by the song increases by 30 feet per slot level above 3rd. If you cast this spell using a slot level of 5th-level or higher the song can affect Giants as well. If cast using a 9th-level spell slot, the area affected by the song increases to 300 feet, can affect all types of creatures of your choice, and it lasts for as long as you continue singing.
Classes: Bard

Maddening Whisper
1st-level enchantment
Casting Time: 1 Action
Range: 60 feet
Components: V
Duration: Instantaneous
You whisper an insidious word of madness that only one creature of your choice within range can hear. If the target can hear you, it must make a Wisdom saving throw. On a failed save the target suffers 1d8 + your Spellcasting Ability modifier psychic damage and must use its reaction to make a melee attack against one creature of your choice that you can see. On a successful save the target takes 1d4 psychic damage.

Constructs and undead are immune to this spell. If you have any form of Telepathy, this spell does not require a verbal component, and the target does not have to be able to hear you if it is within range of your telepathy.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, you can either choose an additional target or increase the damage to all targets by 1d8 on a failed save or 1d4 on a successful save for each slot level above 1st.
Classes: Warlock

Mage Blade
7th-level evocation
Casting Time: 1 Action
Range: 90 feet
Components: V, S
Duration: 1 minute
You create a blade of force that hovers within range. It lasts for the duration.

When the blade appears, you make a melee spell attack against a target of your choice within 5 feet of the effect. On a hit, the target takes 5d10 + your Spellcasting Ability modifier force damage. Until the spell ends, you can use an action and/or a bonus action on each of your turns to move the sword up to 60 feet to a spot you can see and repeat this attack against the same target or a different one.

When you attack a creature with this spell, and score a critical hit on the attack roll, that target takes an extra 25 force damage. Then roll another d20. If you roll a 20, you lop off one of the target's limbs, with the effect of such loss determined by the GM. If the creature has no limb to sever, you lop off a portion of its body instead.

When you attack an object with this spell, and hit, maximize the spell's damage against the target.

At Higher Levels. When you cast this spell using a spell slot of 8th-level or higher, the damage on a hit increases by 1d10 and the extra damage on a critical hit increases 5 per slot level above 7th.

- In addition, if a 9th-level spell slot is used, if the additional d20 roll after a critical hit is a 20 you can choose to cut off one of the creature's heads. The creature dies if it can't survive without the lost head. A creature is immune to this effect if it is immune to slashing or force damage, doesn't have or need a head, has legendary actions, or the GM decides that the creature is too big for its head to be cut off with this weapon.

Classes: Bard, Wizard

Mage Sight
3rd-level divination (ritual)
Casting Time: 1 Bonus Action
Range: Self
Components: S
Duration: Concentration, up to 1 Hour
For the duration, you see invisible creatures and objects as if they were visible, you can see a faint aura around any visible creature or object you can see that bears magic, and you can see into the Ethereal Plane. Ethereal creatures and objects appear ghostly and translucent. You can also learn the school of magic of any magical aura you see with a glance (no action required).

While the spell lasts, you have advantage on Wisdom (Perception) checks that rely on sight, Intelligence (Arcana) checks to analyze enchantments you can see, on Spellcasting Ability checks to dispel or counter a spell, and on Intelligence (Investigation) checks to pierce illusions.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you gain additional sensory enhancements:

- 4th-level: You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.
- 5th-level: The spell corrects for any natural visual impairment (but not blindness) and you can see more clearly at a distance and at close range. In conditions of

clear visibility, you can make out details of even extremely distant creatures and objects as small as 2 feet across. You have advantage on Intelligence (Investigation) checks that rely on sight while searching an area or studying an object within 5 feet.

- 6th-level or Higher: You gain truesight with a range of 60 feet, plus 60 feet per slot level above 6th.

> **Arcane Synergy.** If you have The Third Eye feature from the School of Divination, you can use that feature when you cast this spell to cause the effects of the spell to last without concentration until you are incapacitated or you take a short or long rest, instead of gaining the normal benefits of that feature. You must concentrate to use the sense granted by the spell affected by this feature but need not concentrate to maintain it.

Classes: Bard, Sorcerer, Wizard

Magic Armor

3rd-level abjuration
Casting Time: 1 Bonus Action
Range: Touch
Components: V, S,
Duration: Concentration, Up to 1 hour
You touch set of nonmagical armor or a shield. Until the spell ends, that armor or shield is magical and grants a +1 bonus to AC.

At Higher Levels. When you cast this spell using a spell slot of 5th or 6th-level, the bonus increases to +2. When you use a spell slot of 7th-level or higher, the bonus increases to +3.

> **Arcane Synergy.** This spell is one of what has been termed Metal Magic spells, developed by the Orders of Eldritch Knights within the Arcanum. This spell may be selected as a spell known by an eldritch knight of any order, regardless of the normal restrictions on selecting spells based upon a school of magic.

Classes: Artificer, Cleric (War, Forge), Paladin, Sorcerer, Wizard

Magic Dart

evocation cantrip
Casting Time: 1 Action
Range: 120 feet
Components: V, S
Duration: Instantaneous
You create a glowing dart of magical force, similar to a *magic missile* spell. Choose a creature you can see within range, while the *magic dart* does not strike unerringly, it does so with uncanny accuracy. The target must make a Dexterity saving throw with disadvantage on the roll and gains no benefit from cover for this saving throw. On a failed save, it suffers 1d4 + 1 force damage.

A target protected by a *shield* spell takes no damage from a *magic dart.*

As you reach higher level you gain additional darts: two darts at 5th level, three darts at 11th level, and four darts at 17th. You can target each dart on the same target or a different one. Each creature targeted by one or more darts must make a Dexterity saving throw with disadvantage on the roll. The darts all strike simultaneously, and each target failing the save suffers 1d4+1 force damage per dart targeted on it.

Additionally, if you know this cantrip, you generate additional darts when casting the *magic missile* spell as you reach higher level, one additional *magic missile* dart at 5th level, two additional darts at 11th level, and three additional darts at 17th level.

> **Arcane Synergy.** If the *magic missile* spell is on your spell list, this cantrip is added to your spell list as well.

Classes: Sorcerer, Wizard

Magician's Gambit

1st-level conjuration
Casting Time: 1 Bonus Action
Range: 60 feet
Components: S
Duration: 10 minutes
When you cast this spell, you gain the ability to teleport small non-living objects. An item must weigh 5 pounds or less to be affected by this spell. For the duration of the spell you gain the following benefits:

- You have advantage on Sleight of Hand checks made to interact with eligible objects within your reach, and you may make one such check as a free interaction during either your move or your action or bonus action. You may use your Spellcasting Ability in place of Dexterity when you make such checks. If you do not make use of this ability you may make one additional free interaction with such an object (such as drawing a weapon) on your person during your turn.
- When you make a thrown weapon attack using an eligible weapon, you can cause the weapon to reappear in your hand, or anywhere on your person that you wish after the attack is completed. You can cause this effect at any time before the end of your next turn (no action required). Alternatively, you can cause this effect when you throw or drop any eligible object.
- Once per turn, when you make a weapon attack using a light weapon, you may make a Dexterity (Sleight of Hand) check opposed by the target's Wisdom (Perception) as part of the attack. If successful, you have advantage on that attack roll. Outside of combat, a successful check can conceal the fact that you even made an attack.
- The spell creates an extra dimensional space that only you can access that can store only items small enough to be affected by this spell with a total weight equal to 5 times your Spellcasting Ability. Items in this space reappear at your feet when the spell ends.
- When you cast the spell and as a bonus action on each of your turns you can stow and retrieve one item to and from a bag or pack carried by you or the extra dimensional space created by the spell, even if the item would normally take an action to stow or retrieve.
- When you cast the spell and as a bonus action on each of your turns, you can target one eligible object within range. If that item is not worn or held by a unwilling creature, or if that item was in your possession at any point during the duration of the spell, it reappears in your hand or somewhere on your person, in the spell's extra

dimensional space, or at another point you can see within range.
- As an Action you can target one eligible object you can see that is worn or carried by an unwilling target. The target must make a Wisdom saving throw. On a failed save the item appears in your hand or somewhere on your person or at another point you can see within range. Using this option immediately ends the spell.
- As a reaction when a creature you can see within range makes a ranged or thrown weapon attack using ammunition or a weapon weighing 5 pounds or less you can make a Dexterity (Sleight of Hand) check opposed by the target's attack roll. If you win the contest the target's attack misses and the missile or thrown weapon appears in your hand or on your person. Using this option immediately ends the spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the number of times you can use the Action or Reaction options without ending the spell increases by 1 and the maximum weight of objects that can be affected by the spell increases by 5 pounds per slot level above 1st.
- In addition, you may make one additional free interaction with an eligible object on each of your turns for every two slot levels above 1st.

Classes: Bard, Sorcerer, Wizard

Magic Missile Barrage
3rd-level evocation
Casting Time: 1 Action
Range: 120 ft
Components: V, S
Duration: Instantaneous
You barrage a 30-foot cube within range with glowing darts of magical force. All creatures of your choice that you can see in the area are struck by four darts. The darts all strike simultaneously, and a dart deals 1d4+1 force damage to its target.

A *shield* spell protects a creature against this spell in the same manner as a *magic missile* spell.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, each chosen target is struck by an additional dart and the size of the cube affected increases by 10 feet for every slot level above 3rd.
Classes: Sorcerer, Wizard

Magic Quiver
1st-level transmutation
Casting Time: 1 Action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 Hour
You touch a quiver containing arrows or bolts. When you make an attack using an arrow drawn from the quiver, the arrow is magical and has a +1 bonus to hit and damage. The spell's magic ends on the piece of ammunition when it hits or misses, and the spell ends when four pieces of ammunition have been drawn from the quiver.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the number of pieces of ammunition you can affect with this spell increases by two for each slot level above 1st. Additionally, the bonus to hit and damage increases to +2 if a 3rd or 4th level spell slot is used and to +3 at 5th level or higher.
Classes: Artificer, Ranger, Wizard

Magic Text {Magic Mouth}
2nd-level illusion (ritual)
Casting Time: 1 Minute
Range: 30 feet
Components: S, M (a small bit of phosphorescence and jade dust worth at least 10 gp, which the spell consumes)
Duration: Until Dispelled
This spell is simply a variant of the *magic mouth* spell which produces written illusory text instead of an audible voice. Choose an object within range, you inscribe a message, written in your hand, which must be 25 words or less, that will appear when triggered. The text produced by this spell can be luminescent, producing dim light in a 10-foot radius, and either appears on the object or as glowing text floating in midair. The text can occupy an area up to 10 feet square. This spell otherwise functions as described for the magic mouth spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, you can double the length of the message for every slot level above 2nd.

> **Arcane Synergy.** If you know or have the *magic mouth* spell prepared, you also know this spell and can cast either the auditory or text version when you cast either spell. You can also cast the *illusory script* spell in conjunction with this spell, causing the text generated by this spell to be illegible to creatures you do not designate or to display a completely different message to such creatures. When cast in this way, *illusory script* lasts for the duration of the *magic text* spell.

Classes: Artificer, Bard, Wizard

Make Whole
6th-level transmutation
Casting Time: 1 Action
Range: 60 feet
Components: V, S, M (a tool related to the item to be repaired)
Duration: Instantaneous
Choose an object, structure, or construct you can see within range. The target regains 70 hit points, has missing or destroyed pieces restored, and any AC reduction or damage penalty due to rust or corrosive effects is removed. If you have proficiency in a related artisan tool, such as smith's tools for metal objects, mason's tools for stone objects, etc. you restore additional hit points equal to double your proficiency bonus.

If you cast this spell upon a construct, any negative conditions or effects on the target are removed. If cast on a destroyed magical item or construct within 10 days of the event that caused its destruction the enchantment is restored as well. A machine restored to full hit points using this spell is also restored to full function.

At Higher Levels. When you cast this spell using a spell slot of 7th-level or higher, the number of hit points restored

increases by 20 for each slot level above 6th. This length of time since destruction in which the enchantment of a destroyed construct or magical item can be restored is increased to 1 year if cast at 7th-level, 100 years if cast at 8th-level, and has no limit if cast using a 9th-level spell slot.
Classes: Bard, Cleric, Druid, Sorcerer, Wizard

Maledict

1st-level necromancy
Casting Time: 1 Bonus Action
Range: 30 feet
Components: V
Duration: 1 round
You pronounce a curse on one creature of your choice within range. Choose one of the following effects:

- You have advantage on your next attack roll against that target before the end of your next turn.
- The target has disadvantage on the next saving throw you cause before the end of your next turn.
- The next time you inflict damage on the target before the end of your next turn, it suffers an additional 2d6 necrotic damage.
- The target has disadvantage on its next attack roll made before the end of your next turn.
- The target has disadvantage on its next ability check made before the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, you can choose an additional effect for each slot level above 1st. If you choose the additional damage effect, you may choose to inflict an additional 1d6 necrotic damage for each slot level above 1st, instead of choosing an additional effect.
Classes: Bard, Cleric, Warlock, Wizard

Malicious Invective

2nd-level enchantment
Casting Time: 1 Action
Range: 30 feet
Components: V
Duration: Instantaneous
You unleash a vicious tirade of insults and intimidation at enemies close to you. All hostile creatures that can hear you within range must make Wisdom saving throw or take 4d4 points of psychic damage and have disadvantage on their next attack roll, saving throw, or ability check made before the end of your next turn. On a successful save a target takes half damage and does not incur disadvantage.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher the psychic damage increases by 2d4 points for each slot level above 2nd.

If you know the *vicious mockery* cantrip, this spell inflicts additional damage as you gain levels, +1d4 at 5th level, +2d4 at 11th level and +3d4 at 17th level.
Classes: Bard

Malign Transposition

4th-level conjuration
Casting Time: 1 Action
Range: 120 feet
Components: V
Duration: Instantaneous
When you cast this spell, you may choose to teleport to an unoccupied space that you can see or describe within range. Alternatively, you may choose a space within range that is occupied by a creature of your size or smaller.

If that creature is unwilling it may make a Charisma save, if it fails or if it is willing, you both teleport, swapping places. If you were restrained or grappled by external means when you cast this spell the target is now restrained or grappled if appropriate.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher the range increases by 60 feet per slot level above 4th.

> **Arcane Synergy.** If you possess the Benign Transposition wizard class feature you may cast this spell as a Bonus Action.

Classes: Wizard

Mantle of Gibbering Madness

7th-level conjuration
Casting Time: 1 Action
Range: Self
Components: V, S
Duration: 1 hour
You conjure a living cloak of flesh studded with gnashing, gibbering maws. You are immune to the aberrant effects of this unnatural creature, but other creatures within the area are affected. The fleshy shroud acts to guard and protect you, for the duration of the spell you gain 45 temporary hit points, the spell ends when these hit points are depleted, or the duration expires.

During the duration, you can start or stop any or all of the following effects as a Bonus Action on your turn.

The area in a 10-foot radius of you is considered difficult terrain for all affected creatures. Each creature that starts its turn in that area must succeed on a Strength saving throw or have its speed reduced to 0 until the start of its next turn.

A maddening psychic and physical babble fills the area within 20 feet of you. When a creature enters the area for the first time on a turn or starts its turn there it must make a Wisdom saving throw. On a failure, the creature can't take Reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no Action or Bonus Action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

At the start of each of your turns the mantle will lash out with a maw studded fleshy pseudopod at a hostile target you choose within 10 feet. Make a melee spell attack against the target, on a hit you inflict 5d6 piercing damage. If the creature hit is medium or smaller, it must make a Strength saving throw or be knocked prone.

At Higher Levels. If you cast this spell using a spell slot of 8th or 9th-level, the temporary hit points granted by the spell increase by 15 per slot level above 7th.
Classes: Warlock

Marionette

4th-level transmutation
Casting Time: 1 Action
Range: 60 ft
Components: V, S
Duration: Concentration, up to 1 minute
When you cast the spell and as an action on each of your turns you may attempt to take control of the body of one creature you can see within range. The target must make a Constitution saving throw. On a failed save, you can cause it to immediately use its reaction to move up to its speed and take an Action of your choice. This Action can be used only to take the Attack (one weapon attack only, against a target of your choice, which can be the creature itself) or the Use an Object action.

After using its reaction in this manner, the battle for control of its body distracts the creature, until the end of your next turn the target takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions other than those controlled by you. On its next turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn. It must also subtract any distance it moved during its reaction from the distance it may move during its turn.

Once you successfully seize control of a creature, that creature has disadvantage on its next saving throw to resist your control made before the end of your next turn. A creature can use its Action on its turn to attempt to wrest back control of its body by making a Wisdom saving throw versus your spell save DC. If successful, the effect ends on that creature, though you may attempt to reestablish control over it as an Action on your next turn.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, when you cast the spell, and as an Action on each of your turns the number of targets you can attempt to control increases by one per slot level above 4th.
Classes: Sorcerer, Wizard

Martial Alacrity

1st-level transmutation
Casting Time: 1 Action
Range: Self
Components: V
Duration: 1 turn
When you cast this spell, and make an attack, you manipulate dimensional probability and the flow of time to cause several likely outcomes of the attack to occur in quick succession. As part of the action used to cast this spell, you must take the Attack Action. You can make one additional weapon attack as part of that Attack Action; this additional weapon attack is made with disadvantage.

You may move before, after or between any extra attacks granted by this spell just as if you were making these attacks normally.

If you use your Bonus Action on the turn you cast this spell to engage in two weapon fighting, you also gain an additional attack using the second weapon; this additional attack using your second weapon is also made with disadvantage but otherwise follows the normal rules for fighting with two weapons.

At Higher Levels. If you cast this spell using a spell slot of 2nd-level or higher, you gain a further additional weapon attack as part of the Attack action for every slot level above 1st. If you engage in two-weapon fighting you gain another additional attack with the second weapon as part of the bonus action for every two slot levels above 1st. All additional attacks granted by this spell are made with disadvantage.

> **Arcane Synergy.** This spell is one of what has been termed Metal Magic spells, developed by the Orders of Eldritch Knights within the Arcanum. This spell may be selected as a spell known by an eldritch knight of any order, regardless of the normal restrictions on selecting spells based upon a school of magic.

Classes: Bard, Warlock, Wizard

Mass Banishment

8th-level abjuration
Casting Time: 1 Action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 10 Minutes
You attempt to send up to 12 creatures that you can see within range to another plane of existence. The target must succeed on a Charisma saving throw or be banished.

If the target is native to the plane of existence you're on, you banish the target to a harmless demiplane. While there, the target is incapacitated. The target remains there until the spell ends, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.

If the target is native to a different plane of existence than the one you're on, the target is banished with a faint popping noise, returning to its home plane. If the spell ends before 1 minute has passed, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. Otherwise, the target doesn't return.

At Higher Levels. When you cast this spell using a 9th level spell slot, you can choose up to 18 creatures.
Classes: Cleric, Sorcerer, Warlock, Wizard

Mass Charm Monster

8th-level enchantment
Casting Time: 1 Action
Range: 60 feet
Components: V, S
Duration: 8 hours
You attempt to charm up to 12 creatures of any type within range when the spell is cast. A target must make a Wisdom saving throw, and it does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions inflict damage upon it. A charmed creature regards you as its trusted leader. When the spell ends, the creatures only realize they were charmed by you if they succeed on a Wisdom (Insight) check versus your spell save DC.

At Higher Levels. When you cast this spell using a 9th-level spell slot you can affect up to 18 creatures.

> **Arcane Synergy.** If you possess the Alter Memories class feature you can use it to alter the memories and awareness of all creatures affected by this spell instead of just one creature.

Classes: Bard, Druid, Sorcerer, Warlock, Wizard

Mass Charm Person

5th-level enchantment
Casting Time: 1 Action
Range: 60 feet
Components: V, S
Duration: 8 hours
You attempt to charm up to 12 humanoid creatures within range when the spell is cast. A target must make a Wisdom saving throw, and it does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions inflict damage upon it. A charmed creature regards you as its trusted leader. When the spell ends, the creatures only realize they were charmed by you if they succeed on a Wisdom (Insight) check versus your spell save DC.

At Higher Levels. When you cast this spell using a spell slot of 6th-level or higher, you can affect 3 additional humanoids per slot level above 5th. If you cast this spell using an 8th or 9th-level spell slot the duration increases to 24 hours.

> **Arcane Synergy.** If you possess the Alter Memories class feature you can use it to alter the memories and awareness of all creatures affected by this spell instead of just one creature.

Classes: Bard, Druid, Sorcerer, Warlock, Wizard

Mass Control Water

9th-level transmutation
Casting Time: 1 Action
Range: Sight
Components: V, S, M (a drop of water and a pinch of dust)
Duration: 8 hours
Until the spell ends, you control any freestanding water inside an area you choose that is a cube up 1 mile. You can choose from any of the following effects when you cast this spell. As an action on your turn, you can repeat the same effect or choose a different one.

Flood. You cause the water level of all standing water in the area to rise by as much as 50 feet. If the area includes a shore, the flooding water spills over onto dry land.

If you choose an area in a large body of water, you instead create a 50-foot-tall wave that travels from one side of the area to the other and then crashes down. Any vehicles in the wave's path are carried with it to the other side. Any vehicles struck by the wave have a 50 percent chance of capsizing.

The water level remains elevated until the spell ends, or you choose a different effect. If this effect produced a wave, the wave repeats on the start of your next turn while the flood effect lasts.

Part Water. You cause water in the area to move apart and create a trench. The trench extends across the spell's area, and the separated water forms a wall to either side. The trench remains until the spell ends or you choose a different effect. The water then slowly fills in the trench over the course of the next round until the normal water level is restored.

Redirect Flow. You cause flowing water in the area to move in a direction you choose, even if the water has to flow over obstacles, up walls, or in other unlikely directions. The water in the area moves as you direct it, but once it moves beyond the spell's area, it resumes its flow based on the terrain conditions. The water continues to move in the direction you chose until the spell ends or you choose a different effect.

Whirlpool. This effect requires a body of water at least 50 feet square and 25 feet deep. You cause a whirlpool to form in the center of the area. The whirlpool forms a vortex that is up to 25 feet wide at the base, up to 100 feet wide at the top, and up to 50 feet tall. Any creature or object in the water and within 50 feet of the vortex is pulled 10 feet toward it. A creature can swim away from the vortex by making a Strength (Athletics) check against your spell save DC.

When a creature enters the vortex for the first time on a turn or starts its turn there, it must make a Strength saving throw. On a failed save, the creature takes 12d8 bludgeoning damage and is caught in the vortex until the spell ends. On a successful save, the creature takes half damage, and isn't caught in the vortex. A creature caught in the vortex can use its action to try to swim away from the vortex as described above, but has disadvantage on the Strength (Athletics) check to do so.

The first time each turn that an object enters the vortex, the object takes 12d8 bludgeoning damage; this damage occurs each round it remains in the vortex. Using the whirlpool option reduces the duration by 1 hour for every 10 minutes (or fraction thereof) the whirlpool is active.
Classes: Cleric, Druid, Wizard

Mass Curse

7th-level necromancy
Casting Time: 1 Action
Range: 60 feet
Components: V, S
Duration: 8 hours
Choose up to 9 creatures of your choice within range, the chosen creatures are cursed. At the end of each of a cursed target's turns, a target must make a Wisdom saving throw. If a target succeeds on three of these saves, it is no longer cursed, and the spell ends for that target. If a target fails one of these saves, it is cursed for the duration.

Choose one of the options listed under *bestow curse* for the effect of the curse, or create an alternate curse effect, as approved by the DM.

At Higher Levels. If you cast this spell using a spell slot of 8th-level or higher, you may choose three additional targets per slot level above 7th. If cast using an 9th-level spell slot the duration is 24 hours.
Classes: Bard, Cleric, Warlock, Wizard

Mass Energy Protection

7th-level abjuration
Casting Time: 1 Action

Range: 60 feet
Components: V, S
Duration: 8 Hours
When you cast this spell choose up to twelve willing creatures you can see within range. For the duration, you and the chosen creatures have resistance to one damage type of your choice: acid, cold, fire, lightning, or thunder.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, you can choose three additional creatures per slot level above 7th.
Classes: Cleric, Druid, Sorcerer, Wizard

Mass Fabrication
8th-level transmutation
Casting Time: 1 Minute
Range: 240 feet
Components: V, S
Duration: Instantaneous
You convert raw materials into products of the same material. For example, you can fabricate a wooden bridge from a clump of trees, a rope from a patch of hemp, and clothes from flax or wool.

Choose raw materials that you can see within range. You can fabricate an object or series of similar objects contained within an 80-foot cube, or 4,096 connected 5-foot cubes, given a sufficient quantity of raw material. If you are working with metal, stone, or another mineral substance, however, the fabricated object(s) can be no larger than that which can be contained within a 40-foot cube, or 64 connected 5-foot cubes. The quality of objects made by the spell is commensurate with your skill and the quality of the raw materials.

Creatures or magic items can't be created or transmuted by this spell. You also can't use it to create items that ordinarily require a high degree of craftsmanship, such as jewelry, weapons, glass, or armor, unless you have proficiency with the type of artisan's tools used to craft such objects.

At Higher Levels. If you cast this spell using a 9th level spell slot the maximum size of the fabricated object(s) increases to within a 100-foot cube (8000 connected 5-foot cubes) or metal, stone, or mineral object(s) within a 50-foot cube (1000 connected 5-foot cubes).

> **Arcane Synergy.** If you have the *fabricate* spell on your spell list, this spell is also on your spell list.

Classes: Wizard

Mass Haste
7th-level transmutation
Casting Time: 1 Action
Range: 60 feet
Components: V, S, M (a licorice root)
Duration: Concentration, up to 10 minutes
Choose up to five willing creature that you can see within range. Until the spell ends, you and the chosen targets' speed is doubled, they gain a +2 bonus to AC, have advantage on Dexterity saving throws, and gain an additional action on each of their turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

When the spell ends, the targets can't move or take actions until after their next turn, as a wave of lethargy sweeps over it.

At Higher Levels. When you cast this spell using a spell slot of 8th-level or higher, you can affect three additional creatures per slot level above 7th
Classes: Sorcerer, Wizard

Mass Hold
9th-level enchantment
Casting Time: 1 Action
Range: 120 feet
Components: V, S, M (a small piece of iron)
Duration: 10 minutes
Choose a point within range. All creatures you choose within a 40-foot radius of that point must make a Wisdom saving throw or be paralyzed for the duration of the spell. This spell has no effect against the undead. At the end of each of its turns, a target can make a new Wisdom saving throw. If successful, the spell ends for that creature.

> **Arcane Synergy.** If you possess the Alter Memories class feature you can cause all creatures held by this spell to be completely unaware of their surroundings for the duration and have no memory of the fact they were ever affected by this spell.

Classes: Bard, Sorcerer, Warlock, Wizard

Mass Inspiration
3rd-level enchantment
Casting Time: 1 Bonus Action
Range: 60 feet
Components: V
Duration: 10 minutes
As part of the Bonus Action used to cast this spell you may expend a single bardic inspiration die, the spell grants the die to up to 6 friendly creatures within 60 feet that can hear you. If you do not expend a bardic inspiration die when you cast the spell, the spell grants a d4 to each affected creature that may be used in the same manner.

At Higher Levels. If cast using a spell slot of 4th-level or higher, you can affect two additional creatures for every slot level above 3rd.
Classes: Bard

Mass Invisibility
7th-level illusion
Casting Time: 1 Action
Range: Self (100 ft)
Components: V, S, M (an eyelash encased in gum Arabic)
Duration: Concentration, up to 1 hour.
All creatures and objects you choose within 100 feet become invisible until the spell ends. Affected creatures can see each other but are invisible to all other creatures. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks, forces a creature to make a saving throw, or moves more than 100 feet away from you. The spell ends for all targets when you attack or force a creature to make a saving throw.

At Higher Levels. If you cast this spell using a spell slot of 8th-level or higher, the duration increases by 1 hour per slot level above 7th.
Classes: Bard, Sorcerer, Wizard

Mass Longstrider
4th-level transmutation
Casting Time: 1 Action
Range: 30 feet
Components: V, S, M (a pinch of dirt)
Duration: 8 hours
Choose up to 8 creatures within range, the targets' speed increases by 10 feet until the spell ends. For the duration of this spell, affected creatures automatically succeed on Constitution saving throws to avoid exhaustion as part of a Forced March.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, you can affect 2 additional creatures per slot level above 4th.
Classes: Artificer, Bard, Druid, Ranger, Wizard

Mass Memory Purge
7th-level enchantment
Casting Time: 1 Action
Range: 60 feet
Components: V
Duration: 10 minutes
You attempt to purge the recent memories of creatures around you. Up to twelve creatures that you can see must make a Wisdom saving throws. On a failed save, the targets become charmed by you for the duration. The charmed targets are incapacitated and unaware of their surroundings. If a target takes any damage, this spell ends for that creature.

A creature charmed by this spell forgets the events of the past 10 minutes and has no memory of the time being affected by this spell when the duration ends.

A *wish* spell or similar magic is required to restore memories purged by this spell.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, you can choose six additional creatures per slot level above 7th.
Classes: Bard, Wizard

Mass Obeisance
7th-level enchantment
Casting Time: 1 Bonus Action
Range: 60 feet
Components: V
Duration: Concentration, up to one minute.
You utter a word of power that assaults the minds of all creatures within range with visions of your unimaginable majesty and supremacy. You may choose any number of creatures to be unaffected this spell.

Each affected creature must succeed at a Wisdom saving throw or suffer 7d6 points of psychic damage and use its Reaction to fall prostrate before you. If it succeeds on its Wisdom save a creature suffers half damage, does not fall prone, and the spell ends for that creature. A creature may voluntarily forgo the saving throw and use its Reaction to follow the command to kneel. If it does so it suffers no psychic damage.

If an affected creature takes an action or movement other than kneeling before you, it suffers 7d6 psychic damage. A creature can suffer this damage only once per turn. Each time a creature suffers damage while affected by this spell it can make a Wisdom saving throw. On a success, the spell ends for that creature.

Creatures immune to the frightened condition automatically succeed at their Wisdom saving throw against this spell. Creatures that have advantage on saving throws against being frightened have advantage on their saving throw vs this spell.

At Higher Levels. If you cast this spell using a spell slot of 8th-level or higher, you inflict an additional 1d6 points of psychic damage for each slot level above 7th.
Classes: Bard, Sorcerer, Warlock, Wizard

Mass Phantasm
5th-level illusion
Casting Time: 1 Action
Range: 90 feet
Components: V, S, M
Duration: Concentration, up to 10 minutes
This is a more advanced variant of the spell *phantasmal force* (PHB p.258). The phantasmal object, creature, or phenomenon can be as large as a 40-foot cube and all eligible creatures of your choice within range must succeed at an Intelligence saving throw or be affected.

An affected creature can use its Action to examine the phantasm with an Intelligence (Investigation) check against your spell save DC. If the check succeeds, the target realizes that the phantasm is an illusion, and the spell ends for that target.

An affected target is so convinced of the phantasm's reality that it can even damage them. Each round on your turn, the phantasm can inflict 2d6 points of psychic damage on affected target if it is in the phantasm's area or within 5 feet of the phantasm, provided the illusion is of something that could logically deal damage, such as by attacking.

At Higher Levels. If you cast this spell using a spell slot of 6th-level or higher, the maximum size of the phenomenon is increased by 10 feet per slot level above 5th and the psychic damage inflicted by the phantasm increases by 1d6 for every 2 slot levels above 5th.

> **Arcane Synergy.** Mass Phantasm is often cast to create the seeming of an illusory wall of fire, blades, or similar hazard. Such an effect is opaque to affected creatures and invisible to those unaffected.

Classes: Bard, Sorcerer, Wizard

Mass Skill Empowerment
9th-level transmutation
Casting Time: 1 Bonus Action
Range: 60 feet
Components: V, S
Duration: 24 Hours
Your magic enhances and shares talents among a group of creatures. Choose up to 12 creatures you can see within

range and choose a skill or tool with which at least one of the chosen creatures is proficient.

- Each creature that is not proficient with the chosen skill gains proficiency with the chosen skill or tool for the duration.
- Each creature that is already proficient with the chosen skill or tool gains expertise in that skill or tool; until the spell ends, the creature doubles its proficiency bonus for ability checks it makes that use the chosen skill.
- Each creature that already benefiting from an effect, such as Expertise, that doubles its proficiency bonus with the chosen skill or tool, can roll a d6 and add the result as a bonus to any ability check that applies its expertise in the chosen skill.

Additionally, when you cast this spell you can choose one language known to any chosen creature, all chosen creatures can speak, read, and write that language.
Classes: Bard, Sorcerer, Wizard

Mass Telekinesis

9th-level transmutation
Casting Time: 1 Action
Range: 90 feet
Components: S
Duration: Concentration, up to 10 minutes.
When you cast this spell, it functions as a *telekinesis* spell, except that when you cast the spell and as your action on each round for the duration, you can exert your will on up to 12 creatures or objects you can see within range. You can move some or all of the objects or creatures in your telekinetic grasp up to 60 feet as part of this action.

You cannot have more than 12 targets within your telekinetic grasp at once. The maximum weight of all objects and creatures held by this spell cannot exceed 18,000 pounds. Any feat, class feature, or ability that affects a *telekinesis* spell also affects this spell.
Classes: Sorcerer, Wizard

Memory Purge

3rd-level enchantment
Casting Time: 1 Action
Range: 30 feet
Components: V
Duration: 1 minute
You attempt to purge a creature's recent memories. One creature that you can see must make a Wisdom saving throw. On a failed save, the target becomes charmed by you for the duration. The charmed target is incapacitated and unaware of its surroundings. If it takes any damage, this spell ends.

A creature charmed by this spell forgets the events of the past 1 minute and has no memory of the time being affected by this spell when the duration ends.

A *remove curse* or *greater restoration* spell cast on the target restores the purged memories.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can either choose an additional target within range or increase the duration and the amount of time the targets forget by 1 minute for every slot level above 3rd.
Classes: Bard, Wizard

Mental Breach

1st-level enchantment
Casting Time: 1 Bonus Action
Range: 60 feet
Components: V, S
Duration: 1 minute

> You must know the *psychic thrust* cantrip to cast this spell.

The next time a target fails its saving throw to resist your *psychic thrust* spell you open a lasting breach in the target's mental defenses. The target suffers an additional 2d6 psychic damage and has disadvantage on Intelligence, Wisdom, and Charisma saving throws versus your spells for the duration of the spell.

The target can use its Action on its turn to attempt to seal the mental breach by making a Wisdom saving throw versus your spell save DC. On a success, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the additional psychic damage inflicted by the spell increases by 1d6 for every slot level above 1st.
Classes: Sorcerer, Warlock, Wizard

Mental Riposte

6th-level abjuration
Casting Time: 1 Reaction
Range: Self (Special)
Components: V or S
Duration: Instantaneous
You can cast this spell as a Reaction when a creature forces you to make an Intelligence, Wisdom, or Charisma saving throw. You gain advantage on the saving throw and you use the mystical connection to force the creature that forced the saving throw to make a saving throw of the same type.

If you succeed on your saving throw, the creature has disadvantage on its saving throw versus this spell. On a failed save the creature suffers 7d10 psychic damage and is Stunned until the end of its next turn. On a successful save it suffers half damage and is not stunned.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d10 per slot level above 6th.
Classes: Bard, Sorcerer, Warlock, Wizard

Mephitic Blood

4th-level necromancy
Casting Time: 1 Action
Range: Self
Components: V, S, M (A vial of poison or acid)
Duration: 10 minutes
You blood becomes harmful to those who would dare strike you. For the duration, you gain resistance to acid and poison damage and are immune to the poisoned condition.

Choose Acid or Poison when you cast this spell, whenever a creature within 5 feet of you hits you with a melee attack your blood splatters the creature, inflicting 2d8 acid or poison damage, as appropriate to the damage type you chose.

A creature suffering poison damage from this spell must also make a Constitution saving throw, on a failure it becomes Poisoned until the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, the duration increases by 10 minutes per slot level above 4th.

Classes: Warlock, Wizard

Metallic Ward

1st-level abjuration

Casting Time: 1 Reaction
Range: Self
Components: S, M (medium or heavy armor made of metal or a metal shield)
Duration: Instantaneous

You can cast this spell as a Reaction when you suffer damage to absorb the brunt of an attack using the mass of your magically enhanced armor and shield. You reduce the damage you suffer from the attack by an amount equal to 5 + the total armor bonus from your armor and shield and if the attack would have pushed you or knocked you prone, you are not pushed or knocked prone.

For example: If you are wearing a breast plate and wielding a shield, the damage would be reduced by 11 points: 5 + 4 (the AC bonus for a breast plate) +2 (AC bonus for a shield).

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the amount of damage reduction increases by 5 for every slot level above 1st.

> **Arcane Synergy.** This spell is one of what has been termed Metal Magic spells, developed by the Orders of Eldritch Knights within the Arcanum. This spell may be selected as a spell known by an eldritch knight of any order, regardless of the normal restrictions on selecting spells based upon a school of magic.

Classes: Artificer, Paladin, Wizard

Metal Slam

1st-level transmutation

Casting Time: 1 Bonus Action
Range: Self
Components: V, S, M (medium or heavy armor made of metal or a metal shield)
Duration: Instantaneous

As part of the bonus action used to cast this spell you lash out with an unarmed strike using your armored form or slam a target using your shield. Make an unarmed strike or melee weapon attack. If you hit with an unarmed strike, you inflict an additional 2d4 damage. If you hit with a melee weapon attack using a shield slam, you inflict 3d4 + your Strength modifier bludgeoning damage. If you hit with an attack using this spell, you may immediately make an attempt to Shove the target.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the damage increases by 2d4 for every slot level above 1st.

> **Arcane Synergy.** This spell is one of what has been termed Metal Magic spells, developed by the Orders of Eldritch Knights within the Arcanum. This spell may be selected as a spell known by an eldritch knight of any order, regardless of the normal restrictions on selecting spells based upon a school of magic. If you have the Shield Master feat, you make the Shove attempt after a shield slam with advantage.

Classes: Artificer, Paladin, Wizard

Meteor Leap

4th-level evocation

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

You blast yourself upward in a fiery arc, leaping to a point you can see within range. You land at the chosen point in a detonation of flame and rock. Each other creature within 20 feet when you land must make a Dexterity saving throw. A creature takes 5d4 fire damage and 5d4 bludgeoning damage on a failed save, or half as much damage on a successful one. A Large sized or smaller creature failing this saving throw is knocked prone.

You must be able to reach a height of at least half the distance covered by the leap in order to successfully cast the spell. Your movement during this leap does not provoke opportunity attacks.

The spell damages objects in the area and ignites flammable objects that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, the bludgeoning and fire damage each increase by 1d4 for every slot level above 4th.

Classes: Sorcerer, Wizard

Miasma of Ether

4th-level conjuration

Casting Time: 1 Action
Range: 120 feet
Components: V, S, M (strong alcohol)
Duration: Concentration, up to 1 minute

You create a 10-foot-radius sphere of sweet-smelling colorless gas centered on a point within range. The cloud of gas spreads around corners, but its area is not obscured; indeed, the gas is difficult to detect visually. The gas lingers in the air for the duration.

When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw or become poisoned for 1 hour. The poisoned creature is unconscious. The creature wakes up if it takes damage or if another creature takes an Action to shake it awake.

Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

A moderate wind (at least 10 miles per hour) disperses the gas after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, the radius of the gas increases by 10 feet for each slot level above 4th.

> **Arcane Synergy.** You can expend a dose of Essence of Ether when you cast the spell, if you do so creatures failing the Constitution saving throw are poisoned for 8 hours.

Classes: Artificer, Druid, Sorcerer, Wizard

Midnight

5th-level evocation
Casting Time: 1 Bonus Action
Range: 240 ft
Components: V, S
Duration: Concentration, up to 10 minutes
The inky blackness of the darkest night encompasses a location you specify within range. Until the spell ends, a 60 foot cube of magical darkness shrouds the area. The darkness spreads around corners. A creature with darkvision can't see through this darkness. Nonmagical light, as well as light created by spells of 5th level or lower, can't illuminate the area.

This magical darkness is disorienting to those within. Unless a creature in the area can see within the magical darkness, it must use 2 feet of movement for every foot it moves within the area and must make an Intelligence saving throw if it starts its turn within the area. On a failed save it suffers the following effects while within the area until the start of its next turn:

- If it moves during its turn, it moves in a random direction.
- If it attempts to teleport, the direction of the teleport is determined randomly.
- If it makes an attack, the target (or area) is chosen randomly among unhidden targets or areas within range of the attack (or spell).

If you are within 60 feet of the area, you can move it up to 60 feet as a bonus action on your turn. If any of this spell's area overlaps with an area of light created by a spell of 5th level or lower, the spell that created the light is dispelled.

At Higher Levels. If you cast this spell using a spell slot of 6th level or higher, the duration increases by 10 minutes per slot level above 5th and the level of magical light it can dispel equals the level at which the spell is cast.
Classes: Cleric, Warlock, Wizard

Mind Blast

3rd-level enchantment
Casting Time: 1 Action
Range: Self (30-foot cone)
Components: S
Duration: Instantaneous
A rippling cone of mental force blasts the minds those within range. Each creature in a 30-foot cone must succeed at an Intelligence saving throw. A creature takes psychic damage equal to 3d8 + your Spellcasting Ability modifier and is stunned until the end of its next turn on a failed save, or half as much damage and no stun on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher you inflict an extra 1d8 psychic damage for each slot level above 3rd. If cast using a spell slot of 6th-level or higher, Mind Blast affects a 60-foot cone and stuns for one minute on a failed save. A stunned creature can repeat the saving throw at the end of each of its turns, ending the stun on itself on a success.
Classes: Wizard, Warlock, Sorcerer

Mind Fog

3rd-level illusion
Casting Time: 1 Action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 10 minutes
You create a 20-foot-radius sphere of illusory fog centered on a point within range. When you cast this spell, you can designate any number of creatures you can see to be unaffected by it. The sphere spreads around corners and affected creatures treat the area as heavily obscured. The illusory fog does not obscure the vision of creatures unaffected by the spell. The illusory fog remains for the duration and is not dispersed by wind or weather.

When an affected creature enters the area for the first time on a turn or starts its turn there it must make an Intelligence saving throw. On a failed save, the creature suffers Disadvantage on Intelligence, Wisdom, and Charisma saving throws and checks and on Constitution saving throws to maintain concentration. The penalty to saving throws and checks remains until the start of the creature's next turn.

An affected creature can use its action to examine the illusory fog with an Intelligence (Investigation) check against your spell save DC. If the check succeeds, the target realizes that the fog is an illusion and is no longer affected by this casting of the spell. (The fog also becomes translucent to that creature and no longer obscures the area from that creature's vision.)

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher the radius of the illusory fog increases by an additional 10 feet for every slot level above 3rd.
Classes: Wizard

Mindlink

3rd-level divination (ritual)
Casting Time: 1 Action
Range: 300 feet
Components: V, S, M (a special tattoo or brand for each member costing at least 50gp each)
Duration: Concentration, up to 1 hour
Mindlink is also known as *spellbond* or *battle link*. This spell is always cast as a ritual the first time it is formed. A separate ritual must be performed for each new member admitted to the link. As part of that ritual the member receives the tattoo or brand allowing the mental connection. You forge a subconscious mental link with all creatures that participate in the ritual, thereafter it can be reestablished on members within range by any member casting the spell using spell slots or by members participating in a ritual.

If the number of members in an active link exceeds a member's Intelligence score, the sensory information becomes too overwhelming for that member. The member is severed from the link and stunned until the end of its next turn. While the spell lasts members of the link gain a mental connection to other affected creatures and an instinctive understanding of how those creatures will act and react.

All members within 300 feet of another member have the following benefits:

- Members can communicate telepathically through the link whether or not they have a common language. Members can instantaneously share words, emotions, images,

sounds, and other sensory messages with one another through the link and can understand any language known by any member of the link.
- All linked creatures have advantage on Wisdom (Insight) checks and disadvantage on Charisma (Deception) checks when dealing with other linked creatures.
- All linked creatures are subconsciously aware of the position and condition of all other linked creatures within range allowing a great degree of coordination. The awareness of position and condition is precise enough to teleport to another linked member without a chance of failure.
- For the purposes of determining advantage and disadvantage and targeting spells, if any member of the link within range can see or sense an enemy or location all members within range are able to see or sense it. If any member of the link succeeds at a check to detect something, all members are considered to have succeeded; this means no member of the link can be surprised unless all members fail their checks to notice the hidden enemy or threat.
- A link member has advantage on an attack roll against a creature if at least one of its linked allies is within 5 feet of the creature and the ally isn't incapacitated. Linked allies between a linked attacker and an enemy do not provide cover to the enemy.
- A linked creature can take the Help Action to help another linked creature as Bonus Action on their turn instead of an Action.
- If a linked creature suffers Psychic damage, the damage is instead divided evenly among all linked creatures within range (round down).

Any member can maintain concentration on the mindlink, if a member loses concentration on the spell, any other member within range can use its Reaction to take over concentration.

At Higher Levels. If you cast this spell using a spell slot of 4th-level or higher, the duration increases by 1 hour per slot level above 3rd. If cast using a spell slot of 5th-level or higher the range of the link increases to 1 mile.

> **Arcane Synergy.** If you possess the Telepath wizard class feature, the Natural Telepath sorcerer class feature, or other form of telepathy, you can communicate telepathically with all members of the link within 300 feet even when the spell is not active.
>
> A Scrying spell cast by one member of the link to find another member is automatically successful unless blocked by magic.

Classes: Wizard

Mind Shield

2nd-level abjuration
Casting Time: 1 Reaction
Range: Self
Components: V
Duration: Instantaneous or 1 round
You can cast this spell as a Reaction to erect a quick mental defense when you would have to make an Intelligence, Wisdom, or Charisma saving throw. You gain advantage on that saving throw.

If the spell or effect would inflict psychic damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

At Higher Levels. If you cast this spell using a spell slot of 3rd-level or higher, the spell lasts until the end of your next turn and during this time you gain advantage on one additional eligible die roll per slot level above 2nd.
Classes: Bard, Sorcerer, Warlock, Wizard

Mind Snare

7th-level divination
Casting Time: 1 Action
Range: 60 feet
Components: S
Duration: 1 hour
When you cast this spell you briefly become aware of the location and type of all creatures within range that are not behind total cover and you can attempt to snare the minds of creatures of your choice that you sense. The chosen targets must make a Wisdom saving throw, taking 6d8 psychic damage on a failed save, or half as much damage on a successful one. On a failed save, you also always know the targets' locations until the spell ends, but only while you are on the same plane of existence.

While you have this knowledge, a target can't become hidden from you, and if it's invisible, it gains no benefit from that condition against you, and your attacks and spells deal an extra 1d8 psychic damage to the targets. If a target is in your line of sight, and within 60 feet, you can target it with a spell, even if you can't see it.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the initial damage increases by 1d8 for each slot level above 7th.
Classes: Sorcerer, Warlock, Wizard

Minor Animation

transmutation cantrip
Casting Time: 1 Action
Range: 40 feet
Components: V, S, M (A Dagger or similar tiny object)
Duration: Concentration, up to one minute
You animate a single dagger, dart, bolt or similar tiny object weighing 1 pound or less. The object springs into the air and floats there awaiting your command.

When you cast the spell and as an Action on your turn you can direct the object to move up to 20 feet to a point within range and cause the object to attack a target within 5 feet. Make a melee spell attack, if successful, the target takes 1d4 + your Spellcasting Ability modifier points of bludgeoning, piercing, or slashing damage as appropriate to the item.

You can use your Reaction to attack a creature you can see that provokes an opportunity attack from an animated object as if you occupied the object's space.

If attacked directly the objects have 20 HP, AC = 14 + Spellcasting Ability Modifier, Str 4, Dex = Spellcasting Ability, Con 10. When the animated object drops to 0 hit points, it reverts to its original object form, and any remaining damage carries over to its original object form.

You may animate additional objects when you reach higher levels. Two objects when you reach 5th-level, three objects at 11th-level, and four objects at 17th-level. You can direct all the objects to move and attack with an Action, but may only attack with a single object as a Reaction. Make a separate melee spell attack roll for each object.

Additionally, if you know the *minor animation* cantrip, when you cast the *animate object* spell you can animate a number of additional objects equal to the number you can animate using this cantrip.

> **Arcane Synergy.** If you possess the Clockwork Animator feat or the Master Animator invocation specially prepared weapons animated by this spell have double the normal range and movement. Among practitioners of those disciplines this spell is known as the *Deadly Remote Object Navigational Enchantment* (D.R.O.N.E.). The most common DRONE design is a spherical construct with rotary blades that provide both locomotion and slashing weaponry. Among bards this spell is known as the *flying daggers* spell.

Classes: Artificer, Bard, Sorcerer, Warlock (The Machine), Wizard

Minor Glamour

illusion cantrip
Casting Time: 1 Action
Range: Touch
Components: S
Duration: 1 hour
You may use this spell to enact subtle illusions about a person or object.

- ***Disguise.*** You enhance a disguise with a bit of illusion. You can use Minor Glamour as you would a disguise kit. It can make minor changes in appearance, changing color and style of hair, tint of skin, add or remove the appearance of dirt or cosmetics, slight alterations to the appearance of clothing and style (but not type) of armor, etc. You may use your Spellcasting Ability modifier on rolls to attempt a disguise, and if used in conjunction with a disguise kit with which you have proficiency, you have advantage on rolls to construct a disguise. You can also cast this spell on an object to make it appear as a different object of the same general size and shape.
- ***Enhance/Tarnish.*** You generally enhance or degrade the appearance of a willing creature or an object. Used to enhance, a creature's skin appears flawless, hair is styled and glistens, teeth sparkle, boots shine, etc. Used to tarnish, a creature's person and clothing appears dirty and unkempt. If cast on an object it appears particularly well made and kept or neglected and shoddy.
- ***Attire.*** You can clothe a willing creature you touch in ethereal illusory garments. The garments are obviously magical and often include illusory magical effects such as shimmering translucent flame, strategically positioned concealing vapor, etc. Depending upon the effect, it can shed light, up to bright light in a 5-foot radius and dim light for an additional 5 feet. If cast upon yourself, you can change or renew the effect as a bonus action during the duration.
- ***Image.*** You create a small three-dimensional image at a point within your reach for as long as you concentrate. The image is accurate, but faintly translucent so cannot be mistaken for real for more than an instant. This effect is usually used to convey information, to provide amusement, or to play pranks. This effect can also generate light equal to a candle. You must concentrate to maintain the image.
- ***Obscure.*** You subtly obscure the features of a creature or object. The effect is not obvious at the time, but the subtle illusion makes it difficult to recognize the affected target or to later recall its features. A suspicious creature can use its Action to make an Intelligence (Investigation) check versus your spell save DC to attempt to scrutinize a target it can see clearly. If successful, the spell no longer conceals the target's features from that creature.
- ***Veiling.*** You can render an object you touch that is no greater than 5 pounds invisible, it becomes visible if used in any manner. You can also cast this on your familiar to render it invisible until it attacks or forces a creature to make a saving throw. You must concentrate to maintain this effect.

If you cast this spell multiple times, you may have up to three effects that do not require concentration active a time, though no more than one effect can be active on any single creature or object.

You gain the ability to maintain an additional effect when you reach 5th-level (4 effects), 11th-level (5 effects), and 17th-level (6 effects).

> **Arcane Synergy.** If you have the Improved Minor Illusion wizard class feature, the Fey Presence warlock class feature, or the Glamour sorcerer class feature you can have up to two effects active at once upon a creature or object.

Classes: Bard, Sorcerer, Warlock, Wizard

Minor Healing

evocation cantrip
Casting Time: 1 Action
Range: Touch
Components: V, S, M (A Healer's Kit)
Duration: Instantaneous
When you cast this spell, you can spend one use of a healer's kit and bolster the natural healing capabilities of one creature you treat. If the creature has at least 1 hit point it may spend and roll one hit die, it regains hit points equal to the result + its Constitution modifier + your Spellcasting Ability modifier. If the target has no hit dice remaining, or does not spend a hit die, this spell has no effect.

The number of hit dice the target can spend when you cast this spell increases as you gain levels. The target can spend an additional die at 5th level (2 hit dice), 11th level (3 hit dice), and 17th level (4 hit dice). The target regains hit points equal to the result on the hit die + its Constitution modifier for each hit die it spends plus additional hit points equal to your Spellcasting Ability modifier.

Arcane Synergy. If you have the Healer feat, you may cast this spell as part of the same action and use of a healer's kit used to stabilize or restore hit points to a creature using that feat.

Classes: Artificer, Cleric, Druid

Minor Imbuement

transmutation cantrip
Casting Time: 1 minute (Imbuement)
Range: Touch
Components: V, S, M (the item to be enchanted)
Duration: Special
You imbue an item with a minor magical effect, creating a temporary magical item. Choose one of the following:

Arcane Device. (An Orb arcane focus or a watch, compass, or similar device.) As an Action you can attune the item to its current location or a creature or object you touch. Until you use an action to change this attunement, the item always indicates the direction to that location, creature, or object if it is on the same plane of existence. If not attuned, the item indicates true north. If attuned to a location, it also shows the current time of day at that location.

Convenient Staff. (A Staff, Rod, or Wand arcane focus.) As a bonus action you can change the size of the focus from the size of a short wand to the size of a staff. It can be used as an arcane focus in any form. The focus returns to its normal form when the spell ends. Activating this item requires attunement if you are not the caster.

Eldritch Illuminator. (Goggles or glasses or a lens, monocle, crystal or similar item.) The item can cast bright light in up to a 60-foot cone and dim light for up to an additional 60 feet. As a bonus action the bearer can activate, deactivate, or change the area, color, and intensity of the illumination.

Floating Orb. (An Orb or Crystal arcane focus.) You can use an Action to release the focus, causing it to float within 3 feet of you, orbiting your head or moving with you as you direct within your reach. It does not require a hand to wield the floating focus and it is considered to be an object that is being worn while it remains in your space. Using this item requires attunement if you are not the caster.

Focus Attunement. (Any Small sized or smaller item.) You imbue an item with a bit of your power allowing it to be used to focus your magic. Until the spell ends you can use that item as an arcane spellcasting focus. Using this item as a focus requires attunement if you are not the caster.

Focus Weapon. (A Staff, Rod, or Wand arcane focus.) Choose one of the following cantrips contained in your spellbook: *arcane flail, arcane staff, arcane blade, arcane spear, arcane pike, arcane lash, frost spike, ice cudgel, shadowstaff, or shardcaster*. You can activate the focus to produce the weapon created by the chosen spell, and can do so as your free object interaction (as if drawing a weapon) during your turn rather than a bonus action. The weapon remains active until the imbuement ends, you dismiss the weapon (no Action required), or you end your turn without the focus in your hand.

Glamoured Apparel. (A set of armor or clothing.) You imbue an item with a cosmetic illusion. The item can appear to smoke, the eyes of a helm could glow, wisps of light could dance around a hat, etc. The effects are purely cosmetic, however, depending upon the effect it can shed light, up to bright light in a 5-foot radius and dim light for an additional 5 feet. The effect can be activated or deactivated by the wearer as a bonus action.

Image Crystal. (A crystal) You imbue the item with the ability to capture an image. You can use an action or bonus action to activate the item to capture the image of a 10-foot cube within 30 feet of the crystal. You can then use an action or bonus action to cause the crystal to display the image at a point within 30 feet at any size up to life size. The crystal can contain a number of images equal to double your proficiency bonus. If an image beyond this number is captured, the first existing image is lost.

Impressive Outerwear. (A cape, cloak, or coat.) The wearer of the item can use a bonus action to change the style, color, cut, and apparent material of the garment or cause the garment to waft or billow impressively in a non-existent breeze. The garment returns to its normal appearance when the spell ends.

Sound Crystal. (A crystal) You imbue the item with the ability to capture nearby sounds. You can use an action or bonus action to activate the item to capture sounds that occur within 30 feet of the crystal for up 1 minute, or until you use a bonus action to stop recording. You can then use an action or bonus action to cause the crystal to replay the sounds it captured. The crystal can contain a number of recordings equal to double your proficiency bonus. If a recording beyond this number is captured, the first existing recording is lost.

Tinker. (special) You create a single small magical device, as described in the Tinker rock gnome racial trait but requiring no expensive materials, that functions for as long as the item remains imbued.

Traveler's Garb. (a set of armor or clothing.) The armor or clothing mends and cleanses itself to counteract daily wear and soiling. The item never gets dirty and repairs itself after 1 minute if not destroyed.

The minor imbuement lasts indefinitely but you may only have a number of such effects equal to your proficiency bonus active at once. If you imbue an additional item, the oldest minor imbuement effect ends. These minor imbued items do not count against the number of normal Imbuement spells you may have active.

Arcane Synergy. If you have the Arcane Artificer wizard class feature, you can maintain a number of additional active *minor imbuement* effects equal to your Intelligence modifier.

Classes: Wizard

Minor Phantasm

enchantment cantrip
Casting Time: 1 Action
Range: 60 feet
Components: V, S, M (a bit of fleece)
Duration: 1 Round
You create a momentary phantasm in a target's mind, distracting it at a crucial moment. Choose a target you can see within range and an ally within range. The target must

make an Intelligence saving throw. On a failed save, if your ally attacks the target before your next turn, the first attack roll is made with advantage, and on a hit inflicts an additional 1d6 psychic damage.

If the target is currently affected by a *phantasmal phobia, phantasmal force, phantasmal killer,* or similar phantasmal illusion spell cast by you, it suffers disadvantage on the saving throw versus this spell.

A creature automatically succeeds on the saving throw versus this spell if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with true sight. This spell has no effect on undead or constructs.

The phantasm inflicted on the target grows more terrifying as you gain levels. At 5th level, the psychic damage the target takes upon being hit by your ally increases to 2d6 and if the target is currently affected by a *phantasmal phobia, phantasmal force, phantasmal killer*, or similar phantasmal illusion spell cast by you it immediately suffers 1d6 psychic damage upon failing its saving throw versus this spell. Both damage rolls increase by 1d6 at 11th level (3d6 and 2d6) and 17th level (4d6 and 3d6).

Classes: Bard, Sorcerer, Wizard

Minor Restoration

abjuration cantrip
Casting Time: 1 Minute
Range: Touch
Components: V, S, M (An Herbalism kit)
Duration: Instantaneous

You attempt to treat a poison or disease afflicting a creature when you cast this spell. The creature spends one hit die but regains no hit points from the die. If the target has no hit dice remaining, or does not spend a hit die, this spell has no effect. When you start casting the spell, the effects of one poison or disease afflicting the target are suspended while you continue the casting.

When the casting is completed, you may make a Spellcasting Ability check that applies your proficiency in Medicine or Herbalism Kits versus the Saving Throw DC of one poison or disease afflicting the creature. If your check exceeds the Saving Throw DC of the poison or disease, the disease ends, or the poisoned condition is removed.

As you gain levels, if you know this cantrip you gain a bonus to checks that apply your proficiency in Medicine or Herbalism kits. This bonus is +1 at 5th level, +2 at 11th level, and +3 at 17th level. In addition, if you know this cantrip, you can remove two diseases or conditions from a target when you cast *lesser restoration.*

Classes: Artificer, Cleric, Druid

Minor Telekinesis

transmutation cantrip
Casting Time: 1 Action
Range: 30 feet
Components: S
Duration: Concentration, up to 10 minutes

When you cast the spell and as an Action during subsequent turns you can grab an object you can see within range in your telekinetic grasp and take the Use an Object action to manipulate it as if you were using the item at that location.

You can move an object in your grasp up to 30 feet as part of the Action. If an interaction would not normally use an action, you can make one such interaction or move one object already grasped by the spell without using your action.

You can't lift an object weighing more than five times your Spellcasting Ability in pounds with this spell. You may release one object and grasp a new one as part of your Action to use this spell during a turn. Any ability check required to manipulate an item controlled by this spell uses your Spellcasting Ability using any appropriate proficiency you possess.

Alternatively, when you cast this spell or as an Action during subsequent turns you can take Attack action to attack using a single weapon held in your telekinetic grasp. Make a weapon attack using your Spellcasting Ability on the attack and damage roll as if you were wielding it at the weapon's location. You can move the weapon up to 30 feet as part of this action.

If you know *minor telekinesis* you can accomplish more complex tasks using this spell or the *telekinesis* spell as you gain levels. Starting at 5th-level when you cast the *minor telekinesis* or *telekinesis* spell, and as an Action during subsequent turns, you may grasp up to two objects within range, this increases to 3 objects at 11th-level, and to 4 objects at 17th-level.

The total weight of all objects grasped cannot exceed the weight that can be lifted by the spell. You can use your Action and your free interaction to interact with and move all objects grasped by the spell, but you can only make a single attack or use a single magic item (such as a potion) as part of an Action.

> **Arcane Synergy.** During the duration of a *minor telekinesis* or *telekinesis* spell, you can cast *impel weapon* or *push/pull* to make an attack using a weapon held in your telekinetic grasp using your Spellcasting Ability for the attack and damage roll. You can telekinetically grasp any object within range affected by your *push/pull* spell as part of casting that spell. In addition, any action you can perform using *minor telekinesis*, you can perform using *telekinesis*, but on a grander scale.

Classes: Sorcerer, Wizard

Mirrormancy

4th-level divination (ritual)
Casting Time: 1 Minute
Range: 10 ft
Components: V, S, M (a mirror or other reflective surface)
Duration: Concentration, up to 10 minutes

You gaze into a mirror within range as you focus on a particular creature or place that you are familiar with. If there is a mirror or other reflective surface near that creature or location, you can see and hear as if you were standing within that mirror. You must have met the creature, touched the mirror, or visited the location viewed for this spell to function, and it must be on the same plane of existence.

As an Action on your turn you can change the location or creature you are viewing or cause an image of yourself to appear within the mirror to speak to those near it.

A creature peering into the mirror at the location you are viewing may make an Intelligence saving throw. If successful, it can see an image of you within the surface.

At Higher Levels. If cast using a spell slot of 5th-level or higher the duration increases by 10 minutes for every slot level above 4th.

- If cast using a spell slot of 6th-level or higher, as an Action you may step through the mirror to any location you are currently viewing, both mirrors must be large enough for you to fit through for this to function.

Classes: Bard, Warlock, Wizard

Mischievous Misfortune

enchantment cantrip
Casting Time: 1 Reaction or 1 Action
Range: 10 feet
Components: S
Duration: Instantaneous
You can cast this spell as a Reaction when an enemy you can see within range misses you with a melee attack or as an Action on your turn. You magically hex the creature, causing misfortune. The creature must make a Charisma saving throw or fall prone and be unable to stand or take Reactions until the start of its next turn.

At 5th-level, the pratfall is so severe that a creature failing the saving throw suffers 1d4 bludgeoning damage. This damage increases by 1d4 at 11th-level (2d4) and 17th-level (3d4).
Classes: Bard, Warlock

Misdirection

4th-level illusion (ritual)
Casting Time: 1 Minute
Range: Touch
Components: V, S, M (Hair, Blood, or other material from the creature you wish to duplicate or an item you wish to duplicate)
Duration: 24 hours
You change the appearance of a creature you touch to match that of any creature from which you have hair, blood, or other material in the same manner as a disguise self spell. This spell even convinces scrying or other divination spells that the affected creature is the creature you make them appear to be.

Alternately, you can cast this spell on an item you touch. For the duration of the spell that item appears to all senses and divinations as if they were any item you have in your possession.

If cast as a ritual, you can infuse any other illusion you cast so that Scrying or other divination is redirected to the illusion instead of the real subject.

A suspicious creature scrying or viewing the changed creature, item, or area, can use their Action to make an Intelligence (Investigation) check vs your spell save DC. If successful, they realize they have been deceived, however the Misdirection spell must be dispelled, or the disguised creature slain, for future divinations to reveal the correct target before the end of the duration.

At Higher Levels. If you cast this spell at 5th-level or higher, you can affect 1 additional creature or object for each slot level above 4th or increase the duration by 24 hours for each slot level above 4th.
Classes: Bard, Wizard

Misty Evasion

1st-level transmutation
Casting Time: 1 Reaction
Range: Self
Components: V
Duration: 1 round
As a Reaction when you take damage from an attack or would be grappled, restrained, or knocked prone you can cast this spell to become briefly insubstantial. Until the beginning of your next turn you have resistance to non-magical damage and are immune to the grappled, restrained, and prone conditions. During this time, you cannot attack or cast spells or interact with physical objects.

At Higher Levels. If you cast this spell using a spell slot of 2nd-level or higher, the duration increases by 1 round per slot level above 1st. The spell ends if you do not use your Reaction at the start of each of your turns to maintain the spell. While the spell lasts you can move through the space occupied by hostile creatures but must end your turn in an unoccupied space. You cannot attack or cast spells or interact with physical objects during the duration.
Classes: Sorcerer, Warlock, Wizard

Mnemonic Enhancer

4th-level transmutation
Casting Time: 1 Action
Range: Self
Components: V, S, M (your spellbook)
Duration: Concentration, up to 10 minutes.
For the duration of the spell, you make Intelligence checks with advantage. Additionally, when you cast this spell, you can add new spells from your spell book to your current list of prepared spells. For the duration of the spell, you can spend the time studying your spellbook and memorizing the incantations and gestures you must make to cast the new spells: at least 1 minute per spell level for each new spell you add to your list.

Given the 10-minute duration, the new spells you add may not exceed a total of 10 spell levels assuming you spend the entire duration preparing spells, to a maximum of three additional spells.

You lose the additional spells prepared using this spell when you cast this spell again, you finish your next long rest, or the next time you prepare a new list of wizard spells, whichever comes first.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the duration increases by 10 minutes and the maximum number of additional prepared spells increases by 1 per slot level above 4th.
Classes: Wizard

Molten Strike

3rd-level transmutation
Casting Time: 1 Bonus Action
Range: Self
Components: V, M (a weapon)

Duration: Concentration, up to 1 minute
The next time you hit a creature with a weapon attack during this spell's duration, you inflict 3d8 fire damage in addition to the normal effects of the attack. If the target is a creature wearing heavy or medium metal armor, the metal of the armor begins to glow red-hot. A creature in contact with the heated metal armor continues to suffer this fire damage at the start of each of your turns for the duration of the spell. A creature wearing such armor suffering fire damage from this spell has disadvantage on attack rolls and ability checks until the start of your next turn.

If you strike a large or smaller non-magical metal object or a metal construct, the target starts to glow and melt, suffering 3d8 fire damage at the beginning of each of your turns. Any creature or object touching the heated metal during this time suffers the same damage.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, fire damage increases by 1d8 per slot level above 3rd.
Classes: Artificer, Bard, Druid, Ranger

Momentary Compulsion
enchantment cantrip
Casting Time: 1 Action
Range: 30 feet
Components: V, S
Duration: Instantaneous
You create a momentary compulsion in the mind of a creature. A creature of your choice that you can see within range and that can hear you must make a Wisdom saving throw. A target automatically succeeds on this saving throw if it can't be charmed. On a failed save, the target must use its reaction to move up to 5 feet in a direction you chose that is horizontal to you, to a maximum equal to its current movement speed.

A target isn't compelled to move into an obviously deadly hazard, such as a fire or pit, but it will provoke opportunity attacks to move in the designated direction. A creature currently affected by a *compulsion* spell cast by you, automatically fails its saving throws to resist this spell.

As you reach higher levels, the compulsion lasts slightly longer. The maximum distance you can force the target to move increases by 5 feet at 5th level (up to 10 feet), 11th level (up to 15 feet), and 17th level (up to 20 feet).

> **Arcane Synergy.** If the *compulsion* spell is on your spell list, this cantrip is also added to your spell list.

Classes: Bard

Momentous Rush
transmutation cantrip
Casting Time: 1 Action
Range: Self
Components: V
Duration: 1 turn
As part casting this spell you must move at least 10 feet in a straight line. The spell then propels you forward an additional 10 feet in a straight line extending from the line you began in the casting of this spell. If the line of your movement passes through a creature's space (including the 10 feet moved as part of casting this spell), you must either make an Overrun attempt to pass through the creature's space or a Slam attack against that creature. This additional movement does not provoke opportunity attacks.

At any point during your movement you may make a single Overrun attempt as a bonus action, and either an Overrun attempt or a Slam attack as part of Action used to cast the spell. If you fail an Overrun attempt or fail to Shove a creature prone after a Slam attack, you must immediately stop moving adjacent to the creature after the attempt is made.

Overrun. You make a Strength (Athletics) check contested by the hostile creature's Strength (Athletics) check. You have advantage on this check if you are larger than the hostile creature, or disadvantage if you are smaller. If you win the contest, you can move through the hostile creature's space once this turn.

Slam. Make an Unarmed Strike, you may use your Spellcasting Ability in place of Strength for the attack and damage roll of this strike. On a hit you inflict normal damage for unarmed strike plus an additional 1d6 damage if you moved at least 10 feet before the attack was made. In addition, if you moved at least 20 feet before the attack was made you may make an immediate attempt to Shove a creature you hit with a Slam attack. If you push a creature with this Shove, you may move to remain adjacent to that creature if you have movement remaining.

You may use your Spellcasting Ability in place of Strength for an Athletics check made as part of this spell.

The distance the spell propels you and the additional damage on a slam attack increases as you gain levels. By 10 feet and an additional 1d6 damage at 5th-level (20 feet and +2d6), 11th-level (30 feet and +3d6), and 17th-level (40 feet and +4d6). Starting at 11th-level, you count as one size larger than your size for the purposes of making Overrun and Shove attempts as part of this spell.
Classes: Sorcerer, Warlock, Wizard

Mordant Blade
conjuration cantrip
Casting Time: 1 Action
Range: Self (Reach)
Components: S, M (a melee weapon)
Duration: 1 Round
You permeate the weapon used in the spell's casting with a clear, caustic liquid and make a melee weapon attack with it against one target within your reach. On a hit, the target suffers the weapon attack's normal effects and, if a creature, must make a Dexterity saving throw. On a failed save, or if the target is an object, it suffers 1d8 points of acid damage at the start of your next turn. On a successful save , a creature suffers no additional acid damage at the start of your next turn.

A creature can prevent this damage by using its Action to make a DC 10 Dexterity check to remove the acid.

The acid damage increases as you reach higher levels. At 5th-level, the melee attack deals an extra 1d8 acid damage to the target, and the damage the target takes at the start of your next turn increases to 2d8. Both damage rolls increase by 1d8 at 11th-level (2d8 and 3d8) and 17th-level (3d8 and 4d8).

Classes: Artificer, Druid, Sorcerer, Warlock, Wizard

Mount

1st-level conjuration
Casting Time: 1 Action
Range: 30 ft
Components: V, S, M (a bit of horsehair)
Duration: 8 hours
You summon a riding horse or a pony (your choice) to serve you as a mount in an unoccupied space within range. The summoned steed is friendly to you and your companions and serves willingly as a mount but will not fight. The mount comes with a bit and bridle and a riding saddle. You can summon more than one mount by reducing the duration, when you do so the spell lasts for 8 hours divided by the number of mounts summoned (round down to the nearest hour). E.g., 2 mounts for 4 hours, 4 mounts for 2 hours, 8 mounts for 1 hour etc. A mount disappears early if reduced to 0 hit points.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can increase the duration by 8 hours per slot level above 1st.
Classes: Druid, Ranger, Sorcerer, Wizard

Mystic Foci

transmutation cantrip
Casting Time: 1 Action
Range: Touch
Components: S, M (an arcane spellcasting focus)
Duration: Concentration, up to 10 minutes
You pace a charge of mystic energy within one arcane spellcasting focus you touch. Once before the spell ends, a creature holding the focus can expend this charge when it uses the focus to cast a spell, enhancing the spell in one of the following ways:

Roll a d4 and add the number rolled to one spell attack roll or Spellcasting Ability check made for the spell.

Roll a d4 and subtract the number rolled from one saving throw or ability check made to resist the spell.

Roll a d4 and add the number rolled to one damage roll of the spell.

The augmentation provided by this spell increases as you gain levels, the die increases to a d6 at 5th-level and a d8 at 17th-level. The duration of the spell increases to 1 hour when you reach 11th-level.
Classes: Artificer, Sorcerer, Warlock, Wizard

Mystic Geometry

3rd-level conjuration
Casting Time: 1 Bonus Action
Range: Touch
Components: V, S, M (An Orb Arcane Focus)
Duration: 1 turn

> You must be able to use an Orb as an arcane spellcasting focus to cast this spell.

When you cast this spell, your orb arcane focus floats into the air and two duplicates appear connected by mystical glowing lines and geometric symbols.

When you cast a wizard cantrip using your orb as a focus before the end of your current turn, the effect of the cantrip is duplicated twice, as if you had cast the cantrip three times. You may choose different targets for these two additional effects, or the same target as the original effect. All three effects occur simultaneously, the spell ends, and the orb arcane focus returns to your hand.

This spell has no effect on a cantrip that requires a weapon attack as part of the casting.

At Higher Levels. If you cast this spell using a spell slot of 4th-level or higher, the effect of the cantrip you cast is duplicated one additional time for every two slot levels above 3rd.
Classes: Wizard

Mystic Talisman

abjuration cantrip
Casting Time: 1 Action
Range: Touch
Components: V, S, M (a crystal, token, amulet, or item of jewelry)
Duration: Concentration, up to 10 minutes
You touch the item used in casting the spell. That item wards its bearer against magic. Once before the spell ends, the bearer of the item can roll a d4 and add the number rolled to one saving throw or check vs a spell or magical effect or subtract 1d4 from one spell attack roll targeting it. It can roll the die after rolling the saving throw or after the attack roll is rolled. The spell then ends.

The magical protection provided by this spell increases as you gain levels, the die increases to a d6 at 5th-level and a d8 at 17th-level. The duration of the spell increases to 1 hour when you reach 11th-level.
Classes: Artificer, Bard, Wizard

Necromantic Eye/Ear

2nd-level Necromancy
Casting Time: 1 Minute
Range: Touch
Components: V, S, M (your eye or ear and an undead creature under your command)
Duration: Special
As part of casting this spell you temporarily remove your own eye or ear and attach it to an undead creature under your command. For the duration of the spell, your current and maximum hit points are reduced by 2. While the spell lasts, you have a necromantic link to your severed eye or ear, and you can see or hear as if you were present at the affected undead creature's location. In addition, the affected undead creature is bolstered by the necromantic energy, its current and maximum hit points are increased by 4.

You can cast a spell that would target the affected undead creature as if you were present at its location. If you cast a spell on yourself that would grant or enhance your senses, it also affects the missing organ (if applicable).

The spell ends if the undead creature is destroyed or is no longer under your command or if you are no longer on the same plane of existence as the creature. Your missing organ regrows when you regain the hit points lost to the spell.

At Higher Levels. If you cast this spell using a spell slot of 3rd-level or higher, the affected undead creature's current and maximum hit points are increased by an additional 4 points per slot level above 2nd.
Classes: Warlock, Wizard

Necromantic Hand

1st-level Necromancy
Casting Time: 1 Minute
Range: Touch
Components: V, S, M (your hand)
Duration: Special
When you cast this spell, you separate one of your hands from your body. For the duration of the spell you lose the use of that hand and your current and maximum hit points are reduced by 2. The hand has the statistics of a crawling claw except that it has a fly speed of 40 feet so long as it remains within 60 feet of you, has 5 temporary hit points, and it acts as you direct during your turn (no action required).

While within 60 feet of you, the hand can perform the somatic component of any spell you cast and you can use its senses. When you cast a spell with a range of touch, the separated hand can deliver the spell as if it had cast it. Your hand must be within 60 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

If you aren't commanding the claw directly, or if the claw moves beyond 60 feet, the claw follows its last command to the best of its ability. Commands given to a crawling claw must be simple. A claw can't be tasked with finding and killing a particular person, because its limited senses and intelligence prevent it from tracking and picking out specific individuals. However, a command to kill all creatures in a particular locale works. A crawling claw can easily feel out the contours of keys and doorknobs, crawling from room to room on a blind killing spree.

The spell ends if the claw is destroyed. When this occurs, your hand reforms at the end of your arm when you regain the hit points lost to the spell. You can also end the spell if the claw is within your reach by using an Action to reattach the hand. You regain the hit points lost to the spell minus the damage suffered by the hand (not including damage to temporary hit points) while detached.

At Higher Levels. If you cast this spell using a spell slot of 2nd-level or higher, the claw is created with 5 additional temporary hit points per slot level above 1st.
Classes: Warlock, Wizard

Necromantic Shroud

1st-level necromancy
Casting Time: 1 Action
Range: Self (30 ft)
Components: V, S, M (at least one undead creature that you control)
Duration: 8 hours
You draw upon the necromantic energies of the undead you control within range to bolster you and the undead creatures under your command. The spell fails if there is not at least one undead creature under your control within 30 feet.



When you cast the spell, you gather a pool of necromantic energy. This pool is represented by a number of d6s equal to the level of the spell slot expended to cast this spell + the number of undead creatures under your control within 30 feet when the spell is cast, to a maximum number of dice equal to 4 + your level. You can use dice from this pool in the following ways:

- As an Action or Bonus Action on your turn during the duration of the spell. You can expend a die from the pool to bolster the will of undead under your control. For 1 minute any undead creature within 30 feet of you that is under your command automatically succeeds on Wisdom saving throws unless the save DC of the effect exceeds your spell save DC + the result on the die.
- As an Action or Bonus Action on your turn, you can expend dice from the pool to cause an undead creature you control within 30 feet to regain hit points equal to the result on the dice + your Spellcasting Ability modifier. The maximum number of dice you can expend to use this option equals your Spellcasting Ability modifier.
- As an Action or Bonus action on your turn, you can expend dice from the pool to gain temporary hit points equal to the result on the dice + your Spellcasting Ability modifier. The maximum number of dice you can expend to use this option equals your Spellcasting Ability modifier.
- When you or an undead creature you control within 30 feet rolls damage for a melee attack, you can expend dice from the pool to inflict additional necrotic damage equal to the result rolled on the dice. The maximum number of dice you can expend to use this option equals your Spellcasting Ability modifier.

The spell ends if you end your turn with no dice remaining in the pool or if you cast the spell again. All dice remaining in the pool are lost when the spell ends.

At Higher Levels. As mentioned above, when you cast this spell using a spell slot of 2nd-level or higher, the maximum number of dice in the pool increases by two per slot level above 1st.
Classes: Wizard

Necrotic Torrent

9th-level necromancy
Casting Time: 1 Action
Range: 120 feet
Components: V, S
Duration: Instantaneous
When you cast this spell, you gain a momentary sense of the presence and location of each living and undead creature within range and send torrents of negative energy at up to 12 such creatures. Unless the target is undead, it must make a Constitution saving throw, taking 9d10 necrotic damage on a failed save, or half as much damage on a successful one.

A humanoid reduced to 0 hit points by this damage is killed and rises at the start of your next turn as a zombie that is permanently under your command, following your verbal orders to the best of its ability, and with temporary hit points equal the necrotic damage inflicted beyond that necessary to reduce it to 0 hit points. The zombie is immune to attempts to turn it while it possesses these temporary hit points.

If you target an undead with this spell, the target doesn't make a saving throw. Instead, roll 9d10. The target gains the total as temporary hit points and is immune to attempts to turn it while it possesses these temporary hit points.
Classes: Warlock, Wizard

Needle Barrage

1st-level conjuration
Casting Time: 1 Action
Range: Self (25 ft line)
Components: S, M (A needle, thorn, or similar object)
Duration: 1 round
You conjure a barrage of slender bone, crystal, metal, or wooden needles propelling them forward to strike at targets within a 25-foot long by 5-foot wide line extending from you. Make a ranged spell attack against each target within the line. Hit or miss, you inflict 1 + your Spellcasting Ability modifier piercing damage to the target. On a hit, you inflict additional piercing damage equal to the amount by which you attack roll exceeded the target's AC. On a critical hit, you inflict 2 + double your Spellcasting Ability modifier piercing damage, plus this additional piercing damage. Being within 5 feet of a hostile creature doesn't impose disadvantage on this ranged spell attack roll.

Each creature other than a Construct or Undead that suffers piercing damage from this spell must make a Constitution saving throw. On a failed save the creature suffers disadvantage on attack rolls and ability checks due to the myriad needles piercing its body. The needles conjured by the spell disappear at the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, multiply the amount by which your attack roll exceeded the target's AC by the level of the spell slot used to cast the spell to determine the additional piercing damage inflicted by the spell.
Classes: Artificer, Druid, Ranger, Sorcerer, Warlock, Wizard

Nemesis

9th-level illusion
Casting Time: 1 Action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute
You awaken the deepest fears of hostile creatures that approach you, causing you to appear to each affected creature as a mind destroying vision of terror. A hostile creature approaching to within 30 feet of you or starting its turn there must succeed on a Wisdom saving throw or drop whatever it is holding and become frightened for the duration. If a creature Frightened by this spell ends its turn where it has line of sight to you it suffers 4d10 psychic damage.

While frightened by this spell, a creature cannot take actions or reactions and must move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature must make a Wisdom saving throw. On a failed saving throw it suffers 4d10 psychic damage and remains frightened. On a successful save, it suffers half damage and is no longer frightened.

A creature that successfully makes the Wisdom saving throw versus the fear caused by this spell is immune to the fear effect for this casting of the spell.

When you cast the spell and at the start of each of your turns each hostile creature within 15 feet of you must make an Intelligence saving throw, taking 9d8 psychic damage on a failed save, or half as much damage on a successful one.

A hostile creature within 30 feet of you that is not frightened can use its Action to examine the phantasm with an Intelligence (Investigation) check against your spell save DC. If the check succeeds, the target realizes that the phantasmal nemesis is an illusion and is no longer affected by this casting of the spell.
Classes: Wizard

Night Lord

9th-level necromancy
Casting Time: 1 Action
Range: Self
Components: V, S, M (grave dirt from a vampire's grave)
Duration: 8 hours
You transform yourself into a lord of the night, taking on some of the characteristics of a vampire. For the duration of the spell, you gain resistance to Necrotic damage and Bludgeoning, Piercing, and Slashing damage from Nonmagical Attacks, and you gain the following traits:

Shapechanger. If you aren't in sunlight or running water, you can use your action to polymorph into a Tiny bat or a Medium cloud of mist, or back into your true form.

While in bat form, you can't speak, your walking speed is 5 feet, and you have a flying speed of 30 feet. Your statistics, other than size and speed, are unchanged. Anything you are wearing transforms with you, but nothing you are carrying does.

While in mist form, you can't take any actions, speak, or manipulate objects. You are weightless, have a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and you can't pass through water. You have advantage on Strength, Dexterity,

and Constitution saving throws, and you are immune to all nonmagical damage.

Regeneration. You regain 10 hit points at the start of your turn if you have at least 1 hit point and aren't in sunlight or running water. If you take radiant damage or damage from holy water, this trait doesn't function at the start of your next turn.

Spider Climb. You can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Power of Night. You can use your Spellcasting Ability in place of Strength, Dexterity, and Constitution. You use your spellcasting ability modifier in place of those ability modifiers when you make attack rolls, damage rolls, saving throws, and checks that use those abilities, and you use your spellcasting ability to calculate your AC, jump distance, and when determining your carrying capacity and the weight you can push, drag, or lift. Your hit point maximum and current hit points are each increased by 30.

Undead. You are considered an Undead creature for the duration of the spell, you become susceptible to effects that target undead creatures, such as Turn Undead. You also gain the following weaknesses:

- Harmed by Running Water. You take 20 acid damage if you end your turn in running water.
- Sunlight Hypersensitivity. You take 20 radiant damage when you start your turn in sunlight. While in sunlight, you have disadvantage on attack rolls and ability checks.

You also gain the following actions you can use:

- As an action and/or bonus action on your turn or as a reaction to make an opportunity attack, you can make an **Unarmed Strike.** (Vampire Form Only). *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one creature. *Hit:* 1d8 + your Spellcasting Ability Modifier bludgeoning damage. Instead of dealing damage, you can grapple the target (escape DC = your Spell Save DC).
- As an action you can make a **Bite**. (Bat or Vampire Form Only). *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one willing creature, or a creature that is grappled by you, incapacitated, or restrained. *Hit:* 1d6 + your Spellcasting Ability Modifier piercing damage plus 3d6 necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and you regain hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under your control. You can control a maximum number of spawn equal to your Spellcasting Ability modifier. If you creature more than this number, the oldest spawn is freed from your control.
- As an action you can attempt a **Charm.** You target one humanoid you can see within 30 feet of you. If the target can see you, the target must succeed on a Wisdom saving throw against your Spell Save DC or be charmed by you. The charmed target regards you as a trusted friend to be heeded and protected. Although the target isn't under your control, it takes your requests or actions in the most favorable way it can, and it is a willing target for your bite attack.

  Each time you or your companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until you are destroyed, are on a different plane of existence than the target, or take a bonus action to end the effect.

The spell ends if you choose to end it as a Bonus Action on your turn, you drop to 0 hit points, or the duration expires.
Classes: Warlock, Wizard

Ooze Whip

2nd-level conjuration
Casting Time: 1 Bonus Action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes
You conjure a whip like pseudopod of acidic ooze that you can wield for the duration. If you let go of the weapon, it disappears, but you can conjure the ooze whip again as a Bonus Action during the duration.

You can wield the ooze whip as a simple melee weapon with which you are proficient. It possesses the Finesse and Reach properties and inflicts 2d8 acid damage on a hit. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative –1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10. You can use your Spellcasting Ability modifier in place of Strength or Dexterity on the attack and damage rolls using the weapon

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the acid damage increases by 1d8 for every two slot levels above 2nd. When cast using a spell slot of 3rd or 4th-level the weapon gains a +1 bonus to hit and damage, this increases to +2 using a 5th or 6th-level slot, or +3 using a 7th-level or higher slot.
Classes: Druid, Sorcerer, Warlock

Paragon

5th-level transmutation
Casting Time: 1 Action
Range: Touch
Components: V, S, M (fur or a feather from six different beasts)
Duration: Concentration, up to 1 hour
You touch a creature and bestow upon it an enhancement that makes of it a paragon of all virtues.

- The target has advantage on all ability checks and saving throws.
- The target's carrying capacity doubles.
- It doesn't take damage from falling 30 feet or less if it isn't incapacitated.
- It gains 5d6 temporary hit points, which are lost when the spell ends.
- When it makes an attack, it may roll 1d4 and add the result to either the attack or damage roll.

At Higher Levels. When you cast this spell using a spell slot of 6th-level or higher, you can target one additional creature for each slot level above 5th.

Classes: Artificer, Bard, Cleric, Druid, Sorcerer, Wizard

Paralyzing Touch

6th-level necromancy
Casting Time: 1 Bonus Action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes
When you cast this spell you exude the chill, paralyzing energy of a lich. For the duration, when you hit with an unarmed strike or a melee spell attack using a necromancy spell, you inflict an additional 3d6 cold damage and the target must succeed on a Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

For the duration of the spell you are resistant to cold and necrotic damage and immune to the Paralyzed condition.

At Higher Levels. If you cast this spell using a slot of 7th-level or higher, the damage increases by 1d6 for every slot level above 6th.
Classes: Warlock, Wizard

Penumbra

evocation cantrip
Casting Time: 1 Action
Range: Touch
Components: S
Duration: 1 hour
You touch an object no larger than 10 feet in any dimension and shroud it in shadow. The light level decreases in a 10-foot radius around that object. Bright light becomes dim, dim light becomes darkness. Darkvision functions normally within the radius of this spell. A creature suffers no ill effects from sunlight sensitivity while it remains in the area of a penumbra spell.

The spell ends if you cast it again or dismiss it as an Action. This spell is dispelled if its area is overlapped by an area of bright magical light of 1st-level or higher.

If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

Starting at 5th-level, you can cast this spell again without ending the spell on an existing target. You may have penumbra active on one additional object at 5th-level (2 objects), 11th-level (3 objects), and 17th-level (4 objects).

> Note: The light level is not further dimmed if within the area of multiple penumbra spells.

Classes: Sorcerer, Warlock, Wizard

Perfect Recollection

1st-level divination (Ritual)
Casting Time: 1 Action
Range: Self
Components: V
Duration: 1 hour
For the duration of the spell you perfectly recall anything you see or hear. The recall imparted by this spell lasts for one month before it begins to fade. If this spell is dispelled, it only removes the ability to perfectly recall future information, the memory of what has already been observed is not affected.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the duration increases to 8 hours at 2nd-level, and 24 hours at 3rd-level or higher.

> **Arcane Synergy.** If you possess the Keen Mind feat anything seen or heard while affected by this spell is retained permanently. If you have the Rune Scribe wizard class feature, anything read while affected by this spell is retained permanently.

Classes: Bard, Wizard

Phantasmal Defenders

3rd-level illusion
Casting Time: 1 Action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes
You call forth quasi-real shadowy phantasms to protect you. They defend the area around you to a distance of 15 feet for the duration, bedeviling the minds of your enemies. An affected creature sees a host of shadowy defenders of a particularly intimidating type supplied by their own mind.

When you cast this spell, you can designate any number of creatures you can see to be unaffected by it. An affected creature cannot take Reactions while in the area, and when the creature enters the area for the first time on a turn or starts its turn there, it must make an Intelligence saving throw. On a failed save, the creature takes 1d6 psychic damage and suffers disadvantage on attack rolls and ability checks until the start of its next turn. On a successful save, the creature takes no damage and suffers no additional effects.

A creature that succeeds at its Intelligence saving throw and suspects the phantasms may be illusory, may use its Action to examine the phantasms with an Intelligence (Investigation) check versus your spell save DC. If the check succeeds the target is immune to the effects of the spell for the duration.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the duration increases by 10 minutes per slot level above 3rd and the damage increases by 1d6 for every two slot levels above 3rd.
Classes: Wizard, Warlock, Sorcerer, Bard

Phantasmal Feast

3rd-level illusion (ritual)
Casting Time: 1 Action
Range: 60 feet
Components: V, S
Duration: 1 hour
You create the quasi-real illusion of a feast, including magnificent food and drink, appropriate service and tableware, and illusionary servants sufficient to serve up to 12 creatures. The feast takes an hour to consume and disappears at that time. Details of the feast can be set by the caster, though because the phantasm takes root in the mind of the participants each dish is perfect for that subject's tastes.

The Phantasm includes sound, temperature, taste, smell, and other stimuli evident to those within 60-feet of the point it is cast. Creatures partaking of the feast feel pleasantly sated but derive no actual sustenance from their meal, though a creature can become mildly inebriated if it wishes.

Anyone partaking of the feast may use their Action to examine the phantasm with an Intelligence (Investigation) check against your spell save DC. If the check succeeds, the target realizes that the phantasm is an illusion, and the spell ends for that creature.

If cast as a ritual the spell can serve up to 12 creatures for every 10 minutes you spend in the casting and the feast can remain until consumed or for up to 8 hours.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher the feast contains food for an additional 12 creatures for each spell level slot above 3rd. This spell can also be cast using a spell slot below 3rd-level, if cast in such a manner the spell affects only the caster.

> **Arcane Synergy.** If you have the Malleable Illusions wizard class feature you may alter the meal to feature any dish or drink you would like on a whim (either having the food appear or having the illusionary servants bring the food). If you possess the Illusory Reality wizard class feature the meal can actually provide sustenance if you wish.

Classes: Bard, Sorcerer, Wizard

Phantasmal Horde

1st-level illusion
Casting Time: 1 Action
Range: 10 feet
Components: V, S
Duration: Instantaneous

You cause a horde of phantasmal duplicates to rush about attacking and distracting enemies. All creatures of your choice within range must make an Intelligence saving throw. On a failure, an affected creature suffers 1d6 psychic damage and cannot take Reactions until the start of its next turn.

Due to the distraction caused by this spell, your movement until the end of your current turn does not provoke an opportunity attack from any creature within the area. This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the range increases by 10 feet per slot level above 1st.

> **Arcane Synergy.** If you are currently affected by a *mirror image* spell, creatures within 5 feet of you have disadvantage on their save versus this spell.

Classes: Bard, Sorcerer, Wizard

Phantasmal Phobia

1st-level illusion
Casting Time: 1 Action
Range: 30 feet
Components: V, S, M (a white feather or the heart of a hen)
Duration: Concentration, up to 1 minute

You project a phantasmal image of a creature's worst fears. Choose a single creature within range, that creature must succeed on a Wisdom saving throw or become frightened for the duration.

As an action during its turn, the creature can make a Wisdom saving throw, on a success the spell ends for that creature.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, you may affect an additional creature within range for each slot level above 1st.

Classes: Bard, Sorcerer, Warlock, Wizard

Phantasmal Stalker

6th-level illusion
Casting Time: 1 Action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 minute

You craft an illusion of a monstrous creature that stalks a target within range. The target must make an Intelligence saving throw. On a failed save, you create a phantasmal creature adjacent to the target that immediately attacks, inflicting 6d10 psychic damage. On a successful saving throw, the target suffers half damage and the spell ends. The illusion is pulled from the target's subconscious mind, is the same size as the target, and is perceivable only to the target for the duration. This spell has no effect on undead or constructs.

The phantasm includes sound, temperature, and other stimuli, also evident only to the creature.

While a target is affected by the spell, the target treats the phantasmal creature as if it were real.

Each round on your turn, the phantasmal stalker moves up to 60 feet towards the target and if within 5 feet of the target it appears to attack, and the target suffers 6d10 psychic damage. The illusion also appears to attack if the target moves away from it without taking the Disengage action, inflicting 6d10 psychic damage to the target.

The target can use its action to examine the phantasm by making an Intelligence (Investigation) check against your spell save DC. If the check succeeds, the target realizes that the phantasm is an illusion, and the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 7th-level or higher, the damage increases by 1d10 for each slot level above 6th.

Classes: Sorcerer, Wizard

Phantasmal Visage

8th-level illusion
Casting Time: 1 Action
Range: Self (30 ft radius)
Components: V, S
Duration: 1 minute

You cloak yourself in a phantasmal image of your enemies' worst fears and your allies' greatest hope. Each hostile creature that approaches within 30 feet of you on its turn or starts its turn there, must succeed on a Wisdom saving throw or drop whatever it is holding and become frightened for the duration.

While frightened by this spell, a creature must take the Dash Action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location at least 60 feet

away from you where it doesn't have line of sight to you, the creature can make a Wisdom saving throw. On a successful save, the creature is no longer frightened. As a Bonus Action on your turn, you can focus your regard on a single frightened creature that can see you. That creature becomes paralyzed with fear until the end of your next turn.

Each friendly or indifferent creature that approaches within 30 feet of you on its turn or starts its turn there becomes charmed for the duration. A creature may choose to make a Wisdom saving throw to resist this effect.

While charmed by this spell an indifferent creature becomes friendly to you. All charmed friendly creatures within 30 feet of you are immune to fear and other effects that cause the charmed condition. As a Bonus Action on your turn, you can inspire all charmed creatures within 60 feet. Inspired creatures gain advantage on attack rolls, ability checks, and saving throws until the end of your next turn.

A creature within 30 feet that is not currently frightened of you or charmed by you can may use its Action to examine the phantasm with an Intelligence (Investigation) check against your spell save DC. If the check succeeds the target is immune to the effects of this casting of the spell.

At Higher Levels. If you cast this spell using a 9th-level spell slot the duration increases to 10 minutes.

Classes: Bard, Sorcerer, Wizard

Phantom Carriage

5th-level illusion (ritual)

Casting Time: 1 minute
Range: 60 feet
Components: V, S
Duration: 8 hours

A quasi-real carriage or wagon appears in an unoccupied space of your choice within range. You decide the vehicle's appearance, but it is equipped with horses, oxen, or other appropriate means of locomotion and even a driver if you wish.

For the duration, you an any creatures you choose can be borne by the vehicle, to a maximum of 8 medium or small creatures. The vehicle has a speed of 100 feet and can travel 10 miles in an hour or 13 miles at a fast pace and can move over marsh or calm water or fly at normal speed. When the spell ends, the vehicle gradually fades, giving the occupants 1 minute to dismount. The spell ends if you use an Action to dismiss it or if the vehicle takes more than 50 points of damage in a turn.

At Higher Levels. When you cast this spell using a spell slot of 6th-level or higher you can increase the speed by 50 feet or the duration by 8 hours, and the vehicle can suffer an additional 10 points of damage in a turn before the spell ends per slot level above 5th.

Classes: Wizard

Phantom Familiar

1st-level Illusion (Ritual)

Casting Time: 10 Minutes
Range: 100 feet
Components: V, S, M (a bit of fleece)
Duration: Until Dispelled

You form a quasi-real illusion of a tiny creature of your choice that contains a fragment of your own consciousness. The phantom familiar has no physical form, no physical statistics, uses your mental ability scores, shares your senses and acts during your tun in combat. The only actions it can take are the Help, Hide, and Search actions. It cannot affect the physical world, but neither can it be harmed. The phantom familiar is destroyed if successfully dispelled or you die.

Psychic damage inflicted on the familiar is instead inflicted on you.

The phantom familiar can move up to 50 feet in any direction during your turn and can move freely through objects and creatures. Movement not in keeping with its apparent form can give observers clues as to the familiar's true nature. If your familiar is ever more than 100 feet from you at the end of your turn, it is temporarily dismissed.

The phantom familiar counts as an ally in combat and occupies space as a tiny creature to any creature that has not determined its illusory nature.

Physical interaction with the phantom familiar reveals it to be an illusion, because things can pass through it, but because it can react to such attempts, a creature must succeed on an attack versus your Spell Save DC to successfully interact physically with the phantom familiar. A creature that uses its action to examine the phantom familiar can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image.

The phantom familiar can take the Help action to distract a foe within 5 feet of it while in combat. This action is ineffective if a creature as successfully discerned its illusory nature.

While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn. During this time, you are deaf and blind with regard to your own senses.

As an action, you can temporarily dismiss your familiar or change its apparent form. If dismissed, it disappears and becomes a figment in your mind where it awaits your summons. Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 100 feet of you in a form of your choice. When you change apparent form of your phantom familiar, creatures must interact with it again to determine its illusory nature.

Finally, when you cast a spell with a range of touch, your phantom familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

You can't have more than one phantom familiar at a time. You cannot successfully form the mental fragment required for this spell if you have a normal familiar or a similar bond (such as a bonded focus). If you cast this spell while you already have a phantom familiar, a normal familiar, or a bonded focus, this spell fails.

Classes: Wizard

Phantom Light

2nd-level illusion (ritual)
Casting Time: 1 Action
Range: Touch
Components: V, S
Duration: 1 hour
You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds quasi-real bright light in a 30-foot radius and dim light for an additional 30 feet. The light is violet in color and is only visible to you, creatures you designate when you cast the spell, and creatures that can see invisible objects. To the eyes of those that can see it, the light causes certain materials and substances, especially blood and similar fluids, to fluoresce. For those that see the illumination, it grants advantage on Intelligence (Investigation) checks to search the area illuminated but only when otherwise in dim light or darkness.

This spell can illuminate areas of magical darkness to those affected by the spell but does not otherwise dispel or interact with such magic.

At Higher Levels. If you cast this spell using a spell slot of 3rd-level or higher, the duration increases to 8 hours plus an additional 8 hours per slot level above 3rd.

- If cast using a 6th-level or higher spell slot the light gains an additional property: For those that can see the illumination, it reveals invisible objects and creatures and grants advantage on Intelligence (Investigation) checks to pierce illusions, but only when otherwise in dim light or darkness.

Classes: Bard, Sorcerer, Wizard

Phantom Strike

illusion cantrip
Casting Time: 1 Action
Range: Self (120 feet)
Components: S, M (a light melee or ranged weapon)
Duration: Instantaneous
You weave an illusion around a single light melee or ranged weapon as you make an attack. The weapon appears to blur, and phantasmal duplicates appear, each making slightly different attacks to confuse your target. As part of casting the spell, you make a melee or ranged weapon attack with the weapon used in the casting of the spell against one creature within 120 feet and within your reach or the weapon's range.

The target of the attack must make an Intelligence saving throw. On a failed save you gain advantage on the weapon attack roll and the attack inflicts an additional 1d6 psychic damage on a hit. On a successful save you gain no additional benefit or damage from this spell and the target suffers the weapon attack's normal effects on a hit.

A creature automatically succeeds on the saving throw versus this spell if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with true sight.

The psychic damage inflicted on a successful hit when the target fails its Intelligence saving throw increases by 1d6 when you reach 5th-level (2d6), 11th-level (3d6), and 17th-level (4d6).

> **Arcane Synergy.** If you cast this spell while under the effects of a *blur, mirror image* or *reflected semblances* spell or wielding a *shadow blade* it becomes even more confusing: Intelligence saving throws versus *phantom strike* are made with disadvantage.

Classes: Bard, Cleric (Trickery), Sorcerer, Warlock, Wizard

Phase Shot

3rd-level conjuration
Casting Time: 1 Bonus Action
Range: Self
Components: V, M (a ranged weapon)
Duration: Concentration, up to 1 minute.
For the duration of the spell, ammunition you fire from the weapon used in the casting of this spell becomes slightly out of phase with the world. Your ranged weapon attacks using that weapon inflict force damage instead of their normal damage type and you ignore a target's bonuses to AC from cover and non-magical armor or shields.

Each time you hit a creature with a ranged weapon attack using that weapon during this spell's duration, you deal an additional 1d4 points of force damage.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the duration increases by 1 minute per slot level above 3th. The additional force damage on a hit increases to 1d6 if you cast this spell using a 5th or 6th-level spell slot, 1d8 if a 7th or 8th-level slot is used, and to 1d10 if a 9th-level slot is expended.

> **Arcane Synergy.** You can cast this spell to affect ranged attacks using a *shardcaster* cantrip.

Classes: Ranger, Sorcerer, Warlock, Wizard

Piercing Vision

4th-level divination
Casting Time: 1 Action
Range: Self
Components: V, S
Duration: 1 minute
When you cast this spell, you can see into and through solid matter for the duration. This vision has a radius of 30 feet. To you, solid objects within that radius appear translucent and you can see normally in darkness, both magical and nonmagical within this range. The vision can penetrate 1 foot of stone, 1 inch of common metal, or up to 3 feet of wood or dirt. Thicker substances block the vision, as does a thin sheet of lead.

At Higher Levels. If you cast this spell using a spell slot of 5th or higher, the range of the vision increases by 10 feet per slot level above 4th and the depth of material other than lead that the vision can penetrate increases by 1 foot/1 inch/3 feet per slot level above 4th. In addition, the duration increases to 10 minutes if a 5th or 6th-level spell slot is used, 1 hour at 7th or 8th-level, and to 8 hours if a 9th-level spell slot is expended.
Classes: Artificer, Bard, Sorcerer, Wizard

Piper's Tune

1st-level enchantment
Casting Time: 1 Action

Range: Self (60 foot radius)
Components: V, S
Duration: Concentration, up to 1 hour
You start an enticing magical tune, customarily played upon pipes. Every Beast within 60 feet of you that can hear the song must succeed on a Wisdom saving throw or be charmed until the song ends. If the beast's Intelligence is 4 or higher, it is unaffected. You must take a Bonus Action or an Action on your subsequent turns to continue playing. You can stop the tune at any time. The song ends if you are incapacitated, or at the end of a turn in which you do not continue singing. You may choose to only affect beasts of a certain type or size when you cast the spell, you may change the criteria as an Action during your turn.

While charmed by you, a target is Incapacitated and ignores magic that imposes the charmed condition from other sources. If the charmed target is more than 5 feet away from you, the target must move on its turn toward you by the most direct route, trying to get within 5 feet. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than you, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it and the target is immune to the song for the duration.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the area affected by the song increases by 30 feet per slot level above 1st. If you cast this spell using a slot level of 3rd-level or higher the song can affect Monstrosities with an Intelligence of 5 or less as well. If cast using a 6th-level or higher spell slot, the song lasts for as long as you continue playing.
Classes: Bard

Planar Rift
9th-level conjuration
Casting Time: 1 Action
Range: 120 feet
Components: V, S
Duration: 1 minute
You tear a violent rift in the fabric of the planes. Choose an unoccupied 5-foot radius sphere within range. A silvery one-way planar rift leading deep into the astral plane appears at that location pulling creatures and objects towards it. When a huge or smaller creature begins its turn within 20 feet of the rift or approaches within 20 feet on a turn it must make a Strength saving throw.

A creature that fails its save is pulled 10 feet towards the rift. A creature that succeeds at its Strength saving throw may attempt to leave the area. Within 20 feet of the rift movement in any direction except towards the rift costs 4 feet of movement for every foot of distance covered.

A huge or smaller creature entering the area of the rift, or beginning its turn there suffers 5d10 points of bludgeoning damage and must make a Strength saving throw or be pulled through the rift to the Astral plane, suffering 10d10 bludgeoning damage.

A gargantuan creature entering the area of the rift suffers 5d10 points of bludgeoning damage but is not pulled through the rift. Any unattended object of size huge or smaller of within 20 feet of the rift that is not affixed to the ground is automatically pulled through on at the end of your turn.

The rift exits onto a random spot deep within the astral plane chosen by the DM. A creature is not bound there; it may use any normal method of planar travel to return, or search for a portal to return. Traveling to find an appropriate portal back to the correct material plane usually takes 2d4X10 hours for an experienced astral traveler.
Classes: Warlock, Sorcerer, Wizard

Polymorph Self
2nd-level Transmutation
Casting Time: 1 Action
Range: Self
Components: V, S, M (a piece of the type of beast you wish to transform into)
Duration: Concentration, up to 1 hour
You transform yourself into a new form. The new form can be any beast of size large or smaller whose Challenge rating is 1/8 or less. This increases to 1/4 when you reach 4th-level, 1/2 when you reach 8th-level and a CR of 1 when you reach 12th-level. Your game statistics, including mental Ability Scores, are replaced by the statistics of the chosen beast, though you retain your alignment and personality.

You can attempt a DC 10 Wisdom saving throw when you cast this spell. If successful, you retain your Intelligence, Wisdom, and Charisma scores; the benefit of any features from your class, race, or other source; and all of your skill and saving throw proficiencies, in addition to gaining those of the creature.

The transformation lasts for the duration, or until you drop to 0 hit points, die or choose to end the spell as a Bonus Action on your turn. You assume the hit points of the new form. When you revert to your normal form, you return to the number of hit points you had before you transformed. If you revert as a result of Dropping to 0 Hit Points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked Unconscious.

You are limited in the Actions it can perform by the nature of your new form, and it can't speak, cast spells, or take any other Action that requires hands or speech.

Your clothing and equipment falls to the ground in your space when you cast this spell. Non-magical armor or clothing that is not easily removed may be destroyed in the transformation.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, the duration increases by 1 hour for every slot level above 2nd.

> **Arcane Synergy.** If you have the Wild Shape druid class feature you automatically succeed at the saving throw to retain your mental abilities.

Classes: Bard, Druid, Sorcerer, Wizard

Potent Venom
1st-level conjuration
Casting Time: 1 Action
Range: Special

Components: V, S
Duration: Instantaneous

> You must know the *infestation* or *poison spray* cantrip to cast this spell.

As part of the Action used to cast this spell you must cast the *infestation* or *poison spray* cantrip at a target. If the target fails its Constitution save against the cantrip, it suffers the normal effects from the cantrip plus an additional 2d12 poison damage and is also poisoned until the end of your next turn. On successful save, it suffers 1d12 poison damage, but is not poisoned.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the damage on a failed save increases by 1d12 points of damage for each slot level above 1st. The poison damage on a successful save increases by 1d12 per 2 slot levels above 1st.
Classes: Artificer, Druid, Sorcerer, Warlock, Wizard

Power Word Blind

7th-level enchantment
Casting Time: 1 Action
Range: 60 feet
Components: V
Duration: Instantaneous
You speak a word of power that overwhelms the senses one creature within range. If the target has 200 hit points or fewer, it is blinded and deafened. Otherwise the spell has no effect.

The affected target must make a Constitution saving throw at the end of each of its turns. If it successfully saves against this spell three times, the spell ends. If it fails the save three times before this occurs, the effects are permanent.

The blindness and deafness of the victim can be removed by a *lesser restoration* or similar magics that removes the blinded or deafened condition.
Classes: Bard, Sorcerer, Warlock, Wizard

Power Word Charm

9th-level enchantment
Casting Time: 1 Action
Range: 60 feet
Components: V
Duration: Instantaneous
You speak a word of power that can enchant the mind of a creature within range. If the target has 150 hit points or fewer, it is charmed by you. While charmed by this spell the creature is friendly to you and acts as a devoted servant.

The target is charmed by you until a *remove curse* spell is cast on it, the charmed condition is removed from it, or it dies. Each time the target completes a long rest, if it has more than 150 hit points at the end of the rest it can attempt a Wisdom saving throw to remove the charmed condition.
Classes: Bard, Sorcerer, Wizard

Power Word Fatigue

6th-level enchantment
Casting Time: 1 Action
Range: 60 feet
Components: V
Duration: Instantaneous
You speak a word of power that saps the will and energy of a creature within range. If the target has 150 hit points or fewer, it gains one level of exhaustion and cannot regain hit points until it is no longer exhausted. If the target has 100 or fewer hit points, it instead suffers two levels of exhaustion, this increases to three levels of exhaustion if the target has 50 or fewer hit points. Otherwise the spell has no effect.

The exhaustion caused by this spell can be alleviated or removed by any method that could normally remove such a condition.
Classes: Bard, Sorcerer, Warlock, Wizard

Power Word Petrify

8th-level enchantment
Casting Time: 1 Action
Range: 60 feet
Components: V
Duration: Instantaneous
You speak an ancient word of power in an attempt to turn one creature that you can see within range to stone. If the target has 125 hit points or fewer, it is restrained as its flesh begins to harden. Otherwise the spell has no effect.

The affected target must make a Constitution saving throw at the end of each of its turns. If it successfully saves against this spell three times, the spell ends. If it fails the save even once, the target is petrified until the effect is removed.

If the creature is physically broken while petrified, it suffers from similar deformities if it reverts to its original state. Only the creature itself is affected by the petrification, clothing and equipment worn or carried by the creature is not petrified.
Classes: Warlock, Wizard

Power Word Sleep

7th-level enchantment
Casting Time: 1 Action
Range: 60 feet
Components: V
Duration: Instantaneous
You speak a word of power that can send one creature within range into a permanent magical slumber. If the target has 150 hit points or fewer, it falls unconscious. The sleeper awakens if it suffers any damage, but otherwise slumbers eternally. While under the effects of this spell the target does not need food or water and does not age.
Undead and creatures immune to being charmed aren't affected by this spell.
Classes: Bard, Sorcerer, Wizard

Power Word Slow

6th-level enchantment
Casting Time: 1 Action
Range: 60 feet
Components: V
Duration: Instantaneous
You speak a word of power that can slow the mental and physical processes of one creature within range. If the target has 125 hit points or fewer, it is slowed. An affected target's speed is halved, it takes a –2 penalty to AC and Dexterity

saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn.

If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted.

A creature affected by this spell makes a Wisdom saving throw at the end of each of its turns. On the third successful save versus this spell, the effect ends for it.

Creatures immune to being charmed aren't affected by this spell.

Classes: Sorcerer, Wizard

Power Word Truth

6th-level enchantment
Casting Time: 1 Action
Range: 60 feet
Components: V
Duration: Instantaneous

You speak a magical word of power that reveals the truth of a creature within range. If the target has 150 hit points or fewer it is affected by the word. All illusions on the target are dispelled, if shapechanged it is forced back to its natural form, and mundane disguises are removed. A target must answer the next question you ask it before the end of your next turn with the complete and absolute truth as it knows it.

Classes: Bard

Precise Strike {True Strike}

divination cantrip
Casting Time: 1 Action
Range: Sight
Components: S
Duration: 1 Round

You point at a target you can see. Your magic grants you a brief insight into the target's defenses. You gain advantage on your next attack roll against the target before the end of your next turn.

Starting at 5th-level, if you hit with the attack affected by this spell, and you have advantage on the attack roll, you inflict an additional 1d6 damage of the attack's damage type. This damage increases by 1d6 at 11th-level (2d6) and 17th-level (3d6).

> **Arcane Synergy.** This is an altered version of the *true strike* spell, if a creature knows that spell it can replace that spell with this one.

Classes: Bard, Sorcerer, Warlock, Wizard

Predictive Strike

1st-level divination
Casting Time: 1 Bonus Action
Range: Self
Components: S
Duration: Concentration, up to 1 minute

> You must know the *precise strike {true strike}* cantrip to cast this spell.

This spell grants you the ability to receive brief insights into the defenses of targets you strike. You can cast this spell as a Bonus Action when you hit a target with an attack during your turn.

As part of the Bonus Action used to cast this spell and as a Bonus Action when you hit a target with an attack during the duration you can cast *precise strike* on the target hit by the attack without requiring components.

Until the spell ends, if you hit with an attack affected by *precise strike*, and you have advantage on the attack roll, you inflict an additional 1d6 damage of the attack's damage type.

At Higher Levels. When you cast *predictive strike* using a spell slot of 2nd-level or higher, the additional damage on a target affected by *precise strike* increases by 1d6 per slot level above 1st.

> **Arcane Synergy.** This spell assumes that you are using the alternate version of *true strike*, listed as *precise strike* in this tome. If you are using the original *true strike*, if cast during this spell it does not require concentration and has a range of sight.

Classes: Bard, Wizard

Premonition

6th-level divination
Casting Time: 1 Bonus Action
Range: Self
Components: V, S, M (a hummingbird feather)
Duration: Concentration, up to 1 hour

You enter a trance like state wherein you possess a limited ability to see into the immediate future. For the duration, you can't be surprised, and you have advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against you. This state lasts for 1 hour.

At Higher Levels. If cast using a spell slot of 7th-level or higher the duration increases by 1 hour per slot level above 6th.

Classes: Bard, Druid, Warlock, Wizard

Prescience

4th-level divination
Casting Time: 1 Action
Range: Self
Components: V, S
Duration: 1 hour

For the duration of the spell you gain a prescient sense of imminent danger, granting you the following benefits:

- You gain a +5 bonus to initiative.
- You can't be surprised while you are conscious.
- You have advantage on saving throws and checks made to avoid or resist traps.
- Other creatures don't gain advantage on attack rolls against you as a result of being unseen by you.
- You can take the Disengage Action as a Bonus Action on your turn; your movement doesn't provoke opportunity attacks for the rest of the turn.
- You can take the Dodge Action as a Bonus Action on your turn. Until the start of your next turn, any attack roll made against you has disadvantage if you can see the attacker,

and you make Dexterity saving throws with advantage. You lose this benefit if you are incapacitated or if your speed drops to 0.

At Higher Levels. If you cast this spell using a spell slot of 6th or higher, the duration increases to 8 hours at 6th or 7th-level, and to 24 hours at 8th-level or higher.

Classes: Bard, Druid, Sorcerer, Warlock, Wizard

Prismatic Blade

9th-level evocation

Casting Time: 1 Action
Range: Self
Components: V, S
Duration: 10 minutes

A shimmering multicolored blade of light forms in your hand when you cast this spell. The blade sheds bright light out to a range of 50 feet and dim light for an additional 50 feet. You and creatures you designate at the time you cast the spell can remain near the blade without harm. If another creature that can see the blade moves to within 10 feet of it or starts its turn there, the creature must succeed on a Constitution saving throw or become blinded for 1 minute.

When you cast the spell, and as an Action on each of your turns you can make a melee spell attack using the blade. You can also attack with the blade as a reaction when a creature provokes an opportunity attack. On a hit, roll 1d8 to determine the effect of the blade on the target.

1. **Red. The target takes 10d6 fire damage.**
2. **Orange. The target takes 10d6 acid damage.**
3. **Yellow. The target takes 10d6 lightning damage.**
4. **Green. The target takes 10d6 poison damage.**
5. **Blue. The target takes 10d6 cold damage.**
6. **Indigo. On a hit, the target is restrained. It must then make a Constitution saving throw at the end of each of its turns. If it successfully saves three times, the spell ends. If it fails its save three times, it permanently turns to stone and is subjected to the petrified condition. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.**
7. **Violet. On a hit, the target is blinded. It must then make a Wisdom saving throw at the start of your next turn. A successful save ends the blindness. If it fails that save, the creature is transported to another plane of existence of the GM's choosing and is no longer blinded. (Typically, a creature that is on a plane that isn't its home plane is banished home, while other creatures are usually cast into the Astral or Ethereal planes.)**
8. **Special. The target is subject to 2 effects. Roll twice more, rerolling any 8.**

If a *prismatic blade* comes into contact with a *prismatic wall* both effects are destroyed.

Classes: Sorcerer, Wizard

Prognosticative Readiness

divination cantrip

Casting Time: 1 Action
Range: Self
Components: V
Duration: Concentration, up to 1 Round

You mutter a quick chant, attuning yourself to one specific set of potential outcomes of one action you take in the next few moments. As part of the action used to cast this spell, you take the Ready action. If you move or take any action other than the action you readied, the spell ends.

When you use your reaction to take the action you readied, you gain advantage on one attack roll, ability check, or saving throw made as part of that reaction.

As you reach higher levels, you hone your preternatural readiness further. At 5th level, if the action you readied is an attack you inflict an additional 1d6 damage of the attack's damage type on a hit if you have advantage on the attack roll. This increases to 2d6 at 11th level and to 3d6 at 17th level.

Classes: Bard, Sorcerer, Warlock, Wizard

Providence

7th-level divination

Casting Time: 1 minute
Range: Touch
Components: V
Duration: 24 hours

You imbue the target with a knack for acting at the right moment or moving in the right way to succeed when it is truly necessary. Once during the duration of this spell when the target fails a saving throw or ability check, it can treat the d20 roll as a 20, and the spell ends.

At Higher Levels. If you cast this spell using a spell slot of 8th-level or higher, the target can treat a failed saving throw or ability check as a 20 result one additional time for each slot level above 7th.

Classes: Bard, Cleric, Druid, Warlock, Wizard

Psychic Crush

5th-level enchantment

Casting Time: 1 Action
Range: 90 feet
Components: S
Duration: Instantaneous

You brutally crush the mind of one creature within range. The target must make a Wisdom saving throw. If the save fails, the target takes 6d10 + your Spellcasting Ability modifier points of psychic damage and is rendered unconscious for 1 minute, until it takes damage, or another creature uses its Action to shake or slap the creature out of it. If the save is successful, the target takes half damage and is not knocked unconscious.

At Higher Levels. When you cast this spell using a spell slot of 6th-level or higher, you can affect an additional creature within range or increase the damage by 1d10 for each slot level above 5th.

Classes: Wizard, Warlock, Sorcerer

Psychic Spheres

7th-level conjuration

Casting Time: 1 Bonus Action
Range: Self
Components: S
Duration: 1 Hour

You conjure six invisible spheres of psychic energy that orbit your head until the spell ends. Creatures that can see invisible objects or creatures with any form of Telepathy can see the spheres. Other creatures within 30 feet of you can sense a kind of mental noise emanating from the spheres.

When you cast the spell and as an Action and/or Bonus action on your turn thereafter you can send one of the spheres hurtling towards one creature within 120 feet of you. Make ranged spell attack. You have advantage on this attack roll if the target cannot see the sphere. On a hit, the target takes 4d10 + your Spellcasting Ability modifier psychic damage and must make a Charisma saving throw or be Incapacitated until the end of its next turn.

You may also expend a sphere when you hit with a melee attack. The attack inflicts an additional 4d10 psychic damage and the target must make a Charisma saving throw or be Incapacitated until the end of its next turn.

The spell ends when all spheres have been expended.

At Higher Levels. When you cast this spell using a spell slot of 8th-level or higher, the number of spheres created increases by two for each slot level above 7th.

Classes: Warlock, Wizard



Psychic thrust

enchantment cantrip

Casting Time: 1 Action
Range: 60 feet
Components: S
Duration: Instantaneous

You lash out with a sharp spike of psychic force at a creature within range in an attempt to breach its mental defenses. The target must make a Charisma saving throw. On a failed save the target takes 1d6 psychic damage and the next Intelligence, Wisdom, or Charisma saving throw the target makes against a spell cast by you before the end of your next turn is made with disadvantage.

This amount of psychic damage inflicted increases by 1d6 when you reach 5th-level (2d6), 11th-level (3d6), and 17th-level (4d6).

Classes: Wizard, Warlock, Sorcerer

Push/Pull

transmutation cantrip

Casting Time: 1 Action, 1 Bonus Action, or 1 Reaction
Range: 60 feet
Components: S
Duration: Instantaneous

When you cast this spell, you unleash a brief push or pull of telekinetic force. Choose one of the following effects:

Shove. You may cast this spell as an Action to Shove one creature of size Large or smaller within rage. Make a Spellcasting Ability check opposed by the creature's Strength (Athletics) or Dexterity (Acrobatics) check. If you succeed, you may either knock the target prone or push it 5 feet, either towards you or away from you.

Disarm. You may cast this spell as an Action to target an object in possession of a creature of size Large or smaller. You can attempt to wrest control of the item from the creature by making a Spellcasting Ability check opposed by the creature's Strength (Athletics) or Dexterity (Acrobatics) check. If you succeed, you may move the item up to 60 feet towards you or away from you (as described in Move Item below)

Move Item. You may cast this spell as a Bonus Action to either push or pull one unattended object within range whose weight does not exceed your Spellcasting Ability score multiplied by 15 in pounds. You can move the item up to 60 feet, either directly away from you or directly towards you. If you move an item smaller than your size into your space, you may catch it if you wish.

Throw. You may cast this spell as an Action to attack a target using an object. As part of the Action used to cast this spell you may make a thrown weapon attack using an object you are holding or an object within range that is in a direct line with you and the target. You use your Spellcasting Ability instead of Strength or Dexterity for the attack and damage roll of that attack. If the object is a weapon within the thrown property, you inflict normal damage for the weapon, otherwise you inflict damage as if throwing an improvised weapon.

Propel. You can cast this spell as a Bonus Action on your turn when you make a long jump or high jump. You add a number of feet equal to double your proficiency bonus to the distance of a long jump or add a number of feet equal to your proficiency bonus to the height of a high jump.

Slow Fall. You may cast this spell as a Reaction when you would fall to reduce the damage taken in the fall by 5 points.

This spell can only push an object or creature directly away from you or pull an object or creature directly towards you, it offers no fine control or manipulation. An item is not moved quickly enough to deal damage unless you use the Throw option.

If you know this cantrip you may add your proficiency bonus to Spellcasting Ability checks and attack rolls made using a transmutation spell that controls or moves an object or creature. The amount by which you can reduce falling damage also increases as you gain levels. To 10 points at 5th-level, 15 points at 11th-level, and 20 points at 17th-level.

- At 11th-level or higher you can attempt to shove or Disarm a creature of up to size Huge, and the distance

you can push a Large or smaller creature with a successful shove increases to 10 feet.

Arcane Synergy. If you know the *push/pull* cantrip you can use your Spellcasting Ability in place of Strength or Dexterity on thrown or ranged weapon attacks using the *impel weapon* cantrip. If you know the *impel weapon* cantrip, when you use the **Throw** option of your *push/pull* cantrip the thrown object is treated as if you cast *impel weapon* to throw it, and any target within *push/pull's* range is considered to be at short range. If you use the Disarm or Move option during the duration of a *minor telekinesis* or *telekinesis* spell, you choose to hold the object in your telekinetic grasp.

Classes: Sorcerer, Wizard

Pyroclast

5th-level conjuration
Casting Time: 1 Action
Range: 90 feet
Components: V, S
Duration: Instantaneous
You conjure a falling globule of molten rock from the conflux of the elemental planes of earth and fire. Choose a point within range, the globule impacts that point. A creature within 10 feet of that point must make a Dexterity saving throw. On a failed save a creature takes 4d10 bludgeoning damage, 10d4 fire damage, and becomes restrained by the cooling lava. On a successful save a target suffers half damage and is not restrained. This area of the spell becomes difficult terrain until cleared.

The area within 20 feet of the point, but beyond 10 feet is splattered with molten rock. Creatures within this area when the spell is cast, but not within the main effect, must make a Dexterity saving throw. On a failed save these creatures suffer 5d4 fire damage or half damage on a successful save.

A creature restrained by this spell may use its Action to make a Strength check versus your spell save DC. On a successful check it is no longer restrained.

Until the start of your next turn a creature that ends its turn restrained by the spell suffers 8d4 fire damage. A creature not restrained by the spell suffers 4d4 fire damage when it enters the area of difficult terrain from the spell for the first time of a turn or ends its turn there during this time.

Each round after the first the fire damage decreases by 2d4 for a restrained creature and by 1d4 for other creatures:

- **Round 2**. A creature that ends its turn restrained by the spell suffers 6d4 fire damage. A creature not restrained by the spell suffers 3d4 fire damage when it enters the area for the first time of a turn or ends its turn there.
- **Round 3.** A creature that ends its turn restrained by the spell suffers 4d4 fire damage. A creature not restrained by the spell suffers 2d4 fire damage when it enters the area for the first time of a turn or ends its turn there.
- **Round 4.** A creature that ends its turn restrained by the spell suffers 2d4 fire damage. A creature not restrained by the spell suffers 1d4 fire damage when it enters the area for the first time of a turn or ends its turn there.
- **Round 5+.** A creature no longer suffers fire damage from the spell, but a creature still restrained by the effect has disadvantage on subsequent attempts to escape from the now hardened lava.

Objects and structures in the area that aren't being worn or carried suffer damage from this spell when it is cast and at the end of each of your turns for the duration.

At Higher Levels. When you cast this spell using a spell slot of 6th-level or higher, the initial fire damage increases by 2d4 for creatures in the 10-foot radius and by 1d4 for those outside of 10 feet but within 20 feet. The continuing fire damage also increases by 2d4 for those restrained by the spell and 1d4 for creatures not restrained by the spell entering the area for the first time on a turn or ending their turn there. Consequently, it takes an additional round to cool to 0 fire damage for each slot level above 5th
Classes: Druid, Sorcerer, Wizard

Pyromancy

4th-level divination (ritual)
Casting Time: 1 Minute
Range: 10 ft
Components: V, S, M (a fire)
Duration: Concentration, up to 10 minutes
You gaze into a flame within range as you focus on a particular creature or place that you are familiar with. If there is a lit flame near that creature or location, you can see and hear as if you were standing within that flame. You must have met the creature or visited the location viewed for this spell to function, and it must be on the same plane of existence.

As an Action on your turn you can change the location or creature you are viewing or cause an image of yourself to appear within the flame to speak to those near it.

A creature peering into the flame at the location you are viewing may make an Intelligence saving throw. If successful, it can see an image of you within the flame.

At Higher Levels. If cast using a spell slot of 5th-level or higher the duration increases by 10 minutes for every slot level above 4th.

- If cast using a spell slot of 6th-level or higher, as an Action you may step through the fire to any location you are currently viewing, both the fire you are using and the destination blaze must be large enough for you to fit through. You take no damage from either fire when you do this.

Classes: Cleric, Druid, Sorcerer, Warlock, Wizard

Quell Magic

abjuration cantrip
Casting Time: 1 minute
Range: 30 feet
Components: V, S
Duration: Instantaneous
Choose a single spell or magical effect that you have identified with an Arcana check or can see using *detect magic*. You slowly attempt to dismantle the spell. A cantrip is automatically dispelled. For a spell of 1st-level or higher, make an ability check using your Spellcasting Ability . The DC equals 10 + the spell's level. On a successful check, the spell ends.

Your ability to dispel magic of 1st-level or higher increases as you gain levels. Starting at 5th-level you gain a +1 bonus to your Spellcasting Ability check as part of casting this spell or a *counterspell* or *dispel magic* spell, this increases to a +2 bonus at 11th-level, and to +3 at 17th-level.

Additionally, if you know this cantrip, when you make a Spellcasting Ability check as part casting *counterspell* or *dispel magic,* you gain an additional bonus to the check equal to the level of the spell slot you expended to cast it.

> **Arcane Synergy.** If you have the Improved Abjuration wizard class feature, you can add your proficiency bonus to the Spellcasting Ability check to dispel a spell of 1st-level or higher.

Classes: Artificer, Cleric, Druid, Sorcerer, Wizard

Radiant Blade

evocation cantrip
Casting Time: 1 Action
Range: Self (Reach)
Components: V, M (a melee weapon)
Duration: 1 round
When you cast this spell, your melee weapon blazes with a bright golden light. The light lasts until the start of your next turn or until the weapon leaves your grasp and provides bright illumination in a 30-foot radius and dim light for an additional 30 feet. The weapon is considered magical during the duration.

As part of casting the spell, you may make a melee weapon attack against one creature within your reach with the weapon used in the casting. On a hit, the target suffers the attack's normal effects.

An undead creature or a creature vulnerable to radiant damage or sensitive to light (such as Sunlight Sensitivity or Hypersensitivity) that is hit by this attack takes an additional 1d8 radiant damage and suffers the negative effects from its sensitivity on rolls and checks while in the bright light generated by the spell.

The radiant damage increases as you gain levels. When you reach 5th-level, the melee weapon attack inflicts an additional 1d8 radiant damage to any creature on a hit or 2d8 radiant damage if the target is undead or is vulnerable or sensitive to light. This damage increases by 1d8 at 11th-level (+2d8 or +3d8) and 17th-level (+3d8 or +4d8).
Classes: Cleric, Warlock, Wizard

Raise Spectral Undead

6th-level necromancy
Casting Time: 1 minute
Range: 30 feet
Components: V, S, M (150gp of crushed black onyx for each spirit)
Duration: Instantaneous
You can cast this spell only at night in a graveyard, battlefield, or place of great death. This spell calls forth 4 Shadows, 3 Specters, or 3 Will-O'-Wisps.

As a Bonus Action on each of your turns, you can mentally command any spirit you raised with this spell if the spirit is within 120 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what Action the spirit will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. You can also give a general command to the spirits not to attack certain creatures, if not commanded otherwise the spirits seek out and kill living creatures they can see. Once given an order the spirit continues to follow it until its task is complete.

The spirits are under your control for 24 hours, after which it stops obeying any command you have given it. To maintain control of the spirits for another 24 hours, you must cast this spell on the on the spirit before the current 24-hour period ends. This use of the spell reasserts your control over the spirits you have raised, rather than raising new ones.

At Higher Levels. When you cast this spell using a 7th-level spell slot, you can raise or reassert control over 5 Shadows, 4 Specters, 4 Will-O'-Wisps.

- When you cast this spell using an 8th-level spell slot, you can raise or reassert control over 6 Shadows, 5 Specters, 5 Will-O'-Wisps, 2 Ghosts, or 2 Wraiths.
- When you cast this spell using a 9th-level spell slot, you can raise or reassert control over 7 Shadows, 6 Specters, 6 Will-O'-Wisps, 3 Ghosts or 3 Wraiths.

Classes: Cleric, Warlock, Wizard

Rapid Teleport

9th-level conjuration
Casting Time: 1 Bonus Action
Range: Self (Reach)
Components: S
Duration: 1 Minute
When you cast this spell and as an Action and/or Bonus Action on each of your turns or as a Reaction during the duration you instantly transport yourself and one creature or object that you touch, to a destination you select. If you target an object, you and the object must be able to fit entirely inside a 25-foot cube. If you target an unwilling creature or an object held or carried by an unwilling creature, you must do so as an Action. If you target an unwilling creature you must succeed on a melee spell attack to teleport you and that creature. If you target an object held or carried by an unwilling creature, you must succeed on a melee spell attack contested by the target's Strength (Athletics) check or Dexterity (Acrobatics) check to teleport you and the object.

You can also teleport as a Reaction when you would have to make a Strength, Dexterity, or Constitution saving throw versus a spell or effect that targets you or an area or when an attacker you can see hits you with an attack.

If you teleport in response to a saving throw, you teleport to a destination you select in an attempt to avoid the brunt of the effect. If this would take you outside the area of effect, you may make a saving throw using your Spellcasting Ability versus the effect DC. On a success, you suffer no damage or other result from the effect. On a failure, you must make the normal saving throw versus the effect but suffer only half the resulting damage.

If you teleport when an attacker you can see hits you with an attack, you may make a saving throw using your Spellcasting Ability versus the result of the attack roll. On a

success, you suffer no damage and teleport to a destination you select. On a failure, you suffer half damage from the attack, and you teleport to a destination you select.

To teleport to a location beyond 500 feet using this spell you must have seen it at least once and you do so without error. Alternatively, you can teleport to a place within 500 feet you can visualize, or one you can describe by stating distance and direction, such as "200 feet straight downward" or "upward to the northwest at a 45- degree angle, 300 feet."
Classes: Sorcerer, Wizard

Ray of Exhaustion

3rd-level necromancy
Casting Time: 1 Bonus Action
Range: 60 feet
Components: S
Duration: Concentration, up to 1 minute
You channel necromantic energy into a ray that can sap the energy from the living. As an action on each of your turns for the duration of the spell you can project a black ray at a target within range. Make a ranged spell attack, on a hit you inflict 2d6 + your Spellcasting Ability modifier necrotic damage and if the target suffered necrotic damage from the hit it must make a Constitution saving throw. On a failed save it gains one level of exhaustion.

Any levels of exhaustion caused by this spell go away when the necrotic damage inflicted by the spell is completely healed. If you kill a creature using this spell, you may reduce your level of exhaustion by 1 and you are considered to have consumed food and drink necessary to sustain you for 1 day.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the damage increases by 1d6 per slot level above 3rd.
Classes: Warlock, Wizard

Ray of Radiance

evocation cantrip
Casting Time: 1 Action
Range: 600 feet
Components: V, S, M (A crystal focus, or a lens or prism worth 10 gp)
Duration: Instantaneous
You must be able to use a crystal as an arcane spellcasting focus to cast this spell. You project a focused ray of searing light at a target within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 radiant damage if within 150 feet, or 1d6 damage if beyond 150 feet but within range.

This spell's damage increases by 1d8 (or 1d6) when you reach 5th-level (2d8 or 2d6), 11th-level (3d8 or 3d6), and 17th-level (4d8 or 4d6).
Classes: Artificer, Sorcerer, Wizard

Reactive Ward

7th-level abjuration
Casting Time: 1 Reaction
Range: 120 feet
Components: S
Duration: 1 round
You can cast this spell as a Reaction when you take damage. Until the beginning of your next turn, each time you take damage (including the triggering attack); the damage of each attack is reduced by up to 35 points and you inflict the same amount of damage as force damage on the source of the attack if it is within range. In addition, any ongoing spell or magical effect of 5th-level or lower that inflicts damage on you during this time is immediately ended and the force damage is inflicted upon any creature concentrating upon such a spell if it is within range.

At Higher Levels. When you cast this spell using a spell slot of 8th-level or higher, you increase the amount of damage reduction (and consequently maximum damage caused) by 5 points for each slot level above 7th.
Classes: Wizard

Readied Ward

2nd-level abjuration
Casting Time: 1 Bonus Action
Range: Self (5-foot radius)
Components: V, S
Duration: 1 minute
You create a visible magical ward that reacts to your will and to the movement of your enemies. The spell takes the form of glowing runes encircling you at a range of 5 feet. When you cast the spell, you can make a melee spell attack against a creature within 5 feet of you. On a hit, the target takes force damage equal to 2d4 + your Spellcasting Ability modifier.

As a bonus action on your turn, you can repeat the attack against a creature within the runes. You can also repeat this attack as a Reaction when a hostile creature breaks the circle of runes by moving to within 5 feet of you during a turn or attempts to move more than 5 feet away from you during a turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, the damage increases by 1d4 for every slot level above 2nd.
Classes: Wizard

Reflected Semblances

4th-level illusion
Casting Time: 1 Action
Range: Self
Components: V, S
Duration: 1 minute
Three quasi-real illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your Actions, shifting position so it's impossible to track which image is real. You can use your Action to dismiss the illusory duplicates. To make matters even more confusing the spell periodically disguises nearby creatures as one of your illusory duplicates.

Each time a creature targets you with an attack during the spell's duration, roll a d20 to determine whether the attack instead targets one of your duplicates.

If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher.

If you successfully cause a creature to target a duplicate, you may instead have that creature make the attack against another creature (other than itself) of your choice within range of the attack and within 10 feet of you. If the attack hits the creature the duplicate is destroyed.

If no other creature is within range the attack targets a duplicate instead. A duplicate's AC equals 13 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The spell ends when all the duplicates are destroyed.

The quasi-real nature of this spell means it can fool even creatures that rely on senses other than sight, such as blindsight. Truesight, however, renders a creature immune to this spell.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, the duration increases by 1 minute per slot level above 4th.

Arcane Synergy. If you have the Malleable Illusions class feature, you can use that feature during your turn to restore destroyed duplicates.

Classes: Sorcerer, Warlock, Wizard

Reflective Shield

2nd-level abjuration
Casting Time: 1 Reaction
Range: Self
Components: S, M (a metal shield)
Duration: Instantaneous
You can cast this spell as a reaction when you are hit by an attack, are targeted by a magic missile spell, or have to make a Dexterity saving throw versus an attack that targets you as opposed to an area, or a Dexterity saving throw versus a line effect no more than 5 feet wide. You gain a +5 bonus to your AC or Dexterity save versus the triggering attack or effect, take no damage from a magic missile spell, and suffer no damage if you succeed on a Dexterity saving throw versus an effect.

If this causes a magical effect to miss you or inflict no damage, you may immediately choose a new target for the effect. You use your spell attack bonus or save DC as appropriate for the redirected effect, or automatically inflict damage from redirected magic missiles. If you succeed on a Dexterity saving throw to avoid a line effect, you may redirect the remaining length of the line in a direction of your choice extending from you.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, you actually amplify a redirected magical effect, inflicting an additional 1d8 damage for every slot level above 2nd.

Arcane Synergy. If you have the Shield Master feat, you can add your shield's AC bonus to any Dexterity saving throw affected by this spell, and if you fail a Dexterity saving throw affected by this spell, you suffer only half damage.

Arcane Synergy. This spell is one of what has been termed Metal Magic spells, developed by the Orders of Eldritch Knights within the Arcanum. This spell may be selected as a spell known by an eldritch knight of any order, regardless of the normal restrictions on selecting spells based upon a school of magic.

Classes: Artificer, Paladin, Wizard

Refractive Shield

1st-level transmutation
Casting Time: 1 Reaction
Range: Self
Components: S, M (a crystal arcane focus)
Duration: 1 minute

You must be able to use a crystal as an arcane spellcasting focus to cast this spell.

You can cast this spell as a reaction when you or a creature within 30 feet of you suffers radiant damage. So long as the focus is in your possession, you gain resistance to radiant damage for the duration of the spell.

When you cast the spell and as a reaction during the duration when you or a creature within 30 feet of you suffers radiant damage you can cause your crystal focus to absorb some of the damage. If used when another creature suffers radiant damage, you suffer the damage instead. The spell will absorb up to 10 points of radiant damage during its duration negating that damage against you. You suffer any radiant damage that exceeds this amount.

When you roll damage for a spell that inflicts radiant damage before this spell ends, you can add some or all of the radiant damage absorbed by the focus to the damage roll.

The spell ends when the duration expires, or you end your turn without the focus on your person. Your crystal focus glows with bright light in a 5-foot radius, and dim light for an additional 5 feet for as long as it contains any radiant energy absorbed by this spell.

At Higher Levels. If you cast this spell using a spell slot of 2nd-level or higher, the amount of radiant damage the spell can absorb increases by 5 per slot level above 1st.
Classes: Sorcerer, Warlock, Wizard

Repair Object

1st-level transmutation
Casting Time: 1 Action
Range: 30 feet
Components: V, S, M (a tool related to the item to be repaired)
Duration: Instantaneous
Choose an object, structure, or construct you can see within range. The target regains a number of hit points equal to 1d8 + your Spellcasting Ability modifier. If you have proficiency in a related artisan tool, such as smith's tools for a metal object, mason's tools for a stone object, etc., or if you know the *mending* cantrip, you restore additional hit points equal to your proficiency bonus.

If cast upon armor or weapon that has had its AC or damage reduced by a rust or corrosive effect, this spell restores one level of AC or removes one level of damage penalty. If cast upon a non-functional machine or construct for which you have an associated tool proficiency this spell can render it functional again if it is restored to full hit points.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the number of hit points restored increases by 1d8 for each slot level above 1st. The level of AC reduction or damage penalty removal this spell provides is increased by one for each slot level above 1st.
Classes: Artificer, Bard, Cleric, Druid, Sorcerer, Wizard

Repulsion Field
6th-level abjuration
Casting Time: 1 Action
Range: Self (30 foot radius)
Components: V, S
Duration: Concentration, up to 10 minutes
You create an invisible field around yourself that emits waves of force to repel your enemies. This field extends in a 30-foot radius from you and moves with you. Each hostile creature that starts its turn within the area or enters the area on its turn must make a Wisdom saving throw. On a failure, the creature is pushed directly away from you until it is no longer within the area and cannot move closer to you this turn. On a success, a creature is unaffected for the current turn.

At Higher Levels. When you cast this spell using a spell slot of 7th-level or higher, the area of the spell increases by 10 feet per slot level above 6th.
Classes: Wizard

Reviving Shock
1st-level evocation
Casting Time: 1 Action
Range: Touch
Components: V, S
Duration: Instantaneous
You touch a living creature that has 0 hit points, or that died since the start of your previous turn due to failing death saving throws or accumulating levels of exhaustion. The creature is returned to life and becomes stable at 0 hit points.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the number of rounds that can have elapsed since the creature died increases by 1 per slot level above 1st.

> **Arcane Synergy.** If you know the *shocking grasp* cantrip, up to 2 rounds can have elapsed since the creature died.

Classes: Artificer, Druid, Sorcerer, Wizard

Ricochet Throw
1st-level transmutation
Casting Time: 1 Action
Range: Self
Components: V, S, M (a melee weapon with the thrown property that inflicts bludgeoning or slashing damage)
Duration: 1 turn
As part of the action you use to cast this spell you must take the Attack Action to make a thrown weapon attack using a weapon that inflicts bludgeoning or slashing damage. The range of the thrown weapon is doubled, the attacks ignore half cover and three-quarters cover, the weapon is considered magical until the end of your current turn, and you may make as many attacks using the thrown weapon as normally allowed by your attack action, but each attack must have a different target. When you hit with one of these attacks you inflict an additional 1d6 damage, plus 1d6 for each target you successfully hit with an attack using the weapon so far during that action.

You may choose to have the weapon return to your hand at the end of the attack.

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

> **Arcane Synergy.** This spell is one of what has been termed Metal Magic spells, developed by the Orders of Eldritch Knights within the Arcanum. This spell may be selected as a spell known by an eldritch knight of any order, regardless of the normal restrictions on selecting spells based upon a school of magic.

Classes: Bard, Ranger, Wizard

Rime Blade
conjuration cantrip
Casting Time: 1 Action
Range: Self (Reach)
Components: S, M (a melee weapon)
Duration: 1 Round
You conjure an aura of intense cold around the weapon used in the spell's casting and make a melee weapon attack against one creature within your reach. On a hit, the target suffers the weapon attack's normal effects and the aura of cold is transferred to the creature. If the target does not move at least 5 feet from its current location before the end of its next turn, it suffers 1d8 cold damage.

The aura of cold increases as you gain levels causing additional cold damage. At 5th-level, the melee attack deals an extra 1d8 cold damage on a hit, and the damage the target takes for not moving increases to 2d8. Both damage rolls increase by 1d8 at 11th-level (2d8 and 3d8) and 17th-level (3d8 and 4d8).
Classes: Artificer, Cleric (Nature, Tempest), Druid, Sorcerer, Warlock, Wizard

Rock Armor
3rd-level conjuration
Casting Time: 1 Action
Range: Self
Components: V, S, M (a stone)
Duration: 8 hours
When you cast this spell, you gird yourself in armor of magical elemental stone. The armor provides an AC of 17 but doesn't let you add your Dexterity modifier to your Armor Class, but it also doesn't penalize you if your Dexterity modifier is negative. The magic of the spell grants your proficiency in the armor and allows the you to bear the weight of the armor without penalty though you suffer disadvantage on Dexterity (Stealth) checks while you wear the armor. The armor remains for the duration or until you dismiss the spell as an Action.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher the duration increases by 1 hour per slot level above 3rd. In addition, when you cast this spell

using a spell slot of 5th or 6th-level the AC provided by the armor increases to 18, this increases to AC 19 at 7th or 8th-level, and to AC 20 if cast at 9th-level.

> **Arcane Synergy.** If you use Wild Shape during this spell, the *rock armor* changes form to armor the new shape unless that shape possesses a fly or swim speed in which case it merges with the new form.

Classes: Druid, Sorcerer

Rock Fall

1st-level conjuration
Casting Time: 1 Action
Range: 90 feet
Components: V, S
Duration: 1 round
You conjure a chunk of falling rock or iron from the elemental plane of earth. Choose a target within range. A creature targeted by this spell must make a Dexterity saving throw and takes 2d10 bludgeoning damage on a failed save, or half as much damage on a successful one. A Large or smaller creature failing this save is knocked prone and restrained under the heavy elemental rock until the end of your next turn. Targets gain no benefit from cover for this saving throw.

The conjured elemental substance disappears at the end of your next turn. The size of the elemental rock is approximately one 5-foot cube per 2d10 damage inflicted.

A creature restrained by this spell may use its Action to make a Strength check versus your spell save DC. On a successful check it is no longer restrained.

Objects and structures in the area that aren't being worn or carried suffer double damage when targeted by this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, you can either choose an additional target or increase the damage to all targets by 1d10 for each slot level above 1st. If the spell inflicts at least 4d10 damage it can knock prone and restrain up to a Huge target. If the spell inflicts at least 8d10 damage it can knock prone and restrain up to a Gargantuan target.
Classes: Druid, Sorcerer, Wizard

Rotting Touch

7th-level necromancy
Casting Time: 1 Bonus Action
Range: Self
Components: V, S, M (a piece of a Mummy's burial wrapping)
Duration: Concentration, up to 10 minutes
You become wrapped in dirty linen when you cast this spell. When you hit with an unarmed strike or a melee spell attack using a necromancy spell during the duration, you inflict an additional 6d6 points of necrotic damage. You can use your Spellcasting Ability instead of Strength for the attack and damage rolls of your unarmed strikes for the duration of the spell.

A creature suffering damage from this spell must make a Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 3d6 for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by a *remove curse* spell or other magic.

During this spell you can use a Bonus Action on each of your turns to target one creature you can see within 60 feet of you with a Dreadful Glare. It must succeed on a Wisdom saving throw or become frightened of you until the end of your next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to this aspect of the spell for the duration.

For the duration of this spell you are immune to mummy rot and the Frightened and Paralyzed conditions.

At Higher Levels. If you cast this spell using a spell slot of 8th-level or higher, the necrotic damage increases by 2d6 for every slot level above 7th.
Classes: Warlock, Wizard

Runic Fortress

9th-level conjuration
Casting Time: 1 Action
Range: 60 feet
Components: V, S
Duration: Instantaneous
When you cast this spell, you cause a fortress of rune inscribed black metal to rapidly rise from the earth at a point within range.

The fortress is a square tower, 20 feet on a side and 30 feet high, with arrow slits on all sides and a battlement atop it. Its interior is divided into two floors, with a ladder running along one wall to connect them. The ladder ends at a trapdoor leading to the roof. When cast, the tower has a small door on the side facing you. The door opens only at your command, which you can speak as a Bonus Action. It is immune to the knock spell and similar magic, such as that of a chime of opening. The rune inscribed walls of the fortress act as a magic circle extending to 30 feet above the tower, hedging out one or more of the following types of creatures, chosen when you cast the spell or as a Bonus Action while the tower stands: celestials, elementals, fey, fiends, or undead.

The fortress is stocked with provisions enough for 9 medium sized creatures for 3 days and is otherwise furnished as you wish. The fortress also contains a permanent teleportation circle. Furnishings and objects other than provisions created by this spell crumble to dust if removed from the fortress.

Each creature in the area where the fortress appears must make a Dexterity saving throw, taking 10d10 bludgeoning damage on a failed save, or half as much damage on a successful one. In either case, the creature is pushed to an unoccupied space outside but next to the fortress. Objects in the area that aren't being worn or carried take this damage and are pushed automatically.

The tower is made of adamantine, and its magic prevents it from being tipped over. The roof, the door, and the walls each have 100 hit points, immunity to damage from nonmagical weapons excluding siege weapons, and resistance to all other damage. The fortress disappears as suddenly as it arose after 72 hours, or you end the effect as an Action.

At any point before the fortress disappears you can cast the spell from within the tower to increase its duration by an additional 72 hours.
Classes: Wizard

Sandstorm
5th-level conjuration
Casting Time: 1 Action
Range: 150 ft
Components: V, S, M (a handful of sand)
Duration: Concentration, up to 1 minute
Until the spell ends, a storm of blowing sand and grit occupies a 30-foot-tall cylinder with a 40-foot radius centered on a point you choose within range. The area is heavily obscured, and exposed flames in the area are doused.

A creature is blinded while in the area and must spend 3 feet of movement for every 1 foot it moves there. A creature that ends its turn within the area suffers 2d6 slashing damage and must make a Constitution saving throw or be blinded for 1 minute. A blinded creature that starts its turn outside the area may use an Action to make a Constitution saving throw to remove the blinded condition.

If a creature starts its turn in the spell's area and is concentrating on a spell, the creature must make a successful Constitution saving throw against your spell save DC or lose concentration.

As a Bonus Action on your turn, you can move the area of the spell up to 10 feet in a direction you choose. If cast in a naturally sandy area the damage increases by 1d6 and the duration to 10 minutes.

At Higher Levels. If you cast this spell using an 6th-level or higher spell slot, the damage increases by 1d6 per slot level above 5th.
Classes: Druid, Sorcerer, Wizard

Scalding Vapor
1st-level conjuration
Casting Time: 1 Action
Range: Self
Components: V, S
Duration: Instantaneous
A cloud of scalding vapor roils forth from you, extinguishing exposed flames in the area. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 3d4 fire damage. On a successful save, the creature takes half as much damage.

The cloud remains until the start of your next turn and heavily obscures the area. A creature that ends its turn within the cloud must make a Constitution saving throw, suffering 3d4 fire damage on a failed save or half as much on a successful one.

A creature with Water Susceptibility, such as a fire elemental, suffers the damage from this spell as cold damage.

At Higher Levels. If you cast this spell using an 2nd-level or higher spell slot, the fire damage increases by 1d4 per slot level above 1st.
Classes: Druid, Sorcerer, Wizard

Scorching Blades
6th-level conjuration
Casting Time: 1 Action
Range: Self (5-foot radius)
Components: V, S
Duration: Concentration, up to 10 minutes
You call forth a circle of wickedly curved whirling red hot blades around yourself. The blades provide half cover vs. any attack from outside or within the circle but obediently part so as not to impede your own attacks. A target with half cover has a +2 bonus to AC and Dexterity saving throws.

When a creature enters the circle of blades for the first time on a turn or starts its turn there, the creature must make a Dexterity saving throw. On a failed save, the creature takes 3d8 points of slashing damage and 3d8 points of fire damage. On a successful save the creature takes half as much damage.

Once each turn you can use your action and/or bonus action to cause the blades to attack a single target within 10 feet; in addition, you can use a Reaction to cause the blades to lash out at any creature leaving the area of the spell or moving more than 5 feet while within the area. Make a melee spell attack, on a hit the target suffers 3d8 slashing damage and 3d8 fire damage.

At Higher Levels. When you cast this spell using a spell slot of 7th-level or higher, the slashing and fire damage each increase by 1d8 for every slot level above 6th.
Classes: Wizard, Warlock, Sorcerer

Sense Link
4th-level divination (ritual)
Casting Time: 1 Action
Range: Touch
Components: S
Duration: Concentration, up to 1 hour
You touch a creature. For the duration of the spell, you can use your Action to perceive through the target's senses and continue to do so until you use your Action to return to your normal senses. While perceiving through the target's senses, you gain the benefits of any special senses the target possesses, though you cannot perceive your own surroundings.

An unwilling creature you touch can make an Intelligence save to realize that you cast a spell upon it and resist. In addition, as a Reaction, you can change your viewpoint to that of any creature the target touches, the new target can resist with an Intelligence saving throw, otherwise it does not realize it was the target of a spell. If cast as a ritual the original target creature must be a willing participant.

You experience all of the target's senses, including pain, you must make a Constitution save to maintain concentration on the sense link if the target is damaged just as if you took the damage yourself.

At Higher Levels. If you cast this spell using a spell slot of 5th-level or higher, the duration increases by 1 hour for every slot level above 4th.
Classes: Wizard

Serpent Strike
conjuration cantrip
Casting Time: 1 Action
Range: Self (Special)

Components: V
Duration: Instantaneous
With a sibilant hiss, you imbue a piercing or slashing attack with poison. As part of casting this spell, you make a ranged or melee weapon attack or an unarmed strike that deals piercing or slashing damage against one creature within your reach or within the weapon's range. On a hit, the target suffers the attack's normal effects and must make a Constitution save. It takes 3d4 poison damage on a failed save, or half as much poison damage on a successful one.

The poison becomes more virulent as your level increases. The poison damage increases by 3d4 when you reach 5th-level (6d4), 11th-level (9d4), and 17th-level (12d4).
Classes: Artificer, Druid, Sorcerer, Warlock, Wizard

Shadow Evocation

6th-level illusion
Casting Time: 1 Action
Range: Special
Components: V, S
Duration: Instantaneous
You gather treads of shadow material from the Shadowfell to create a quasi-real illusion of an evocation spell. Choose one of the following effects:

Cone of Cold. A blast of cold air erupts from your hands. Each creature in up to a 60-foot cone must make an Intelligence saving throw. A creature takes 8d8 cold damage on a failed save, or half as much damage on a successful one. A creature killed by this spell becomes a frozen statue until it thaws.

Fireball. A bright streak flashes from your pointing finger to a point you choose within range and then blossoms with a low roar into an explosion of flame. Each creature in up to a 30-foot-radius sphere centered on that point must make an Intelligence saving throw. A target takes 8d8 fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners but does not ignite objects in the area.

Lightning Bolt. A stroke of lightning forming a line up to 120 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make an Intelligence saving throw. A creature takes 8d8 lightning damage on a failed save, or half as much damage on a successful one. The lightning does not ignite flammable objects in the area.

At Higher Levels. If you cast this spell using a spell slot of 7th level or higher, the damage increases by 2d8 per slot level above 6th.
Classes: Wizard

Shadowstaff

conjuration cantrip
Casting Time: 1 Bonus Action
Range: Touch
Components: S, M (a staff arcane focus)
Duration: 1 minute
You conjure shadowy energy from the far realms to infuse your staff when you cast this spell. For the duration, you can wield the staff as if wielding a weapon with the Versatile property. You are considered proficient with the weapon if you can use a staff as an arcane focus. The weapon inflicts 1d8 necrotic damage on a hit or 1d10 necrotic damage if used two-handed.

You can use your Spellcasting Ability instead of Strength for the attack and damage rolls of melee attacks using the shadowstaff.

If you end your turn without the staff in your hand, the spell ends. You can dismiss the spell at any time (no action required).

Once you reach 5th-level, if you cast a spell of 1st-level or higher that inflicts necrotic damage while wielding an shadowstaff, the next time you hit with an attack using the weapon before the end of your next turn, it inflicts an additional 1d4 necrotic damage, at 11th-level this increases to 2d4, and at 17th-level this increases to an additional 3d4 necrotic damage.

> **Arcane Synergy.** This spell is common among casters with the Way of the Warding Staff feat.

Classes: Warlock, Wizard

Shadow Summoning

9th-level illusion
Casting Time: 1 Action
Range: 90 feet
Components: V, S
Duration: Concentration, up to 1 Hour
When you cast this spell, you weave wisps of shadow material from the Shadowfell into a quasi-real shadow creature under your command. This functions as one of the following spells: *summon beast, summon spell drake, summon fey, summon shadowspawn, summon undead, summon aberration, summon construct, summon elemental, summon cubic ooze, summon celestial, summon chimeric monstrosity,* or *summon fiend* cast as if you expended an 8th level spell slot. Due to its magical quasi-real nature, a creature summoned by this spell suffers half damage from nonmagical attacks and its attacks are considered magical for the purposes of overcoming resistance or immunity to damage.

A creature that has reason to doubt the reality of a summoned shadow creature can use its action to examine the quasi-real creature with an Intelligence (Investigation) check with disadvantage against your spell save DC. If the check succeeds, that creature suffers half damage from the shadow creature's attacks and inflicts full damage to the shadow creature with its attacks for the remainder of the spell.

> **Arcane Synergy.** If you use the Illusory Reality feature when you cast this spell, it does not require concentration for the duration.

Classes: Wizard

Shadow Surge

necromancy cantrip
Casting Time: 1 Action
Range: 5 feet
Components: S
Duration: Instantaneous
When you cast this spell, your shadow surges out to lash at creatures within range. Each creature of your choice that you

can see within range must succeed on a Constitution saving throw or suffer 1d6 necrotic damage.
The amount of necrotic damage inflicted increases by 1d6 when you reach 5th-level (2d6), 11th-level (3d6), and 17th-level (4d6).

> **Arcane Synergy.** If you cast this spell while under the effects of a *shadow of moil* spell, the range increases to 10 feet and you inflict the damage from both spells on a failed Constitution saving throw.

Classes: Cleric, Sorcerer, Warlock, Wizard

Shadow Touch

1st-level Necromancy
Casting Time: 1 Action
Range: Self
Components: S
Duration: Concentration, up to 10 minutes
When you cast his spell, you become encompassed in deadly shadow that can drain the Strength from those you touch. When you cast this spell and as an Action on subsequent turns you can make a melee spell attack against a creature within your reach. On a hit, the target takes 2d6 necrotic damage. Until the spell ends, you can make the attack again on each of your turns as an Action. If you inflict damage with this spell, the target must also make a Constitution save or lose 1 point of Strength until it finishes a short or long rest. A target dies if this reduces its Strength to 0.

For the duration of the spell, you can take the Hide Action as a Bonus Action if you are in dim light or darkness and you are immune to the Strength loss inflicted by undead Shadows.

At Higher Levels. If you cast this spell using a spell slot of 2nd-level or higher, the necrotic damage increases by 1d6 for every two slot levels above 1st and the duration increases by 10 minutes for every slot level above 1st. If cast using a 3rd-level or higher spell slot the Strength drain on a failed Constitution save becomes 1d4.
Classes: Sorcerer, Warlock, Wizard

Shardcaster

conjuration cantrip
Casting Time: 1 Bonus Action
Range: Touch
Components: S, M (a wand arcane focus)
Duration: 1 minute
A shard of magical force appears at the tip of your wand when you cast this spell. If you can use a wand as an arcane spellcasting focus you can wield the *shardcaster* as a Ranged Weapon (range 50/200) with the Light property that inflicts 1d8 force damage on a hit.

You may make a ranged spell attack roll in place of a ranged weapon attack using a shardcaster, when you do so, add your Spellcasting Ability modifier instead of Dexterity to the damage of the attack if it hits.

If you end your turn without the wand in your hand, the spell ends. The shard of force at the end of the wand emits dim light in a 5-foot radius. You can dismiss the spell at any time (no Action required).

The range of the *shardcaster* attack increases as you gain levels, to 60/240 at 5th-level, 70/280 feet at 11th-level, and to 80/320 feet at 17th-level. When you reach 11th-level the duration increases to 10 minutes, or you can cast the spell on 2 wands with a duration of 1 minute.

> **Arcane Synergy.** This spell is common among casters with the Wandslinger feat.

Classes: Sorcerer, Warlock, Wizard

Share Agony

8th-level divination
Casting Time: 1 Bonus Action
Range: 90 feet
Components: V, S
Duration: 1 minute
You establish a mental link with a creature within range that forces it to experience any pain you suffer. Choose a creature within range when you cast this spell. Each time you suffer damage during the duration, if the target creature is within range, it must make an Intelligence saving throw. On a failed saving throw it takes psychic damage equal to the damage you suffered. On a successful saving throw, it takes psychic damage equal to half the damage you suffered.

The spell ends if you drop to 0 hit points or die. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to establish a mental link with a new creature. As an Action on its turn, a target can attempt a Wisdom saving throw to break the mental connection. If successful, the spell ends.

You cannot establish a mental link with a creature immune to having its thoughts read using this spell.

At Higher Levels. If you cast this spell using an 9th-level spell slot the duration increases to 10 minutes.
Classes: Bard, Sorcerer, Warlock, Wizard

Share Thoughts

1st-level divination (ritual)
Casting Time: 1 Action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 hour
You link your thoughts, emotions and memories with a willing subject you touch. For as long as you maintain contact with a target you can communicate telepathically and share thoughts and memories. Communication occurs at an accelerated rate, up to 24 hours of memories and information can be transmitted for every minute that you maintain concentration. Deception is almost impossible within the link; Deception checks have disadvantage while Insight checks receive advantage. In addition to its use in transmitting information, his spell is often used to link with and assist victims of trauma, to recover repressed memories, to aid in teaching and training, and for intimate recreation.

If cast as a ritual all subjects to be affected must participate in the ritual, though only 1 needs to know the spell.
The ritual usually includes aspects designed to place all participants in a relaxed and receptive state.

At Higher Levels. If you cast this spell using a spell slot of 2nd-level or higher, the duration increases by 1 hour for every slot level above 1st.

> **Arcane Synergy.** Using Share Thoughts is a very efficient way of sharing information and can rapidly accelerate certain types of training. When learning a new Language, one hour of training with an instructor via this spell is the equivalent of 10 days of normal training.
>
> Learning a new tool or instrument proficiency via this method is less effective, each hour of training via this spell is the equivalent of 5 days of normal training. Such training takes time to assimilate, you can only benefit from this accelerated training once per day.

Classes: Bard, Wizard

Sheet Lightning

5th-level evocation
Casting Time: 1 Action
Range: 120 ft
Components: V, S
Duration: Concentration, up to 10 minutes
You create a wall of cascading lightning at a point you choose within range. The wall appears in any orientation you choose: horizontally, vertically, or diagonally. It can be free floating, or it can rest on a solid surface. The wall can be up to 60 feet long, 10 feet high, and 5 feet thick. The wall blocks line of sight, but creatures and objects can pass through it. It emits bright strobing light out to 90 feet and dim light for an additional 90 feet.

When the wall appears, each creature in its area must make a Dexterity saving throw. On a failed save, a creature takes 5d8 lightning damage. On a successful save, a creature takes half damage and is moved to one side of the wall (your choice).

A creature takes 5d8 lightning damage when it enters the wall for the first time on a turn or ends its turn there.

Until the spell ends, you can use an Action to launch a bolt of lightning from the wall at one creature you can see within 90 feet of it. Make a ranged spell attack. On a hit, the target takes 5d8 lightning damage. Whether you hit or miss, reduce the length of the wall by 10 feet. If the wall's length drops to 0 feet, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 6th-level or higher, the damage increases by 1d8 and the length of the wall increases by 10 feet for each slot level above 5th.
Classes: Druid, Sorcerer, Wizard

Shielding Imbuement

2nd-level abjuration
Casting Time: 1 Minute
Range: Touch
Components: V, S, M (a bracer, gauntlet, ring, or cloak)
Duration: Special
You imbue an item worn by you with the ability to form a shield created of magical force.

You can activate the item as an Action or Bonus Action to create the magical shield for 1 minute. It counts as a shield with which you are proficient. While wielding the shield, you gain a +2 bonus to your AC. You can dismiss the shield during your turn (no Action required). Thereafter, during the 1-minute duration you can reform the shield as a Bonus Action. The shield sheds dim light in a 10-foot radius while active.

Alternatively, if the magical shield is not active, you can activate the item as a reaction to cast the *shield* spell.

The item can activate up to 3 times during the duration. You must know or have the *shield* spell in your spellbook to cast this spell.

At Higher Levels. If cast using a spell slot of 3rd-level or higher, the item can activate one additional time for every slot level above 2nd. When you cast this spell using a 3rd or 4th-level spell slot, the bonus to AC of the magical shield increases to +3. When you cast it using a 5th or 6th-level spell slot, the bonus increases to +4. When you cast it using a spell slot of 7th-level or higher, bonus increases to +5.

> **Arcane Synergy.** If you have the Arcane Artificer wizard class feature, as an Action at any point during the duration you can expend a spell slot to recharge the item. When you do so, the number times the item can be activated is increased by 1 per level of the spell slot expended.

Classes: Wizard

Shield Wall

5th-level abjuration
Casting Time: 1 Reaction
Range: Self (60 feet)
Components: V, S
Duration: 1 minute
When you or a creature you can see within 60 feet of you are hit by an attack, targeted by the *magic missile* spell, or make a Dexterity saving throw against an attack, you can cast this spell as a reaction to cause invisible barriers of magical force to appear and protect you and up to 12 other creatures of your choice within 60 feet of you. Each chosen creature gains three-quarters cover against the triggering attack and all other attacks while within 60 feet of you for the duration. A target with three-quarters cover has a +5 bonus to AC and Dexterity saving throws.

If targeted by a *magic missile* spell, a protected creature takes no damage from spell, but that creature's shield is immediately destroyed.

At the beginning of each of your turns you must use a bonus action or your reaction to maintain the shields, otherwise the spell ends. When you do so, you can reallocate the spell's remaining shields among creatures of your choice within range.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can shield three additional creatures per slot level above 5th.
Classes: Sorcerer, Wizard

Shifting Strike

transmutation cantrip
Casting Time: 1 Action or 1 Reaction
Range: Self

Components: M (A portion of a natural weapon from a beast such as Claws, Teeth, or Spines)
Duration: Instantaneous
Your form briefly changes, and you grow fangs, claws, or another natural weapon of your choice. As part of the Action used to cast this spell you may make an unarmed strike or use a natural weapon to attack a creature within your reach.

You may choose to inflict bludgeoning, piercing, or slashing damage with an unarmed strike made as part of this spell and you may use Strength, Dexterity, or your Spellcasting Ability for the attack and damage roll of any attack made as part of this spell. On a hit you inflict an additional 1d6 points damage, so long as you don't have disadvantage on the attack roll.

You may not cast this spell if you are wearing medium or heavy armor made of metal.

In addition, when you cast this spell, until the start of your next turn you may cast it again as a Reaction to attack a creature that provokes an opportunity attack while within your reach.

The additional damage inflicted by this spell increases by 1d6, regardless of disadvantage, at 5th-level (+1d6 or +2d6), 11th-level (+2d6 or +3d6), and 17th-level (+3d6 or +4d6).

> **Arcane Synergy.** This spell may be cast while polymorphed or in beast form if that form possesses a natural weapon attack.

Classes: Druid, Sorcerer, Wizard

Shocking Bolts

2nd-level evocation
Casting Time: 1 Action
Range: 120 feet
Components: V, S
Duration: Instantaneous
You create three bolts of lightning and hurl them at targets within range. You can hurl them at one target or several. Make a ranged spell attack for each bolt. On a hit, the target takes 2d6 lightning damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, you create one additional bolt for each slot level above 2nd.
Classes: Artificer, Wizard, Sorcerer

Shocking Cascade

evocation cantrip
Casting Time: 1 Action
Range: Self (15-foot line)
Components: V, S
Duration: Instantaneous
A cascade of lightning in a 15-foot-long by 5-foot-wide line blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 1d6 lightning damage on a failed save, or no damage on a successful one.

The lightning ignites flammable objects in the area that aren't being worn or carried.

This spell's damage increases by 1d6 when you reach 5th-level (2d6), 11th-level (3d6), and 17th-level (4d6). Additionally, if you know this cantrip starting at 5th level you inflict an additional 1d6 damage when you cast a *lightning bolt* spell. This increases to 2d6 at 11th level, and to 3d6 at 17th level.
Classes: Artificer, Wizard, Sorcerer

Shout

4th-level evocation
Casting Time: 1 Action
Range: Self
Components: V
Duration: Instantaneous
You release a mighty shout. All creatures in a 30-foot cone must make a Constitution saving throw. On a failed save, a creature takes 6d10 points of thunder damage and is deafened. On a successful save, a creature takes half damage and is not deafened. A creature made of inorganic materials such as stone, crystal, or metal, makes its saving throw with disadvantage. A deafened creature must make a Constitution saving throw at the end of each of its turns. If it successfully saves against this spell three times, the deafness ends. If it fails the save three times, the deafened condition is permanent until removed by lesser restoration or similar magic.

A non-magical item that is not worn or carried also suffers damage if it is in the area of the spell. The sound of the shout can be heard for up to a mile away.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, the thunder damage increases by 1d10 for each slot level above 4th. If cast using a spell slot of 7th-level or higher the area of the cone increases to 60 feet.
Classes: Bard, Sorcerer, Wizard

Siege Bolt

2nd-level transmutation
Casting Time: 1 Action
Range: Self (60-foot line)
Components: S, M (ammunition that inflicts piercing damage)
Duration: Instantaneous
You cast this spell as you load your crossbow (or other ranged weapon) enchanting the bolt so that it fires with the force of a ballista. As part of the Action used to cast this spell, you make a ranged weapon attack against each creature in a 60-foot line, starting with the closest creature, until you hit an obstacle or creature. On a hit, a creature suffers normal damage from the weapon plus 3d10 piercing damage. Damage from the weapon is considering magical and the bolt treated as if fired from a siege engine for effects that would impede a normal missile weapon attack.

If you drop a creature to 0 hit points or destroy an object with this attack, you may make an attack on the next creature in the line. All attacks within the line are considered to be at short rage.

This spell deals double damage to objects and structures. Targets are not resistant or immune to the damage of this spell unless they are resistant or immune to both piercing and bludgeoning damage.

At Higher Levels. If you cast this spell using a spell slot of 3rd-level or higher, the piercing damage increases by 1d10 points per slot level above 2nd. If cast using a spell slot of

5th-level or higher the line increases to 90 feet, if cast using a spell slot of 8th-level or higher the line becomes 120 feet.
Classes: Artificer, Ranger, Wizard

Siege Shot

6th-level conjuration
Casting Time: 1 Action
Range: 1200 feet
Components: V, S
Duration: Instantaneous
You can choose one of three effects when you cast this spell: a projectile of flaming stone propelled at a distant target, a barrage of rending shrapnel blasted at nearby targets, or a large iron cannonball fired in a line.

Projectile Shot. You conjure a projectile of flaming stone that is propelled in a high arc at a target within range. Make a ranged spell attack, you have disadvantage on this roll if the target is within 60 feet of you, you have advantage on the roll if the target is huge size or larger, and you ignore half cover and three-quarters cover. On a hit, the target takes 8d10 bludgeoning damage. Hit or miss, the projectile explodes in a blast of fire. The target and each creature within 20 feet of it must make a Dexterity saving throw. On a failed save a target suffers 8d6 fire damage, or half damage on a successful save. This effect deals double damage to objects and structures and ignites flammable objects in the area that aren't being worn or carried.

Shrapnel Shot. You conjure a 60-foot cone of piercing shrapnel adjacent to you. Each creature within the area must make a Dexterity saving throw. On a failure, it suffers 8d10 piercing damage, or half damage on a successful save.

Solid Shot. You create an iron cannon shot that fires out from you in a 120-foot by 5-foot line in a direction you choose. Each creature in the line must make a Dexterity saving throw, a creature has disadvantage on the roll if it is huge size or larger. On a failure, a target suffers 8d10 bludgeoning damage, or half damage on a successful save. Any unattended object or structure in the line suffers double damage and the line continues past it if a structure is destroyed.

At Higher Levels. If cast as a Projectile Shot using a spell slot of 7th-level or higher, the bludgeoning damage increases by 1d10 and the fire damage by 1d6 per slot level above 6th. If cast as a Shrapnel Shot or Bolt Shot using a spell slot of 7th-level or higher, the piercing or bludgeoning damage increases by 1d10 per slot level above 6th.
Classes: Wizard

Siphon Vitality

1st-level necromancy
Casting Time: 1 Action
Range: Touch
Components: S
Duration: Instantaneous
Choose one creature within your reach. A stream of dark energy flows from the target and into you. The target loses two of its hit dice, as if having spent them after a short rest, but regains no hit points. If the target is unwilling, it may make a Constitution saving throw. On a failed save it loses the hit dice, on a successful save it loses half the number of hit dice (round down). If the target has no hit dice remaining, it suffers 1d6 necrotic damage per hit die it would have lost.

When a creature loses hit dice from this spell, you may immediately roll each hit dice the target lost and add your Constitution modifier to it. You regain hit points equal to the total (minimum of 0). If the target had no hit dice remaining, you regain hit points equal to the necrotic damage it suffered.

Alternatively, you can cast this spell to siphon your own energy to heal a creature within your reach. You may spend up to two hit dice, the target may immediately roll each hit dice and add its Constitution modifier plus your Spellcasting Ability modifier to it, regaining hit points equal to the total (minimum of 0). You may not cast this spell to heal a creature if you have no hit dice remaining.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the number of hit dice lost by a target increases by two or the maximum number of hit dice you can spend to heal a target increases by two per slot level above 1st.

> **Arcane Synergy.** If you know the *transfer health* cantrip, the maximum number of hit dice you can spend to heal another creature using this spell increases by 1 at 5th-level (+1 hit die), 11th-level (+2), and 17th-level (+3).

Classes: Cleric, Warlock, Wizard

Sirocco

4th-level evocation
Casting Time: 1 Action
Range: Self
Components: V, S, M (a fan and a flame)
Duration: Concentration, up to 10 minutes
A line of scorching wind 60 feet long and 15 feet wide blasts from you in a direction you choose for the spell's duration. Each creature that starts its turn in the line or enters the line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the line. A creature that ends its turn within the line suffers 4d4 fire damage.

Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you and the range of a ranged weapon attack made against the wind is halved.

The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

As a bonus action on each of your turns before the spell ends, you can change the direction in which the line blasts from you.

At Higher Levels. If you cast this spell using a spell slot of 5th-level or higher, it inflicts an additional 1d4 fire damage per slot level above 6th.
Classes: Druid, Sorcerer, Wizard

Skeletal Steed

2nd-level necromancy
Casting Time: 10 minutes
Range: 10 feet

Components: V, S, M (The bones of a large quadruped.)
Duration: Instantaneous
This spell creates an Undead skeletal steed. Choose a pile of bones of a large horse or similar quadruped. Your spell imbues the target with a foul mimicry of life, raising it as an Undead creature. The target becomes a Warhorse Skeleton (see monster manual p.273).

On each of your turns, you can use a Bonus Action to mentally Command the Warhorse Skeleton if the creature is within 1 mile of you. You decide what Action the creature will take and where it will move during its next turn, or you can issue a general Command, such as to serve as your mount. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

You can only every have a single skeletal steed under your command, but once you cast the spell the skeletal steed is under your permanent command until you raise a new steed, or your existing steed is destroyed.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, you may, at the DM's option be able to raise a more powerful creature as an undead steed.
Classes: Wizard

Skybreaker

2nd-level conjuration
Casting Time: 1 Bonus Action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes
You conjure a weapon of solidified air resembling a warhammer backed by an axe blade. The hammer head rumbles with thunder while the axe blade crackles with lightning. The weapon is as strong as steel and lasts for the duration. If you drop the weapon, it dissipates at the end of the turn, but you can conjure the weapon again as a Bonus Action during the duration.

You can wield the skybreaker as a simple weapon with which you are proficient. It possesses the Thrown (range 30/120) and Versatile properties. You can use your Spellcasting Ability modifier in place of Strength on the attack and damage rolls using the weapon. If you throw the weapon it reappears in your hand after the attack is made.

On a hit, the target takes 1d8 (or 1d10 if used two handed) slashing or bludgeoning damage (your choice). If you inflict slashing damage you also inflict 1d8 lightning damage, if you inflict bludgeoning damage you also inflict 1d8 thunder damage.

A creature suffering lightning damage on a hit can't take Reactions until the start of its next turn. A creature suffering thunder damage on a hit can be pushed up to 10 feet.

The crackling lightning surrounding the weapon sheds strobing bright light in a 20-foot radius and the rumble of thunder can be clearly heard 60 feet away.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the thunder or lightning damage increases by 1d8 for every two slot levels above 2nd. When cast using a spell slot of 3rd or 4th-level the weapon gains a +1 bonus to hit and damage, this increases to +2 using a 5th or 6th-level slot, or +3 using a 7th-level or higher slot.

> **Arcane Synergy.** If you use your Action to cast *storm hammer* you may use your *skybreaker* to make the melee or thrown weapon attack. If you use your Action to cast *booming blade* you may use your *skybreaker* to make the melee weapon attack.

Classes: Druid, Sorcerer

Slashing Shot

transmutation cantrip
Casting Time: 1 Action
Range: Self (Special)
Components: S, M (Ammunition that inflicts piercing damage and an appropriate ranged weapon)
Duration: 1 round
You briefly transmute the ammunition used in casting this spell to protrude slashing blades when it pierces its target. Make a ranged weapon attack using the ammunition against one target within the weapon's range. On a hit, the ammunition is considered magical, the target suffers the attack's normal effects, and, if a creature, must make a Constitution saving throw. On a failed save, the shot remains in the wound, the target cannot regain the damage inflicted by the shot for the duration, and at the start of your next turn serrated blades erupt from the shot inflicting 1d6 magical slashing damage to the creature and destroying the ammunition.

The target or creature that can reach the target can prevent this damage by using its Action to make Dexterity (Medicine) check versus your spell save DC to remove the shot, ending the spell. On a failed check, the blades erupt early inflicting damage as described and ending the spell.

The slashing damage increases as you reach higher levels. At 5th-level, you inflict an additional 1d6 slashing damage on a successful hit and the slashing damage at the start of your next turn on a failed Constitution save increases to 2d6. Both the slashing damage on a hit and the later damage is increased by 1d6 at 11th-level (2d6 and 3d6) and 17th-level (3d6 and 4d6).
Classes: Artificer

Slicing Torrent

7th-level conjuration
Casting Time: 1 Action
Range: Self
Components: V, S
Duration: Instantaneous
You sweep the area around yourself with an intensely focused stream of slashing elemental water. You may affect up to a 50-foot radius by 1-foot-tall arc oriented as you wish around your space, but the area affected by the arc must be contiguous (you cannot leave a gap between the starting and ending point of the arc). Each creature within the area must make a Dexterity saving throw. A Large sized or larger creature has disadvantage on this save. On a failed save the creature suffers 10d12 + your Spellcasting Ability modifier slashing damage. A creature suffers no damage on a successful save.

Open flames within 5 feet of the area are extinguished. Objects and structures in the area not worn or carried by a creature suffer maximum damage from this spell.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the damage increases by 2d12 per slot level above 7th.
Classes: Druid, Sorcerer

Smelting Smite
transmutation cantrip
Casting Time: 1 Action
Range: Special
Components: V, M (a metal melee weapon)
Duration: Instantaneous
A metal weapon you wield briefly gains the ability to heat other metal it strikes. As part of the Action used to cast this spell, you may make a melee attack using the weapon against one target within your reach. On a hit, the target suffers the attack's normal effects. A creature, construct, or object made of metal or a creature wearing medium or heavy metal armor hit by the attack suffers 1d8 fire damage.

A creature wearing medium or heavy armor made of metal that suffers fire damage from this spell must make a Constitution saving throw. On a failure, it has disadvantage on attack rolls and ability checks until the start of your next turn.

Alternatively, as part of the action used to cast this spell you can strike a metal object within your reach with the weapon to heat it to glowing. If you attempt to strike an item held by a creature, make a melee attack, the creature must make a Dexterity saving throw with a DC equal to the result of your attack roll, on a failure you strike the object. A creature holding or wielding an object struck by your weapon can use its Reaction to drop it. If it doesn't drop the object, it suffers 1d8 fire damage and must make a Constitution saving throw. On a failure, it has disadvantage on attack rolls and ability checks until the start of your next turn. Using this spell on a metal hammer allows the caster to craft metal items without a forge.

When you reach 5th level any target hit by the weapon suffers an additional 1d8 fire damage, regardless of construction (1d8 fire damage or 2d8 if a creature, construct, or object made of metal or a creature wearing medium or heavy metal armor). The fire damage to a creature that does not drop a metal item heated by this spell also increases to 2d8 at 5th level. The fire damage increases by an additional 1d8 at 11th level (2d8 or 3d8 if metal) and 17th level (3d8 or 4d8 if metal).
Classes: Artificer, Cleric (Forge), Druid

Somnolence
enchantment cantrip
Casting Time: 1 Action
Range: 60 feet
Components: V, S, M (A pinch of fine sand, rose petals, or a cricket.)
Duration: 1 minute
You attempt to send a single creature within range into a magical slumber. Roll 2d8 and add your Spellcasting Ability modifier; the total is how many hit points the spell can affect. A creature's current hit points must be equal to or less than the total rolled for that creature to be affected. An affected creature falls unconscious until the spell ends, the sleeper takes damage, or someone uses an Action to shake or slap the sleeper awake.

Undead and creatures immune to being charmed aren't affected by this spell.

The enchantment becomes more powerful as you reach higher levels. You roll an additional 2d8 to determine how many hit points the spell can affect at 5th-level (4d8), 11th-level (6d8), and 17th-level (8d8).

If you know this cantrip you also become more proficient with the *sleep* spell as you gain levels, adding your spellcasting ability modifier to the die roll to determine how many hit points that spell can affect. Starting at 5th-level you can also add an additional 2d8, this increases to 4d8 at 11th-level, and to 6d8 at 17th-level.
Classes: Bard, Sorcerer, Warlock, Wizard

Soulblast
1st-level evocation
Casting Time: 1 Action or 1 Action and 1 Bonus Action
Range: Self
Components: V, S
Duration: Instantaneous
You release a blast of mystical energy fueled by the very essence of your being. When you cast this spell, you must expend a hit die, or the spell fails. Roll the hit die, reduce your current hit points by the amount rolled on the die. Each creature in a line 5-foot wide and up to 20-foot long extending from you must make a Wisdom saving throw. Aberrations, Celestials, Fiends, and Undead have disadvantage on this saving throw.

On a failed save a creature suffers four times the amount you rolled on the hit die, or half this amount on a successful save. A creature that fails this save by 5 or more is Incapacitated until the start of your next turn. The damage is a combination of force and radiant damage (if you are good), force and necrotic damage (if you are evil), or either force and radiant or force and necrotic damage (your choice, if you are neutral). A creature is not resistant or immune to this damage unless it is resistant or immune to both types of damage, and is vulnerable to the damage if vulnerable to either damage type.

If both your hands are free to gesture (if both hands are empty or holding spellcasting focuses) you can use a Bonus Action on the turn you cast this spell to expend another hit die and release a second blast, in either the same line or a new one.

At Higher Levels. If you cast this spell using a spell slot of 2nd-level or higher, the maximum length of the line increases by 10 feet per slot level above 1st and the damage inflicted by the blast increases to the following:
- 2nd-level: 5 times the amount you rolled on the hit die.
- 3rd-level: 6 times the amount you rolled on the hit die.
- 4th-level: 7 times the amount you rolled on the hit die.
- 5th-level: 8 times the amount you rolled on the hit die.
- 6th-level: 10 times the amount you rolled on the hit die.
- 7th-level: 11 times the amount you rolled on the hit die.
- 8th-level: 12 times the amount you rolled on the hit die.
- 9th-level: 14 times the amount you rolled on the hit die.

Arcane Synergy. A warlock of the Primal Chaos inflicts Force and Necrotic damage (chaos damage) with this spell, regardless of alignment. A Spellfire Adept inflicts Force and Fire damage (spellfire damage) with this spell.

Classes: Cleric, Paladin, Sorcerer, Warlock, Wizard

Spectral Forces

4th-level necromancy
Casting Time: 1 Action
Range: Self (15-foot radius)
Components: V, S
Duration: Concentration, up to 10 minutes
You call forth a circle of spectral undead spirits to haunt the area within 15 feet of you.

When you cast this spell, you can designate any number of creatures you can see to be unaffected by it. An affected creature cannot regain hit points while it remains in the area, when a creature enters the area for the first time on a turn or starts its turn there, the creature must make a Constitution saving throw. On a failed save, the creature takes 4d8 points of necrotic damage. On a successful save the creature takes half as much damage.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, the damage increases by 1d8 for each slot level above 4th.
Classes: Wizard

Spectral Scourge

necromancy cantrip
Casting Time: 1 action
Range: 30 feet
Components: S
Duration: Instantaneous
A scourge of spectral lashes bursts from your hand towards a creature in range. Make a melee spell attack against the target. If the attack hits, the creature takes 1d4 + your Spellcasting Ability modifier necrotic damage and you gain 1 temporary hit point.

You only gain temporary hit points if the target suffers necrotic damage from the spell and you do not gain temporary hit points from attacks against constructs or undead.

You can cast this spell as part of the same Action used to make a melee spell attack using a Necromancy spell such as *shadow touch, vampiric touch,* or *wraith touch* after the initial casting of such a spell. On a hit you inflict the damage and effects of both spell attacks.

The spell's damage increases by 1d4 and the temporary hit points by 1 when you reach 5th level (2d4 and 2), 11th level (3d4 and 3), and 17th level (4d4 and 4).
Classes: Cleric, Sorcerer, Warlock, Wizard

Spectral Shard

2nd-level necromancy
Casting Time: 1 Bonus Action
Range: 120 feet
Components: V
Duration: 10 minutes
You pull forth a jagged shard of your own spirit from your body, which appears as a shadowy serrated blade within your hand. When you cast this spell, you suffer 1d4 necrotic damage. This damage cannot be healed for the duration of the spell and the spell fails if the damage is entirely prevented.

When you cast this spell, and as a bonus action on your turn, you can move the shard up to 60 feet. The shard can freely move through the spaces of objects and creatures, though it cannot end its movement within an object or creature. Once, at any point during this movement, you can cause the spectral shard to attempt to disrupt the spirit of a creature you can see as it moves into or through the creature's space. Make a melee spell attack against such a creature. On a hit, the target takes necrotic damage equal to 1d4 + your spellcasting ability modifier and cannot regain hit points until after the end of your next turn.

If the shard is within your own space during your turn, you can use it to make a melee spell attack in place of any melee weapon attacks made as part of an Attack action or a spell, inflicting the effects described above on a hit.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d4 per slot level above 2nd.
Classes: Warlock, Wizard

Spellbreaker

abjuration cantrip
Casting Time: 1 Action
Range: 60 feet
Components: V, S
Duration: Instantaneous
You unleash a magical attack that turns the target's own magic against it. Choose a single creature you can see within range; it must succeed on a Constitution saving throw or take 1d6 force damage. A target maintaining concentration on a spell or magical effect suffers disadvantage on the saving throw and instead takes 1d10 force damage on a failed saving throw.

The DC of the save to maintain concentration when damaged by this spell equals 12 or the half damage caused by the spell, whichever number is higher.

The spell's damage increases by one die when you reach 5th-level (2d6 or 2d10), 11th-level (3d6 or 3d10), and 17th-level (4d6 or 4d10). The minimum save DC to maintain concentration when damaged by this spell increases to 13 at 5th-level, to 14 at 11th-level, and to 16 at 17th-level.
Classes: Sorcerer, Wizard

Spell Lance

5th-level evocation
Casting Time: 1 Action
Range: 360 feet
Components: V, S
Duration: Instantaneous
You create six glowing lances of magical force. Each lance hits a creature of your choice that you can see within range. A lance deals 1d12 + 1 force damage to its target. The lances all strike simultaneously, and you can direct them to hit one creature or several.

A *shield* spell provides partial protection against this spell. The *shield* negates the damage of one *spell lance* per slot level

used to cast the *shield* spell and is destroyed after preventing this damage. Any remaining lances allocated to that target inflict damage normally.

At Higher Levels. When you cast this spell using a spell slot of 6th-level or higher, the spell creates one more lance for each slot level above 5th.

Classes: Sorcerer, Wizard

Spell Storing Imbuement

2nd-level transmutation

Casting Time: 1 minute (Imbuement)
Range: Touch
Components: V, S, M (an arcane focus)
Duration: Special

When you cast this spell, you imbue the focus with the ability produce the effects of a spell when activated. Choose a 1st level spell contained in your spell book with a casting time of 1 action or less. Using an action of the same type as the chosen spell's casting time, you can activate the focus to produce that spell effect twice, without expending a spell slot or requiring components.

Activating this item requires attunement if you are not the caster. If someone uses the item, they use your spell attack modifier and spell save DC.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can either choose a spell one level higher or enable the focus to produce the chosen spell effect one additional time per slot level above 2nd. (You can choose a lower level spell cast at higher level when selecting the spell stored in the focus.)

> **Arcane Synergy.** If you have the Arcane Artificer wizard class feature, as an Action at any point during the duration you can expend a spell slot at least equal to the level of the spell stored within to recharge the item. When you do so, the number times the item can be activated is increased by 1 plus 1 per level of the spell slot expended above that required to cast the stored spell.

Classes: Wizard

Spell Ward

abjuration cantrip

Casting Time: 1 Action
Range: Self
Components: V, S
Duration: 1 round

You extend your hand and trace a sigil of warding in the air. Until the end of your next turn, you have resistance against the damage of spells and magical effects.

Starting at 5th level, once during the duration, after applying the resistance granted by the spell, you can roll a d4 and further reduce damage dealt by a spell by the result, this increases to a d6 at 11th level, and to a d8 at 17th level. This cannot reduce the damage of an attack below 0.

Classes: Sorcerer, Wizard

Spellstrike

evocation cantrip

Casting Time: 1 Action
Range: 120 feet
Components: V, S, M (an arcane spellcasting focus)
Duration: 1 round

You strike with a ray of eldritch force that forms a magical resonance within a target, causing it to take additional damage from your evocation spells. The target must make a Dexterity saving throw. On a failed save, the target takes 1d8 force damage and the next time it suffers damage from an evocation spell cast by you before the end of your next turn, it suffers additional damage from the spell equal to 1d4 points of damage plus 1d4 per level of the spell slot used to cast the spell.

This spell's initial force damage on a failed Dexterity saving throw increases by 1d8 when you reach 5th-level (2d8), 11th-level (3d8), and 17th-level (4d8).

Classes: Sorcerer, Wizard

Spirit Storm

8th-level necromancy

Casting Time: 1 Bonus Action
Range: 60 ft
Components: S
Duration: Concentration, up to 1 minute

For the duration of this spell you can sense the location of every living creature within range. When you cast the spell, and as a Bonus Action on each of your turns for the duration you can choose any or all creatures within range aside from constructs or undead. Each target may make a Wisdom saving throw to resist as you attempt to tear a portion of their spirit from their body. A target suffers 8d4 necrotic damage on a failed save or 4d4 necrotic damage on a successful one.

For each creature that failed this saving throw, or chooses not to make it, you add four d4s to a pool of spiritual energy. For each creature that succeeded on this saving throw you add two d4s to this pool. If you reduce a creature to 0 hit points with this damage, the creature is instantly slain and you add double the number of d4s to the pool for that creature. This energy roils about you in a visible spectral storm to a distance of 10 feet. You can use dice from this pool of spiritual energy in the following ways:

- As an Action on your turn you can expend any number of dice to cause spectral energy to seethe out from around you. Each creature of your choice within 20 feet must make a Constitution saving throw. Roll the dice you expended from the pool, creatures suffer necrotic damage equal to the result on a failed save, or half damage on a success.
- As a reaction when a creature moves to within 10 feet of you or start its turn there you can expend any number of dice. Roll the dice you expended, the creature either regains hit points or suffers necrotic damage equal to the result.
- At the beginning of each of your turns you can expend any number of dice from the pool, roll the dice, you regain hit points equal to the result.
- You can expend a number of dice equal to the spell level instead of spell slots to cast any necromancy spell of 5th-level or lower.

- When you roll damage for a necromancy spell, you can expend any number of dice from the pool, roll the dice and add the total to the damage inflicted.

When the spell ends you must roll all dice remaining in the pool. All creatures within 20 feet of you (including you) must make a Constitution saving throw. Creatures suffer necrotic damage equal to the result on a failed save, or half damage on a success, and the spell ends.

At Higher Levels. When you cast this spell using a 9th-level spell slot, the damage inflicted when you tear a spirit increases to 12d4 and you add six d4s to your pool on a failed save and the damage increases to 6d4 and you add three d4s to your pool on a successful save.

Classes: Warlock, Wizard

Split-Arrow Quiver

4th-level transmutation

Casting Time: 1 Action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 Hour

You touch a quiver containing arrows or bolts. When you make an attack using an arrow drawn from the quiver, the arrow splits into two arrows in mid-flight. You can have each arrow attack different targets within 10 feet of one another, or the same target. Make a separate attack roll for each arrow, inflicting the arrow's normal effects for each hit.

The spell's magic ends on the piece of ammunition when it hits or misses, and the spell ends when eight pieces of ammunition have been drawn from the quiver.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the number of pieces of ammunition you can affect with this spell increases by two for each slot level above 4th.

Classes: Artificer, Ranger, Wizard

Spore Cloud

2nd-level conjuration

Casting Time: 1 Action
Range: 90 feet
Components: S, M (a tiny sample of yellow mold)
Duration: Instantaneous

You conjure a yellow cloud of poisonous spores that fills a 10-foot cube at a point within range. Any creature in the area must succeed on a Constitution saving throw or take 2d10 poison damage and become poisoned for 1 minute. While poisoned in this way, the creature takes 1d10 poison damage at the start of each of its turns. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save.

This spell is ineffective if cast in direct sunlight.

At Higher Levels. If you cast this spell using a spell slot of 3rd-level or higher, you may conjure an additional 10-foot cube of spores per slot level above 2nd.

Classes: Druid, Wizard

Stabilize Magic

3rd-level Abjuration (ritual)

Casting Time: 1 Action
Range: Self
Components: S
Duration: Concentration, up to 1 hour.

When you cast this spell, you stabilize the weave or ambient magical energy around you. Spells cast within a 30-foot radius of you do not cause wild magic surges and ignore effects that cause spells to behave differently or provoke detrimental effects; such as wild magic, dead magic, and spell plague areas or planes that cause magic to behave in a different manner than the material plane.

At Higher Levels. If you cast this spell using a spell slot of 4th-level or higher the duration increases, to 8 hours at 4th-level, up to 24 hours at 5th-level, and to 24 hours without concentration at 6th-level or higher.

- If cast at 8th-level or higher it can counteract an anti-magic field within the area.

Classes: Wizard, Sorcerer

Starfall

9th-level evocation

Casting Time: 1 Bonus Action
Range: 1 mile
Components: V, S
Duration: Concentration, up to 1 minute

When you cast the spell and as a bonus action during the duration you can cause a brilliant star of radiant energy to plummet towards a point you choose within range, whereupon the star bursts into a sphere of dazzling light in up to a 50 foot radius. This light is sunlight and remains until the start of your next turn, shedding bright light for an additional 100 feet around the sphere, and dim light for another 100 feet. Creatures within the area of dazzling light when the star falls, entering the area for the first time on a turn, or ending their turn there suffer 14d4 radiant damage and must succeed at a Constitution saving throw or become blinded.

A blinded creature must make a Constitution saving throw at the end of each of its turns. If the creature succeeds on three of these saves, it is no longer blinded. If the creature fails three of these saves before the blinded condition is removed, it is blinded permanently.

Structures and objects not being worn or carried also suffer this damage and any magical darkness within the area is dispelled. The area of dazzling light is treated as heavily obscured to the vision of creatures not immune to the blinded condition.

Classes: Cleric, Druid, Sorcerer, Wizard

Steam Geyser

6th-level conjuration

Casting Time: 1 Action
Range: Self
Components: V, S
Duration: Instantaneous

A spray of scalding steam erupts from you. Each creature in a 60-foot cone or a 180-foot line (your choice) must make a Constitution saving throw, taking 12d6+24 fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage and flames in the area are doused.

A creature with Water Susceptibility, such as a fire elemental, suffers the damage from this spell as cold damage.

At Higher Levels. If you cast this spell using an 8th-level or higher spell slot the fire damage increases by 2d6+4 per slot level above 6th.

Classes: Druid, Sorcerer, Wizard

Steel Skin

4th-level abjuration

Casting Time: 1 Action
Range: Self
Components: V, S, M (medium or heavy armor made of metal)
Duration: 1 Hour

You must be wearing medium or heavy armor made of metal to cast this spell. Until the spell ends, you have resistance to bludgeoning, piercing, and slashing damage from weapons that aren't adamantine. The spell ends early if you remove the armor.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, the duration increases by 1 hour for every slot level above 4th.

> **Arcane Synergy.** This spell is one of what has been termed Metal Magic spells, developed by the Orders of Eldritch Knights within the Arcanum. This spell may be selected as a spell known by an eldritch knight of any order, regardless of the normal restrictions on selecting spells based upon a school of magic.

Classes: Artificer, Paladin, Wizard

Steel Surge

3rd-level transmutation

Casting Time: 1 Bonus Action
Range: Self
Components: V, S, M (medium or heavy armor made of metal or a metal shield)
Duration: Instantaneous

You propel yourself forward in a line 5 feet wide and up 60 feet in length. A creature within the line must make either a Strength or Dexterity saving throw (its choice).

On a failed Dexterity save a creature suffers 2d12 bludgeoning damage and is pushed 5 feet to one side of the line and is knocked prone, and you and the line continue past the creature. On a successful save, the creature suffers half damage and is pushed 5 feet to one side but is not knocked prone, and you and the line continue past the creature

On a failed Strength save a creature suffers 2d12 bludgeoning damage and is pushed 5 feet to one side of the line and is knocked prone, and you and the line continue past the creature. On a successful Strength save, the creature suffers 2d12 bludgeoning damage but is not knocked prone or pushed, and you and the line stop adjacent to that creature's space unless the damage reduces the creature to 0 hit points.

A large or smaller object suffers 2d12 bludgeoning damage and is pushed to one side. A larger object or structure suffers the same damage but halts your progress unless the damage destroys it.

If you are wearing medium or heavy armor made of metal, you may add your Constitution modifier to the bludgeoning damage. If you are wielding a metal shield, you may add your Strength modifier to the bludgeoning damage.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the bludgeoning damage increases by 1d12 for every slot level above 3rd.

> **Arcane Synergy.** This spell is one of what has been termed Metal Magic spells, developed by the Orders of Eldritch Knights within the Arcanum. This spell may be selected as a spell known by an eldritch knight of any order, regardless of the normal restrictions on selecting spells based upon a school of magic.

Classes: Artificer, Paladin, Wizard

Sternutation

1st-level transmutation

Casting Time: 1 Action
Range: Self (15 ft cube)
Components: V, S, M (ground pepper or similar substance)
Duration: 1 minute

You induce uncontrollable sneezing in creatures of your choice within a 15-foot cube adjacent to you.

When the spell is cast, and at the start of each of its turns, a target must make a Wisdom saving throw. On a failed save the target begins sneezing uncontrollable until the start of its next turn. While sneezing a target can be clearly heard to a distance of 60 feet, has disadvantage on attack rolls and ability checks, cannot speak or cast spells with verbal components, and must make a Constitution saving throw with a DC equal to your spell save DC to cast any other spells.

The spell ends for a creature when it has made three successful Wisdom saving throws to resist it or the duration expires.

This spell has no effect on undead, constructs, or creatures immune to the poisoned condition.

At Higher Levels. The area of the spell increases by 5 feet per slot level above 1st.

Classes: Warlock, Wizard

Stonebreaker

conjuration cantrip

Casting Time: 1 Bonus Action
Range: Touch
Components: S, M (a staff spellcasting focus)
Duration: 1 minute

A hammer head of dense elemental stone forms at the end of your staff. You can wield the staff as if wielding a magical weapon with the Two-Handed and Heavy properties. The weapon inflicts 2d6 Bludgeoning damage on a hit. You are considered proficient with the weapon if you can use a staff as an Arcane or Druidic spellcasting focus.

You can use your Spellcasting Ability instead of Strength for the attack and damage rolls of attacks using the weapon.

If you end your turn without the weapon in your hand, the spell ends.

Once you reach 5th-level, objects and structures suffer an additional 1d6 damage when hit by this weapon; as do

creatures made of inorganic material such as stone, crystal, or metal. This increases to 2d6 at 11th-level and to 3d6 at 17th-level.
Classes: Druid, Sorcerer



Stone Fist
transmutation cantrip
Casting Time: 1 Action
Range: Touch
Components: V, S
Duration: Instantaneous
Your fists become briefly encased in stone and you gain a connection to the strength of the earth when you cast this spell. Make a melee spell attack against a target within reach. On a hit, the target takes 1d8 bludgeoning damage, or 1d12 bludgeoning damage if both you and the target are standing upon earth or stone.

The bludgeoning damage increases as you gain levels. The bludgeoning damage increases by 1d8 or 1d12 if upon earth or stone when you reach 5th-level (2d8 or 2d12), 11th-level (3d8 or 3d12), and 17th-level (4d8 or 4d12).

Arcane Synergy. The development of this spell is lost to the depths of time, but it is commonly thought to have been first used by druids before an arcane version of the spell was adapted by the martial artists of the School of the Arcane Way. It also sees common use among sorcerers descended from Dao bloodlines. If you cast this spell while under the effects of an *investiture of stone* spell, you inflict an additional 1d10 damage and knock the target prone on a successful hit.

Classes: Druid, Sorcerer, Wizard

Storm Burst
8th-level evocation
Casting Time: 1 Action
Range: Self
Components: V, S
Duration: Instantaneous
When you cast this spell, lighting bursts from your form in up to a 40-foot radius. Creatures and plant life you choose in the area are unaffected by this spell. Each affected creature in the area must make a Dexterity saving throw saving throw. It takes 10d10 lighting damage on a failed saving throw or half as much damage on a successful one.

A creature that suffers lighting damage from this spell must also make a Constitution saving throw or be stunned until the end of your next turn. The lightning damages objects in the area and ignites flammable objects that aren't being worn or carried.

At Higher Levels. If you cast this spell using a spell slot of 9th level, the lighting damage increases by 2d10, and the maximum area increases 10 feet.
Classes: Druid, Sorcerer

Storm Crash
1st-level evocation
Casting Time: 1 Bonus Action
Range: Self
Components: V, S
Duration: 1 turn

You must know the *flying thunder strike* cantrip to cast this spell.

When you cast this spell, you empower the next *flying thunder strike* cantrip you cast before the end of your turn. You double the fly speed granted by that cantrip and your movement speed is increased by the fly speed granted by the cantrip for your current turn. When you end this flight, before you make the *flying thunder strike* attack, each creature other than you within 5 feet of the point you land must make a Strength saving throw. On a failed save, a creature suffers 1d10 thunder damage and is knocked prone. On a successful save, it suffers half damage and is not knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the thunder damage inflicted by the spell increases by 1d10 for every slot level above 1st.
Classes: Sorcerer, Wizard

Storm Dance
6th-level conjuration
Casting Time: 1 Bonus Action
Range: Self
Components: V
Duration: Concentration, up to 1 minute
When you cast the spell and as a bonus action on each of your turns, you may teleport yourself to an unoccupied space you can see within 90 feet. When you teleport in this way, choose one of the following:

- A bolt of lightning leaps between the point you left and the point where you appear. Each creature in a 5-foot wide line between these two points must make a Dexterity saving throw. A creature suffers 8d6 lightning damage on a failed save, or half as much damage on a successful one.
- Immediately upon disappearing or reappearing a thunderous boom sounds, and each creature other than you within 10 feet of the space you left or the space you where you appeared must make a Constitution saving throw, taking 5d10 thunder damage on a failed save, or half as much damage on a successful one. The thunder can be heard from up to 300 feet away.

You can bring along objects as long as their weight doesn't exceed what you can carry.

At Higher Levels. When you cast this spell using a spell slot of 7th-level or higher the lightning damage increases by 1d6 and thunder damage caused by the teleport increases by 1d10 per slot level above 6th.

Classes: Sorcerer, Wizard

Storm Hammer

evocation cantrip

Casting Time: 1 Action
Range: Self (120 feet)
Components: S, M (a weapon)
Duration: 1 round

You charge a weapon you wield with lightning. Make a melee or ranged weapon attack with the weapon used in the casting against one target within 120 feet. If you throw the weapon to make the attack, the weapon returns to your hand after the attack is completed. On a hit, the target suffers the weapon attack's normal effects and your weapon is wreathed in crackling lightning. If the target hits you with an attack or you hit the target with an attack using the weapon before the start of your next turn, the target immediately takes 1d6 lightning damage as a bolt of lightning leaps from the weapon to strike it. The spell then ends.

This spell's damage increases when you reach higher levels. At 5th-level, the initial attack deals an extra 1d6 lightning damage on a hit, and the lightning damage the target takes for hitting you or being hit by you increases to 2d6. Both damage rolls increase by 1d6 at 11th-level and 17th-level.

Classes: Artificer, Cleric (Nature, Tempest), Druid, Sorcerer, Wizard

Storm of Daggers

4th-level conjuration

Casting Time: 1 Action
Range: 60 feet
Components: V, S, M (a sliver of glass)
Duration: Concentration, Up to 1 minute

You fill the air with clouds of spinning daggers, occupying up to 5 adjacent 5-foot cubes, arranged how you wish within range. A creature takes 6d4 slashing damage when it enters the spell's area for the first time on a turn or starts its turn there. If a creature moves within the area, it takes an additional 2d4 slashing damage for every 5 feet it travels within the area or if it ends its turn within the area.

As a Bonus Action on your turn you may move the storm up to 10 feet, rearranging the area of the spell as you wish.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, the initial damage increases by 2d4 for each slot level above 4th.

Classes: Bard, Wizard, Warlock, Sorcerer

Storm Quiver

5th-level transmutation

Casting Time: 1 Action
Range: Self
Components: V, S
Duration: Concentration, up to 1 hour

You touch a quiver containing arrows or bolts. When a ranged weapon is fired using a piece of ammunition drawn from the quiver, the ammunition transforms into a bolt of lightning, forming a line 5 feet wide that extends out from you to a target within range of your weapon. Each creature in the line excluding you and the target must make a Dexterity saving throw, taking 4d6 lightning damage on a failed save, and half as much damage on a successful one. The lightning bolt turns back into an arrow or bolt when it reaches the target. Make a ranged weapon attack against the target. On a hit, the target takes damage from the attack plus 4d6 lightning damage.

The spell's magic ends on the piece of ammunition when it hits or misses, and the spell ends when five pieces of ammunition have been drawn from the quiver.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the number of pieces of ammunition you can affect with this spell increases by one for each slot level above 5th.

Classes: Artificer, Druid, Ranger, Sorcerer, Wizard

Stormsight

1st-level divination

Casting Time: 1 Action
Range: Touch
Components: V, S
Duration: 1 hour

You touch a willing creature to grant it the ability to see clearly in all weather conditions. For the duration, that creature's vision is not obscured by water, mist, rain, fog, smoke, or other atmospheric or water conditions out to 90 feet and can see twice as far as normal in such conditions beyond this range.

In addition, during this time the creature can sense currents of air and water, granting it advantage on checks to pilot a water or air vehicle and on checks to swim or fly.

At Higher Levels. If cast using a spell slot of 2nd-level or higher, you can affect an additional creature for every slot level above 1st or increase the duration by 1 hour for every slot level above 1st.

Classes: Druid, Ranger, Sorcerer, Wizard

Strike of Living Flame

evocation cantrip

Casting Time: 1 Action
Range: Touch
Components: V, S
Duration: Instantaneous

Your hand glows with eldritch fire as you reach to touch a creature or object. Make a melee spell attack, on a hit the target bursts into flame suffering 1d10 fire damage and takes an additional 1d4 fire damage at the start of its next turn.

The spell's initial damage increases by 1d10 when you reach 5th-level (2d10), 11th-level (3d10), and 17th-level (4d10). The additional damage the burning target suffers at the start of its next turn increases to 1d6 at 5th-level, to 1d8 at 11th-level, and to 1d10 at 17th-level.

> **Arcane Synergy.** The halfling wizard Hannah 'Hot-Foot' Hawthorne has coined a different name for this spell: *Flaming Fists of Fury* has gained some notorious use among

younger practitioners of the Arcane Way. If you cast this spell while under the effects of a hot *fire shield* or an *investiture of flame* spell, you also inflict that spell's passive damage on a successful melee spell attack.

Classes: Artificer, Sorcerer, Warlock, Wizard

Strike of the Iron Ram

2nd-level transmutation
Casting Time: 1 Bonus Action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes
For the duration of the spell, your unarmed strikes and melee attacks that inflict Bludgeoning damage deal double damage to objects and structures. You also gain a +4 bonus to checks to break down doors or to break objects and you can add a bonus equal to your Spellcasting Ability modifier when making Strength ability checks and Strength saving throws. Your unarmed strikes are considered magical for the duration of this spell.

At any point during the duration you can expend the spell when you hit a target within your reach with an unarmed strike or a melee attack that inflicts bludgeoning damage. When expended, the spell ends, and the blow hits with the force of a battering ram, inflicting an additional 3d10 bludgeoning damage.

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

Arcane Synergy. *Strike of the Iron Ram* was developed by the arcane martial artists of the School of the Arcane Way and is especially popular among practitioners of the *stone fist* style. This spell is also one of what has been termed Metal Magic spells, used by the Orders of Eldritch Knights within the Arcanum. This spell may be selected as a spell known by an eldritch knight of any order, regardless of the normal restrictions on selecting spells based upon a school of magic.

Classes: Artificer, Druid, Sorcerer, Wizard



Stunning Spell

evocation cantrip
Casting Time: 1 Action
Range: 90 feet
Components: V, S, M (an arcane spellcasting focus)
Duration: Instantaneous
You strike at a target within range with a stunning blast of focused thunder. Make a ranged spell attack against the target. On a hit, the target takes 1d8 thunder damage. If you score a critical hit on the attack roll the target must make a Constitution saving throw or be Stunned until the end of your next turn.

This damage is non-lethal, a creature reduced to 0 hit points is unconscious, but automatically stabilizes and does not require death saves. The extreme focus of the thunderous energy of this spell means that it is usually no louder than the verbal component used to invoke it.

This spell's damage increases by 1d8 when you reach 5th-level (2d8), 11th-level (3d8), and 17th-level (4d8).

Arcane Synergy. Stunning Spell is the somewhat generic name for this cantrip, it is also known as *stun spell*, *thunder stun*, *staggering spell*, *stunner*, or *stupefying charm*.

Classes: Artificer, Sorcerer, Wizard

Stygian Curse

8th-level necromancy
Casting Time: 1 Action
Range: 150ft
Components: V, S
Duration: Instantaneous
You flood the mind of a creature within range with the essence of the waters of the Styx. The target takes 4d6 psychic damage and must make an Intelligence saving throw.

On a failed save, the creature forgets all memories and knowledge of its life, including its name. It loses all language, weapon, armor, skill and tool proficiencies. It knows no spells and cannot actively use class features. It retains its personality, alignment, hit points, attribute scores, saving throw proficiencies, and natural weapon attacks.

At the end of every 30 days, the creature can repeat its saving throw against this spell. If it succeeds, the spell ends.

The spell can also be ended by *greater restoration*, *heal*, or *wish*.
Classes: Warlock

Sulfurous Cloud

5th-level conjuration
Casting Time: 1 Action
Range: 60 ft
Components: V, S, M (a handful of sulfur)
Duration: Concentration, up to 1 minute
You create a 20-foot-radius sphere of burning, sulfurous gas centered on a point within range. The cloud spreads around corners, and its area is heavily obscured. The cloud lingers in the air for the duration.

Each creature that is completely within the cloud at the start of its turn suffers 2d4 poison damage and must make a Constitution saving throw against poison. On a failed save, the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

A creature that enters the spell's area for the first time on a turn or ends its turn there suffers 2d4 fire damage and must make a Constitution saving throw or become blinded until the end of their next turn.

A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

At Higher Levels. If you cast this spell using a spell slot of 6th-level or higher, the poison and fire damage each increases by 1d4 per slot level above 5th.
Classes: Artificer (Alchemist), Sorcerer, Warlock, Wizard

Summon Chimeric Monstrosity

6th-level conjuration
Casting Time: 1 Action
Range: 90 feet
Components: V, S, M (a vial of alchemical solution containing the blood of at least 3 different creatures worth at least 600gp)
Duration: Concentration, up to 1 Hour
You call forth a chimeric monstrosity composed of the spiritual essence of at least three different creatures. This monstrosity uses the Chimeric Monstrosity stat block. When you cast this spell choose one of the following creatures for every two spell levels at which the spell is cast (round up), the monstrosity possesses the chosen creatures' attacks, plus a claw attack and resembles a nightmarish winged combination of those creatures with multiple heads and limbs: Dragon (Fire Breath), Goat (Horns), Lion (Bite), Manticore (Tail Spike), Scorpion (Sting), Serpent (Fangs). The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, use the higher level wherever the spell's level appears in the stat block.
Classes: Warlock, Wizard



Chimeric Monstrosity

Large Monstrosity, unaligned

Armor Class 11 + the level of the spell (natural armor)
Hit Points 60 + 15 for each spell level above 6th
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	19 (+4)	4 (-3)	14 (+2)	10 (+0)

Skills Perception +2 + PB
Senses Darkvision 60ft., passive Perception 12 + PB
Languages understands the languages you speak
Challenge -- Proficiency bonus (PB) equals your bonus

Actions

Multiattack. The monstrosity makes a number of attacks equal to half this spell's level (rounded down). It may only make each attack once, other than ranged attacks with the Tail Spikes.

Fire Breath (Recharge 5-6). The dragon head exhales fire in a 15-¬-foot cone. Each creature in that area must make a Dexterity saving throw versus your spell save DC, taking 1d8 fire damage per level of the spell on a failed save, or half as much damage on a successful one.

Horns. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d12 + 4 + the spell's level bludgeoning damage.

Bite. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:*2d6 + 4 + the spell's level piercing damage.

Tail Spike. *Ranged Weapon Attack:* your spell attack modifier to hit, range 100/200 ft., one target. *Hit:*1d8 + 4 + the spell's level piercing damage.

Sting. *Melee Weapon Attack:* your spell attack modifier to hit, reach 10 ft., one target. *Hit:* 1d10 + 4 piercing damage, and the target must make a Constitution saving throw versus your spell save DC, taking 1d6 poison damage per spell level on a failed save, or half as much damage on a successful one.

Fangs. *Melee Weapon Attack:* your spell attack modifier to hit, reach 10 ft., one target. *Hit:* 1d8 + 4 piercing damage, and the target must make a Constitution saving throw versus your spell save DC, taking 1d6 poison damage per spell level on a failed save, or half as much damage on a successful one.

Claws. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 2d6 + 4 + the spell's level slashing damage.

Summon Cubic Ooze

5th-level conjuration
Casting Time: 1 Action
Range: 90 feet
Components: V, S, M (a vial containing an alchemically treated sample of a gelatinous cube worth at least 500gp)
Duration: Concentration, up to 1 Hour
You summon the ectoplasmic essence of an ooze. It manifests in an unoccupied space that you can see within range. This corporeal form uses the Cubic Ooze stat block. The creature resembles a large cube of transparent acidic ectoplasm. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your mental commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, use the higher level wherever the spell's level appears in the stat block.
Classes: Artificer, Warlock, Wizard



Cubic Ooze

Large Ooze, unaligned

Armor Class 6 + the level of the spell (natural armor)
Hit Points 75 + 15 for each spell level above 5th
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	3 (-4)	20 (+5)	10 (+0)	10 (+0)	10 (+0)

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone
Senses Blindsight 60ft., (blind beyond this radius), passive Perception 10
Languages Telepathy 60ft.
Challenge -- Proficiency bonus (PB) equals your bonus

Ooze Cube. The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the saving throw.

Creatures inside the cube can be seen but have to***tal cover.***

A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful Strength check with a DC equal to your spell save DC, and the creature making the attempt takes 1d6 acid damage per two spell levels (round up).

The cube can hold only one Large creature or up to four Medium or smaller creatures inside it ***at a time.***

Transparent. Even when the cube is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a cube that has neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube is surprised by the cube.

Actions

Multiattack. The Ooze makes a number of attacks equal to half this spell's level (rounded down). It can use Engulf only once per turn.

Pseudopod. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one creature. *Hit:* 1d6 acid damage per two spell levels (round up).

Engulf. The cube moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a Dexterity saving throw with a DC equal to your spell save DC.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the cube enters the creature's space, and the creature takes 1d6 acid damage per two spell levels (round up) and is engulfed. The engulfed creature can't breathe, is restrained, and takes 1d6 acid damage per spell level at the start of each of the cube's turns. When the cube moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a Strength check with a DC equal to your spell save DC. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube

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Summon Slime

3rd-level conjuration
Casting Time: 1 Action
Range: 90 ft
Components: V, S, M (a tiny sample of green slime)
Duration: 1 hour
You conjure a patch of acidic green slime that covers a 10-foot square within range.

A creature that comes into contact with the slime takes 1d10 acid damage. The creature takes the damage again at the start of each of its turns until the slime is scraped off or destroyed. Scraping the slime off requires an Action. Against wood or metal, green slime deals 2d10 acid damage each round, and any nonmagical wood or metal weapon or tool used to scrape off the slime is effectively destroyed.

Sunlight, any effect that cures disease, and any effect that deals cold, fire, or radiant damage destroys a 5-foot-square patch of green slime. The slime evaporates when the duration expires.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, you may summon an additional 10-foot square patch of slime per slot level above 3rd.
Classes: Artificer, Druid, Sorcerer, Wizard

Summon Spell Drake

2nd-level conjuration
Casting Time: 1 Action
Range: 90 feet
Components: V, S, M (the alchemically treated scale of a dragon worth at least 200gp)
Duration: Concentration, up to 1 Hour
You call forth a draconic spirit. It manifests in an unoccupied space that you can see within range. This corporeal form uses the Spell Drake stat block. When you cast the spell choose a Draconic Aspect: acid, cold, fire, lightning, or poison. The creature resembles a small dragon of a type appropriate to the chosen aspect, which determines certain traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the creature assumes the higher level for that casting wherever it uses the spell's level in its stat block.
Classes: Sorcerer, Wizard

Spell Drake

Small Dragon, unaligned

Armor Class 13 + the level of the spell (natural armor)
Hit Points 30 + 10 for each spell level above 2nd
Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	8 (-1)	14 (+2)	10 (+0)

Damage Immunities Determined by the drake's Draconic Aspect
Saving Throws DEX +3+PB, Wis +2+PB
Skills Perception +2+PB
Senses Blindsight 10 ft., Darkvision 60ft., passive Perception 12 + PB
Languages Draconic, and understands the languages you speak
Challenge — Proficiency Bonus (PB) equals your bonus

Draconic Aspect. When you summon the drake, choose a damage type: acid, cold, fire, lightning, or poison. The chosen type determines the drake's damage immunity, the damage of its bite, and the damage of its Infused Attack trait.

Actions

MultiAttack. The drake makes a number of attacks equal to half this spell's level (rounded down). The drake may make only a single bite attack per turn.

Bite. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:*1d6 + 2 piercing damage, plus 1d4 per spell level damage of a type determined by the drake's Draconic Aspect.

Claws. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:*1d4 + 2 + the spell's level slashing damage.

Tail. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:*1d4 + 2 + the spell's level bludgeoning damage.

Reactions

Infused Attack. When another creature within 30 feet of the drake that it can see inflicts damage of the same type as its Draconic Aspect, the drake infuses the attack with its essence causing the attack to deal an extra 1d4 per spell level damage.



Summon Sphere of Annihilation

8th-level conjuration
Casting Time: 1 Action
Range: 60 ft
Components: V, S
Duration: Concentration, up to 1 minute
You tear a temporary hole in the multiverse taking the form of a 2-foot-diameter black sphere hovering in space at a point you choose within range.

The sphere obliterates all matter it passes through and all matter that passes through it. Artifacts are the exception. Unless an artifact is susceptible to damage from a sphere of annihilation, it passes through the sphere unscathed. Anything else that touches the sphere but isn't wholly engulfed and obliterated by it takes 4d10 force damage.

On the turn you summon it, and as an Action on your turn during the duration, you can direct the sphere to move a number of feet equal to 5 times your Spellcasting Ability modifier. A creature whose space the sphere enters or who enters the sphere's space must succeed on a Dexterity saving throw or be touched by it, taking 4d10 force damage. A creature who ends its turn in the sphere's space suffers 4d10 force damage with no saving throw.

If you lose concentration on the spell the sphere moves 30 feet straight towards you then disappears at the end of the current turn.

If the sphere comes into contact with a planar portal, such as a gate spell, or an extra dimensional space such as a portable hole, both the sphere and the portal or extra dimensional space are destroyed in an explosion that inflicts 8d10 force damage on everything with 30 feet. A successful Dexterity save reduces the damage of the explosion by half.

At Higher Levels. If you cast this spell using a 9th-level spell slot the duration increases to 10 minutes.
Classes: Sorcerer, Warlock, Wizard

Summon Stalker

6th-level conjuration
Casting Time: 1 hour
Range: 30 feet
Components: V, S, M (burning incense or perfumes worth 600gp which the spell consumes)
Duration: 10 days
You conjure an air elemental and bind it to the form of an invisible stalker. When an invisible stalker is created, it stays at its summoner's side until it is given a task to perform. If an assignment doesn't involve hunting down and slaying a specific creature or recovering an object, the magic that created the invisible stalker ends and the elemental is released. Otherwise, it completes the task, then returns to its summoner for more commands, forced to serve until the magic that binds it expires. If its summoner dies in the interim, the invisible stalker vanishes after completing its task.

An invisible stalker is a perfect hunter, it doesn't require air, food, drink, or sleep and relentlessly peruses its quarry.

At Higher Levels. If you cast this spell using a spell slot of 7th-level or higher, the duration increases by 10 days per slot level above 6th.
Classes: Wizard

Summon Water Weird

3rd-level conjuration
Casting Time: 1 hour
Range: 30 feet
Components: V, S, M (a pool of water with special minerals worth 500gp dissolved within which the spell consumes)
Duration: Special
You conjure a water elemental and bind it to a body of water such as a pool or fountain. The elemental takes the form of a water weird. A water weird is an elemental guardian bound to a specific water-filled location, such as a pool or fountain. Invisible while immersed in water, its serpentine shape becomes clear only when it emerges to attack, using its coils to crush any creature other than its summoner and those its summoner declares as off limits

A water weird is a perfect guardian, it doesn't require air, food, drink, or sleep. The weird remains in its bound pool until either it or the water of its pool is destroyed.
Classes: Wizard

Sundering Touch

transmutation cantrip
Casting Time: 1 action
Range: Touch
Components: S
Duration: Instantaneous
Choose an object, structure, or construct you can see within range. Make a melee spell attack versus the AC of the target. An object or structure not worn or carried by a creature is hit automatically if its AC is less than your Spell Save DC +5. On a hit the target suffers 1d12 + your Spellcasting Ability modifier force damage. A creature carrying an object targeted by this spell can make a Strength (Athletics) check or Dexterity (Acrobatics) check contested by your Spell Attack roll, if they win the contest, the spell fails.

An object reduced to 0 hit points by this spell is destroyed. A magic item is unaffected by this spell.

The spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12). Starting at 5th-level, if your spell attack roll to sunder an object worn or carried by a creature exceeds their Strength (Athletics) or Dexterity (Acrobatics) check by 5 or more, you can cause the creature wearing or carrying the item to suffer any additional damage beyond that necessary to reduce the item to 0 hit pints.
Classes: Artificer, Wizard

Sunshards

2nd-level evocation
Casting Time: 1 Action
Range: Touch
Components: V, S
Duration: Instantaneous
You create three shards of shimmering light and hurl them at targets within range. You can hurl them at one target or several.

Make a ranged spell attack for each shard. On a hit, the target takes 1d4 + your Spellcasting Ability modifier radiant damage and begins to glow with bright light until the end of your next turn.

During this time the target radiates bright light in a 10-foot radius, and dim light for an additional 10 feet until the end of your next turn. Any attack against a glowing creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

At Higher Levels. If you cast this spell using a spell slot of 3rd-level or higher, you create one additional shard per slot level above 2nd.

Classes: Cleric, Druid, Wizard

Sunspear

4th-level evocation
Casting Time: 1 Bonus Action
Range: Touch
Components: V, S
Duration: 1 minute

You form a shining spear of pure sunlight in your hand. The spear radiates bright sunlight in a 30-foot radius, and dim light for an additional 30 feet. For the duration of this spell, you can use the spear as a spellcasting focus for any spell that inflicts radiant damage or causes light. Any spell cast during the duration that produces light, produces sunlight. Any spell that inflicts radiant damage inflicts an additional 1d6 radiant damage.

At any point during the duration you can use an Action to attack using the spear. Make a melee spell attack against a target within 10 feet or a ranged spell attack against a target within 120 feet. On a hit, the target suffers 8d10 + your Spellcasting Ability modifier radiant damage, the spear disappears, and for the remaining duration the target radiates bright sunlight in a 30-foot radius, and dim light for an additional 30 feet.

During this time any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

On a miss, the spear disappears, and the spell ends.

At Higher Levels. If you cast this spell using a spell slot of 5th-level or higher, the damage increases by 1d10 per slot level above 4th.

Classes: Cleric, Druid, Wizard

Suppress Magic

4th-level abjuration (ritual)
Casting Time: 1 Action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 hour

You attempt to suppress the magical ability of one creature you can see within range. While the target remains within range, it must succeed at a saving throw using its Spellcasting Ability to cast a spell or at the start of its turn to maintain concentration on an ongoing spell. If the target moves more than 30 feet from you the spell ends.

If cast as a ritual upon a bound and helpless target, the effect is permanent until dispelled, does not require concentration, and is not limited by range. A successful remove curse or dispel magic ends the effect.

At Higher Levels. When you cast this spell using a spell slot of 5th or 6th-level the duration is up to 8 hours, if cast using a 7th-level or higher slot the duration is up to 24 hours.

Classes: Cleric, Wizard

Sustained Fulmination

7th-level evocation
Casting Time: 1 Bonus Action
Range: 100 feet
Components: V, S
Duration: Concentration, up to 1 minute

When you cast the spell a continuous arc of lightning forms between your hands. As an Action on each of your turns during the spell you can hurl this arc outward at a target within range. Make a ranged spell attack, you have advantage on the attack roll if the target is wearing metal armor. On a hit, the target suffers 7d8 + your Spellcasting Ability lightning damage and you create a sustained line of lightning between you and the target until the start of your next turn. The effect ends if the target is ever outside the spell's range or if it has total cover from you. If the line of lightning remains in effect at the end of the target's turn, it suffers an additional 7d8 lightning damage.

Each creature in a 5-foot wide line that extends between you and the target when you make the attack must make a Dexterity saving throw. On a failed save, a creature suffers 7d8 lightning damage on a failed save or half as much on a successful one. The target must also make this saving throw if you miss it with the ranged spell attack.

A creature must make a Dexterity saving throw if it enters the sustained line of lightning between you and the target for the first time on a turn or ends its turn there. A creature suffers 7d8 lightning damage on a failed save or half as much on a successful one. If you or the target move while the sustained line of lightning is active, the line shifts, potentially affecting new targets.

At the beginning of your turn you can use a bonus action to sustain the arc between you and the target, continuing the effect, automatically inflicting 7d8 lightning damage to the target, and requiring a Dexterity saving throw from each creature in the line between you as described above. If you do not use your bonus action to sustain the arc, the line effect ends, but you may use your Action to attack a new target using the spell. You may also end the arc as a reaction at any time.

The lightning ignites flammable objects in the area that aren't being worn or carried.

At Higher Levels. If you cast this spell using a spell slot of 8th-level or higher, the damage increases by 1d8 per slot level above 7th.

Classes: Sorcerer, Wizard

Tainting Touch

necromancy cantrip
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 1 round

You taint a creature you touch with poisonous humors. Make a melee spell attack against a creature within your reach. On a hit the target suffers 1d4 poison damage (or 1d12 poison damage if currently Poisoned) and must make a

Constitution saving throw or become Poisoned until the end of your next turn.

The spell becomes more virulent as your gain levels. The poison damage increases by 1d4 (or 1d12 if already poisoned) at 5th level (2d4 or 2d12 damage), 11th level (3d4 or 3d12 damage), and 17th level (4d4 or 4d12 damage).
Classes: Druid, Sorcerer, Warlock, Wizard

Telekinetic Barrage

4th-level transmutation
Casting Time: 1 Action and 1 Bonus Action
Range: Special
Components: S, M (three weapons or pieces of ammunition weighing 2 pounds or less)
Duration: Instantaneous

> You must know the *impel weapon* cantrip to cast this spell.

As part of the Action used to cast this spell, you must cast *impel weapon* to make a thrown weapon attack. Instead of a single attack, you may instead make up to three thrown weapon attacks.

You may make these additional attacks at the same target or different ones, as if you had cast *impel weapon* three times. You use your Spellcasting Ability on the attack and damage rolls of these attacks.

At Higher Levels. When you cast this spell using a spell slot of 6th-level or higher, you may make an additional impel weapon attack for every two slot levels above 4th.
Classes: Sorcerer, Wizard

Telekinetic Burst

1st-level transmutation
Casting Time: 1 Bonus Action
Range: 30 feet
Components: S
Duration: Instantaneous
You release a quick burst of telekinetic force at a Huge size or smaller target within range.

A creature must make a Strength saving throw. On a failed save you can push the creature up to 10 feet and knock it prone and the creature is unable to take Reactions until the start of its next turn. On a successful save, a creature is not pushed or knocked prone, but is unbalanced enough that it cannot take Reactions until after the end of your current turn.

If you target an object you can push it up to 10 feet and topple it if applicable.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, you can choose an additional target within range per slot level above 1st. All targets must be within 30 feet of each other when you target them.
Classes: Sorcerer, Wizard

Telekinetic Deflection

2nd-level transmutation
Casting Time: 1 Reaction or 1 Action and 1 Reaction
Range: 60 feet
Components: S
Duration: Instantaneous or 1 round

You use telekinetic force to deflect an incoming weapon attack. As a Reaction when you or a creature you can see within range takes damage from a weapon attack, you can cast this spell to reduce the damage of the attack by 2d10 + your Spellcasting Ability modifier.

If you reduce the damage of a ranged weapon attack to 0 using this spell, you can catch the weapon in your telekinetic grasp and use it to make a ranged weapon attack. Make a ranged weapon attack using your Spellcasting Ability modifier. You make this attack with proficiency with a range of 120 feet. If you hit, you inflict damage equal to 1d10 + your Spellcasting Ability modifier of the weapon's type.

Alternatively, you can cast this spell using both your Action and your Reaction during your turn. If you do so you can you can use the spell to reduce the damage of each weapon attack of your choice until the start of your next turn, to a maximum number of attacks equal to 2 + the level of the spell slot used to cast the spell. Twice during this time, if you reduce the damage of a ranged attack to 0 using this spell, you can attack with a deflected projectile as described above.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, add 1d10 to the amount of damage reduction for each slot level above 2nd used to cast the spell. In addition, add 1d10 to the damage of the returned ranged weapon attack for every 2 slot levels above 2nd. If cast as an Action you can attack with a deflected projectile one additional time before the start of your next turn for every 2 slot levels above 2nd.
Classes: Sorcerer, Wizard

Telekinetic Projection

1st-level transmutation
Casting Time: 1 Action
Range: Special
Components: S
Duration: Instantaneous

> You must know the *impel weapon* or *push/pull* cantrip to cast this spell.

As part of the Action used to cast this spell you cast this spell you must cast *impel weapon* or cast *push/pull* to make a ranged or thrown weapon attack.

You propel the item in a line with a length of your choice, up to the maximum range of the weapon. The item continues along the line until it encounters a creature or object. If the item encounters a creature, make a ranged weapon attack versus that creature using your Spellcasting Ability .

On a hit, the weapon strikes the creature, inflicting normal damage for a weapon attack using the cantrip plus an additional 2d8 weapon damage. On a miss, the item continues in the line. If the propelled item encounters a solid object, the object automatically suffers damage.

If the damage of the spell kills or drops a struck creature to 0 hit points or destroys a struck object, the propelled item continues in the line until it encounters the next object or creature, if it fails to do so, the propelled object stops moving after causing the damage.

At Higher Levels. If you cast the spell using a spell slot of 2nd-level or higher, the damage of the weapon on a hit is increased by an additional 1d8 per slot level above 1st.
Classes: Sorcerer, Wizard

Telekinetic Throw

3rd-level transmutation
Casting Time: 1 Action
Range: 120 feet
Components: S
Duration: Instantaneous
You release a push of telekinetic force targeting a Large or smaller creature or unattended object within range.

A creature must make a Strength saving throw. On a successful save, the target is pushed 10 feet in a direction you choose. On a failed save, or if the target is an object, the target is propelled 60 feet in a direction you choose, takes 6d6 bludgeoning damage, and is knocked prone.

Each creature in a 60-foot line with a width equal to the target's base must make a Dexterity saving throw. On a failure, they suffer 6d6 bludgeoning damage and are knocked prone. On a success, they suffer half damage and are not knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher the distance you can throw a target increases by 10 feet and the damage increases by 1d6 for every slot level above 3rd.

- If you cast this spell using a spell slot of 6th-level or higher, you can affect a creature of up to size Huge.
- If you cast this spell using a spell slot of 9th-level, you can affect a target of any size.

> **Arcane Synergy.** You can cast this spell on a target that you have lifted using *levitate* or in the grasp of a *telekinesis* spell instead of maintaining your grasp. If you do so, the grasped creature receives no saving throw, you can affect a target of any size that you can lift, you add 30 feet to the distance you can throw the target and inflict an additional 3d6 damage.

Classes: Sorcerer, Wizard

Telempathic Sense

6th-level divination
Casting Time: 1 Bonus Action
Range: Self (300 feet)
Components: S
Duration: 1 Hour
You automatically detect the presence of thinking creatures within 300 feet of you. You know the type, number, and exact location of such creatures, can sense any strong general emotions (you would know, for example, if a creature within range was contemplating violence), and are considered to have a form of blindsight with a range of 300 feet that is not blocked by cover, but only to detect creatures that you can sense with this spell. You have advantage on Wisdom, Charisma, and Initiative checks when dealing with creatures sensed in this manner and cannot be surprised by such creatures.

Additionally, you can target creatures sensed with this spell using divination and enchantment spells even when you have no line of sight and through total cover. The spell can penetrate barriers, but 6 feet of rock, 6 inches of any metal other than lead, or a thin sheet of lead blocks you.

A creature with an Intelligence score of 1 or less is not affected, nor are creatures immune to having their thoughts read.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the duration increases by 1 hour per slot level above 6th.
Classes: Sorcerer, Wizard

Telepathic Communication

4th-level divination
Casting Time: 1 Action
Range: Self (60 ft)
Components: S
Duration: 1 Hour
For the duration of the spell you gain Telepathy with a range of 60 ft. Telepathy is a magical ability that allows you to communicate mentally with another creature within a specified range. The contacted creature doesn't need to share a language with you to communicate in this way with it, but it must be able to understand at least one language. A creature without telepathy can receive and respond to telepathic messages but can't initiate or terminate a telepathic conversation.

You don't need to see a contacted creature and can end the telepathic contact at any time. The contact is broken as soon as the creature is no longer within range or if you contact a different creature within range. You can initiate or terminate a telepathic conversation without using an Action, but while you are incapacitated, you can't initiate telepathic contact, and any current contact is terminated.

A creature within the area of an antimagic field or in any other location where magic doesn't function can't send or receive telepathic messages.

At Higher Levels. If cast using a spell slot of 5th-level or higher the duration increases by 1 hour and the range by 30 feet for every slot level above 4th.

> **Arcane Synergy.** If you possess the Telepath wizard class feature, the Natural Telepath sorcerer class feature, or the Awakened Mind warlock class feature, or other form of telepathy, the range of this spell is increased by the range of your telepathy and you do not require components to cast it.

Classes: Warlock, Wizard

Teleportation Imbuement

3rd-level conjuration
Casting Time: 1 minute (Imbuement)
Range: Touch
Components: V, S, M (a belt, boots, cloak, or apparatus)
Duration: Special
When you cast this spell, you imbue the item with an enchantment that enhances dimensional magic. The item can be used as a spellcasting focus for spells that allow teleportation, and while you wear the item, if you cast a spell that causes teleportation, the range of the spell and the distance you can teleport is increased by 10 feet.

You can activate the item as a Bonus Action to teleport up to 30 feet to an unoccupied space that you can see. Using this ability requires attunement to the item if you are not the caster.

The item can be activated to teleport four times duration the duration. You must know or have the *misty step* spell in your spellbook to cast this spell.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the distance you teleport when activating the item increases by 10 feet and the number of times the item can be activated increases by 1 per slot level above 3rd.

> **Arcane Synergy.** If you have the Arcane Artificer wizard class feature, as an Action at any point during the duration you can expend a spell slot to recharge the item. When you do so, the number times the item can be activated is increased by 1 per level of the spell slot expended.

Classes: Wizard

Teleportation Trace

4th-level divination (ritual)
Casting Time: 1 Action
Range: Self (60 feet)
Components: V, S
Duration: Concentration, up to 1 hour
You gain the ability to sense dimensional travel that occurs within 60 feet of you. If a creature teleports to or from this area or enters or leaves the plane within the area you immediately become aware of it. You know the exact point of departure or arrival within the area and you know the type of dimensional travel that occurred.

As an Action on your turn, you can detect the lingering traces of any teleportation effect or planar transport that occurred up to 1 hour previously, you also sense the location of any teleportation circles or planar portals within range. You know to the nearest minute when such travel occurred and the approximate number and type of creatures that entered or left the area.

You can make a saving throw using your spell casting ability with a DC equal to the save DC of the caster of the dimensional travel effect. If successful, you can determine the exact point of origin or destination of the effect and you can identify the caster of the effect. A successful trace is exact enough to allow teleportation to the location as if very familiar.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, the duration and the length of time you can detect lingering dimensional traces increases by 1 hour and the area increases by 60 feet per slot level above 4th.
Classes: Wizard

Teleport Block

4th-level abjuration
Casting Time: 1 Action
Range: Self
Components: V, S
Duration: 1 hour
For the duration, all spells or effects of 4th-level or lower that allow a creature to teleport or travel between planes fail if either the origin or destination are within 60 feet of you. Spells or effects of 5th-level or higher require the caster to make a saving throw using its Spellcasting Ability. On a success, the spell or effect functions normally. On a failure, the spell or effect is wasted with no result.

You may suspend or restart the effect as a Bonus Action on your turn during the duration, you automatically become aware of a successful breach of the block during the duration.

At Higher Levels. If you cast this spell at 5th-level or higher it automatically blocks teleportation attempts from spells of equal or lower level than the spell slot used. In addition, if cast using a spell slot of 6th or 7th-level the duration increases to 8 hours. When you use a spell slot of 8th-level or higher the duration increases to 24 hours.
Classes: Wizard

Tempest Spear

1st-level evocation
Casting Time: 1 Bonus Action
Range: Self
Components: V, M (a melee weapon)
Duration: Concentration, up to 1 minute.
For the duration of the spell a melee weapon you wield gains the thrown property with a range of 20/60, if it already has the thrown property its range increases by 20 feet short range and 60 feet for long range. If you throw the weapon it returns to your hand after the attack is made.

Each time you hit a creature with a melee or thrown weapon attack during this spell's duration, you deal an additional 1d4 points of lightning or thunder damage (your choice).

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the range of a thrown weapon attack increases by 10/30 for each slot level used higher than 1st. If cast using a 4th-level or higher spell slot the additional damage on a hit increases to 1d6, or to 1d8 if a 7th-level or higher spell slot is used.
Classes: Artificer, Druid, Ranger, Sorcerer, Wizard

Temporal Acceleration

6th-level transmutation
Casting Time: 1 Action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute.
You cast an improved version of *haste* upon yourself which accelerates you in time, speeding your mental processes in addition to your physical ones. Other creatures around you appear to move in slow motion.

For the duration, your speed is tripled, you gain a +4 bonus to AC, you have advantage on attack rolls and Dexterity saving throws and checks, other creatures suffer disadvantage on attack rolls against you, and you gain an additional Action and Reaction on each of your turns. The Action can be used only to take the Attack (one weapon or spell attack only), Cast a Spell (a cantrip only), Dash, Disengage, Dodge, Hide, or Use an Object Action or to take an additional Bonus Action instead of the Action.

The Reaction can be used normally before the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 7th-level or higher, the duration increases by 1 minute and you gain an additional Reaction on each of your turns for every slot level higher than 6th.

Classes: Sorcerer, Wizard

Temporal Deceleration Field

7th-level transmutation

Casting Time: 1 Action

Range: Self (20 feet)

Components: V, S

Duration: Concentration, up to 10 Minutes

You selectively alter time for creatures around you. When you cast this spell, you can designate any number of creatures you can see to be unaffected by it. An affected creature's speed is halved in the area, and when the creature enters the area for the first time on a turn or starts its turn there, it must make a Wisdom saving throw. On a failed save it suffers the following effects until the start of its next turn:

It takes a –2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn.

If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the affected area increases by 10 feet per slot level above 7th.

Classes: Sorcerer, Wizard

Temporal Recall

8th-level Transmutation

Casting Time: 1 Action

Range: Self

Components: V

Duration: Concentration, up to 1 minute.

When you cast this spell, you tie a knot in the flow of time. While you maintain the spell, you can use a Reaction to reset the flow of time back to the point just after you cast the spell. When you do so, the spell ends and only you are aware of the events that originally happened between the point of casting the spell and resetting the timeline.

At Higher Levels. If you cast this spell using a 9th-level spell slot the duration increases to 2 minutes.

Classes: Sorcerer, Wizard

Temporal Smite

3rd-level transmutation

Casting Time: 1 Bonus Action

Range: Self

Components: V

Duration: Concentration, up to 1 minute.

The next time you hit a creature with an unarmed strike, melee spell attack, or a melee weapon attack during this spell's duration, the attack deals an additional 3d12 psychic damage. The target must succeed on a Wisdom saving throw or move 1 round forward in time. A target moved forward in time vanishes for the duration. When the effect ends at the start of your next turn, the target reappears in the space it left or in an unoccupied space nearest to that space if it's occupied.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, it inflicts an additional 1d12 psychic damage for each slot level above 3rd.

Classes: Sorcerer, Wizard

Tendril of Enervation

5th-level necromancy

Casting Time: 1 Action

Range: 90 ft

Components: V

Duration: Concentration, up to 1 minute

When you cast the spell, or as an action during your turn for the duration you can cause a tendril of inky darkness to reach out from you, touching a creature you can see within range to drain life from it. The target must make a Dexterity saving throw. On a failed save, the target takes 6d6 necrotic damage, and the tendril attaches to the target. On a successful save, the target takes half damage, and the spell ends on that target.

Until the spell ends on a target you can use your action on each of your turns to automatically deal 6d6 necrotic damage to the target and force it to make a Constitution saving throw. On a failed save it suffers 1 level of exhaustion.

The spell ends on a target if you use your action to do anything else or target a new creature, if the target is ever outside the spell's range, or if the target has total cover from you.

Whenever the spell deals damage to a target, you regain hit points equal to half the amount of necrotic damage the target takes. Whenever the spell inflicts a level of exhaustion, your exhaustion level is reduced by 1 or you gain 3d6 temporary hit points if you are not exhausted.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 2d6 and the temporary hit points by 1d6 for each slot level above 5th.

> **Arcane Synergy.** This spell replaces the *enervation* spell, if you know that spell you can replace it with this one.

Classes: Sorcerer, Warlock, Wizard

Tendrils of the Void

7th-level conjuration

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute.

You conjure a mass of writhing black tendrils from the depths of the void that fill the area within 10 feet of you. Each creature, other than you, in the area when the tendrils appear, that enters the area on a turn, or starts its turn there must make a Dexterity saving throw. On a failed save the creature is blinded and restrained. On a successful save the creature suffers half damage and is not blinded or restrained.

A creature that starts its turn restrained by the spell can make a Strength check versus your spell save DC to free itself. On a successful check it is no longer restrained or blinded.

As a Bonus Action on each of your turns you can drain the life from creatures restrained by the spell. Each creature currently restrained by the spell suffers 7d8 necrotic damage and you regain 7 hit points for each creature that suffers this damage.

Creatures other than you treat the area of the spell as heavily obscured unless they can see in magical darkness. If you move during a turn, any creatures restrained by the spell are dragged along with you.

At Higher Levels. If you cast this spell using a spell slot of 8th-level or higher, the necrotic damage increases by 1d8 and the hit points you regain increases by 1 per slot level above 7th.

Classes: Warlock, Wizard

Terrorizing Onslaught

illusion cantrip

Casting Time: 1 Action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You unleash a terrifying phantasmal magical assault fueled by the target's own fear. Choose a single creature within range, it must succeed on an Intelligence saving throw or take 1d6 psychic damage. A frightened target suffers disadvantage on the saving throw and instead takes 1d10 psychic damage on a failed save.

The damage from this spell never disrupts or ends a fear effect.

The spell's damage increases by one die when you reach 5th-level (2d6 or 2d10), 11th-level (3d6 or 3d10), and 17th-level (4d6 or 4d10).

Classes: Sorcerer, Warlock, Wizard

Thaumaturgic Orb

1st-level divination (ritual)

Casting Time: 1 Bonus Action
Range: 120 feet
Components: V, S, M (An Orb Arcane Focus)
Duration: 1 hour

> You must be able to use an Orb as an arcane spellcasting focus to cast this spell.

You empower your orb spellcasting focus with arcane energy, causing it to float in your space, orbiting you and moving as you do. For the duration of this spell you do not need a free hand to wield the orb arcane focus.

When you cast the spell, or as a bonus action on your turn you can cause an intangible duplicate of the orb to appear in an unoccupied space that you can see within 30 feet of you. At any point during your turn you can cause the duplicate to move up to 30 feet to a space you can see (no action required), but it must remain within range. If you create a new duplicate, the existing duplicate disappears.

While the duplicate orb exists, you can use your orb to see and cast spells as though you were in the duplicate orb's space. Any spell you cast upon your orb focus, such as a *light* spell, also affects the duplicate orb while it remains.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the duration increases by 1 hour, the range increases by 30 feet, and the distance at which you can cause a duplicate orb to appear and the distance you can move it on your turn increases by 10 feet per slot level above 1st.

Classes: Sorcerer, Warlock, Wizard

Thought Ripper

4th-level enchantment

Casting Time: 1 Action
Range: 30 feet
Components: S
Duration: Concentration, up to 1 minute

When you cast this spell, you attempt to violently tear a creature's secrets from its mind. The target must make a Wisdom saving throw. On a failed save, the target suffers 3d8 psychic damage, becomes incapacitated, and you learn its surface thoughts. On a successful save, the target takes half damage and the spell ends. A creature can choose to automatically fail its saving throw versus this spell, if it does so it takes no psychic damage from this spell, but it automatically fails any future saving throw to resist your mental probing.

While incapacitated by this spell the target's movement speed is 0, you can communicate telepathically with the target, and read its surface thoughts. You can use your action on each of your turns to probe the target's mind. The target must make a Wisdom saving throw. On a failed save, the target suffers 3d8 psychic damage and you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates), and you can learn the answer to one specific question you telepathically pose to the target. On a successful save, the target takes half damage and the spell ends.

If you use this action to probe the mind of a creature that is unconscious and at 0 hit points, it automatically fails its saving throw to resist the probe, you cause a death saving throw failure, and you glean the information from its mind as described above.

The spell ends if you use your action to do anything else or if the target is ever outside the spell's range. The target can also make a Wisdom saving throw if it takes damage other than the psychic damage from this spell. On a success the spell ends.

A creature with an Intelligence of 3 or lower is immune to this spell. A creature that is immune to having its mind read or immune to psychic damage automatically succeeds on its saving throw to resist this spell.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 per slot level above 4th.

Classes: Bard, Sorcerer, Warlock, Wizard

Thunderbolt

conjuration cantrip

Casting Time: 1 Action
Range: 90 feet

Components: V, S
Duration: Instantaneous
A bolt of thunderous lightning descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 points of lightning or thunder damage (your choice).

If you are outdoors in stormy conditions when you cast this spell the target suffers an additional 1d8 damage on a failed saving throw.

This spell's damage increases by 1d8 when you reach 5th-level (2d8), 11th-level (3d8), and 17th-level (4d8).

> **Arcane Synergy.** If you cast this spell during the duration of a *call lightning* spell you control, a target failing the Dexterity saving throw suffers the damage from both spells, or half damage on a successful save.

Classes: Druid, Sorcerer

Thunder Cloud

7th-level conjuration
Casting Time: 1 Action
Range: 240 ft
Components: V, S
Duration: Concentration, up to 1 minute.
Storm clouds shot through with lightning and roiling with thunder appear in up to a 20-foot-radius by 30-foot tall cylinder centered on a point within range. The cloud spreads around corners and is heavily obscured and lasts for the duration.

When the cloud appears, each creature in it must make a Constitution saving throw and a Dexterity saving throw. A creature takes 5d6 thunder damage on a failed Constitution save, 5d6 lightning damage on a failed Dexterity save, or half as much of the appropriate damage on a successful save. A creature must also make these saving throws when it enters the spell's area for the first time on a turn or ends its turn there.

If a creature starts its turn in the spell's area and is concentrating on a spell, the creature must make a successful Constitution saving throw against your spell save DC or lose concentration.

As a bonus action on your turn you can move the cloud up to 10 feet in a direction that you choose, affecting each creature who's space it enters.

At Higher Levels. If you cast this spell using an 8th-level spell slot the damage increases by 1d6 thunder damage and 1d6 lightning damage per slot level above 7th.
Classes: Druid, Sorcerer, Wizard

Thundering Orb

3rd-level conjuration
Casting Time: 1 Action
Range: 120 feet
Components: V, S, M
Duration: Concentration, up to 1 minute
You summon a 5-foot-diameter sphere of thunderous energy in an unoccupied space of your choice within range. For the duration, any creature that ends its turn within 5 feet of the sphere or enters the sphere's space for the first time on a turn must make a Constitution saving throw. The creature takes 3d10 thunder damage on a failed save, or half as much damage on a successful one.

- As a Bonus Action, you can move the sphere up to 40 feet. If you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage, and the sphere stops moving in that creature's space this turn. The sphere floats in the air and you may move it both vertically and horizontally. The rumbling roar of the sphere is audible out to 300 feet, any creature within 5 feet of the sphere is deafened by the noise while it remains in the area.
- As a Bonus Action on your turn or a Reaction at any point during the duration you can cause the sphere to explode. Each creature within 15 feet of the sphere must make Constitution saving throw. On a failure, the creature takes 3d10 thunder damage and is deafened until the end of its next turn. On a success, it suffers half damage and is not deafened.

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

Thunderous Retort

1st-level evocation
Casting Time: 1 Reaction
Range: 30 ft
Components: V
Duration: Concentration, up to 1 minute
You utter a thunderous retort as a reaction in response to being damaged by a creature within range that you can see. The creature must make a Constitution saving throw. It takes 2d8 thunder damage and is pushed 10 feet and knocked prone a failed save, or half as much damage and is not pushed or knocked prone on a successful one.

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

Thunderous Tune

evocation cantrip
Casting Time: 1 Action
Range: Special
Components: S, M (a musical instrument)
Duration: Instantaneous
To cast this spell, you must be proficient in the musical instrument used as a component. You play a brief intense tune on a musical instrument that produces one of the following effects, depending upon the instrument used:

***Bla**st.* Using a wind instrument, you release a blast of destructive sound that can be heard up to 100 feet away. Each creature in a 15 foot long by 5-foot-wide line adjacent to you must succeed on a Constitution saving throw or take 1d6 thunder damage. This blast can damage unattended objects in the area.

Bolt. Using a string instrument, you produce a bolt of sound that takes on an almost physical form. Choose one or two targets you can see within 60 feet. If you choose two, they must be within 5 feet of each other. A creature targeted

must succeed on a Constitution saving throw or take 1d6 thunder damage.

Clash. Using a percussion instrument, you create a burst of thunderous sound that can be heard up to 100 feet away. Each creature within 5 feet, other than you, must succeed on a Constitution saving throw or take 1d6 thunder damage. This burst can damage unattended objects in the area.

Additionally, if you know this cantrip, you can cause normal playing of your instrument to be clearly heard at double the normal distance.

The thunder damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6). Additionally, the distance at which you can make your instrument clearly heard during normal playing increases to three times normal at 5th level, four times normal at 11th level, and to five times normal at 17th level.

Classes: Bard

Thunder Stone

1st-level transmutation

Casting Time: 1 Action
Range: Self
Components: V, S
Duration: 8 hours

You touch one to four sling bullets or stones and imbue them with magic. When a target is hit by one of these stones, the target and each creature within 5 feet of it must succeed on a Constitution saving throw or take 2d4 thunder damage and be deafened for 1 minute. On a successful save a target suffers half damage and is not deafened.

A deafened target must make a Constitution saving throw at the end of each of its turns, ending the deafened condition on a success.

The spell's magic ends on the piece of ammunition when it hits or misses. The thunderous crack of one of these stones striking its target is audible out to 150 feet.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the number of pieces of ammunition you can affect with this spell increases by two for each slot level above 1st.

Classes: Artificer, Druid, Ranger, Sorcerer, Wizard

Thunder Stroke

5th-level evocation

Casting Time: 1 Action
Range: 150 feet
Components: V, S, M (a twig from a tree struck by lightning)
Duration: Instantaneous

A thunderous stroke of lightning forming a line up to 100 feet long and 5 feet wide blasts out between any two points within range. Each creature in the line must make a Constitution saving throw and a Dexterity saving throw. A creature takes 5d6 thunder damage on a failed Constitution save and 5d6 lightning damage on a failed Dexterity save, or half as much damage on a successful one.

The lightning ignites flammable objects in the area that aren't being worn or carried.

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

Classes: Sorcerer, Wizard

Tomb of Unyielding Ice

3rd-level evocation

Casting Time: 1 Bonus Action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

For the duration of the spell your unarmed strikes are considered magical and you inflict an additional 1d6 cold damage when you hit a target within your reach with an unarmed strike, a melee attack that inflicts cold or necrotic damage, or you successfully grapple a target.

At any point during the duration you can expend the spell when you hit a target within your reach with an unarmed strike, a melee attack that inflicts cold or necrotic damage, or you successfully grapple a target. When expended, the spell ends, target suffers an additional 4d6 points of cold damage and its speed is reduced to 0 until the end of its next turn. If the target is Large or smaller target it must make a Constitution saving throw. If the creature fails, it is frozen and becomes Incapacitated for 1 minute; while incapacitated by this spell its speed drops to 0 and cannot be increased. A target that is grappled by you has disadvantage on the Constitution saving throw.

On a successful save, it is not Incapacitated. An incapacitated creature must make a Constitution saving throw at the end of each of its turns, if it fails it takes 2d6 points of cold damage and remains Incapacitated. If it succeeds it suffers half damage, its speed is reduced to 0 until the end of its next turn, and it is no longer incapacitated.

You can expend the spell when you touch an unattended object; for 1 hour that object is frozen and cannot be moved or used unless a creature uses an Action to make a Strength check with a DC equal to your spell save DC to free the item. You can release the item as a Bonus Action on your turn.

A creature that is immune to cold damage automatically succeeds at the Constitution saving throw versus this spell. A creature resistant to cold damage has advantage on the Constitution saving throws versus this spell. A creature Incapacitated by this spell becomes Vulnerable to Bludgeoning damage until the Incapacitated condition is removed. If killed by this spell, a creature is a frozen statue until it thaws.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the initial cold damage when expended increases by 1d6 for each slot level above 3rd; the continuing cold damage increases by 1d6 for every 2 slot levels above 3rd. If cast using a spell slot of 4th-level or higher a Huge or smaller target must make the Constitution saving throw or be frozen, at 5th-level or higher a Gargantuan target can be frozen.

> **Arcane Synergy.** This spell was developed by the arcane martial artists of the School of the Arcane Way and is especially popular among practitioners of the bitter frost style. Among warlocks this spell is known as the Tomb of Agathys.

Classes: Druid, Sorcerer, Warlock, Wizard

Torbin's Ready Repository

2nd-level conjuration (Ritual)
Casting Time: 1 Action
Range: Touch
Components: S
Duration: 24 hours
You touch an object of up to 25 pounds in weight and cast this spell as an Action, that item is transported into its own extradimensional space. As a Bonus Action during the duration, you can retrieve the stored item, the item appearing in your hand or at your feet or return the item to its repository if you are touching it.

If you cast this spell again before the duration expires without storing an additional item, its duration is extended by 24 hours. If you die, the spell is dispelled, or the duration expires; any items stored by this spell reappear at your feet. This spell automatically fails if you attempt to cast it on an item containing an extra-dimensional space, such as a portable hole or bag of holding.

If you cast this spell on the same item every day for a year, the spell becomes permanent; allowing you to store or retrieve that item at will as a Bonus Action.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, its duration increases by 24 hours and the allowed weight of the item increases by 25 pounds for each slot level above 2nd.
Classes: Wizard

Torbin's Trans-Dimensional Assistance

3rd-level conjuration
Casting Time: 1 Bonus Action
Range: 30 feet
Components: V
Duration: 2 rounds
When you cast this spell, you summon two duplicates of yourself from other dimensions or time streams at any two points within range. The duplicates act with you as a group during your current turn. They rely on your magical reserves while in this dimension, if a duplicate casts a spell of 1st-level or higher it uses one of your spell slots; if it uses an item or class feature with limited uses, it consumes charges or uses from your item or feature.

At the start of your next turn both you and your duplicates disappear as you travel to an alternate dimension or time stream to aid one of your duplicates in turn. At the start of your following turn you reappear at a point of your choice within 30 feet of where you disappeared from.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher you summon an additional duplicate for every two slot levels above 3rd.

> **Arcane Synergy.** As part of researching this spell, the caster makes contact and forms agreements with alternate versions of himself, for this reason it is rare for evil aligned wizards to know this spell as the duplicates may not be trustworthy.

Classes: Wizard

Torbin's Temporal Sanctuary

5th-level conjuration
Casting Time: 1 minute
Range: 30 feet
Components: V, S
Duration: 1 hour (10 minutes)
You create an extradimensional hideaway in range that lasts for the duration. You choose where its one entrance is located. The entrance appears as an opaque shimmer and is 10 feet wide and 10 feet tall. Any creature can enter the extradimensional sanctuary as long as the portal remains open. You can open or close the portal as an Action if you are within 30 feet of it. While closed, the portal is invisible.

The space can comfortably contain up to 20 medium sized creatures. The exact attributes of the space are up to the caster but range from a comfortable manor to a shady glen. Anything within the space created by this spell dissipates into smoke if it is taken from the sanctuary. When the spell ends any creatures inside the extradimensional space are expelled into the open spaces nearest to the entrance.

While the portal is closed, time passes faster or slower within the Temporal Sanctuary than without, as chosen by the caster. Creatures within the sanctuary can spend 1 hour taking a short rest while only 10 minutes pass in the outside world or can spend 10 minutes in the sanctuary while an hour passes in the outside world.

At Higher Levels. When you cast this spell using a 9th-level spell slot, its duration increases to 8 hours allowing a long rest while only 1 hour passes in the outside world or allowing 8 hours to pass in the outside world while only 1 hour passes within. In addition, the extra dimensional space becomes larger when you cast this spell using a spell slot of 6th-level or higher, the space can comfortably contain an additional 10 medium sized creatures for each slot level above 5th. (Large creatures count as 4 medium sized creatures while Huge creatures count as 8.)
Classes: Wizard

Torchwood Imbuement

1st-level transmutation
Casting Time: 1 minute (Imbuement)
Range: Touch
Components: V, S, M (a torch)
Duration: Special
When you cast this spell, you imbue a torch with an ever-burning magical flame. As a bonus action a creature holding the torch can cause it to ignite or extinguish. While ignited it provides bright light in a 30-foot radius and dim light for an additional 30 feet and can only be extinguished by complete immersion in water or sand. The torch can be wielded as a magical club and inflicts an additional 1d4 fire damage on a hit while ignited.

Additionally, a creature holding the torch can use a bonus action to cause it to become magically fixed in place. You and the creature that activated this ability can move the object normally. If the object is fixed in the air, it can hold up to 30 times your Spellcasting Ability in pounds of weight. More weight causes the object to fall. Otherwise, a creature can use an action to make a Strength check against your spell save DC. On a success, the creature can move the object, but moves at half speed while doing so unless size Huge or larger.

Unlike most imbuement spells, the item created by this spell can be used by anyone holding it, it does not require attunement by creatures other than the caster.

You must know or have the *mage hand* cantrip and either the *control flame* cantrip or the *continual flame* spell in your spell book to cast this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can affect an additional torch and the weight a torch can hold when fixed in place increases by 100 pounds per slot level 1st.

Classes: Wizard

Torrent

conjuration cantrip

Casting Time: 1 Action
Range: Self (15-foot line)
Components: V, S
Duration: Instantaneous

You conjure a torrent of water in a 15-foot-long by 5-foot-wide line that blasts out from you in a direction you choose. Each creature in the line must make a Strength saving throw. A creature takes 1d4 bludgeoning damage on a failed save and a Medium or smaller creature is pushed 5 feet and knocked prone. Medium or smaller unattended objects in the area are also pushed. A creature suffers no damage and is not pushed or knocked prone on a successful save. This spell also extinguishes all non-magical flame within the area.

This spell's damage increases by 1d4 when you reach 5th-level (2d4), 11th-level (3d4), and 17th-level (4d4). Starting at 11th-level this spell can push and knock prone Large or smaller creatures and objects within the area.

Classes: Druid, Sorcerer

Torrent of Lightning

9th-level evocation

Casting Time: 1 Bonus Action
Range: 360 feet
Components: V, S
Duration: Instantaneous

You can only cast this spell If you are outdoors in stormy conditions or if the effect of a spell that creates a storm such as *call lightning* is within range. Choose up to 5 points within range, that point is struck by a bolt of lightning. Each creature within 10 feet of that point suffers 5d8 thunder damage and must make a Dexterity saving throw. A creature takes 10d10 lightning damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one bolt is affected only once.

The spell also damages objects and structures within 10 feet of a lightning strike.

Classes: Druid, Sorcerer, Wizard

Touch of Immolation

5th-level evocation

Casting Time: 1 Bonus Action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

For the duration of the spell, your unarmed strikes are considered magical and you inflict an additional 1d8 fire damage when you hit with an unarmed strike or a melee attack that inflicts fire damage.

At any point during the duration you can expend the spell when you hit a target within your reach with an unarmed strike or a melee attack that inflicts Fire damage or you successfully grapple a target. When expended, the spell ends, and the target is enveloped in flame. It suffers 6d8 fire damage and continues to burn for 1 minute. The burning target sheds bright light in a 30-foot radius and dim light for an additional 30 feet. At the start of each of its turns the target takes 3d8 fire damage. An immolated target can use its Action during its turn to make a Dexterity check versus your spell save DC, on a successful check the flames are extinguished. These magical flames cannot otherwise be extinguished by nonmagical means.

If damage from this spell kills a target, the target is turned to ash.

You may expend this spell when you touch a flammable object or structure not worn or held by a creature to ignite it. The blazing item or structure cannot be extinguished by non-magical means for 1 minute.

At Higher Levels. When you cast this spell using a spell slot of 6th-level or higher, the initial fire damage when expended increases by 2d8 for each slot level above 5th and the continuing fire damage increases by 1d8 for each slot level above 5th.

> **Arcane Synergy.** This spell was developed by the arcane martial artists of the School of the Arcane Way who often trigger this spell using a *strike of living flame*.

Classes: Sorcerer, Wizard

Touch of Oblivion

9th-level necromancy

Casting Time: 1 Reaction
Range: Touch
Components: V
Duration: 10 days

A creature you touch becomes cursed with oblivion.

You can cast this spell as a Reaction when you touch a creature to lay a deadly curse upon the victim. You must succeed on a melee spell or unarmed attack or a grapple attempt to touch an unwilling target. The touched target falls under the Curse of Oblivion and has disadvantage on death saving throws for the duration. At any point during the duration you can use an Action to cause the target to die. When you use this Action, the creature must make a Constitution saving throw. If it fails, it is reduced to 0 hit points. If it succeeds it takes 10d10 necrotic damage and the spell ends.

You may only have one creature under the effect of a Curse of Oblivion at a time. You can choose to end the curse harmlessly without using an Action. Other than a wish spell, this is the only way the curse can be ended early.

If a creature dies as a result of this spell it can only be returned to life by a True Resurrection or Wish spell.

Classes: Wizard, Warlock

Tower of Intellect

7th-level abjuration

Casting Time: 1 Action
Range: Self (60-foot-radius)
Components: V
Duration: 1 hour
This spell creates an invisible tower of intellectual force. When you cast this spell, you can select up to 12 creatures of your choice within 60 foot diameter cylinder centered on you that extends 120 feet above you and 60 feet below you. . For the duration, while within this area, the chosen creatures have resistance to psychic damage, advantage on Intelligence, Wisdom, and Charisma saving throws, and can't be charmed, frightened, or possessed or have their thoughts read.

Additionally, if an affected creature makes an Intelligence, Wisdom, or Charisma saving throw versus an effect that allows a saving throw to take only half damage, they instead take no damage on a success, and only half damage on a failure.

This effect moves with you.

At Higher Levels. If you cast this spell using a slot of 8th-level or higher, the duration increases to 8 hours at 8th level and to 24 hours at 9th level.
Classes: Bard, Sorcerer, Warlock, Wizard

Toxic Cloud
7th-level conjuration
Casting Time: 1 Action
Range: 150 ft
Components: V, S
Duration: Concentration, up to 1 minute
You create a 30-foot-radius sphere of deadly, yellow-green fog centered on a point within range. The fog spreads around corners. It lasts for the duration or until strong wind disperses the fog, ending the spell. Its area is heavily obscured.

When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. A creature takes 6d8 poison damage and becomes Poisoned for 1 minute on a failed save, or half damage and is not poisoned on a successful save.

A creature Poisoned by this spell is Incapacitated: it takes no Actions other than retching, twitching, and reeling. A Poisoned creature must make a Constitution saving throw at the end of each of its turns. On a failure it suffers 3d8 poison damage. If successful, it suffers half damage and is no longer Poisoned.

The cloud moves up to 10 feet in a direction that you choose at the start of each of your turns, rolling along the surface of the ground. The vapors, being heavier than air, sink to the lowest-level of the land, even pouring down openings.

At Higher Levels. If you cast this spell using a spell slot of 8th-level or higher, the poison damage suffered by a creature within the cloud increases by 2d8 and the damage suffered by a poisoned creature at the end of its turn increases by 1d8 per slot level above 7th.
Classes: Sorcerer, Wizard

Transfer Health
necromancy cantrip
Casting Time: 1 Action
Range: Touch
Components: V, S
Duration: Instantaneous
You touch a creature and transfer a small amount of your life force to heal the target. You take 1d4 points of necrotic damage and the target creature regains the same number of hit points. The necrotic damage you suffer is not reduced by resistance or immunity.

This spell's damage to you and healing to the target increases by 1d4 when you reach 5th-level (2d4), 11th-level (3d4), and 17th-level (4d4). You may choose to cast the spell for a lesser effect than you are capable of.

Starting at 5th-level, you may instead remove one poison or disease from the target. Make a saving throw using your Spellcasting Ability versus the save DC of the poison or disease. On a successful saving throw, you remove the condition. On a failed saving throw, the poison or disease is removed from the target and you are affected by the poison or disease instead.
Classes: Cleric, Warlock, Wizard

Transmutation of Air
8th-level transmutation
Casting Time: 1 Bonus Action
Range: Self
Components: V, S
Duration: 1 minute
Until the spell ends, you transform into a form of living wind, gaining the following abilities:

- You gain 40 temporary hit points. If any of these remain when the spell ends, they are lost.
- You are immune to lightning, thunder, and poison damage.
- You are resistant to acid, cold, fire, and radiant damage as well as bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You are immune to the exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, and unconscious conditions.
- You gain darkvision to a range of 60 feet and a fly speed of 90 ft. (hover).
- You can move through a space as narrow as 1 inch wide without squeezing and you can enter a hostile creature's space and stop there.
- When you cast the spell and as a Bonus Action on your turn you can increase your size up to size large or reduce your size down to a minimum of your normal size.
- When you hit creature with a spell attack that inflicts thunder or lightning damage you inflict an additional 2d8 damage of that type.
- You can make a slam attack as an Action and a Bonus Action your turn. Make a melee spell attack, on a hit you inflict 2d8+ your Spellcasting Ability modifier bludgeoning damage, and the target is also knocked prone if it is your size or smaller.

Whirlwind. As an Action you can turn yourself into a whirlwind and force each creature your size or smaller in your space to make a Strength saving throw. On a failure, a target takes 3d8 + your Spellcasting Ability modifier bludgeoning damage and is flung up 20 feet away from

you in a direction of your choice and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 1d6 bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

The spell ends if you drop to 0 hit points or die.

At Higher Levels. When you cast this spell using a spell slot of 9th-level, you can increase your size up to size Huge, the bludgeoning damage inflicted by a whirlwind or slam increases by 2d8, a target can be flung an additional 20 feet by a whirlwind, the additional lightning or thunder damage caused by a spell attack increases by 2d8, and the duration increases to 10 minutes.

Classes: Druid, Sorcerer

Transmutation of Fire

8th-level transmutation
Casting Time: 1 Bonus Action
Range: Self
Components: V, S
Duration: 1 minute

Until the spell ends, you transform into a form of living fire, gaining the following abilities:

- You gain 40 temporary hit points. If any of these remain when the spell ends, they are lost.
- You are immune to fire, radiant, and poison damage.
- You are resistant to acid and lightning damage as well as bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You are immune to the exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, and unconscious conditions.
- You gain darkvision to a range of 60 feet and your movement speed increases by 20 feet.
- You shed bright light in a 30-foot radius and dim light in an additional 30 feet.
- When you cast the spell and as a Bonus Action on your turn you can increase your size up to size large or reduce your size down to a minimum of your normal size.
- You can move through a space as narrow as 1 inch wide without squeezing. A creature that touches you or hits you with a melee attack while within 5 feet of you takes 2d10 fire damage. In addition, you can enter a hostile creature's space and stop there. The first time you enter a creature's space on a turn, that creature takes 2d10 fire damage and catches fire; until someone takes an Action to douse the fire by making a DC 10 Dexterity check, the creature takes 1d10 fire damage at the start of each of its turns.
- Whenever a creature within 5 feet of you ends its turn it suffers 2d10 points of fire damage.
- When you hit creature with a spell attack that inflicts fire damage you inflict an additional 2d10 fire damage and the target catches fire; until someone takes an Action to douse the fire by making a DC 10 Dexterity check, the creature takes 1d10 fire damage at the start of each of its turns.
- You can make a touch attack as an Action and a Bonus Action your turn. Make a melee spell attack, on a hit you inflict 2d10 + your Spellcasting Ability modifier fire damage, and the target catches fire; until someone takes an Action to douse the fire by making a DC 10 Dexterity check, the creature takes 1d10 fire damage at the start of each of its turns.

The spell ends if you drop to 0 hit points or die.

At Higher Levels. When you cast transmutation of fire using a spell slot of 9th-level, you can increase your size up to size Huge, the fire damage inflicted increases 4d10, a burning creature suffers 2d10 damage, and the duration increases to 10 minutes.

Classes: Druid, Sorcerer, Wizard

Transmutation of Lightning

8th-level transmutation
Casting Time: 1 Bonus Action
Range: Self
Components: V, S
Duration: 1 minute

When you cast this spell your eyes flash with lightning and energy crackles about you, shedding bright light in a 30-foot radius and dim light for an additional 30 feet for the spells duration. During the duration you gain the following abilities:

- Your speed is tripled, and you can fly (hover) at that speed; you gain a +4 bonus to AC, you have advantage on Dexterity saving throws and checks; you gain an additional Action and Reaction on each of your turns. The Action can be used only to take the Attack (one attack only), Dash, Disengage, Dodge, or Use an Object Action, or to transform yourself into a living bolt of lightning, as described below. The Reaction can be used normally; however, you can only use a single Reaction in response to the same event (attack, spell, movement, etc.).
- You are immune to lightning and thunder damage.
- Whenever you hit a creature with a melee attack you inflict an additional 4d6 lightning damage.
- Whenever a creature within 10 feet of you hits you with a melee attack, lightning arcs to the attacker inflicting 4d6 lightning damage.
- You can use an Action on your turn to transform yourself into a living bolt of lightning leaping to a point in a straight line within 200 feet. This movement does not provoke attacks of opportunity. Each creature in a 5-foot wide line between your starting and ending locations must make a Dexterity saving throw. A creature takes 9d6 lightning damage on a failed save, or half as much damage on a successful one.

The spell ends if you drop to 0 hit points or die.

At Higher Levels. When you cast this spell using a spell slot of 9th-level, the lightning damage when you hit with or are hit by a melee attack increases to 6d6, the lightning damage when you transform yourself increases to 12d6, and the duration increases to 10 minutes.

> **Arcane Synergy.** During the duration of this spell, if you strike a creature with a spell attack that inflicts lightning or thunder damage, that attack inflicts an additional 4d6 lightning damage, or 6d6 if cast at 9th-level.

Classes: Sorcerer, Wizard

Transmutation of Stone (Metal)

8th-level transmutation
Casting Time: 1 Bonus Action
Range: Self
Components: V, S
Duration: 1 minute
You transform your body to a construct of living stone or metal. For the duration of the spell you gain the following abilities:

- You gain 50 temporary hit points. If any of these remain when the spell ends, they are lost.
- You gain a minimum AC of 17 and are resistant to all damage. You are immune to bludgeoning, piercing, and slashing damage from Nonmagical Attacks that aren't Adamantine.
- You are immune to Poison damage and the Exhaustion, Paralyzed, Petrified, Poisoned, and Stunned conditions.
- You are immune to any spell or effect that would alter your form.
- You gain a bonus to your Strength and Constitution checks and saving throws equal to your Spellcasting Ability modifier. You may add your Spellcasting Ability modifier as a bonus to attack and damage rolls using Strength.
- Your unarmed strikes inflict an additional 1d10 bludgeoning damage.
- You add your Strength and Spellcasting Ability scores together to determine your carrying capacity and the weight you can push, drag, or lift.

The spell ends if you drop to 0 hit points or die.

At Higher Levels. When you cast this spell using a spell slot of 9th-level your body becomes living metal, your AC increases to 20, and the duration increases to 10 minutes.

> **Arcane Synergy.** During the duration of this spell, you may add your Strength modifier as a bonus to spell attack and damage rolls using the magic stone and stone fist spells.

Classes: Druid, Sorcerer, Wizard

Transmutation of Water

8th-level transmutation
Casting Time: 1 Bonus Action
Range: Self
Components: V, S
Duration: 1 minute
Until the spell ends, you transform into a form of living water, gaining the following abilities:

- You gain 40 temporary hit points. If any of these remain when the spell ends, they are lost.
- You are immune to acid and poison damage.
- You are resistant to fire, cold, lightning, and thunder damage as well as bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You are immune to the exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, and unconscious conditions.
- You gain darkvision to a range of 60 feet.
- You gain a swim speed of 90 feet or increase your swim speed by 90 feet and can breathe air and water.
- You can move through a space as narrow as 1 inch wide without squeezing and you can enter a hostile creature's space and stop there.
- When you cast the spell and as a Bonus Action on your turn you can increase your size up to size large or reduce your size down to a minimum of your normal size.
- You are invisible while completely within a body of water larger than yourself.
- You can make a slam attack as an Action and a Bonus Action your turn. Make a melee spell attack, on a hit you inflict 2d8+ your Spellcasting Ability modifier bludgeoning damage, and the target is also knocked prone if it is your size or smaller.

Engulf. As an Action you can force each creature in your space to make a Strength saving throw. On a failure, a target takes 2d8 + your Spellcasting Ability modifier bludgeoning damage. If it is your size or smaller, it is also grappled (escape DC equals your Spell Save DC). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

If you are size Large you can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of your turns, each target grappled by you takes 2d8 + your Spellcasting Ability modifier bludgeoning damage. A creature within 5 feet of you can pull a creature or object out of you by taking an Action to make a Strength check versus your spell save DC.
The spell ends if you drop to 0 hit points or die.

At Higher Levels. When you cast this spell using a spell slot of 9th-level, you can increase your size up to size Huge, the bludgeoning damage inflicted by a grapple or slam increases by 2d8, and the duration increases to 10 minutes. While size Huge you can grapple 1 Huge creature, 1 Large and 2 medium creatures, or 4 medium creatures at once.

> **Arcane Synergy.** When you attack using a wavespike during the duration of this spell, it inflicts an additional 2d8 damage on a successful hit. This increases to 4d8 if you cast this spell using a 9th-level spell slot.

Classes: Druid, Sorcerer

Traveler's Step

1st-level conjuration
Casting Time: 1 minute
Range: Touch
Components: V, S
Duration: 12 hours
As part of the casting of this spell you maintain a brisk pace for one minute and touch up to 4 creatures walking with you. After that time, each step you and the targets take covers double the normal distance due to a minor teleportation effect. While traveling at a fast pace in this manner you can cover double the normal distance (8 miles per hour or 60 miles in 8 hours). The spell is suspended if you do not maintain a fast pace or take any Action other than movement (attack, casting another spell, etc.) or if you take damage from any source. If the spell is interrupted in this manner it takes another minute of brisk walking to reactivate the enchantment for the duration.

If you have a familiar, you automatically share this spell with the familiar when you cast it upon yourself.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher you may affect four additional targets for each slot level above 1st-level.

> **Arcane Synergy.** If you Possess the Dimensional Step wizard class feature, you can cover triple the normal distance (12 miles per hour or 90 miles in 8 hours) when traveling alone via this spell. If you possess the Arcane Traveler wizard class feature all affected targets can cover triple the normal distance or you can cover quadruple the normal distance (16 miles per hour or 120 miles in 8 hours) while traveling alone.

Classes: Wizard

Trick Door

3rd-level transmutation
Casting Time: 1 Bonus Action
Range: Touch
Components: V, S, M (An Unlocked Door)
Duration: 8 hours
You touch a door or similar portal capable of being opened. When you open the door, it opens into an extradimensional space instead of its normal location. Once you close the door behind you anyone else opening the door from the outside finds themselves wherever the door would normally lead. The extradimensional space is a bland but comfortable room, large enough to easily hold as many as 12 Medium or smaller creatures.

Anyone inside the extra dimensional space can open the door back to its original location whenever they wish. Once the caster leaves the extradimensional space or when the duration expires, the spell ends.

When the spell ends any creatures inside the extradimensional space are expelled into the open spaces nearest to the entrance. If the original door is destroyed or locked while this spell is in effect the exit becomes the nearest unlocked door or other portal to the original entrance.

At Higher Levels. If you cast this spell using a spell slot of 4th-level of higher, the size of the room increases and can comfortably hold up to 6 additional medium or smaller creatures.
Classes: Wizard

Triumphant Performance

9th-level enchantment
Casting Time: 1 Action
Range: Special
Components: V
Duration: Concentration, up to 10 minutes
You utter a song that inspires your allies. As part of the Action used to cast this spell you start a Countercharm performance. You cannot cast this spell if you do not possess the Countercharm class feature. The performance lasts for the duration of the spell rather than the usual duration and affects you and any friendly creatures within 60 feet that can hear you. All affected creatures gain the following benefits:

- Affected creatures have advantage on attack rolls, ability checks, and saving throws, and immunity to the charmed and frightened conditions.
- You can use a Bonus Action on your turn to grant a Bardic Inspiration die to all creatures currently affected by the performance, this expends only one use of your Bardic Inspiration. Any creature gaining a Bardic Inspiration die during this spell loses it when the spell ends.
- When you cast the spell and at the start of each of your turns, each affected creature gains temporary hit points equal to 10 + your Charisma modifier. When the spell ends, the target loses any remaining temporary hit points from this spell.
- Any affected creature that uses a bardic inspiration die on a roll during the performance, and has advantage on the roll, can also roll the bardic inspiration die twice and choose either result.

You must take a Bonus Action or an Action on your subsequent turns to continue the Countercharm performance, though you may maintain the performance as part of the same bonus action used to grant an ally a Bardic Inspiration die. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no Action required).
Classes: Bard

True Creation

9th-level illusion
Casting Time: 1 Action
Range: 60 feet
Components: V, S
Duration: Special
You pull wisps of shadow material from the Shadowfell to create nonliving objects of vegetable matter within range: soft goods, rope, wood, or something similar. You can also use this spell to create mineral objects such as stone, crystal, or metal. The objects created must be no larger than a 25-foot cube.

The duration depends on the object's material. Nonliving object of vegetable matter is real and permanent. If the object is composed of multiple materials, use the shortest duration.

True Creation Duration

Material	Duration
Vegetable Matter	Permanent
Stone or Crystal	360 days
Precious Metal	30 days
Gems	5 days
Adamantine or Mithral	12 hours

The matter created by this spell can be used as another spell's material component.
Classes: Sorcerer, Wizard

True Invisibility

6th-level Illusion
Casting Time: 1 Action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

You cloak yourself in an aura of non-being. You become invisible, you gain resistance to all damage except psychic, sounds you make are muffled, your scent is suppressed, and you leave no physical sign of you passage unless you choose to do so. Anything you are wearing or carrying is invisible and subject to the same effects, for as long as it is on your person. For the duration of the spell you can take the Hide action as a bonus action on your turn and gain a +10 bonus to Stealth and Sleight of Hand checks to avoid detection. This quasi-real illusion can even fool blindsight and tremorsense.

A creature with *truesight* or that can *see invisibility* that suspects an invisible creature is present can use its action to try to pierce the illusion with an Intelligence (Investigation) check against your spell save DC. If the check succeeds, you receive no further benefit from this casting of the spell against that creature.

At Higher Levels. If you cast this spell using a spell slot of 7th-level or higher, the duration increases by 1 minute per slot level above 6th.

Classes: Bard, Sorcerer, Wizard

True Sense

8th-level divination

Casting Time: 1 Action
Range: Self (180 feet)
Components: V, S
Duration: 1 hour

This spell gives you the ability to sense things as they actually are. For the duration, you have the following senses to a range of 180 feet:

You have truesight. You can see in normal and magical darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, notice secret doors hidden by magic, and perceive the original form of a shapechanger or a creature that is transformed by magic. Furthermore, you can see into the Ethereal Plane.

You also have true senses of hearing, scent, taste, and touch granting you Blindsight and Tremorsense and the effects of the *detect magic* spell. Your ability to sense the truth of things extends to these senses, you detect auditory, scent, thermal, and tactile illusions and succeed on saving throws against them. You recognize and can track creatures and objects you perceive with any of these senses.

You possess telepathy and understand all methods of communication and you can sense if a creature knowingly communicates a falsehood.

When you would roll an Intelligence (Investigation), Wisdom (Perception) or Wisdom (Insight) check or a (Survival) check to track a creature, you can replace the number you roll with a 15. You cannot be surprised during the duration of this spell.

At Higher Levels. If you cast this spell using a 9th-level spell slot the duration increases to 8 hours and the range by 60 feet.

Classes: Bard, Cleric, Sorcerer, Warlock, Wizard

True Transmutation

7th-level transmutation

Casting Time: 1 Minute
Range: 30 feet
Components: V, S, M (a Transmuter's Stone)
Duration: Until dispelled

Choose one nonmagical object of size Large or smaller within range. You transform the object into a different object you have seen before, or into the same object made of different materials you have knowledge of. An unwilling creature wearing or carrying the object (or occupying the object) can make a Wisdom saving throw, and if it succeeds, the spell has no effect.

The size of the new object must be no larger than the original object's size, and both must be solid. You could turn a suit of armor into adamantine or mithril, for example, but not acid. You also can't use it to create items that ordinarily require a high degree of craftsmanship, such as jewelry, weapons, glass, or armor, unless you have proficiency with the type of artisan's tools used to craft such objects. You also cannot transmute only part of an object, unless it is a discrete and separate piece (you could transmute a castle gate, but not a 10-foot section of wall).

The transformation lasts until it is dispelled.

At Higher Levels. If you cast this spell using a spell slot of 8th level or higher, the size of the object that can be transformed increases to Huge at 8th level and to Gargantuan at 9th level.

Classes: Wizard

Undead Arms

4th-level Necromancy

Casting Time: 1 Bonus Action
Range: Touch
Components: V, S, M (a bone from a skeleton or a piece of zombie flesh)
Duration: 1 minute

You cause a pair of undead arms to burst from your rib cage below your own arms. For the duration of the spell your current and maximum hit points are reduced by 4. Choose either Skeletal or Zombie arms. The arms are animate and act as you direct. You can use the arms to perform two additional free interactions on each of your turns. When you cast the spell and as a bonus action on your turn you can command each arm to make an attack.

Skeletal Arms. The arms have a Strength score of 10 and a Dexterity score equal to your Spellcasting Ability. An unarmed strike using a skeletal claw has the Finesse property and inflicts 1d4 slashing damage on a hit.

Zombie Arms. The arms have a Strength score equal to your Spellcasting Ability and a Dexterity score of 10. An unarmed strike from an undead fist inflicts 1d4 bludgeoning damage on a hit.

You may add your proficiency bonus to attack rolls using an unarmed strike or a weapon you are proficient with. The arms can only wield one-handed weapons.

When you perform an action on your turn that would benefit from the additional limbs, you can use your Bonus Action to grant yourself advantage on an ability check and you may use the arms' Strength or Dexterity modifier in place of your own.

At Higher Levels. If you cast this spell using a spell slot of 3rd-level or higher, the duration increases by 1 minute per slot level above 4th.
Classes: Warlock, Wizard

Undead Fortitude
3rd-level Necromancy
Casting Time: 1 Action
Range: Touch
Components: V, S, M (a piece of flesh from a zombie)
Duration: 8 hours
A single creature you touch gains the undead fortitude of a zombie. The target's hit point maximum and current hit points increase by 5 for the duration, it has advantage on saving throws against poison, and resistance to poison damage. If damage reduces the target to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the target drops to 1 hit point instead.

During the duration of the spell the targets skin becomes ashen, its wounds bleed only slowly, and it feels little pain. The spell immediately ends if the target fails the Constitution save or is reduced to 0 hit points.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, a target's hit points increase by an additional 5 for each slot level above 3rd.
Classes: Warlock, Wizard

Universal Knowledge
9th-level divination
Casting Time: 1 Bonus Action
Range: Self
Components: V, S
Duration: Instantaneous
When you cast this spell, you tap into a font of universal knowledge. You instantly gain one of the following benefits:

- You gain expertise with one skill or tool. Your proficiency bonus is doubled for any ability check you make that uses a skill or tool proficiency with which you have expertise. You also gain complete understanding of one subject related to the chosen skill or tool: such as a formula for a magic item (arcana), the secrets to forging adamantine (smith's tools), or similar secret or forgotten lore.
- You gain complete understanding of all language and can speak in any tongue as a native speaker.
- You instantly learn or have prepared one bonus spell of your choice from your class's spell list. The spell must be a cantrip or a spell of a level you can cast and does not count against the number of spells you know or may prepare.

You retain this bonus expertise, language, or spell permanently. If you cast this spell again, the existing expertise, language, or spell granted by *universal knowledge* is replaced by the newly selected one.

> **Arcane Synergy.** A wizard that gains knowledge of a spell or magic item formula by casting universal knowledge can scribe the spell into their spellbook using the normal rules for doing so while that knowledge is retained.

Classes: Cleric, Druid, Wizard

Unnatural Desire
1st-level enchantment
Casting Time: 1 Action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute
A creature of your choice that you can see within range becomes overwhelmed with lust and desire for a single creature or object designated by you within range. The target must succeed on a Wisdom saving throw or be charmed. A charmed creature must rush to the subject of its desire, whereupon it attempts to kiss, fondle, seduce, or flirt with the subject depending upon its usual inclinations. For the duration of the spell the target takes no other Actions aside from seeking to fulfill its desire.

Each time it takes damage, the target can make another Wisdom saving throw and it can make another Wisdom saving throw at the end of each of its turns to remove the effect if the creature or object is not of a type that would normally evoke desire in the target. On a success, the spell ends.

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

Unseen Army
9th-level illusion
Casting Time: 1 Action
Range: Self (100 ft)
Components: V, S
Duration: Concentration, up to 10 minutes
All creatures and objects you choose within 100 feet of you become invisible until the spell ends. Affected creatures can see each other and affected objects but are invisible to all other creatures. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that moves more than 100 feet away from you.
Classes: Bard, Sorcerer, Wizard

Unseen Valet
2nd-level conjuration (ritual)
Casting Time: 1 Action
Range: 120 feet
Components: V, S, M (Appropriate Artisan Tools for a task.)
Duration: 8 hours
Similar to *unseen servant* this spell creates an invisible force to act as a servant. An *unseen valet* is not completely mindless and can efficiently, if unimaginatively, perform a task designated when the spell is cast and can even speak in a spectral voice. The servant created by this spell has AC 10, 4 hit points, and attributes of 10. It still cannot attack, and if it drops to 0 hit points, the spell ends. The servant created can act as a Valet, Butler, Maid, Porter or similar unskilled laborer. If the caster possesses proficiency in a tool or performance skill the servant can perform or assist in the use of that single skill as if it were also proficient but only with the caster's direct supervision. If the spell is cast often to create the same servant, the force often develops a slight

visible presence. A valet might have a faint ghostly uniform, a maid an apron, etc.

If *unseen valet* is cast as a ritual the created servant is tied to a building or other location instead of accompanying the caster and lasts for 24 hours instead of 8.

If you cast this spell at the same location or to create the same servants every day for a year, the created servants can become permanent.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher you summon an additional servant and increase the duration by 8 hours for each slot level above 2nd.

> **Arcane Synergy.** If you possess the Minor Conjuration wizard class feature the servants created by this spell can be created equipped with any necessary artisan tools which last for the duration of the spell.

Classes: Bard, Wizard

Updraft

5th-level evocation
Casting Time: 1 Action
Range: 60 feet
Components: S
Duration: Concentration, up to 1 minute
When you cast the spell and as an action during the duration, you cause a violent updraft of wind to occur in a 10-foot radius by 60-foot tall cylinder within range. The updraft persists until the start of your next turn, is difficult terrain, and has the following effect:

Each creature within its area when it appears, entering the area for the first time on a turn, or ending its turn there must make a Strength saving throw. A creature takes 3d8 bludgeoning damage on a failed save, or half as much damage on a successful one and is blown violently upwards if it is size large or smaller. A flying creature has disadvantage on this save.

A size tiny creature is blown upward 60 feet and suffers 6d6 bludgeoning damage if it encounters a solid barrier.

A size small or medium creature is blown upward 40 feet and suffers 4d6 bludgeoning damage if it encounters a solid barrier.

A size large creature is blown upward 20 feet and suffers 2d6 bludgeoning damage if it encounters a solid barrier.

A creature that encounters a solid barrier, such as a ceiling, before it leaves the cylinder suffers damage as noted above and is restrained, pinned by the rush of wind against the barrier until the start of your next turn. A creature restrained in this way can use its action to make a Strength check versus your spell save DC to free itself, and can then crawl across the ceiling to escape the area, but falls from the height of the ceiling once it leave the area if it cannot fly.

A creature blown upward by this spell, that does not encounter a solid barrier, falls from the height it attained, lands 1d4 x 5 feet away from the area in a random direction and suffers the normal effects of falling.

While the updraft persists, the strong wind disperses fog, smoke, and other gases within the area. Small or smaller flying creatures or objects can't pass through the area. Loose, lightweight materials brought into the area fly upward. Arrows, bolts, and other ordinary projectiles launched through the area are deflected upward and automatically miss. (Boulders hurled by giants or siege engines, and similar projectiles, that pass through the area have disadvantage on the attack roll.) Creatures in gaseous form can't pass through it.

At Higher Levels. When you cast this spell using a spell slot of 6th-level or higher, the initial bludgeoning damage increases by 1d8 per two slot levels above 5th, and the distance the spell blows a creature upwards increases by 10 feet per slot level above 5th.

- At 7th-level the spell can blow a Huge creature up 20 feet, plus 10 feet per slot level above 7th.
- At 9th-level the spell can blow a gargantuan creature up 20 feet. A creature that encounters a sold barrier when blown upward by this spell suffers 1d6 bludgeoning damage for every 10 feet it would have been blown.

Classes: Druid, Sorcerer, Wizard

Utility Imbuement

1st-level transmutation
Casting Time: 1 minute (Imbuement)
Range: Touch
Components: V, S, M (a set of artisan tools or thieves' tools)
Duration: Special
When you cast this spell, you imbue a set of tools you touch with the ability to act as any other type of artisan tools or thieves' tools the caster or an attuned wielder wishes and also function as a spell component pouch.

Additionally, the caster or an attuned wielder can use a bonus action to withdraw an item that will act as any of the following types of adventuring gear: ball bearings, block and tackle, bucket, caltrops, chalk, crowbar, dagger, grappling hook, hammer, hour glass, ink pen, magnifying glass, miner's pick, mirror, pitons (10), rope (50 feet), saw, shovel, spyglass, string (10 feet), tinderbox, torch, vial, whetstone, or umbrella. Any gear withdrawn from the set in this way disappears after 1 hour and is obviously magical.

To creatures other than the caster or a creature attuned to these tools, the tools appear as a normal set of tools of their original type. The tools can be used to produce the adventuring gear four times during their duration. However, if an item of adventuring gear is returned to the tool set using an action, it regains one use of this ability.

You must be proficient with a type of artisan tools or thieves' tools to cast this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can affect an additional set of tools or increase the number of times the tools can produce adventuring gear by two per slot level 1st.
Classes: Wizard

Vampiric Cloud

7th-level necromancy
Casting Time: 1 Action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute.
You raise a 20-foot-radus sphere of faint red tinged vapor centered on yourself. Choose any number of creatures to be

unaffected by the cloud when you cast it. When an affected creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. The creature takes 5d6 necrotic damage on a failed save, or half as much damage on a successful one. Creatures are affected even if they hold their breath or don't need to breathe.

Each time an affected creature suffers damage from this spell, unaffected creatures within the cloud regain the same number of hit points, spread as evenly as possible among them. If you are within the cloud when this occurs, you can choose the amount of hit points regained by each such creature.

The area of the cloud is lightly obscured and moves as you move to remain centered on you but can only move up to 20 feet in a turn. If you start your turn without the cloud centered on you, it moves 20 feet toward you until centered upon you.

At Higher Levels. If you cast this spell using a spell slot of 8th level or higher, the damage increases by 1d6 per slot level above 7th.

Classes: Warlock, Wizard

Vanish

3rd-level Illusion

Casting Time: 1 Bonus Action
Range: Self
Components: S
Duration: Concentration, up to 1 minute

You quickly vanish from sight. You become invisible until the spell ends. Anything you are wearing or carrying is invisible as long as it is on your person. The invisibility ends if you attack or cast a spell, but you can use a bonus action on your turn to become invisible again during the duration. You can use this spell to turn invisible three times during the duration.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher the duration increases by 1 minute and you can use the spell to become invisible one additional time for every slot level above 3rd.

Classes: Bard, Sorcerer, Wizard

Veil

illusion cantrip

Casting Time: 1 Action
Range: Self
Components: S
Duration: 1 minute

You form an imperfect veil of illusion to hide yourself from view, leaving only a blurry outline until you attack or move during a turn.

As part of the Action used to cast this spell you take the Hide Action. You can use your Spellcasting Ability instead of Dexterity for any Stealth check made during this spell. While you are veiled you can attempt to hide even when you are only lightly obscured, such as in dim light, foliage, heavy rain, falling snow, mist, etc. The spell ends if you move or attack.

The spell becomes more able to compensate for movement as you gain levels. At 5th-level you can move up to half your speed during a turn without out disrupting the spell. This increases to up to your normal speed at 11th-level, and to any speed at 17th-level. Starting at 11th-level, you can attempt to hide without any cover or concealment for so long as you do not move.

> **Arcane Synergy.** If you can take the Hide Action as a Bonus Action, you can cast this spell using a Bonus Action instead of an Action.

Classes: Artificer, Bard, Sorcerer, Warlock, Wizard

Venomous Strike

2nd-level Conjuration

Casting Time: 1 Bonus Action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

The next time you hit a creature with a weapon attack (ranged or melee) during this spell's duration, your weapon drips with venom, and the attack deals an extra 2d12 poison damage to the target. Additionally, the creature must succeed on a Constitution saving throw or become poisoned for the duration. A poisoned creature must make a Constitution saving throw at the end of each of its turns. If successful, the spell ends. On a failure, it suffers 1d12 poison damage and remains poisoned.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, it inflicts an additional 1d12 initial poison damage for each spell slot level used higher than 2nd, and an additional 1d12 continuing poison damage for every 2 slot levels above 2nd.

> **Arcane Synergy.** When you cast Venomous Strike you can also choose to have the spell trigger the next time you hit a creature with a melee or ranged spell attack that inflicts poison damage, or a target fails a constitution saving throw versus your *poison spray* spell.

Classes: Artificer, Druid, Ranger, Sorcerer, Warlock, Wizard

Vertigo

2nd-level Illusion

Casting Time: 1 Action
Range: 120 feet
Components: V, S
Duration: 1 minute

You assault a target with an illusion that overwhelms its senses. Choose a creature within range, the target must make an Intelligence saving throw or be affected by the spell for the duration. A creature affected by this spell has disadvantage on attack rolls and ability checks and must make a Constitution saving throw at the start of each its turns or be overcome with vertigo. On a failed Constitution save the creature spends its action that turn staggering and retching. This spell has no effect on undead or constructs.

A creature affected by this spell that succeeds on the Constitution saving throw at the beginning of its turn may make an Intelligence saving throw at the end of that turn. On a successful Intelligence save, the effect ends for that creature. A creature that can perceive illusions as false, as with true sight, automatically succeeds on its saving throw versus this spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, you can target one additional creature for each slot level above 2nd.
Classes: Bard, Sorcerer, Wizard

Vindictive Ward
1st-level Abjuration
Casting Time: 1 Action
Range: Self
Components: V, S
Duration: 1 hour

> You must have the Arcane Ward wizard class feature to cast this spell.

For the duration of the spell the current and maximum hit points of your Arcane Ward is increased by 5.
Any creature that hits you with a melee attack or damages your Arcane Ward with a melee attack during the duration suffers 5 force damage. The spell ends if your Arcane Ward drops to 0 hit points.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the increase to your Arcane Ward's current and maximum hit points increases by 5 and the force damage suffered by a melee attacker increases by 5 for each slot level above 1st.
Classes: Wizard

Viscous Globule
6th-level conjuration
Casting Time: 1 Bonus Action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute.
You point at a location within range, and a glowing, 1-foot-diameter globule of viscous acid streaks there and explodes in a 20-foot-radius sphere. Each creature in that area must make a Dexterity saving throw. On a failed save, a creature takes 12d4 acid damage and becomes restrained as the sphere sets into a viscous blob of acidic goo. On a successful save, a creature takes half damage and is not restrained.

The blob spreads around corners, and its area is heavily obscured. The inside of the blob is a viscous acidic liquid. Creatures within the blob cannot breathe and when a creature enters the spell's area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw. On a failed save the creature becomes restrained. On a successful save a creature can force its way through the blob, for every 1 foot a creature moves through the area, it must spend 3 feet of movement. Movement and fighting within the blob otherwise follow the rules for fighting underwater.

A creature restrained by this spell or one that can touch a restrained creature can use its Action to make a Strength check against your spell save DC. On a success, the target is freed. If a creature not within the blob fails a Strength check to free a trapped creature, it must make a Dexterity saving throw. On a failure, it is restrained by the spell, and the blob expands to fill that creature's space. A creature that ends its turn within the blob suffers 6d4 acid damage.

The blob dissolves into nothingness when the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 7th-level or higher, the initial acid damage increases by 2d4 and the acid damage at the end of a creature's turn by 1d4 per slot level above 6th.
Classes: Sorcerer, Wizard

Viscous Splash
1st-level conjuration
Casting Time: 1 Bonus Action
Range: Self
Components: V
Duration: Concentration, up to 1 minute.

> You must know the *acid splash* cantrip to cast this spell.

The next time you affect a creature with an *acid splash* cantrip during this spell's duration, you inflict an additional 1d6 acid damage and an expanding viscous blob of acidic goo restrains the target. If you target two creatures with an *acid splash*, both can be affected by viscous splash if both fail the saving throw to avoid the cantrip.

A creature restrained by this spell or one that can touch a restrained creature can use its Action to make a Strength check against your spell save DC. On a success, the target is freed. If another creature fails a Strength check to free the trapped creature, it must make a Dexterity saving throw. On a failure, it is also restrained by the spell, mired in the goo with the original target. A target that ends its turn restrained by this spell suffers 1d6 acid damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, the initial acid damage increases by 1d6 per slot level above 1st.
Classes: Artificer, Sorcerer, Wizard

Vitriolic Wave
6th-level evocation
Casting Time: 1 Action
Range: Self
Components: V, S
Duration: Instantaneous
You conjure a wave of caustic acid that bursts forth from you in either a 30-foot radius circle or a 60-foot cone of corrosive liquid. All creatures in the area, other than yourself, must make a Dexterity saving throw. If the save fails, they take 12d6 acid damage and 6d6 acid damage at the end of their next turn. Large or smaller creatures failing this save are also pushed 10 feet and knocked prone. If the save is successful, they take half the initial damage and no damage at the end of their next turn.

At Higher Levels. When you cast this spell using a spell slot of 7th-level or higher, the acid damage increases by 2d6 initially and 1d6 at the end of the next turn for each slot level above 6th.
Classes: Sorcerer, Wizard

Volatile Corpse
3rd-level necromancy
Casting Time: 1 minute
Range: 60 feet
Components: V, S
Duration: 24 hours

When you cast this spell, choose a single zombie or skeleton within range that is under your control. When that creature is reduced to 0 hit points it releases an explosion of necromantic energy. Alternatively, as a Bonus Action during the duration, you can mentally trigger the detonation of a single undead creature under the effects of this spell within 60 feet of you. The target undead creature is completely obliterated by the explosion.

If cast upon a zombie, the creature acquires a bloated festering appearance. All creatures within 15 feet of the zombie when it explodes must make a Constitution saving throw. On a failure, a creature suffers 5d6 poison damage and is poisoned for 1 minute. On a successful save a creature suffers half damage and is not poisoned.

If cast upon a skeleton, the joints of its bones and its eye sockets glow with a pulsing radiance. All creatures within 15 feet of the skeleton when it explodes must make a Dexterity saving throw. On a failure, a creature suffers 6d6 piercing damage. On a successful save a creature suffers half damage.

When you cast this spell it also has the effect of reestablishing your control of the target undead creature for the duration.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher you can target an additional undead creature you control within range for every slot level above 3rd.

> **Arcane Synergy.** If you have the Undead Thralls wizard class feature you can target an additional undead creature within range when you cast this spell.

Classes: Wizard

Volcanic Eruption

9th-level evocation
Casting Time: 1 Action
Range: 1 mile
Components: V, S
Duration: 1 minute
When you cast the spell, choose a point on solid earth or stone you can see within range. A volcano forces its way up from below. Each creature in a 30-foot radius by 30-foot-high cylinder rising from this point suffers 5d8 fire damage and must make a Dexterity saving throw, taking 10d10 bludgeoning damage and being knocked prone on a failed save, or half as much damage on a successful one. In either case, the creature is pushed to an unoccupied space adjacent to the cylinder. Non-magical structures and objects not being worn or carried within the area of the eruption are destroyed.

The area within 30 feet of the cylinder is difficult terrain, the cylinder itself is occupied by a solid cone of rock and lava. A creature that comes into contact with the volcanic cone within the cylinder itself suffers 10d8 fire damage.

For the duration of the spell, each creature that ends its turn within 60 feet of the cone is pelted with burning rock and lava and must make a Dexterity saving throw, suffering 5d8 fire damage and 5d10 bludgeoning damage on a failed save or half as much damage on a successful one.

When the spell ends a cooling 30-foot radius crater is all that remains within the area of the spell. This area remains difficult terrain and inflicts 1d8 fire damage on any creature that comes in contact with the area for 1 hour after the duration ends.
Classes: Druid, Sorcerer, Wizard

Wail of the Banshee

8th-level Necromancy
Casting Time: 1 Action
Range: 30 feet
Components: V, S
Duration: Instantaneous
You channel the wrathful spirit of a Banshee to release a mournful wail, provided you are not in sunlight. This wail has no effect on constructs and undead. All other creatures that can hear the wail within 30 feet must make a Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 3d6 psychic damage.

You are not immune to the effects of the wail unless you are a construct or undead, though you automatically succeed on the Constitution saving throw versus your own casting of the spell.
Classes: Warlock, Wizard

Wall of Acid

5th-level conjuration
Casting Time: 1 Action
Range: 120 ft
Components: V, S
Duration: Concentration, up to 1 minute.
You create a wall of flowing corrosive liquid on the ground at a point you can see within range. You can make the wall up to 60 feet long, 10 feet high, and 1 foot thick, or you can make a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall vanishes when the spell ends. The wall's space is difficult terrain and is opaque.

A creature takes 5d8 acid damage when it enters the wall for the first time on a turn or ends its turn there.

Any ranged weapon attack that enters the wall's space has disadvantage on the attack roll, and fire damage is halved if the fire effect passes through the wall to reach its target. Spells that deal cold damage that pass through the wall cause the area of the wall they pass through to freeze solid (at least a 5-foot-square section is frozen). Each 5-foot-square frozen section has AC 5 and 15 hit points. Reducing a frozen section to 0 hit points destroys it. When a section is destroyed or frozen, the wall's acid fills it at the start of your next turn.

At Higher Levels. If you cast this spell using an 6th-level or higher spell slot the acid damage increases by 1d8 per slot level above 5th.
Classes: Sorcerer, Wizard

Wall of Bone

7th-level Necromancy
Casting Time: 1 Action
Range: 120 ft
Components: V, S, M (A handful of bones)
Duration: Concentration, up to 10 minutes.
You create a wall of sharp-edged bone. The wall appears within range on a solid surface and lasts for the duration. You choose to make the wall up to 60 feet long, 10 feet high,

and 5 feet thick or a circle that has a 20-foot diameter and is up to 20 feet high and 5 feet thick. The bones within the wall are constantly moving and shifting, causing an eerie clacking sound. The wall blocks line of sight.

When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 8d8 slashing damage, or half as much damage on a successful save.

A creature can push through the wall, albeit slowly and painfully. For every 1 foot a creature moves through the wall, it must spend 5 feet of movement. The first time a creature enters the wall on a turn or ends its turn there, it takes 8d8 slashing damage. The same damage is suffered by a creature attempting to climb the wall.

The wall is an object that can be damaged and destroyed. It has AC 12 and 30 hit points per 10-foot section. At the start of each of your turns any destroyed wall sections automatically reform. A creature within the area of a reformed wall section suffers the same effect as the wall appearing.

As a bonus action on each of your turns you can cause a storm of slashing bone shards to burst forth from one 10-foot section of the wall. The storm of bone shards causes each creature within 10 feet of one side of the chosen 10-foot section to make a Dexterity saving throw. On a failed save, a creature takes 8d8 slashing damage, or half as much damage on a successful save.

At Higher Levels. When you cast this spell using a spell slot of 8th-level or higher, the damage increases by 1d8 for each slot level above 7th. The maximum length of the wall increases to 90 feet or a 30 foot diameter at 8th-level, or 120 feet length or 40 foot diameter at 9th-level.

Classes: Warlock, Wizard

Wall of Darkness

4th-level Necromancy

Casting Time: 1 Action
Range: 120 ft
Components: V, S
Duration: Concentration, up to 1 minute.

You create a wall of life destroying magical darkness on a solid surface within range. You can make the wall up to 60 feet long, 20 feet high, and 5 feet thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 5 feet thick. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it.

If any of this spell's area overlaps with an area of light created by a spell of 4th-level or lower, the spell that created the light is dispelled. The magical darkness of the wall also blocks spells of 4th-level or lower that inflict radiant damage.

When the wall appears, each creature within its area suffers 4d8 necrotic damage. A creature takes 4d8 necrotic damage when it enters the wall for the first time on a turn or ends its turn there.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, the damage increases by 1d8 and the level of spells of magical light or radiant damage blocked by the wall increases by one for each slot level above 4th.

Classes: Warlock, Wizard

Wall of Thunder

4th-level Evocation

Casting Time: 1 Action
Range: 120 ft
Components: V, S
Duration: Concentration, up to 1 minute.

You create a wall of rumbling thunder at a point you choose within range. It can be free floating, or it can rest on a solid surface. You can make the wall up to 60 feet long, 20 feet high, and 5 feet thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 5 feet thick. The wall is lightly obscured and lasts for the duration, the wall's space is difficult terrain.

Each creature within the wall's area when it appears, entering the area, or starting its turn there must make a Strength saving throw. On a failed save, a creature takes 3d10 thunder damage and is pushed 10 feet away from the wall and knocked prone. On a successful save the creature suffers half damage and is not pushed or knocked prone. You choose a direction when you create the wall, a creature pushed by the wall is pushed that direction. Flying creatures have disadvantage on their Strength save when they enter the wall.

The roiling thunder within the wall keeps fog, smoke, and other gases at bay. Arrows, bolts, and other ordinary projectiles launched at targets behind the wall are deflected or destroyed and automatically miss. (Boulders hurled by giants or siege engines, and similar projectiles, suffer disadvantage on the attack roll.) Creatures in gaseous form can't pass through it. Normal flame within the wall is extinguished. Purely magical attacks pass through the wall unaffected.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, the damage increases by 1d10 for each slot level above 4th.

Classes: Artificer, Druid, Sorcerer, Wizard

Warding Blade

abjuration cantrip

Casting Time: 1 Action
Range: Self (Reach)
Components: S, M (a melee weapon)
Duration: 1 round

You momentarily enchant a weapon to place a ward on an opponent you hit that punishes it for striking you. Make a melee attack with the weapon used in the spell's casting against one creature within the weapon's reach. On a hit, the target suffers the weapon attack's normal effects and you establish a magical ward against that creature. The first time the target hits you with a melee attack before the start of your next turn, the target immediately takes 1d8 force damage and the spell ends.

This spell's damage increases when you reach certain levels. At 5th-level, the melee attack deals an extra 1d8 force damage to the target on a hit, and the damage the target takes the first time it hits you with a melee attack increases to 2d8. Both damage rolls increase by 1d8 at 11th-level and 17th-level.

Classes: Wizard

Warding Wave

1st-level conjuration
Casting Time: 1 Reaction
Range: 5 feet
Components: V, S
Duration: Instantaneous
You can cast this spell as a reaction when a creature you can see moves to within 5 feet of you or starts its turn there. You create a sudden wave or current of water. If the creature is size Large or smaller it must make a Dexterity saving throw or be pushed up to 10 feet and knocked prone. Any non-magical flame carried by the creature is extinguished.

If cast within water, a creature that is swimming has Disadvantage on this saving throw and is pushed double the distance on a failed save. A swimming creature is still pushed back 5 feet on a successful save.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the distance a large or smaller creature can be pushed is increased by 5 feet per slot level above 1st. Starting at 5th-level you can push a Huge creature up to 10 feet on a failed save, plus an additional 5 feet per slot level above 5th.
Classes: Druid, Sorcerer

Warp Metal

2nd-level transmutation
Casting Time: 1 Action
Range: 60 ft
Components: V, S, M (a loadstone)
Duration: Concentration, up to 1 minute
Choose a manufactured metal object, such as a metal weapon or a suit of medium or heavy metal armor, or a construct made of metal that you can see within range. You warp the metal of the object.

- A metal weapon has disadvantage on attack rolls for the duration.
- A creature wearing medium or heavy armor made of metal suffers 2d8 bludgeoning damage when you cast the spell and at the start of each of your turns and has disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and can't cast spells that require somatic components.
- A metal construct suffers 2d8 bludgeoning damage when you cast the spell and at the start of each of your turns and has disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and can't cast spells that require somatic components.
- If you cast this spell on a metal tool or a metal machine it ceases to function for the duration.

The affected object returns to normal when the spell ends.

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.

> **Arcane Synergy.** This spell is one of what has been termed Metal Magic spells, developed by the Orders of Eldritch Knights within the Arcanum. This spell may be selected as a spell known by an eldritch knight of any order, regardless of the normal restrictions on selecting spells based upon a school of magic.

Classes: Artificer, Druid, Wizard

Warping Touch

conjuration cantrip
Casting Time: 1 Action
Range: Touch
Components: V
Duration: Instantaneous
You cause a momentary spatial disruption around a creature or an unattended nonmagical object within your reach. An unwilling creature must succeed on a Wisdom saving throw to resist this spell. On a failed saving throw the target suffers 1d6 force damage and you teleport it to an unoccupied space that you can see within 5 feet of its original location. If the target chooses not to make a saving throw, or if it is an object, you can teleport as described above, except that the distance increases by 10 feet, and it suffers 1 point of force damage.

The teleport fails if the creature or object is size Huge or larger, or if an object is secured, but the disruption caused by the spell still inflicts damage.

Your skill with the spell increases as you gain levels. The distance you can teleport a target and the damage it suffers on a failed saving throw increases by 5 feet and 1d6 damage at 5th level (10 feet and 2d6), 11th level (15 feet and 3d6), and 17th level (20 feet and 4d6). Starting at 11th level, the spell can teleport a target of size Huge or smaller.

If you know this cantrip, you can increase the range and distance of any other teleportation effect by 10 feet but suffer 1 point of force damage each time you do so.

> **Arcane Synergy.** The creation of this spell is attributed to the halfling wizard Torbin the Traveler. By all accounts he was attempting to research simplified teleportation spell that could be used repeatedly but could never manage to entirely eliminate the damage suffered by the target due to the inaccuracies of the magic. Never one to admit failure, he instead turned his research into a passable combat spell.

Classes: Sorcerer, Warlock, Wizard

Wasting Touch

5th-level necromancy
Casting Time: 1 Bonus Action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes
For the duration of the spell, your unarmed strikes are considered magical and you inflict an additional 1d6 poison damage when you hit a target within your reach with an unarmed strike, or a melee attack that inflicts poison or necrotic damage, or you successfully grapple a target.

At any point during the duration you can expend the spell when you hit a target within your reach with an unarmed strike or a melee attack that inflicts poison or necrotic damage or you successfully grapple an opponent. When expended, the spell ends, and the target suffers 6d8 points of poison damage and must make a Constitution saving throw.

On a failed save, the target is poisoned, which causes it to also gain 1 level of exhaustion. While poisoned in this way, the target must repeat the saving throw at the start of each

of its turns. Three successful saves against the poison end it, and ending the poison removes any levels of exhaustion caused by it. Each failed save causes the target to suffer another level of exhaustion.

At Higher Levels. When you cast this spell using a spell slot of 6th-level or higher, you inflict an additional 2d8 poison damage when you expend the spell for every slot level above 5th.

> **Arcane Synergy.** This spell was developed by the arcane martial artists of the School of the Arcane Way. This spell is commonly triggered using a serpent strike weapon attack or an attack using a shifting strike cantrip.

Classes: Druid, Warlock, Wizard

Water Dance

transmutation cantrip
Casting Time: 1 Action
Range: Self
Components: S
Duration: 1 turn
As part of the Action used to cast this spell you take the Dash Action. Until the end of your current turn, so long as you continue moving you may run on liquid as if it were solid land and your movement speed increases by 5 feet until the start of your next turn. If you do not reach solid land before the end of your turn you sink.

The enhancement to your movement speed granted by this spell increases by 5 feet when you reach 5th-level (+10 feet), 11th-level (+15 feet), and 17th-level (+20 feet). At 11th-level you also gain the ability to run up or across walls and other vertical surfaces during the turn you cast this spell, though you fall if you stop moving or do not reach a supporting surface before the end of your turn.

You cannot cast this spell if wearing heavy armor made of metal.

> **Arcane Synergy.** If you can take the Dash Action as a Bonus Action, you can cast this spell using a Bonus Action instead of an Action.

Classes: Bard, Druid, Sorcerer, Wizard

Water Jet

5th-level conjuration
Casting Time: 1 Action
Range: Self
Components: V, S, M (a drop of water)
Duration: Concentration, up to 1 minute
When you cast this spell and as an Action on your turn during the duration, you can manifest a jet of elemental water. You magically shoot water in a 60-foot line that is 5 feet wide or a 30-foot cone (your choice). Each creature in the area must make a Dexterity saving throw. On a failure, a target takes 6d6 bludgeoning damage and, if it is Huge or smaller, is pushed up to 20 feet away from you and knocked prone. On a success, a target takes half the bludgeoning damage, but is neither pushed nor knocked prone. Exposed flame within the area of the jet is extinguished.

For the duration of the spell a spiral of elemental water surrounds you, fire attacks against you inflict half damage and you can cast the *shape water* and *torrent* cantrips as a bonus action while the spell lasts. (You must know these cantrips in order to cast them in this manner.)

At Higher Levels. When you cast this spell using a spell slot of 6th-level or higher, the water jet inflicts an additional 2d6 damage per slot level above 5th and can push a gargantuan sized creature.
Classes: Druid, Sorcerer

Water Lash

1st-level conjuration
Casting Time: 1 Action
Range: 30 feet
Components: V, S
Duration: Instantaneous
You create a lash of churning water that assails a creature within range. A creature that you can see that is within 30 feet of you must make a Dexterity saving throw. On a failed save, the creature takes 3d8 bludgeoning damage and you can knock it prone and pull it up to 25 feet closer to you. On a successful save, the creature takes half as much damage, and you don't pull it or knock it prone. Only a creature of size Large or smaller may be pulled by this spell.

At Higher Levels. If you cast this spell at 2nd-level or higher, you inflict an additional 1d8 bludgeoning damage for each slot level above 1st.

- If cast at 3rd-level or higher, you can pull up to a huge sized creature.
- If cast at 6th-level or higher, you can pull a gargantuan sized creature.

Classes: Druid, Sorcerer

Waterspout

7th-level conjuration
Casting Time: 1 Action
Range: 90 feet
Components: S
Duration: Instantaneous
You conjure a swirling, twisting, spout of water between two points no more than 60 feet apart within range. The area of rushing water fills an area 10 feet in radius, and up to 60 feet long, but otherwise forming a cylinder between the two points you chose, twisting and turning as you wish between the ends.

Choose one end of the spout to be the exit. Each Huge sized or smaller creature in the area must make a Strength saving throw. A flying or swimming creature makes this saving throw with disadvantage. On a failed save, a creature suffers 8d10 bludgeoning damage, is knocked prone, and is pushed through the waterspout and ejected 1d6x5 feet from the exit end. If the exit end of the waterspout is not on the ground, the creature falls from the point it was ejected to, suffering normal falling damage.

On a successful save, a creature suffers half damage, is pushed 10 feet towards the exit end, but is not knocked prone. If cast underwater, a medium or smaller creature without a swim speed is pulled through to the exit end of the waterspout even on a successful save.

At Higher Levels. If you cast this spell using a spell slot of 8th-level or higher, the damage increases by 2d10 per slot level above 7th.

Classes: Druid, Sorcerer

Watery Escape

2nd-level transmutation
Casting Time: 1 Bonus Action or 1 Reaction
Range: Self
Components: V, S
Duration: 1 round
When you cast this spell you momentarily assume a watery form. You can cast this spell as a bonus action on your turn, or as a reaction when you suffer bludgeoning, piercing, or slashing damage, or would be grappled, restrained, or knocked prone. Until the start of your next turn you have resistance to bludgeoning, piercing, and slashing damage, are immune to the grappled, restrained, and prone conditions, and can move through and enter other creature's spaces or a space as narrow as 1 inch wide without squeezing.

If cast as a bonus action, you may take the dash action as part of the same bonus action used to cast the spell. When you cast the spell as a reaction you may immediately move up to half your speed as part of the reaction.

For the duration of the spell, you can't talk or manipulate objects, and any objects you are carrying or holding can't be dropped, used, or otherwise interacted with. You also can't attack or cast spells.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, the duration increases by 1 round per slot level above 2nd. During the duration, you can take the Dash Action as a bonus action on your turn and you may use your Reaction at any point during the duration to immediately move up to half your speed. You can end the spell as a bonus action on any of your turns during the duration.
Classes: Druid, Sorcerer

Watery Weapon

conjuration cantrip
Casting Time: 1 Bonus Action
Range: Touch
Components: S, M (a drop of water)
Duration: 1 minute
When you cast this spell, you conjure a magical melee weapon of your choice formed of flowing water. You can choose the form that this melee weapon takes, but you must be proficient in the form you choose. You can use your Spellcasting Ability instead of Strength or Dexterity for the attack and damage rolls of attacks using the weapon. Regardless of the form of the weapon, you never suffer disadvantage on attack rolls using the weapon while underwater.

You may use the watery weapon as a spellcasting focus for spells involving water or water creatures. If you end your turn without the weapon in your hand, the spell ends.

The cantrip grows in power as you gain levels. The damage inflicted by the weapon increases by 1d4 when wielded underwater at 5th-level (+1d4) and again at 17th-level (+2d4). When you reach 11th-level the duration increases to 10 minutes.

> **Arcane Synergy.** If you know this cantrip, the weapon of a *wavespike* spell wielded by you inflicts additional damage when used underwater as you gain levels as described above.

Classes: Druid, Sorcerer

Waverider

4th-level transmutation (Ritual)
Casting Time: 1 minute
Range: Touch
Components: V, S, M (100gp worth of powdered silver, which the spell consumes)
Duration: 24 hours
You enchant a water vehicle you touch to grant the boat or ship the ability to move through the water on its own and enhance its ability to remain afloat.

The vessel gains a movement speed of 30 feet even with no other means of propulsion. The vehicle also will not sink unless completely destroyed. If using its normal mode of propulsion, the vehicle's movement speed is increased by 30 feet.

If you cast this spell on a vehicle every day for a year, the spell becomes permanent.

At Higher Levels. When you cast this spell using a spell slot of 7th-level or higher, the additional movement speed increases by 10 feet for each slot level above 6th.
Classes: Druid, Sorcerer, Wizard

Wave Rush

6th-level transmutation
Casting Time: 1 Bonus Action
Range: Self
Components: V, S, M (a drop of water)
Duration: Concentration, up to 1 minute
When you cast the spell, and as a bonus action on each of your turns you can transform into a wave of water that crashes through a line extending from you. The line can be up to 40 feet long, up to 15 feet wide, and up to 10 feet tall. Each creature in that area must make a Dexterity saving throw. On a failed save, a creature takes 4d8 bludgeoning damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone. Unprotected flames in the area are extinguished and you reappear in a space of your choice as the other end of the effect.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the maximum length of the line increases by 10 feet and the damage by 1d8 per slot level above 6th.
Classes: Druid, Sorcerer

Waves of Enfeeblement

5th-level necromancy
Casting Time: 1 Action
Range: Self (10ft)
Components: V, S
Duration: 1 minute
Waves of black energy emanate from you, affecting all creatures within 10 feet other than yourself. Creatures in the area deal only half damage with attacks that use Strength and have disadvantage on Strength checks and Strength saving throws while they remain in the area.

If at least two creatures are currently affected by this spell, you gain advantage on Strength checks and Strength saving throws and inflict an additional 1d4 damage with attacks that use Strength.

At Higher Levels. When you cast this spell using a spell slot of 6th-level or higher, the area of the spell increases by 5 feet and the duration by 1 minute for each slot level higher than 5th.
Classes: Warlock, Wizard

Waves of Weariness

6th-level necromancy
Casting Time: 1 Action
Range: Self
Components: V, S
Duration: Instantaneous
You emit waves of debilitating weariness in a 60-foot cube adjacent to you. Each creature in that area must make Constitution saving throw. On a failed save, a creature takes 10d8 psychic damage and suffers 1 level of exhaustion. On a successful save, it suffers half damage and is not exhausted.

At Higher Levels. When you cast this spell using a spell slot of 7th-level or higher, the psychic damage increases by 2d8 per slot level above 6th. If cast using a 9th-level spell slot a creature suffers 1 level of exhaustion on a successful save or 2 levels of exhaustion on a failure.
Classes: Warlock, Wizard

Wavespike

2nd-level conjuration
Casting Time: 1 Bonus Action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes
You conjure a weapon that appears to be molded of solid living water that lasts for the duration and moves and reforms as you command. The weapon usually resembles a trident or spear, but the form is somewhat mutable to your will. If you drop the weapon, it dissipates at the end of the turn, but you can conjure the weapon again as a Bonus Action during the duration.

You can wield the weapon as a simple melee weapon with which you are proficient. It possesses the Reach and Thrown properties (range 20/60) and inflicts 2d8 damage on a hit. Each time you hit with this mutable weapon you can choose if this damage is slashing, piercing, or bludgeoning. You can use your Spellcasting Ability modifier in place of Strength on the attack and damage rolls using the weapon. If you throw the weapon it reappears your hand after the attack is made.

For the duration of the spell, being underwater imposes no penalty on your movement or attacks using the wavespike and you gain the ability to breathe underwater. While you wield the wavespike a swimming creature provokes an opportunity attack when it enters your reach or moves move than 5 feet while within your reach. The range of a thrown weapon attack increases to 60/180 if thrown underwater.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the damage increases by 1d8 for every two slot levels above 2nd. When cast using a spell slot of 3rd or 4th-level the weapon gains a +1 bonus to hit and damage, this increases to +2 using a 5th or 6th-level slot, or +3 using a 7th-level or higher slot.
Classes: Druid, Sorcerer

Weakening Aura

2nd-level necromancy
Casting Time: 1 Bonus Action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute.
You call forth an aura of enfeeblement that momentarily drains the strength from those you strike. Each time you hit a creature with a melee attack during this spell's duration, you deal an additional 1d4 points of necrotic damage and the target deals only half damage with weapon attacks that use Strength until the end of your next turn.

At Higher Levels. If you cast this spell using a 4th-level or higher spell slot the duration increases, to 10 minutes at 4th or 5th-level, and to 1 hour at 6th-level or higher. If cast using a 3rd-level or higher spell slot the additional necrotic damage on a hit increases; to 1d6 at 3rd or 4th-level, to 1d8 at 5th or 6th-level, to 1d10 at 7th or 8th-level, and to 1d12 at 9th-level.
Classes: Warlock, Wizard

Weapon Imbuement

1st-level transmutation
Casting Time: 1 minute (Imbuement)
Range: Touch
Components: V, S, M (a weapon)
Duration: Special
You enchant a weapon you touch. For the duration, that weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage and for enduring or resisting damage. Unlike most imbuement spells, using the weapon does not require attunement by creatures other than the caster.
You must know or have the magic weapon spell in your spellbook to cast this spell.

At Higher Levels. If cast using a spell slot of 3rd-level or 4th-level, the weapon gains a +1 bonus on attack and damage rolls. An item that already possesses a bonus to hit and damage it uses its bonus, or the bonus granted by this spell, whichever is greater. The bonus to hit and damage increases to +2 if cast using a 5th or 6th-level spell slot, or a +3 bonus if a 7th-level or higher slot is used.
Classes: Wizard

Web Imbuement

3rd-level conjuration
Casting Time: 1 minute (Imbuement)
Range: Touch
Components: V, S, M (an arcane focus or bracers, gloves, or a set of rings)
Duration: Special
You touch an arcane spellcasting focus or items that are worn on your wrists or hands and imbue it with the ability to conjure sticky elastic strands. The spell lasts until the end of your next long rest. The strands are stronger than a silk rope and last for up to 1 hour. A 60-foot strand weighs 3 pounds

and can hold up to 3000 pounds. While you wear the imbued item, climbing using the strands does not cost you extra movement and you can't be caught in webs of any sort and can move through webs normally. You must know or have the *web* spell in your spellbook to cast this spell.

The item can be used to produce the following effects at will during the duration:

- When you make a check or saving throw to climb, jump, or avoid falling you can cause the item to emit a strand that attaches securely to an object or surface within range. You gain advantage on the check or saving throw and double your jump distance. This type of strand only remains in place until the end of the current turn.
- As a Reaction when another creature you see within 60 feet fails a check or saving throw to climb, jump, or avoid falling, you can cause the item to emit a strand that attaches securely a willing creature within range. Make a Strength (Athletics) check with advantage, replace the result of the creature's check or saving throw with the result of your check.
- As a Bonus Action on your turn, you may cause the item to produce a 60-foot strand that can be used as a silk rope. As part of the Bonus Action you may cause one or both ends to attach to an object or surface within 60 feet. The strand is slightly sticky, granting advantage on checks to climb using it. The strand remains in place for 1 hour, it has AC 20 and 20 hit points.
- As a Bonus Action on your turn, you may cause a strand produced by this spell to dissolve freeing a restrained or blinded creature or removing a rope strand or web effect. Alternatively, you can bind two rope strands together to fashion a longer rope.

The item can also be activated up to 4 times during the duration to cause one of the following effects:

- As an Action on your turn, you can activate the item to fire strands to bind an opponent within 60 feet. The target must succeed on a Dexterity saving throw or become Restrained for 1 hour. A creature restrained by this spell or one that can touch a restrained creature can use its Action to make a Strength check against your spell save DC. On a success, the target is freed. If another creature fails a Strength check to free the trapped creature, it must make a Dexterity saving throw. On a failure, it is also restrained by the spell, mired in the web with the original target.
- As an Action on your turn, you can activate the item to shoot a sticky glob of strands at the face of a creature within 60 feet. The target must make a Dexterity saving throw, if successful there is no effect. On a failure, the creature is Blinded and cannot speak for 1 hour. (A creature immune to the Restrained condition is immune to this effect.) A blinded creature can use an Action on its turn to make a Strength or Dexterity check versus your spell save DC, if successful it clears the glob and is freed of the effect. A creature has disadvantage on this check if it is currently Restrained.
- As an Action on your turn, you can expend 2 activations of the item to cast *web* at a point within 60 feet, these webs do not require concentration and remain for up to 1 hour.

At Higher Levels. When cast using a spell slot of 4th-level or higher, you can use the activated effects of the spell 2 additional times and the range and length of the strands or web increase by 20 feet for every slot level above 3rd.

> **Arcane Synergy.** If you have the Arcane Artificer wizard class feature, as an Action at any point during the duration you can expend a spell slot to recharge the item. When you do so, the number times the item can be activated is increased by 1 per level of the spell slot expended. Among Artificers this spell is known as Weyland's Elastic Binding Strands (W.E.B.S.), The spell was created as young Weyland's attempt to impress a Drow sorceress he was courting.

Classes: Wizard

Whirling Bands

evocation cantrip
Casting Time: 1 action
Range: 80 feet
Components: V, S
Duration: 1 round

You send bands of magical force whirling towards a creature within range. The target must make a Dexterity saving throw or suffer 1d4 force damage. A Large sized or smaller creature failing this saving throw is grappled until the end of your next turn, when the bands disappear. A creature can use its action to make a Strength (Athletics) or Dexterity (Acrobatics) check versus your Spell Save DC, freeing itself or another creature within its reach on a success. If the grappled creature fails this check, it is knocked prone. Dealing 5 slashing damage to the bands (AC = your Spell Save DC) also frees the creature without harming it, ending the effect.

A creature that is formless is immune to the grappled and prone conditions imposed by this spell and a creature that is immune to the prone condition is also immune to the grappled condition imposed by this spell.

When you cast this spell you can choose to have the damage be nonlethal, a creature reduced to 0 hit points by the spell's damage falls unconscious and is stable.

The force damage increases by 1d4 and the damage required to destroy the bands increases by 5 at 5th level (2d4 and 10), 11th level (3d4 and 15), and 17th level (4d4 and 20). Additionally, starting at 11th level the bands can expand to grapple a Huge sized or smaller creature.

Classes: Artificer, Sorcerer, Warlock, Wizard

Whispering Madness

4th-level enchantment
Casting Time: 1 Action
Range: 120 feet
Components: V
Duration: Instantaneous

You whisper an insidious word of madness that can be heard only by up to six creatures of your choice in a 40-foot cube within range. Each target that can hear you must make a Wisdom saving throw. On a failed save a target suffers 5d8 + your Spellcasting Ability modifier psychic damage and must use its reaction to make a melee attack against one creature of your choice that you can see. On a successful save the target takes 5d4 psychic damage.

Constructs and undead are immune to this spell. If you have any form of Telepathy, this spell does not require a verbal component, and a target does not have to be able to hear you if it is within range of your telepathy.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, you can either choose two additional targets or increase the damage to all targets by 1d8 on a failed save or 1d4 on a successful save for each slot level above 4th.
Classes: Warlock

Wild Blast

evocation cantrip
Casting Time: 1 Action
Range: 120 feet
Components: V, S
Duration: Instantaneous

> You must have the Wild Magic Surge feature to cast this spell.

You hurl a blast of barely controlled wild magic at a target within range. Make a ranged spell attack against the target. Being within 5 feet of a hostile creature does not impose disadvantage on this ranged spell attack. On a hit, the target takes 1d10 damage. The number rolled on the damage die determines the attack's damage type, as shown below.

d10	Damage Type
1	Psychic
2	Necrotic
3	Poison
4	Cold
5	Radiant
6	Acid
7	Thunder
8	Lightning
9	Force
10	Fire

This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10). Choose one of the d10s. The number rolled on that die determines the attack's damage type, as shown above. If you roll the same number on two or more of the d10s, the chaotic energy leaps from the target to a different target of your choice within 30 feet of it. Make a new attack roll against the new target, and make a new damage roll, which could cause the chaotic energy to leap again. Each time you roll damage for the spell after the first, reduce the number of d10s you roll by one.

When you cast this spell, you can expend one or more sorcery points, increase the damage by 1d10 per sorcery point expended in this manner, to a maximum number of sorcery points equal to your proficiency bonus. When you spend sorcery points to power the spell, if your d20 roll for any attack you make using the spell is less than or equal to the number of sorcery points you spent, roll on the Wild Magic Surge table to create a magical effect and the spell immediately ends.
Classes: Sorcerer (Wild Magic)

Wild Conduit

1st-level Transmutation
Casting Time: 1 Action
Range: Self
Components: S
Duration: 1 turn
You must have the Wild Magic Surge sorcerer class feature to cast this spell. When you cast this spell, you attempt to channel wild magic to produce a spell effect.

As part of the Action used to cast this spell, choose a sorcerer spell with a casting time of 1 Action or less that you know. You expend a combination of spells slots and sorcery points equal to or greater than the level at which you wish to cast the chosen spell. (For example, you could expend a 2nd-level slot and a 3rd-level slot, or a 1st-level spell slot and 4 sorcery points to cast a spell using a 5th-level slot.)

If you attempt to cast the chosen spell using a spell slot level above that you could normally cast, you suffer force damage equal to 1d12 points per level of the spell slot. This damage ignores resistance and immunity.

Make a Spellcasting Ability check with a DC equal to 10 + the level of the spell slot you are attempting to replicate. If you have the Controlled Chaos feature you can add your proficiency bonus to this check. On a success, you cast the chosen spell as normal. If you fail, you produce a wild magic surge (roll on the table on Page 104 of the *Player's Handbook*) and expend the spell slots to no effect.

If you provoke a wild magic surge, you regain the use of your Tides of Chaos sorcerer class feature, if applicable.

At Higher Levels. If you cast this spell using a spell slot of 2nd-level or higher, you may add the additional levels above 1st to the slot levels you expend in casting the associated spell.

> **Arcane Synergy.** If you are using the Spell Points Variant rule, when you cast this spell you can use Sorcery points and Spell Points interchangeably to cast or modify the resultant spell and you can use wild conduit to cast a spell using a spell slot of 6th-level or higher even if you've already created a spell slot of that level today.

Classes: Sorcerer (Wild Magic)

Wild Surge

evocation Cantrip
Casting Time: 1 Action
Range: Self
Components: V, S
Duration: Instantaneous
You must have the Wild Magic Surge sorcerer class feature and spend 1 sorcery point to cast this spell. You channel energy to provoke a surge of uncontrolled wild magic. Roll on the Wild Magic Surge table (PHB p.104) to determine the effect.

When you cause a Wild Surge with this spell you regain the use of your Tides of Chaos sorcerer class feature.

You can attempt to shape the Wild Surge caused by this spell when you reach higher levels, adding or subtracting 1 or more to the result of the roll on the Wild Magic Surge table at 5th-level (+/-1), 11th-level (+/-1 to 2), and 17th-level (+/-1 to 3).

Arcane Synergy. If you possess the Controlled Chaos sorcerer class feature, you may roll twice and use either modified result on the wild magic surge table.

Classes: Sorcerer (Wild Magic)

Willamina's Incessant Itching

1st-level transmutation
Casting Time: 1 Action
Range: 30 feet
Components: V, S, M (itching powder or a leaf of poison ivy)
Duration: Concentration, up to 1 minute
You induce incessant insanity provoking itching in a creature that you can see within range. The creature must make a Constitution saving throw. On a failed saving throw it is afflicted by an intense skin irritation, suffering disadvantage on attack rolls and ability checks for the spell's duration. On a successful save, the spell ends for that creature.

At the beginning of each of its turns an affected target must make a Wisdom saving throw. On a successful save it can act normally. On a failed saving throw it loses concentration on any spell or effect that requires concentration, and the creature spends its action that turn to scratch or otherwise seek relief from the itching.

A creature that does nothing on its turn but scratch or otherwise attempt to relieve the itching from the spell can make a Constitution saving throw at the end of the turn. A creature wearing medium or heavy armor or similar heavy garb which inhibits it from relieving the irritation has disadvantage on this saving throw. On a success, the spell ends for that creature.

This spell has no effect on undead, constructs, or a creature immune to the poisoned condition.

At Higher Levels. If you cast this spell using a spell slot of 2nd level or higher, you may affect an additional creature per slot level above 1st.
Classes: Druid, Warlock, Wizard

Wind Blades

4th-level conjuration
Casting Time: 1 Action
Range: 90 ft
Components: V, S
Duration: Instantaneous
You create six invisible blades formed of solidified wind. You can hurl them at one target or several. Make a ranged spell attack for each blade. You have advantage on the attack roll unless the target can see invisible objects or can sense currents of air (such as with a *stormsight* spell). On a hit the target takes 1d4 + your Spellcasting Ability modifier slashing damage.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, you may create two additional blades per slot level above 4th.
Classes: Druid, Sorcerer, Wizard

Wind Cloak

2nd-level transmutation
Casting Time: 1 Bonus Action
Range: Self
Components: V, M (a cloak or similar garment)
Duration: 10 minutes
You enchant a cloak, long coat, robe, or similar garment with elemental air. While you wear the garment your rate of descent while falling slows to 60 feet per round until the spell ends, and you can choose to move horizontally up to half this distance in any direction as you fall. If you land before the spell ends, you take no falling damage and can land on your feet.

When you cast the spell, and as a bonus action on your turn you can begin concentration on the spell causing winds to bear you aloft, granting you a fly speed of 20 feet for as long as you maintain concentration.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, the duration increases to 1 hour at 3rd or 4th-level, 8 hours at 5th or 6th-level, and 24 hours at 7th or 8th-level, and 10 days if a 9th-level spell slot is used.

Arcane Synergy. One notable practitioner is famous for casting this spell instead upon an umbrella to avoid having her skirts disarrayed.

Classes: Artificer, Druid, Sorcerer, Wizard

Wind Leap

conjuration cantrip
Casting Time: 1 Bonus Action
Range: Self
Components: S
Duration: Instantaneous
You create a quick updraft of wind directly below you that propels you upwards 10 feet. Unless you can fly, you float gently back to the ground for up to double this distance, then the effect ends. At any point during this decent, you can move horizontally 5 feet, ending the effect.

If you cast this spell as part of making a jump, increase the vertical distance you can jump by 10 feet and the horizontal distance you can cover with a leap by half this distance.

Alternatively, you can cast this spell as part of intentionally jumping down from a height to reduce the distance you drop by 20 feet for the purposes of calculating damage. If this reduces the fall to less than 10 feet you take no damage and can land on your feet.

The upward vertical movement of this spell does not provoke opportunity attacks and does not cost movement.

The strength of the updraft increases as you gain levels, increasing the distance the spell can lift you by 5 feet and the distance you can safely jump down by 10 feet at 5th level (15 feet or 30 feet down), 11th-level (20 feet or 40 feet down), and 17th level (25 feet or 50 feet down).
Classes: Cleric (Air), Druid, Sorcerer

Windbow

2nd-level conjuration
Casting Time: 1 Bonus Action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes
You conjure a bow of solidified air that summons an arrow of thunderous energy when drawn. The bow lasts for the

duration, if you end your turn without the bow in your hand it disappears, but you can conjure the bow again as a Bonus Action during the duration.

You can wield the bow as a simple Ranged weapon (range 200/800) with which you are proficient. The weapon inflicts 2d6 thunder damage on a hit. You can use your Spellcasting Ability modifier in place of Dexterity on the attack and damage rolls using the weapon.

You can force a Large or smaller target suffering thunder damage from a hit using this weapon to make a Strength saving throw or be pushed up to 20 feet. A flying creature failing this save is also knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, the weapon's range increases by 50/200 for every slot level above 2nd and the thunder damage increases by 1d6 for every two slot levels above 2nd. When cast using a spell slot of 3rd or 4th-level the weapon gains a +1 bonus to hit and damage, this increases to +2 using a 5th or 6th-level slot, or +3 using a 7th-level or higher slot.

> **Arcane Synergy.** If you cast the impel weapon cantrip you may use the *windbow* to make the ranged weapon attack. The range of the *windbow* is increased by impel weapon's range bonus.

Classes: Druid, Sorcerer

Witch Lightning

1st-level evocation
Casting Time: 1 Bonus Action
Range: 30 feet
Components: V, S, M (a twig from a tree that has been struck by lightning)
Duration: Concentration, up to 1 minute.

> You must know the *arc lightning*, *lightning lure*, or *shocking grasp* cantrip to cast this spell.

The first time you hit a target within range with an attack using an *arc lightning* or *shocking grasp* cantrip or a target fails its save versus a *lightning lure* cantrip during the duration, you inflict an additional 1d12 lightning damage and form a sustained arc of lightning between you and the target. On each of your turns for the duration, you can use a Bonus Action to deal 1d12 lightning damage to the target automatically. Once the arc is formed, the spell ends if the target is ever outside the spell's range or if it has total cover from you, or if you do not use a bonus action inflict the lightning damage from the spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the additional damage on the initial hit or failed save increases by 1d12 for each slot level above 1st.

> **Arcane Synergy.** This is an altered version of the witch bolt spell, if a creature knows that spell and a requisite cantrip it can replace that spell with this one.

Classes: Sorcerer, Warlock, Wizard

Wizard Mark

1st-level divination (Ritual)
Casting Time: 1 Action
Range: Touch
Components: V, S, M (rare inks worth 10gp which the spell consumes)
Duration: Permanent until dispelled.

You inscribe a magical mark or rune on an object or creature you touch. The mark can be visible or invisible. If an invisible mark is scribed it can be seen using *detect magic*, *see invisibility*, or *true seeing*. You can always see your own mark, even if the item or creature bearing it is disguised or transformed by magic. While within 100 feet of a marked object or creature you can use a bonus action to change the visibility of a mark. As an Action you can touch an object or creature bearing your mark to remove it, otherwise the mark can be removed with a *dispel magic* or *remove curse* spell.

If you attempt to mark a creature, the target must be willing to bear the mark or incapacitated. When you cast a spell, you can cause targets marked by you to either have advantage or disadvantage on their saving throws to resist that spell.

Your *wizard mark* provides a magical link to the target, enhancing certain spells when cast by you:

- ***Alarm.*** You can cast Alarm on a marked object, creatures other than those you designate that touch or move the object will trigger the alarm spell.
- ***Protection from Evil and Good.*** You can choose to have this spell provide protection against creatures bearing your mark.
- ***Locate Object.*** This spell has a range of 100 miles when used to detect an object bearing your mark.
- ***Clairvoyance.*** You can choose to target a creature or object marked by you within a range of 10 miles. If you target a creature, you see or hear what the creature does, if you target an object the sensor occupies the object's space.
- ***Dispel Magic.*** You have advantage on Spellcasting Ability checks to dispel magic from a creature bearing your mark, and you never dispel your own mark unless you choose to.
- ***Locate Creature.*** This spell has a range of 100 miles when used to detect a creature bearing your mark and can even locate a marked creature in a different form and across running water.
- ***Magic Circle.*** You can choose creatures bearing your mark to be one of the types of creature affected by the circle. Alternatively, you can choose exclude creatures marked by you of a type that would normally be affected by the circle from the circle's effects.
- ***Message.*** You can communicate with a creature bearing your mark using a *message* cantrip or any form of Telepathy at a distance of 1 mile, you do not have to see the target to do so.
- ***Scrying.*** A creature marked by you automatically fails the Wisdom saving throw to prevent the scrying. You may choose to target an object bearing your mark when you cast this spell, allowing you to see and hear as if the spell's sensor occupied the object's space. Likewise, a spellcaster possessing an object with your Arcane Mark is considered to have a possession or garment of yours when casting a scrying spell targeting you.

- ***Telepathic Bond.*** You can form a telepathic link with a creature bearing your mark at any range on the same plane of existence.
- ***Teleport.*** If you scribe an arcane mark in a fixed location, you can cast teleport with that destination as if you possessed an associated object.

Your *wizard mark* also enhances certain class features when used by you:

- ***Projected Ward.*** You double the range of this class feature when protecting a marked creature.
- ***Minor Conjuration.*** If it is on the same plane of existence, you can use this class feature to summon a marked item to you. The object can be no larger than 3 feet on a side and weigh no more than 10 pounds.
- ***Benign Transposition.*** You double the range of this class feature if swapping places with a marked creature.
- ***Portent.*** You do not need to see a marked creature to use this class feature to replace an attack roll, saving throw, or ability check it makes.
- ***Third Eye.*** While this class feature is active you always know the location and identity of any creature or object marked by you within 1 mile.
- ***Hypnotic Gaze.*** You can use this class feature to remove the charmed or frightened condition from a marked creature you can see within range.
- ***Instinctive Charm.*** If the attacker can choose a creature to target, it cannot choose a creature marked by you unless you allow it.
- ***Sculpt Spells.*** When you use this class feature you can choose to have all marked creatures be immune to the damage caused by the spell and to succeed on the required saving throw. You may also prevent items bearing your mark from suffering damage inflicted by your evocations.
- ***Malleable Illusions.*** You can use this class feature to cause marked creatures you choose to become immune to an illusion cast by you, the illusion becomes translucent to those creatures.
- ***Undead Thralls.*** If you have the Undead Thralls class feature you double the range at which you can mentally command a marked undead creature controlled by you.
- ***Minor Alchemy.*** It takes only 1 Action to use this class feature on a marked object, and the object remains transmuted for 1 hour without concentration.
- ***Master Transmuter.*** Major Transformation: It takes only 1 Action to use this class feature on a marked object.

When you cast a spell that allows you to select certain types of creatures, set trigger conditions, or designate authorized or unauthorized creatures you can use the presence or absence of a wizard mark as a selection criterion.
Classes: Wizard

Wood Shape

2nd-level transmutation
Casting Time: 1 Action
Range: Touch
Components: V, S
Duration: Instantaneous
You touch a wooden object of Medium size or smaller or a section of wood no more than 5 feet in any dimension and form it into any shape that suits your purpose. So, for example, you could shape a tree branch into a bow, club, idol, or box, or make a small passage through a wooden wall, so long as the wall is less than 5 feet thick. You could also shape a wood door or its frame to seal the door shut. The object you create can have up to two hinges and a latch, but finer mechanical detail isn't possible. If you have an appropriate artisan skill, a detailed sculpture or structure can be created using this spell.

This spell can be cast upon a living tree without harm, so long as the final form is sustainable.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, the size of the wooden object that can be shaped increases by 5 feet for each slot level above 2nd, to Large (10 feet) at 3rd, Huge (15 feet) at 4th, and gargantuan (20 feet +) at 5th-level or higher. When cast using a spell slot of 4th-level or higher you can cause one wooden object of medium size or smaller to become as hard as steel.
Classes: Artificer, Bard, Druid, Wizard

Word of Obeisance

2nd-level enchantment
Casting Time: 1 Bonus Action
Range: 60 feet
Components: V
Duration: Concentration, up to one minute.
You utter a word of power that assaults the mind of a creature within range with visions of your unimaginable majesty and supremacy. The creature must succeed at a Wisdom saving throw or suffer 3d6 points of psychic damage and use its Reaction to fall prostrate before you. If it succeeds on its Wisdom save the creature suffers half damage, does not fall prone, and the spell ends for that creature. A creature may voluntarily forgo the saving throw and use its Reaction to follow the command to kneel. If it does so it suffers no psychic damage.

If an affected creature takes an action or movement other than kneeling before you it suffers 3d6 psychic damage. A creature can suffer this damage only once per turn. Each time a creature suffers damage while affected by this spell it can make a Wisdom saving throw. On a success, the spell ends for that creature.

Creatures immune to the frightened condition automatically succeed at their Wisdom saving throw against this spell. Creatures that have advantage on saving throws against being frightened have advantage on their saving throw vs this spell.

At Higher Levels. If you cast this spell using a spell slot of 3rd-level or higher, you may affect one additional creature for each slot level above 2nd OR inflict an additional 1d6 points of psychic damage for each slot level above 2nd.
Classes: Bard, Sorcerer, Warlock, Wizard

Word of Succor

2nd-level enchantment
Casting Time: 1 Bonus Action
Range: 60 feet

Components: V
Duration: Instantaneous
Choose up to three creatures that you can see within range that can hear you. You can attempt to remove one condition afflicting each. The condition can be Charmed, Frightened, or Stunned. Make a Charisma (Performance) check vs the save DC of the condition, if successful, the condition ends.

You may spend a Bardic Inspiration die when you cast this spell and add the result to your Performance check.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, you can affect three additional creatures or remove one additional condition from each creature for every slot level above 2nd. If cast at 4th-level or higher the condition removed can be Paralyzed, Possessed, or Polymorphed.
Classes: Bard

Wrack
5th-level Necromancy
Casting Time: 1 Action
Range: 90 feet
Components: V, S
Duration: Concentration, up to 1 minute
Choose a creature you can see within range. The target must make a Constitution saving throw or suffer 3d12 necrotic damage and be paralyzed with excruciating, wracking pain and muscle spasms. If the save is successful the target suffers half damage, is not paralyzed, and the spell ends for that creature. At the end of each of its turns the target must make a new saving throw. If it fails the save, it suffers 3d12 necrotic damage and remains paralyzed. If successful, it suffers half damage and the spell ends for that creature.

This spell has no effect on a construct or creature immune to the Paralyzed condition.

At Higher Levels. When you cast this spell using a spell slot of 6th-level or higher, you may affect an additional creature within range for each slot level above 5th.
Classes: Cleric, Warlock, Wizard

Wraith Touch
5th-level necromancy
Casting Time: 1 Action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute
Your hand or focus becomes wreathed in the life destroying energy of a wraith. Make a melee spell attack against a creature within your reach. On a hit, the target takes 4d8 + your Spellcasting Ability modifier of necrotic damage and must succeed on Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

You may repeat this melee spell attack as an Action on each of your turns until the spell ends. For the duration of the spell you have resistance to necrotic damage and your hit point maximum cannot be reduced.

A humanoid slain by this attack rises 24 hours later as a zombie under your control, unless the humanoid is restored to life or its body is destroyed. You can have no more than twelve zombies under your control from this spell at one time.

At Higher Levels. If you cast this spell using a slot of 6th-level or higher the damage increases by 1d8 per spell slot level higher than 5th.
Classes: Sorcerer, Warlock, Wizard



Arcane Magic Items

This chapter introduces expanded rules for crafting magic items and a host of magical artifacts useful for arcane spellcasters.

Magic Item Rules

Identifying Magic Items

Magical items are wondrous and literally mystifying. For this reason, the use of the More Difficult Identification variant from the Dungeon Master's guide Identifying Magic Items section is recommended.

A Wealth of Magic

Magic is plentiful in The Arcanum, magic items are commonly bought and sold (though at times for exorbitant sums). There exist actual emporiums for the sale of magical items and Artificers willing to undertaking the creation of new items are available for commission. Arcane spellcasting can often be hired for half the normal charge or less.

Magic Item Pricing

We present standardized magical item pricing in the Arcanum sourcebooks, this is meant to be the standard for a high magic campaign. One easy way to regulate the commonality of magic items in your campaign is to adjust the price by a fixed percentage.

- Medium Magic. Increasing the price listed for all items by 50% makes items correspondingly rarer and more difficult and expensive to craft.
- Low Magic. Increase the price listed for all items by 100% and make Legendary items impossible to craft without extraordinary (deific) assistance or ultra-rare components.
- Wide Magic. In a world like Eberron, where simple magic is commonplace and a 'magical industry' exists, you could increase the price of all magic items of very rare rarity or greater by 50%, but decrease the price of uncommon or common items by 50%.

Magic Item Creation

The crafting of magic items is common in folklore and fantasy. What follows is not intended to be a comprehensive crafting system on its own, but to build upon what is presented on pages 128-129 of the *Dungeon Master's Guide* (DMG).

The creation of a magic item is a lengthy, expensive task. To start, a character must have a formula that describes the construction of the item. The character must also be a spellcaster with spell slots and must be able to cast any spells that the item can produce. A character seeking to craft a magic item must be of a minimum level based upon the rarity of the item: 3rd-level for Common or Uncommon, 6th level for Rare, 11th level for Very Rare, and 17th level for Legendary.

A character with proficiency in an artisan tool can craft certain common magical items related to that tool proficiency without being a spellcaster. A character with expertise in such a tool can craft uncommon items related to that tool and may be able to craft items of greater rarity.

Magic Item Formula

A character must have a formula that describes the construction of the item. The formula for a magical item can be discovered while adventuring or researched. Researching a new formula costs 10% of the item crafting price and time spent as if crafting an item of that cost. Modifying an existing formula in a minor way costs only 10% of the current formula cost to research the new formula (for example exchanging a spell for a similar spell in a wand).

An artificer is considered to have the formula to create a permanent version of any infusion they know, including crafting such items with a higher bonus (for example an artificer with the Enhance Weapon infusion could craft a +3 weapon as if they had the formula).

Crafting without a Formula

A character can attempt to improvise and craft an item without a formula. The character must make an Arcana check using their Spellcasting Ability or an Intelligence check using their proficiency in a related artisan tool each day they spend crafting an improvised item. The DC is based on the item's rarity: common (DC 5), uncommon (DC 10), rare (DC 15), very rare (DC 20), legendary (DC 25).

If you fail a check the materials for that day of crafting are wasted and you make no progress towards the item's completion. Keep track of failures and successes during such crafting. On your third success, you make no more checks, and can complete the item normally. On your third failure, you make no more checks, but the item may be flawed in some way determined by the DM upon completion. The successes and failures don't need to be consecutive; keep track of both until you collect three of a kind.

Such improvisation can have an advantage, if a success on such a check during the crafting exceeds the DC by 10 or more the resulting item may have an additional benefit such as the item gaining a minor property or a consumable item having additional uses or doses.

"You want a cursed item? This is how you get a cursed item" --Zook, Arcane Artificer

> **Arcane Synergy.** At the DM's option you may attempt such improvisation while crafting an item for which you have a formula. You have advantage on the ability checks made during such crafting and you can cause flaws or benefits as described above.

Magic Item Crafting Cost

The first step to enable a more concrete system of magic item crafting is to assign a more extensive pricing structure to the items. A list of recommended prices is included at the end of this chapter. The crafting price is half the cost noted on that list. There are several feats, class features, and abilities that might reduce this cost, though only the greatest cost reduction applies unless otherwise noted. You can use this list as a guideline for pricing custom magical items as well.

In addition, the Artificer section of the Arcane Classes chapter assigns prices to various infusions so that you can use these rules to craft permanent versions of many infused magical items.

As a rule of thumb, adding additional capability to an existing item is more expensive than crafting a separate item with that function. This is especially true if both items require attunement. The price for combining capabilities should be somewhere between 150% to 200% of the combined price of both items.

You can decide that certain items also require special materials or locations to be created. For example, a character might need alchemist's supplies to brew a particular potion, or the formula for a *flame tongue* might require that the weapon be forged with lava.

Magic Item Crafting Time

As listed in the DMG, a character without assistance, under normal conditions, without additional benefits can contribute 25gp towards the cost of crafting an item for each 8-hour day of labor. Other factors might accelerate this process. If you have the Arcane Artificer class feature, for example, the time is reduced to one quarter. This is best calculated as you would make four days of progress, or 100gp of progress for each day you work if you have that feature. If you have a feature that reduces the crafting cost, the reduced cost is the total you must achieve to complete an item.

Other Crafting Time Factors:

Workshop. The normal measure for progress would represent crafting that a character could do in the back room of a tavern, a cave, or any other reasonable secluded space. If you have access to better facilities the work can be performed more quickly. If you arrange to perform your crafting in a dedicated workshop or laboratory the time required could be reduced by half to or quarter or even more for particularly lavish facilities.

Rare Components. You can increase the cost by 10% to cut the crafting time by half, representing exotic materials used in the construction of the item. Additionally, the use of an exotic component might instead allow the construction of an item as if it were of a rarity one category less than normal at a cost increase of 25%.

Cooperation. Multiple qualified characters can combine their efforts to craft items, each additional character contributes a day of work towards the progress of the item with all appropriate modifiers.

Assistants. Each qualified character working on the magic item can have assistants, each assistant contributes 25gp in a day towards the item's completion. The assistants do not need to meet the level or other requirements, and the total progress provided by assistants is limited to what the supervising character could accomplish in a day of work. The cost of hiring assistants can be set by the DM, though spells such as *implement animation* and *unseen valet* can also be used as assistants.

These modifiers can drastically reduce the crafting times for magical items, and so may not be suitable for every campaign. However, since you want the characters out adventuring, not slaving away in a workshop, this does not pose a problem for a higher magic setting such as the Arcanum or Eberron.

Examples:

To construct a +2 longsword: Suggested cost for a +2 weapon is 4000gp, so construction cost is 2000gp.

- A single craftsman, with no other modifiers, would expend 2000gp in materials, and at a rate of 25gp per day, take 80 days to complete the weapon. With a single assistant, such a character could complete the work in 40 days.
- Two characters with no other modifiers working in a workshop would each contribute 50gp of progress towards the item, for total of 100gp per day. In which case, they would complete it in only 20 days.
- A single character with the Arcane Artificer class feature would contribute 4 days of progress or 100gp in a single 8-hour day. And since the crafting cost for such a character is half normal, the total crafting cost would be only 1000gp, allowing completion in 10 days. Such a character working in a workshop might contribute 200gp per day and thus complete the sword in 5 days.

Magic Item Adventures

The crafting of magical items provides a perfect opportunity for the DM to have the player characters drive the campaign in a proactive manner. Seeking rare materials, blueprints, or formulas can provide several games sessions worth of adventure material. Enemies might also seek to disrupt or sabotage their work, tempting shortcuts in the process might produce unanticipated minor properties or quirks, particular diligence and care might produce more beneficial results… The possibilities are endless.

Transferring an Enchantment

It may be possible to transfer an enchantment on one item to a new item of the same type. Transferring an enchantment works like crafting a new item, except that it requires one quarter of the usual cost to craft the new item and destroys the exiting item.

This is only possible with simpler enchantments and items that do not require specific materials in the crafting of the original item. For example the magic of mithril or adamantine armor is inherent in its material, and cannot be transferred to a new item.



Arcane Magical Items

Magic Items are listed in alphabetical order. A magic item's description gives the item's name, its category, rarity, recommended price, and its magical properties.

Magical Items

Antivenom Serum

Potion, Uncommon

A creature that drinks this vial of liquid is cured of the poisoned condition and is immune to poison damage and the poisoned condition for 1 hour.

Price: 120gp

Arcane Artificer Armor

Armor (breastplate or half plate), very rare (requires attunement by an arcane spellcaster proficient in medium armor)

Artificer's Armor is medium armor with a +2 bonus to AC. The armor has built in mechanical storage that opens to its wearer's mental command.

If you are attuned to the armor you gain the following benefits while wearing it:

The armor can be used as an arcane spellcasting focus. If you cast an Imbuement spell targeting the armor you are considered to have used a spell slot one level higher than you expended. The armor can also be the target of one infusion even though it is already magical.

The armor has six extra-dimensional compartments that open only on the wearer's command. Up to 20 pounds of material, not exceeding a volume of 4 cubic feet can be stored in each of these pockets without increasing the armor's weight. Any item in a pocket can be retrieved by hand as a Bonus Action on your turn or can be used directly as a component or focus in a spell you cast.

You are always perfectly comfortable in any temperature; you do not suffer environmental effects from extremes of heat or cold.

Price: 12000gp

Arcane Dueling Duster

Wondrous Item, rare

This long leather coat is adorned with buckles, straps, and pockets, both inside and out. While wearing the duster your AC is 14 + your Dexterity modifier unless it would normally be higher.

In addition, the wearer of the duster can access the following:

The duster contains six magical holsters. You can store a light weapon or a rod or wand in one of the duster's holsters; you can retrieve and stow up to two of these items without using an object interaction. You can use an Action to attune an item to one of the duster's six magical holsters. Thereafter, if that item is dropped or thrown it reappears in that holster at the end of your turn. That holster remains attuned to that item until you use an Action to end it. Items stored in the holsters do not add to the weight or bulk of the coat.

The many pockets of the coat function as a spell component pouch, and while they cannot contain items any larger than normal, items stored within do not add to the weight or bulk of the coat.

Price: 3000gp

Arcane Gloves

Wondrous Item, uncommon (+1), rare (+2), very rare (+3) (requires attunement by an artificer, sorcerer, or wizard)

These leather gloves are embroidered with arcane runes and sigils and can be used an arcane spellcasting focus. When you cast a spell using these gloves as a focus, you can replace the spells verbal components and material components not consumed in the casting with somatic components.

An attuned wielder wearing these gloves gains a bonus to attack and damage rolls of spells requiring melee spell attacks, determined by the item's rarity. Additionally, when you hit with a melee spell attack, you inflict additional damage equal to your Spellcasting Ability modifier. Finally, if you know the *mage hand* cantrip, you can cast and control that cantrip as a bonus action while wearing these gloves.

Price: Uncommon 1200gp, rare 4200gp, very rare 16200gp.

Arcane Shield

Shield, uncommon (+1), rare (+2), or very rare (+3)

This metal bracer can be activated as a Bonus Action or as a Reaction when you are attacked to produce a shield of pure force, the magical shield remains in place until you deactivate it (no Action required). While the shield is active, you have a +1 bonus to AC. This bonus is in addition to the shield's normal +2 bonus to AC. You must have proficiency with shields to wield an arcane shield.

Price: Uncommon 2000gp, rare 6500gp, very rare 24500gp.

Burning Spear

Weapon (spear), rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Flame Lance (Requires Attunement). As a bonus action you can cause the head of the spear to glow with heat. When you hit with an attack using the searing spear you inflict an additional 1d6 fire damage. If you make a ranged attack with the spear, it returns to your hand after the attack is completed.

When you make an attack using the spear while this effect is active, you can speak the spear's command word. The blade of the spear becomes blazingly hot and your reach increases by 5 feet. Make a melee weapon attack roll. On a hit, the target takes normal weapon damage plus an additional 4d12 points of fire damage. On a miss, the target is still seared by the intense heat suffering half this fire damage. Once this ability is activated it cannot be used again until the following dawn.

Price: 2200gp

Cloak of Charisma

Wondrous item, uncommon

This leather cloak is well cut and will subtly change form to match the attire of an attuned wearer, so as to always be the height of fashion. Your Charisma score is 19 while you wear this cloak. It has no effect on you if your Charisma is 19 or higher without it.

Price: 8000gp

Crowfather

Weapon (crossbow), rare, requires attunement by a spellcaster capable of casting find familiar

The bow of this black wood and metal light crossbow is forged to resemble the wings of a crow in flight and can be used as an arcane spellcasting focus. You gain a +2 bonus to attack and damage rolls with this magic weapon and a +2 bonus to Spell Attack rolls and Spell Save DCs when used as a focus.

You become attuned to this item via the process of casting *find familiar*, this summons a mechanical spirit to inhabit the weapon. Crowfather then becomes bonded to you as if a familiar and can change form between that of a mechanical crow or a crossbow as a Bonus Action. When using The Crowfather in crossbow form you can ignore the loading and ammunition properties as the weapon magically cocks itself and creates magical ammunition from its metal feathers. As a side effect of the attunement bond, you become covetous of small shiny objects.

You can use your Spellcasting Ability in place of Dexterity for attack and damage rolls using this weapon.

If Crowfather ever becomes lost or destroyed while attuned, you can summon it to you by casting find familiar. The Crowfather acts in all ways as a familiar except that when you take the Attack Action, you can forgo one of your own attacks to allow the Crowfather to make one attack of its own.

Price: 12000gp

Crowfather

Tiny Construct, unaligned

Armor Class 17
Hit Points 20
Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	10 (+0)	7 (-2)	12 (+1)	5 (-3)

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 15
Languages Common, Auran
Challenge ¼ (50 xp)

Antimagic Susceptibility. The Crowfather is incapacitated while in the area of an anti-magic field. If targeted by dispel magic, it must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Shapechange. The Crowfather can change its form between that of a mechanical crow or a crossbow as a Bonus Action on its turn.

False Appearance. While the Crowfather remains motionless, it is indistinguishable from a finely crafted metal statue of a crow.

Actions

Beak or Claw. *Melee Weapon Attack:* +10 to hit, reach 5ft., one target. Hit 1d4 + 6 piercing or slashing damage (this attack counts as magical for overcoming resistance or immunity)..



Custom Imbuement Focus

Varies, common

This minor item has no inherent magical power but offers an enhanced benefit when one specific wizard imbuement spell is cast upon it. When that imbuement spell is cast on this item, it is treated as being cast using a spell slot one level higher to determine its number of uses and effects. The imbuement spell the item enhances determines its form: For example, an item that enhances the *aquatic imbuement* spell might resemble a pair of boots that sprout fins when worn in the water while a focus that enhances an *imbuement of force* might resemble a portable arcane gatling gun.

Price: 100gp + 100gp per base level of the imbuement spell to be enhanced. If the item can also be used as a spellcasting focus, it can be enchanted further, granting a +1 bonus to spell attack and spell damage rolls and to any Spell Save DC of the imbuement spell it was designed for: +1000gp for a +1 bonus (uncommon), +4,000gp for a +2 bonus (rare), and +16,000gp for a +3 bonus (very rare).

Crystallized Force Shard

Weapon, Rare (requires attunement by spellcaster with the force blade spell on their spell list)

This weapon takes the form of a sword formed of magically hardened crystal that can be used as an arcane spellcasting focus. When a creature becomes attuned to the weapon it disappears, but the creature can cast *force blade* to summon a weapon of pure magical force, at will, without expending a spell slot or requiring components. The wielder must maintain concentration on the spell, but it's concentration cannot be broken as a result of taking damage.

A creature attuned to the weapon can expend a spell slot when they cast *force blade* to increase the level at which the spell is cast by the level of the spell slot expended.

If an attuned wielder dies, or if its attunement to the weapon is broken, the weapon appears at the wielder's side.

Price: 6600gp

Draught of Amazing Actuation

Potion, Rare

For 8 hours after you consume the draught you gain the effects of the amazing actuation spell:

You gain a walking, climbing, and swim speed equal to double your normal speed and you ignore difficult terrain. You can hold your breath for 4 times longer and gain the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You also quadruple your normal jump distance and reduce any falling damage you take by 20 hit points.

While the effect persists, you have advantage on Strength and Dexterity checks and saving throws and can take the Dash Action as a Bonus Action on your turn.

Price: 1350gp

Focus Rod

Rod, uncommon (+1), rare (+2), or very rare (+3) (requires attunement by a creature that can use a rod as an arcane focus)

This rod can be wielded as a magic club and grants a bonus to melee weapon and melee spell attack and damage rolls made using it. You also gain a bonus to ranged spell attack rolls and to the saving throw DCs of spells you cast using the rod as a focus. The bonus is determined by the rod's rarity.

In addition, the rod contains one of the following cantrips: *arcane flail (any), arcane blade (any), arcane lash (any),* or *ice cudgel.* While attuned to this rod you can cast the cantrip contained within at will.

Price: Uncommon 1500gp, rare 5100gp, very rare 19500gp. (Add half again as much for a matched pair of focus rods that count as a single item for the purposes of attunement, but you must wield both at once to gain their benefits. If you cast the arcane flail (any), arcane blade (any), arcane lash (any), or *ice cudgel cantrip on one of these rods the spell affects both rods for the duration.)*

Focus Staff

Staff, uncommon (+1), rare (+2), or very rare (+3) (requires attunement by a creature that can use a staff as an arcane focus)

This staff can be wielded as a magic quarterstaff and grants a bonus to melee weapon and melee spell attack and damage rolls made using it. You also gain a bonus to spell attack rolls and to the saving throw DCs of spells you cast using the staff as a focus. The bonus is determined by the staff's rarity.

In addition, the staff contains one of the following cantrips: *arcane staff, frost spike, shadowstaff, arcane spear,* or *arcane pike.* While attuned to this staff you can cast the cantrip contained within at will.

Price: Uncommon 1500gp, rare 5100gp, very rare 19500gp.

Light Tube

Wondrous item, common

This is a simple mechanical tube made of metal with a permanent magical light and a mirror contained within. The aperture of the tube can be opened and closed with a switch as a Bonus Action. The light illuminates a 60-foot cone with bright light and dim light for an additional 60 feet. A common adaptation of this item is made to be attached to the foregrip of a crossbow or firearm.

Price: 75gp.

Mage Dust

Potion, Uncommon

For 1 hour after inhaling this magical glowing powder, you can *detect magic* as the spell.

If you inhale two doses of this magical powder at once it enhances your spellcasting and induces a state of euphoria. For 1 hour, when you make a damage or healing roll or a spellcasting ability check for a spell while under this doubled effect you may roll a d4 and add the result to the check or damage or healing. In addition, when a target makes a saving throw versus a spell you cast while under this effect, it must roll a d4 and subtract the result from the roll. After the effects of this doubled dose wears off, you must make a DC 13 Constitution saving throw or gain 1 level of exhaustion.

Repeated use of the doubled dose of this potion is known to become addictive.

Price: 100gp

Magic Mirror

Wondrous item, uncommon

This magic item always takes the form of a small hand-held mirror with a rune on the reverse side. You can use this

mirror as an Action to contact another magic mirror by tracing the rune of the other mirror on the surface, the target mirror chimes softly, and an image of your mirror's rune appears on its surface. The holder of the other mirror can use their Action to activate their mirror. You can each see and hear everything reflected in the other mirror, until one holder uses an Action to cancel the connection. The gnomish consortium that manufactures most of these items markets the device as the gMirror.
Price: 700gp

Mana Draught
Potion, uncommon
A creature with the Spellcasting class feature can consume this potion to regain some of its magical energy. Roll 1d4+1, you regain expended spell slots with a combined level equal to or less than the result. A sorcerer that consumes this potion can regain sorcery points in place of some or all of the spell levels restored by the potion.

A creature can safely consume this draught only once between long rests. If you consume an additional potion of this type before you finish your next long rest, you must make a Constitution saving throw. The DC is 10 + 5 times the number of potions you have consumed since you finished you last long rest. On a failed saving throw you suffer one level of exhaustion.

For some unknown reason this potion does not function to restore spell slots gained from the Pact Magic class feature or uses of innate spells, such as those from racial traits.
Price: 320gp

Booming Instrument
Wondrous item, uncommon
This type of magical instrument takes various forms, but always of a type of instrument meant to be played loud! If you are proficient with the instrument, you can use it to cast the *thunderous tune* cantrip. If you already know this cantrip, you inflict an additional 1d6 damage when you cast it using this instrument.
Price: 1000

Penumbra Cloak
Wondrous item, uncommon
While wearing this cloak you may pull up the hood to cause light levels in a 10-foot radius to be reduced by one level. (Bright light becomes dim, dim light becomes darkness.) The wearer of a Penumbra Cloak suffers no detrimental effects from Sunlight Sensitivity.
Price: 550gp

Perpetual Teleportation Circle
Wondrous item, rare
This is a magical circle of metal with a unique sigil inlaid in a floor. Once constructed the Perpetual Teleportation Circle may be used as a permanent teleportation circle. However, when you cast *teleportation circle* on this item it creates a link with the destination teleportation circle. It may be activated as an Action thereafter to travel to that location without further spellcasting. The destination can be changed by another casting of *teleportation circle*.
Price: 20000gp

Planar Key
Wondrous Item, Uncommon
When you cast the *demiplane* spell you can use this key as an additional material component. When used as such the key gains the ability to cast the *demikey* spell once before it leaves the *demiplane*, but only from within the destination *demiplane* and only to cause a door to appear that leads back to the location from which the spell was cast. Additionally, if the key is used as a material component in the casting of a *demiplane* or *demikey* spell, it can create a door to or from any *demiplane* created using that key as a component. Also, if used as an additional component to cast *magnificent mansion*, you can cause any *demiplane* the key could connect to be able to be accessed via doorways within the mansion.

Additionally, as an Action you can attune the key to your current location. You can use the key as a component when you cast *plane shift* to cause the spell to transport you unerringly to that location. The key can be attuned to only a single location in this manner.
Price: 800gp

Plate Armor of Instant Girding
Armor (plate), rare (requires attunement)
While wearing this armor, you gain a +1 bonus to AC. As a Bonus Action while attuned, you can summon the armor from anywhere on the same plane, becoming instantly attired in the plate mail.
Price: 2500gp

Potion of Efficacious Effervescence
Potion, common
For 8 hours after consuming this potion the imbiber suffers none of the detrimental effects of exhaustion. At the end of 8 hours the target must make a Constitution saving throw with a DC equal to four times the target's current level of exhaustion. If the save fails, the target's level of exhaustion increases by one step. This potion does not remove exhaustion; it simply suspends the penalties during the effect.
Price: 50gp

Raven Cloak
Wondrous item, rare (requires attunement)
While wearing this cloak of black feathers, you can speak with birds and other avian creatures. You can grip the edges of the cloak with both hands and use it to fly at a speed of 40 feet, transforming your arms into black feathered wings. If you ever fail to grip the cloak's edges while flying in this way, you lose this flying speed.

While wearing the cloak, you can use your Action to *polymorph* yourself, transforming into a raven. While you are in the form of the raven, you retain your Intelligence, Wisdom, and Charisma scores. This transformation lasts until the next dawn or dusk or until you end it as a Bonus Action. The cloak can't be used this way again until wearer completes a long rest.

This cloak always looks pristine, even to the point of re-growing feathers and repairing any damage at the next dawn or dusk.

Price: 8000gp

Ring of Amazing Actuation

Ring, very rare, (requires attunement)

While wearing this ring, you gain a walking, climbing, and swim speed equal to double your normal speed and you ignore difficult terrain. You can hold your breath for 4 times longer and gain the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You also quadruple your normal jump distance and reduce any falling damage you take by 20 hit points. While you wear the ring, you have advantage on Strength and Dexterity checks and saving throws and can take the Dash Action as a Bonus Action on your turn.
Price: 20000gp

Ring of Dexterity

Ring, rare (requires attunement)

This ring is usually carved from the bone of a falcon or similar agile creature. Your Dexterity score is 19 while you wear this ring. It has no effect on you if your Dexterity is 19 or higher without it.
Price: 10000gp

Shadowed Blade

Weapon, Rare (requires attunement by spellcaster with the shadow blade spell on their spell list)

This weapon takes the form of a shortsword forged of a strange translucent black metal that can be used as a spellcasting focus. When a creature becomes attuned to the weapon it disappears, but the creature can cast *shadow blade* to summon a weapon of shadow, at will, without expending a spell slot or requiring components. The wielder must maintain concentration on the spell, but it's concentration cannot be broken as a result of taking damage.

A creature attuned to the weapon can expend a spell slot when they cast *shadow blade* to increase the level at which the spell is cast by the level of the spell slot expended.

If an attuned wielder dies, or if its attunement to the weapon is broken, the weapon appears at the wielder's side.
Price: 6600gp

Shard Concentrate

Potion, Common

This magical concoction was originally developed by arcanum alchemists studying the properties of Eberron Dragonshards. While the alchemists did develop a method of replicating the properties of the glowing dust, the method proved no less costly than acquiring and refining the shards normally.

When casting a spell requires that expenditure of a material component, you can use Shard Concentrate in place of any spell component that has a cost, unless the DM says otherwise. The dust can also be used as a somewhat universal component in the creation of many magical items.
Price: Usually sold in 50gp packets.

Shardcaster Wand

Wand, uncommon (+1), rare (+2), or very rare (+3) (requires attunement by a creature that can use a wand as an arcane focus)

While attuned to this wand you can cast the *shardcaster* cantrip at will and you gain a bonus to attack and damage rolls using the *shardcaster* cantrip. You also gain a bonus to spell attack rolls and to the saving throw DCs of spells you cast using the wand as a focus. The bonus is determined by the wand's rarity.

In addition, you ignore half cover when making a spell or *shardcaster* attack using the wand.
Price: Uncommon 1500gp, rare 5100gp, very rare 19500gp. (Add half again as much for a matched pair of wands that count as a single item for the purposes of attunement, but you must wield both



at once to gain their benefits. If you cast shardcaster on one of these matched wands it affects both wands for the duration.)

Shoulree's Crown

Wondrous item, each stone very rare, Legendary if all stones are together (requires attunement)

This magic item consists of a set of six ioun stones crafted in the age of legends by an ancient elven sorceress. Any number of the stones that make up the crown may be attuned using a single attunement slot. You can use an attuned stone as a crystal arcane focus.

Strength (Very Rare). Your Strength score increases by 2, to a maximum of 20, while this shining white mithral rhomboid orbits your head.

Agility (Very Rare). Your Dexterity score increases by 2, to a maximum of 20, while this deep red ruby sphere orbits your head.

Fortitude (Very Rare). Your Constitution score increases by 2, to a maximum of 20, while this dark adamantine rhomboid orbits your head.

Intellect (Very Rare). Your Intelligence score increases by 2, to a maximum of 20, while this opal sphere orbits your head.

Insight (Very Rare). Your Wisdom score increases by 2, to a maximum of 20, while this incandescent blue sapphire sphere orbits your head.

Leadership (Very Rare). Your Charisma score increases by 2, to a maximum of 20, while this brilliant green emerald sphere orbits your head.

- If you attune to the three stones that make up the physical attributes your physical ability score maximums increase by 2 and you no longer need to eat, drink, or sleep.
- If you attune to the three stones that make up the mental attributes your mental ability score maximums increase by 2 and you gain advantage on saving throws against spells and magical effects..
- If you attune to all six stones of the crown you also gain the benefits of an Ioun Stone of Mastery: Your proficiency bonus increases by 1 while all 6 stones of Shoulree's Crown orbit your head.

Price: 4000gp individually, 24000gp for the 3 physical or 3 mental stones as a set, 70000gp for the full set. (These stones cannot be crafted using normal magical item crafting methods.)

Spellbane Shackles

Wondrous item, uncommon

You can use an Action to place these shackles on an incapacitated creature. The shackles adjust to fit a creature of Small to Large size. In addition to serving as mundane manacles, the shackles prevent a creature bound by them from casting spells.

You and any creature you designate when you use the shackles can use an Action to remove them. Once every 30 days, the bound creature can make a DC 30 Strength (Athletics) check. On a success, the creature breaks free and destroys the shackles.

Price: 1000gp

Spellbow

Weapon (longbow), rare (requires attunement by and arcane spellcaster proficient in the bow)

This magical weapon resembles an ornate longbow with a spherical crystal set where the knock would be. When you ready the weapon a shimmering arrow of pure magical force appears on a magical string. You ignore the ammunition property of the weapon and gain a +1 bonus to attack and damage rolls made with this magical weapon. A weapon attack inflicts 1d8 force damage on a hit.

You may use this item as an arcane spellcasting focus. When used as an arcane focus it grants a +1 bonus on ranged spell attack rolls and spell damage rolls.

Proficiency with a longbow or shortbow allows you to add your proficiency bonus to the attack roll for any attack you make with it. You may use your Spellcasting Ability modifier on weapon attack and damage rolls using this weapon.

Price: 2800gp

Spell in a Bottle

Potion, uncommon

This potion acts as a medium for a spell. A spell of 4th level or lower with a casting time of 1 action, a range of Self or Touch that targets a living creature, and that has a duration of 1 minute or longer can be cast upon the potion vial instead of the normal target. When a spell is cast on the potion in this manner, it has no immediate effect, the spell is suspended, and the liquid takes on an appearance unique to the spell.

When that potion is imbibed, the spell effect is cast with the drinker as the target. The spell uses the original caster's save DC and Spell Attack Modifier, does not require concentration, but otherwise acts as if cast by the imbiber.

Price: 100gp per maximum level of the spell

Spellweave Robe

Wondrous item, very rare (requires attunement by a wizard or sorcerer)

This silken robe is sensitive to arcane energies. You can weave the effect of a spell that targets only yourself into the fabric of the robe as you cast it, the spell lasts for double the normal duration and does not require concentration. The robe can only sustain a single spell in this manner, if another spell is woven into it during the duration, the original spell ends. The robe acts as the material component for any spell woven into it, negating the need for the spell's normal material component.

The appearance of the robe changes, reflecting the spell woven into it at the time. A robe with a *mage armor* spell might acquire a more martial appearance with padded shoulders and a phantom breastplate, while a *false life* spell might cause shadowy vapors to roll off it, and a *haste* spell cause the robe to shimmer as you move.

Price: 12000gp

Sonic Apparatus

Wand, common

This small wand sized mechanical instrument can be used to project a field of energy that will substitute for most sorts of tool. It grants advantage on checks when used to function as tinker's tools or thieves' tools. It can also be wielded as a wand arcane focus and replaces both verbal and material

components with a cost of less than 200gp when used in this way.
Price: 220gp

Staff of Chromatic Power

Staff, very rare, (Requires attunement by a sorcerer or wizard)
This magical staff is topped with a diamond shard. This staff can be wielded as a magical quarterstaff that grants a +1 to hit and damage. You also have a +1 bonus to hit on spell attack and damage rolls when casting a chromatic spell while holding this staff.

This staff has 15 charges for the following properties. While holding it you can use an Action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability modifier: *chromatic orb* (1 or more charges), *chromatic smite* (1 or more charges), *chromatic emanation* (3 or more charges), *chromatic wall* (5 or more charges), *chromatic field* (7 charges). You can expend up to 7 charges on a spell, the level the spell is cast at equals the number of charges expended.

The staff regains 1d6 + 7 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff becomes a non-magical quarterstaff.
Price: 24000gp

Talisman of Understanding

Wondrous item, rare (requires attunement)
Your Wisdom score is 19 while you wear this talisman. It has no effect on you if your Wisdom is 19 or higher without it.
Price: 10000gp

Thundering Wargong

Shield, uncommon (+1) (requires attunement by a bard proficient in the use of shields)
This musical instrument can be wielded as a shield. A creature gains a +1 bonus to Armor Class while wielding this shield.

An attuned wielder can strike the wargong with a bludgeoning weapon it is also wielding as part of the same bonus action used to grant a Bardic Inspiration die. The next time the wielder hits with a weapon attack using that bludgeoning weapon it can roll a die of the same type granted by its Bardic Inspiration and add the result as additional thunder damage.

When an attuned wielder starts a Countercharm performance it can expend a bard spell slot. Until the end of its next turn, or until the performance ends, the wielder and all friendly creatures affected by the performance inflict an additional 1d4 thunder damage per level of the spell slot expended when they hit with a weapon attack or unarmed strike. If the wielder has the Warrior Poet feat the thunder damage granted during a Countercharm performance increases by 1d4.

A wargong is made from the metal shield of a defeated enemy. Wielding a shield increases your Armor Class by 2. You can benefit from only one shield at a time.
Price: 2500gp

Wand of Shocking Bolts

Wand, rare, (Requires attunement by a spellcaster)
This wand has 7 charges. While holding the wand, you can use an Action to expend 1 or more of its charges to cast the shocking bolts spell (ranged spell attack bonus +7) from it. For 1 charge, you cast the 2nd-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the wand disappears in a shower of harmless sparks.
Price: 9000

Welding Wand

Wondrous Item, common
This slender metal wand can be used to weld metal or cut objects. As a bonus action you can cause a 1-foot-long jet of flame or arc of lightning to emerge from the tip of this implement. You can end the effect with a bonus action. While this effect is active, it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

You can use the effect weld together metal objects at a rate of 1 cubic inch per round (6 seconds). If used to mend a broken metal object, the weld is flawless and as strong as the original object.

You can use this effect as a simple weapon with the finesse property that deals 1d6 fire or lightning damage on a hit. When used to cut an object, the wand inflicts an additional 1d6 damage against unattended objects or structures.

An artificer with the Spellcasting feature can use the wand as a spellcasting focus and can use their Spellcasting Ability instead of Strength or Dexterity for the attack and damage rolls of melee attacks using the welding wand.
Price: 120gp

Wind Horn

Wondrous item, uncommon
This musical instrument has 3 charges. While you are playing it, you can use an action to expend 1 charge from the instrument to cast the *gust of wind* spell (save DC 13) from it. The instrument regains all expended charges daily at dawn.
Price: 1500gp

Lesser Magical Runes

Commonly known as Lesser Runes, these Magical Runes are single use magical items similar to a potion or a scroll that usually produces a spell effect. Runes are designed to be inscribed upon either an item or a creature, using ink similar to henna, once used the design fades away. The intended item or creature must be present for the entire process of enchantment. A given item or creature may have only a single rune of the same type inscribed upon it.

Spell Rune

Rune (scroll), varies
A spell rune is simply a scroll inscribed on your body. You use it in the same manner as a spell scroll (see DMG p. 200). While you remain alive, only you can use a spell rune inscribed on your flesh.

Price: 0-level 10gp, 1st-level 40gp, 2nd-level 80gp, 3rd-level 160gp, 4th-level 320gp, 5th-level 640gp, 6th-level 1280gp, 7th-level 2560gp, 8th-level 5120gp, 9th-level 10240gp.

Feather Rune

Rune, common

This rune is inscribed on a creature. This rune activates whenever you fall more than 10 feet to cast *feather fall* targeting you. You must know or have the *feather fall* in your spellbook to scribe this rune.

Price: 80gp

Life Saving Rune

Rune, common

This rune is inscribed on a creature. This rune activates whenever you are dying at the start of your turn. You automatically stabilize. You must know or have the *spare the dying* or *transfer health* cantrip in your spellbook to scribe this rune.

Price: 80gp

Rune of Actuation

Rune, rare

This rune is inscribed on a creature. You can trigger it as a Bonus Action to cast *amazing actuation* with a duration of 8 hours. You must know or have the *amazing actuation* spell in your spellbook to scribe this rune.

Price 640gp

Rune of Aegis

Rune, uncommon (+1), rare (+2)

This rune is inscribed on a suit of armor or shield and triggered by the wielder as a Bonus Action to cast *magic armor* on the item. The armor or shield is considered magical and grants a +1 bonus to AC for 1 hour (no concentration required). A more powerful version of the rune exists, granting a +2 bonus to AC. You must know or have the *magic armor* spell in your spellbook to scribe this rune.

While the armor or shield bears the rune, it counts as magical for enduring or resisting damage even when the rune is not active.

Price: 320gp (+1), 1280gp (+2)

Rune of Animation

Rune, uncommon (Tiny or Small), rare (Medium or Large)

This rune is inscribed on an object of Tiny or Small size and upon a creature. You can activate the rune on yourself as a Bonus Action to animate that object if it is within 120 feet, as described in the animate object spell. The object remains animated for 24 hours (no concentration required). A more powerful version of this rune exists that can animate a Medium or Large size object. You must know or have the *animate object* or *tiny servant* spell in your spellbook to scribe this rune.

Price: 320gp (Tiny or Small), 640gp (Medium or Large)

Rune of Blinking

Rune, rare

This rune is inscribed on a creature. You can activate it as a Bonus Action to cast *blink* on yourself with a duration of 10 minutes (no concentration required).

You must know or have the *blink* spell in your spellbook to scribe this rune.

Price 320gp

Rune of the Claw

Rune, uncommon (+1), rare (+2)

This rune is inscribed on a creature. You can trigger it as a Bonus Action to cast *alter self* on yourself, with the Natural Weapons option. Your unarmed strikes deal 1d6 bludgeoning, piercing, or slashing damage (chosen when the rune is inscribed), and your natural weapons and unarmed strikes are considered magical and gain a +1 bonus to hit and damage for 1 hour (no concentration required). A more powerful version of the rune exists, granting a +2 bonus to hit and damage and increasing your unarmed damage to 1d8.

You must know or have the *alter self* spell in your spellbook to scribe this rune.

Price: 160gp (+1), 640gp (+2)

Rune of Eldritch Armor

Rune, common

This rune is inscribed on a creature. You can activate the rune to cast *mage armor* on yourself. Your AC becomes 13 + your Dexterity modifier until the end of your next long rest. The spell is suppressed, but does not end, if you don armor. You can dismiss the spell as a Bonus Action. You must know or have the *mage armor* spell in your spellbook to scribe this rune.

> **Arcane Synergy.** A Rune of Aegis can be combined with a Rune of Eldritch Armor. The the AC provided is increased by the Aegis Rune bonus..

Price 80gp

Rune of the Elements

Rune, uncommon

This rune is inscribed on a weapon or a container containing arrows, bolts, or bullets. The wielder of the weapon or the bearer of the quiver or container can activate the rune as a Bonus Action to cause the weapon or ammunition drawn from the container to inflict an extra 1d6 damage on a successful weapon attack. The magic persists for 1 hour or until 20 pieces of ammunition have been drawn from the container. The extra damage is acid, cold, fire, lightning, or thunder, chosen when the rune is inscribed. You must know or have a spell that inflicts the appropriate damage type in your spell book to scribe this rune to inflict that damage type..

Price 320gp

Rune of Energy Protection

Rune, uncommon

This rune is inscribed on a creature to grant resistance to a single type of damage. Choose acid, cold, fire, lightning, or thunder when the rune is inscribed. The first time the creature suffers damage of that type the rune activates and grants resistance to the damage for 1 hour (no concentration

required). You must know or have the *protection from energy* spell in your spellbook to scribe this rune.
Price 320gp

Rune of Enhancement

Rune, uncommon (+1), rare (+2)
This rune is inscribed on a weapon and triggered by the wielder as a Bonus Action to cast *magic weapon* on the item. The weapon is considered magical and grants a +1 bonus to hit and damage for 1 hour (no concentration required). A more powerful version of the rune exists, granting a +2 bonus to hit and damage. You must know or have the *magic weapon* spell in your spellbook to scribe this rune.

While the weapon bears the rune, it counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage and for enduring or resisting damage even when the rune is not active.
Price: 160gp (+1), 640gp (+2)

Rune of Escape

Rune, uncommon
This rune is inscribed on a creature. You can activate it as a Bonus Action gain the effects of the *expeditious retreat* and *jump* spells for 1 hour (no concentration required). During this time, on any turn that you take the Dash action you are also considered to have taken the Disengage Action. You must know or have the *expeditious retreat* and *jump* spells in your spellbook to scribe this rune.
Price: 160gp

Rune of Expertise

Rune, rare
This rune is inscribed on a creature. You can activate the rune as a Bonus Action to gain the effects of the *skill empowerment* spell. The spell lasts for 1 hour (no concentration required). You must know or have the *skill empowerment* spell in your spellbook to scribe this rune.
Price: 1280gp

Rune of Flight

Rune, uncommon
This rune is inscribed on a creature. You can activate the rune as a Bonus Action to gain the effects of a *fly* spell. The spell lasts for 1 hour (no concentration required). You must know or have the *fly* spell in your spellbook to scribe this rune.
Price: 320gp

Rune of Greater Invisibility

Rune, rare
This rune is inscribed on a creature. You can activate it as a Bonus Action to become invisible for 1 minute (no concentration required). Anything you are wearing or carrying is invisible as long as it is on your person. You must know or have the *greater invisibility* spell in your spellbook to scribe this rune.
Price: 640gp

Rune of Imperviousness

Rune, rare
This rune is inscribed on a creature to grant resistance to bludgeoning, piercing, and slashing damage. You can activate it as a Bonus Action to provide its protection for 10 minutes (no concentration required). You must know or have the *stoneskin* spell in your spellbook to scribe this rune.
Price: 640gp

Rune of Invisibility

Rune, uncommon
This rune is inscribed on a creature. You can activate it as a Bonus Action to become invisible for 1 hour (no concentration required). Anything you wear, or carry is invisible with you. The effect ends early if you attack or cast a spell. You must know or have the *invisibility* spell in your spellbook to scribe this rune.
Price: 160gp

Rune of Mystic Sight

Rune, uncommon
This rune is inscribed on a creature. You can activate it as a Bonus Action gain the effects of the *detect magic* and *see invisibility* spells for 8 hours (no concentration required). You must know or have the d*etect magic* and *see invisibility* spells in your spellbook to scribe this rune.
Price: 160gp

Rune of the Ogre

Rune, uncommon
This rune is inscribed on a creature. As a Bonus Action you can activate it to magically increase in size, along with anything you are wearing or carrying. You become size Large, your Strength becomes 19 unless it would otherwise be higher, you gain temporary hit points equal to your level, double the weapon damage dice on Strength-based weapon attacks, increase your Reach by 5 feet, and make Strength checks and Strength saving throws with advantage. If you lack the room to become Large, you attain the maximum size possible in the space available.

The size increase lasts for 1 hour. You can revert to your normal size earlier by using a Bonus Action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die. You must know or have the *enlarge* spell in your spellbook to scribe this rune.
Price: 160gp

Rune of Passage

Rune, rare
This rune is inscribed on a surface. You or any creature that you choose when scribing the spell can activate the rune to cast *passwall* on the surface as a Bonus Action. The passage lasts for 8 hours, you or any indicated creature can activate or deactivate the spell as a Bonus Action during the duration. This rune is often accompanied by a painting of a passageway that appears and disappears as the spell is activated or deactivated.
Price: 1280gp

Rune of Retrieval

Rune, uncommon

This rune is inscribed on an item of up to 100 pounds and a matching rune is inscribed upon a creature. You can activate the rune as a Bonus Action to cause the item to instantly teleport to your hand or at your feet. If this is inscribed on a suit of armor, you can be instantly garbed in the armor. The rune fails if the item is not on the same plane of existence. The rune functions once before the magic is expended. You must know or have the *misty step* spell in your spellbook to scribe this rune.
Price: 160gp

Rune of the Sea

Rune, uncommon
This rune can be inscribed on a creature. You can trigger it as a Bonus Action to cast *alter self* on yourself, with the Aquatic Adaptation option, adapting your body to an aquatic environment, You can breathe underwater and gain a swimming speed equal to your walking speed until the end of your next long rest (no concentration required). You must know or have the *alter self* spell in your spellbook to scribe this rune.
Price: 160gp

Rune of Speed

Rune, uncommon
This rune is inscribed on a creature. You can activate it as a Bonus Action to increase its speed. When you activate this rune, you gain the effect of the *haste* spell for 1 minute (no concentration required). You must know or have the *haste* spell in your spellbook to scribe this rune.
Price: 320gp

Rune of Striding

Rune, common
This rune is inscribed on a creature. You can activate it as a Bonus Action to cast *longstrider* on yourself. Your speed increases by 10 feet until the end of your next long rest. You must know or have the *longstrider* spell in your spellbook to scribe this rune.
Price: 80gp

Rune of Supernatural Protection

Rune, common
This rune is inscribed on a creature to grant the benefits of a *protection from evil and good spell* against a single type of creature chosen when the rune is inscribed: aberrations, celestials, elementals, fey, fiends, or undead. The spell is triggered when the chosen type of creature attempts to attack or to charm, frighten, or possess the bearer. The spell remains active for 1 hour (no concentration required). You must know or have the *protection from good and evil* spell in your spellbook to scribe this rune.
Price: 80gp

Rune of Teleportation

Rune, rare
This rune is inscribed on a creature. You can activate this rune as a Bonus Action to teleport to a permanent Teleportation Circle designated when the rune is inscribed. You can bring along objects as long as their weight doesn't exceed what you can carry. You can also bring one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you activate the rune. You must know or have the *teleportation circle* spell in your spellbook to scribe this rune.
Price: 1280gp

Rune of Understanding

Rune, common
This rune is inscribed on a creature. You can activate the rune as a Bonus Action to gain complete comprehension of all languages for the next 8 hours. During this time, you understand the literal meaning of any spoken language that you hear, and you also understand any written language that you see. You must know or have the *comprehend languages* spell in your spellbook to scribe this rune.
Price: 80gp

Rune of Warding

Rune, common or uncommon
This rune is inscribed on an object that can be closed (such as a book, a scroll, or a pack), a container such as a scabbarded sword, or an object that can be carried. You decide who is authorized to use or open the object when you inscribe the rune. In addition, you can set a command word that deactivates the rune until reactivated with another word. The rune is triggered if an unauthorized person opens the object, attempts to draw the weapon, or moves the object more than 10 feet. When the rune is triggered it causes either an audible alarm to sound for 8 hours (common) or the item to be affected by an arcane lock for 8 days (uncommon). You must know or have the *alarm* or *arcane lock* spell in your spellbook to scribe this rune.
Price: 80gp (common), 160gp (uncommon)

Trigger Rune

Rune, common
This rune does nothing on its own. Instead, once inscribed upon a creature a spell can be cast upon the rune. That spell then gains a duration of until triggered or dispelled. Only spells of 5th level or lower with a range of self that can be cast as a Reaction can be stored within a trigger rune. The first time the event occurs that would allow you to cast that spell, the rune is triggered, and the spell is cast, without you using a Reaction to cast it.
Price: 80gp

Magical Tattoos

A magical tattoo is a permanent magical item inscribed upon the skin of a creature. The tattoo may be used only by the creature it is inscribed upon and that creature must be present during the entire process of enchantment.

Armor Tattoo

Tattoo, uncommon
This permanent tattoo takes the form of a stylized badge or crest of arms on your chest. As an Action on your turn, you can cause a suit of armor you are wearing and with which you are proficient to disappear; the tattoo then changes to

include a stylized representation of that sort of armor within the badge. While the armor remains a tattoo, you can use an Action on your turn to cause it to reappear on your person, instantly donned.
Price: 1000gp

Augmenting Tattoo

Tattoo, very rare (requires attunement)
While attuned to one of these tattoos you gain the listed benefit. Each tattoo is a separate magical item requiring attunement.

Agility. Your Dexterity score increases by 2, to a maximum of 20.

Fortitude. Your Constitution score increases by 2, to a maximum of 20.

Insight. Your Wisdom score increases by 2, to a maximum of 20.

Intellect. Your Intelligence score increases by 2, to a maximum of 20.

Leadership. Your Charisma score increases by 2, to a maximum of 20.

Strength. Your Strength score increases by 2, to a maximum of 20.
Price: 3500gp

Darkseer Tattoo

Tattoo, uncommon
You have darkvision out to a range of 60 feet. If you already have darkvision, the tattoo increases its range by 60 feet.
Price: 1700gp

Defensive Tattoo

Tattoo, Rare
While your forearms are adorned with this tattoo you gain a +2 bonus to AC if you are wearing no armor and using no shield. The bonus from this tattoo is not cumulative with that provided by *bracers of defense.*
Price: 6000gp

Familiar Tattoo

Tattoo, common
You must have a familiar to benefit from this tattoo. A representation of your familiar's current form is inscribed on your skin and your familiar disappears, magically existing within the tattoo. As a Bonus Action on its turn while in tattoo form your familiar can emerge from the tattoo and assume its normal form. As a Bonus Action while in familiar form it can touch you and transform into the tattoo. While in tattoo form the familiar possesses all of its normal senses and can see and hear what is occurring around its master (as long as the tattoo is not covered by clothing, etc.) but can take no Action other than to use a Bonus Action to emerge from the tattoo. While the familiar is in its normal form the tattoo changes to a stylized representation of your familiar.
Price: 480gp

Focus Tattoo

Tattoo, common, uncommon (+1), rare (+2), or very rare (+3) (requires attunement)
Designed to channel the power of arcane spells, once inscribed upon your flesh you can use this tattoo as a spellcasting focus. This tattoo is commonly inscribed occupying a hand or arm, but a rune or third eye upon the forehead is not uncommon. Such a tattoo can be further enhanced, using special inks and techniques the tattoo can be made to substitute for costly material components as well. For costly components that are not consumed in the casting the additional cost is equal to the price of the components. For components that are consumed in the casting, the additional cost is equal to 10 times the material component cost.

The focus tattoo can also be enchanted to grant a bonus to spell attack rolls and spell save DC as determined by the tattoo's rarity. You must be attuned to the tattoo to gain the bonus to spell attack rolls and save DCs.
Price: Common 80gp, Uncommon 1280gp, rare 4880gp, very rare 19280gp (+Special)

Protective Tattoo

Tattoo, rare (requires attunement)
You gain a +1 bonus to AC and saving throws while attuned to this tattoo.
Price: 4000gp

Runic Tattoo

Tattoo, uncommon
This tattoo has no inherent magical power but offers an enhanced benefit when the *imbue lesser rune* or *imbue true rune* spell is cast upon it to produce one specific lesser rune or true rune chosen when the tattoo is created. When the associated spell is cast on this tattoo, the casting time is reduced to 1 Action and it does not require components.
Price: 50gp + 50gp per base level of the imbuement spell required.

Shield Tattoo

Tattoo, uncommon
This permanent tattoo takes the form of a stylized shield on the bearer's forearm. As a Bonus Action on your turn, you can cause any shield you are holding to disappear; the tattoo then changes to a representation of that shield. While the shield remains a tattoo, you can use a Bonus Action on your turn to cause it to reappear readied in your hand.
Price: 500gp

Sustaining Tattoo

Tattoo, rare (requires attunement)
You don't require food, water, or sleep and you age only 1 year for every 10 years that pass. You still require rest to reduce exhaustion and still benefit from finishing short and long rests. You can also hold your breath for up to 1 hour longer than normal.
Price: 5000gp

Spellwrought Tattoo

Tattoo, varies
This temporary tattoo takes the form of a stylized representation of a spell effect upon your skin. Once the tattoo is there, you can cast its spell, requiring no material components. The tattoo glows faintly while you cast the spell

and for the spell's duration. Once the spell ends, the tattoo vanishes from your skin.

The level of the spell in the tattoo determines the spell's saving throw DC, attack bonus, spellcasting ability modifier, and the tattoo's rarity, as shown in the Spellwrought Tattoo table.

Spellwrought Tattoo

Spell Level	Rarity	Spellcasting Ability Mod.	Save DC	Attack Bonus
Cantrip	Common	+3	13	+5
1st	Common	+3	13	+5
2nd	Uncommon	+3	13	+5
3rd	Uncommon	+4	15	+7
4th	Rare	+4	15	+7
5th	Rare	+5	17	+9

Price: Cantrip 40gp, 1st 160gp, 2nd 320gp, 3rd 640gp, 4th 1280gp, 5th 3000gp

Tattoo of the Arcane Pact

Tattoo, uncommon

This permanent tattoo usually takes the form of a magical rune; it marks its bearer as a member of an Arcane Pact, and acts as the material component for that spell. You can use an Action to cast the *arcane pact* spell as a 3rd-level spell. The spell lasts while you concentrate, up to 1 hour. You cannot cast the spell using the tattoo again until you finish a long rest.

Price: 2050 gp

Tattoo of the Arcane Way

Tattoo, uncommon (+1), rare (+2), or very rare (+3) (requires attunement)

Developed by wizards of the School of the Arcane Fist, this set of tattoos usually adorns the hands of its bearer with mystical symbols. You have a bonus to attack and damage rolls made with your unarmed strikes, natural weapons, and melee spell attacks. The bonus is determined by the tattoo's rarity. You can use the tattoos as an arcane spellcasting focus and your unarmed strikes and attacks using natural weapons are magical.

Price: Uncommon 1500gp, rare 4500gp, very rare 16500gp.

Tattoo of the Battle Link

Tattoo, uncommon

This permanent tattoo usually takes the form of a magical rune; it marks its bearer as a member of an arcane *mindlink* and acts as the material component for that spell. You can use an Action to cast the *mindlink* spell as a 3rd-level spell. The spell lasts while you concentrate, up to 1 hour. You cannot cast the spell using the tattoo again until you finish a long rest.

Price: 2050gp

Tattoo of Energy Protection

Tattoo, uncommon

This is a permanent version of the rune of the same name. It is inscribed on a creature to grant resistance to a single type of damage. Choose acid, cold, fire, lightning, or thunder when the tattoo is inscribed. The creature gains resistance to that damage type.

A creature can have only one of this type of tattoo, as the magic of multiple such tattoos render each other inert.

Price 8000gp

Tattoo of Good Fortune

Tattoo, uncommon (requires attunement)

This tattoo grants you good luck, you gain a +1 bonus to ability checks and saving throws.

Price: 4700gp

Tattoo of Supernatural Protection

Tattoo, common

This is a permanent version of the rune of the same name. It is inscribed on a creature to grant protection against a single type of creature chosen when the tattoo is inscribed: aberrations, celestials, elementals, fey, fiends, or undead. Creatures of that type have disadvantage on attack rolls against you. Once a creature successfully hits you, this tattoo no longer imposes disadvantage on that creature's attacks for 24 hours. You also can't be charmed, frightened, or possessed by a creature of that type.

A creature can have only one of this type of tattoo, as the magic of multiple such tattoos render each other inert.

Price: 1200gp

Tattoo of Winged Flight

Tattoo, rare (requires attunement)

This permanent tattoo usually takes the form of bat or bird wings on the bearer's back. You can use a Bonus Action to activate the tattoo causing wings to sprout from your back, granting a fly speed of 60 feet for 2 hours, all at once or in several shorter flights, each one using a minimum of 1 minute from the duration. If you are flying when the duration expires, you descend at a rate of 30 feet per round until you land. The tattoo regains 1 hour of flying capability when you finish a short rest and 2 hours when you finish a long rest. You cannot manifest the wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate the wings might be destroyed when you manifest them.

Price: 8000gp (rare); a (very rare) variation of this tattoo exists that allows unlimited flight at will with no duration limit and a cost of 16,000gp

Weapon Tattoo

Tattoo, uncommon

This permanent tattoo takes the form of a stylized weapon on the bearer's forearm. As a Bonus Action on your turn, you can cause any weapon or spellcasting focus you are holding to disappear; the tattoo then changes to a representation of that weapon or focus. While the weapon or focus remains a tattoo, you can use a Bonus Action on your turn to cause it to reappear readied in your hand.

Price: 500gp

Magic Item Pricing

Item	Price	Rarity	Type
+1 Armor	1500	Rare	Armor
+1 Shield	1500	Uncommon	Shield
+1 Weapon	1000	Uncommon	Weapon
+2 Armor	6000	Very Rare	Armor
+2 Shield	6000	Rare	Shield
+2 Weapon	4000	Rare	Weapon
+3 Armor	24000	Legendary	Armor
+3 Shield	24000	Very Rare	Shield
+3 Weapon	16000	Very Rare	Weapon
Adamantine Armor	500	Uncommon	Armor
Alchemy Jug	6000	Uncommon	Wondrous
Ammunition +1(each)	25	Uncommon	Weapon
Ammunition +2(each)	100	Rare	Weapon
Ammunition +3(each)	400	Very Rare	Weapon
Amulet of Health	8000	Rare	Wondrous
Amulet of Proof Against Detection and Location	20000	Uncommon	Wondrous
Amulet of the Planes	80000	Very Rare	Wondrous
Animated Shield	6000	Very Rare	Shield
Antivenom Serum	120	Uncommon	Potion
Apparatus of Kwalish	10000	Legendary	Wondrous
Arcane Dueling Duster	3000	Rare	Wondrous
Arcane Gloves +1	1200	Uncommon	Wondrous
Arcane Gloves +1	4200	Rare	Wondrous
Arcane Gloves +3	16200	Very Rare	Wondrous
Arcane Shield +1	2000	Uncommon	Shield
Arcane Shield +2	8000	Rare	Shield
Arcane Shield +3	32000	Very Rare	Shield
Armor of Invulnerability	18000	Legendary	Armor
Armor of Resistance	6000	Rare	Armor
Armor Tattoo	1000	Uncommon	Tattoo
Arrow of Slaying(ea)	600	Very Rare	Weapon
Arrow-Catching Shield	6000	Rare	Shield
Arcane Artificer Armor	12000	Very Rare	Armor
Augmenting Tattoo	3500	Very Rare	Tattoo
Bag of Holding	4000	Uncommon	Wondrous
Bead of Force	960	Rare	Wondrous
Belt of Dwarvenkind	6000	Rare	Wondrous
Belt of Giant Strength (Hill)	32000	Rare	Wondrous
Belt of Giant Strength (Frost/Stone)	64000	Very Rare	Wondrous
Belt of Giant Strength (Fire)	128000	Very Rare	Wondrous
Belt of Giant Strength (Cloud)	256000	Legendary	Wondrous
Belt of Giant Strength (Storm)	512000	Legendary	Wondrous
Booming Instrument	1000	Uncommon	Wondrous
Boots of Elvenkind	2500	Uncommon	Wondrous
Boots of Levitation	4000	Rare	Wondrous
Boots of Speed	4000	Rare	Wondrous
Boots of Striding and Springing	5000	Uncommon	Wondrous
Boots of the Winterlands	10000	Uncommon	Wondrous
Bowl of Commanding Water Elementals	8000	Rare	Wondrous
Bracers of Archery	1500	Uncommon	Wondrous
Bracers of Defense	6000	Rare	Wondrous
Brazier of Commanding Fire Elementals	8000	Rare	Wondrous
Bronze Griffon	8000	Rare	Wondrous
Brooch of Shielding	7500	Uncommon	Wondrous
Broom of Flying	8000	Uncommon	Wondrous
Burning Spear	2200	Rare	Weapon
Cap of Water Breathing	1000	Uncommon	Wondrous
Cape of the Mountebank	8000	Rare	Wondrous
Carpet of Flying	12000	Very Rare	Wondrous
Censer of Controlling Air Elementals	8000	Rare	Wondrous
Chime of Opening	1500	Rare	Wondrous
Circlet of Blasting	1500	Uncommon	Wondrous
Cloak of Arachnida	5000	Very Rare	Wondrous
Cloak of Charisma	8000	Uncommon	Wondrous
Cloak of Displacement	60000	Rare	Wondrous
Cloak of Elvenkind	5000	Uncommon	Wondrous
Cloak of Invisibility	80000	Legendary	Wondrous
Cloak of Protection	3500	Uncommon	Wondrous
Cloak of the Bat	6000	Rare	Wondrous
Cloak of the Manta Ray	6000	Uncommon	Wondrous
Crystal Ball	50000	Very Rare	Wondrous
Crystallized Force Shard	6600	Rare	Weapon
Cube of Force	16000	Rare	Wondrous
Cubic Gate	40000	Legendary	Wondrous
Daern's Instant Fortress	75000	Rare	Wondrous
Dagger of Venom	2500	Rare	Weapon
Dancing Sword	2000	Very Rare	Weapon
Darkseer Tattoo	1700	Uncommon	Wondrous
Decanter of Endless Water	12000	Uncommon	Wondrous
Deck of Illusions	6120	Uncommon	Wondrous
Defender	24000	Legendary	Weapon

Dimensional Shackles	3000	Rare	Wondrous
Dragon Scale Mail	4000	Very Rare	Armor
Dragon Slayer	8000	Rare	Wondrous
Draught of Amazing Actuation	1250	Rare	Potion
Driftglobe	750	Uncommon	Wondrous
Dust of Disappearance	300	Uncommon	Potion
Dust of Dryness(1 pellet)	120	Uncommon	Potion
Dust of Sneezing and Choking	480	Uncommon	Potion
Dwarven Plate	9000	Very Rare	Armor
Dwarven Thrower	18000	Very Rare	Weapon
Ebony Fly	6000	Rare	Wondrous
Efreeti Bottle	53500	Legendary	Wondrous
Efreeti Chain	20000	Legendary	Wondrous
Elemental Gem	960	Uncommon	Wondrous
Elixir of Health	120	Rare	Potion
Elven Chain	4000	Rare	Armor
Eversmoking Bottle	1000	Uncommon	Wondrous
Eyes of Charming	3000	Uncommon	Wondrous
Eyes of Minute Seeing	2500	Uncommon	Wondrous
Eyes of the Eagle	2500	Uncommon	Wondrous
Familiar Tattoo	480	Common	Tattoo
Feather Rune	80	Common	Rune
Flame Tongue	5000	Rare	Weapon
Focus Rod +1	1500	Uncommon	Rod
Focus Rod +2	5100	Rare	Rod
Focus Rod +3	19500	Very Rare	Rod
Focus Staff +1	1500	Uncommon	Staff
Focus Staff +2	5100	Rare	Staff
Focus Staff +3	19500	Very Rare	Staff
Focus Tattoo	80	Common	Tattoo
Folding Boat	10000	Rare	Wondrous
Frost Brand	2200	Very Rare	Weapon
Gauntlets of Ogre Power	8000	Uncommon	Wondrous
Gem of Brightness	5000	Uncommon	Wondrous
Gem of Seeing	32000	Rare	Wondrous
Giant Slayer	7000	Rare	Weapon
Glamoured Studded Leather	2000	Rare	Wondrous
Gloves of Missile Snaring	3000	Uncommon	Wondrous
Gloves of Swimming and Climbing	2000	Uncommon	Wondrous
Gloves of Thievery	5000	Uncommon	Wondrous
Goggles of Night	1500	Uncommon	Wondrous
Golden Lion(ea)	600	Rare	Wondrous
Hammer of Thunderbolts	16000	Legendary	Weapon
Hat of Disguise	5000	Uncommon	Wondrous
Headband of Intellect	8000	Uncommon	Wondrous
Helm of Comprehend Languages	500	Uncommon	Wondrous
Helm of Telepathy	12000	Uncommon	Wondrous
Helm of Teleportation	64000	Rare	Wondrous
Heward's Handy Haversack	2000	Rare	Wondrous
Holy Avenger	165000	Legendary	Weapon
Horn of Blasting	450	Rare	Wondrous
Horn of Valhalla (Brass)	8400	Rare	Wondrous
Horn of Valhalla (Bronze)	11200	Very Rare	Wondrous
Horn of Valhalla (Iron)	14000	Legendary	Wondrous
Horn of Valhalla (Silver)	5600	Rare	Wondrous
Horseshoes of Speed	5000	Rare	Wondrous
Horseshoes of the Zephyr	1500	Very Rare	Wondrous
Immovable Rod	5000	Uncommon	Rod
Instrument of the Bards - Anstruth Harp	105000	Very Rare	Wondrous
Instrument of the Bards - Canaith Mandolin	30000	Rare	Wondrous
Instrument of the Bards - Cli Lyre	35000	Rare	Wondrous
Instrument of the Bards - Doss Lute	28500	Uncommon	Wondrous
Instrument of the Bards - Fochulan Bandlore	26500	Uncommon	Wondrous
Instrument of the Bards - Mac-Fuirmidh Cittern	27000	Uncommon	Wondrous
Instrument of the Bards - Ollamh Harp	125000	Legendary	Wondrous
Ioun Stone Absorption	2400	Very Rare	Wondrous
Ioun Stone Agility	3000	Very Rare	Wondrous
Ioun Stone Awareness	12000	Rare	Wondrous
Ioun Stone Fortitude	3000	Very Rare	Wondrous
Ioun Stone Greater Absorption	31000	Legendary	Wondrous
Ioun Stone Insight	3000	Very Rare	Wondrous
Ioun Stone Intellect	3000	Very Rare	Wondrous
Ioun Stone Leadership	3000	Very Rare	Wondrous
Ioun Stone Mastery	15000	Legendary	Wondrous
Ioun Stone Protection	1200	Rare	Wondrous
Ioun Stone Regeneration	4000	Legendary	Wondrous
Ioun Stone Reserve	6000	Rare	Wondrous
Ioun Stone Strength	3000	Very Rare	Wondrous
Ioun Stone Sustenance	1000	Rare	Wondrous

Iron Bands of Bilarro	4000	Rare	Wondrous
Iron Flask	55000	Legendary	Wondrous
Ivory Goat(Terror)	20000	Rare	Wondrous
Ivory Goat(Travail)	400	Rare	Wondrous
Ivory Goat(Traveling)	1000	Rare	Wondrous
Javelin of Lightning	1500	Uncommon	Weapon
Keoghtom's Ointment(Per dose)	120	Uncommon	Potion
Lantern of Revealing	5000	Uncommon	Wondrous
Life Saving Rune	80	Common	Rune
Light Tube	75	Common	Wondrous
Luck Blade (+18550/ wish)	5700	Legendary	Weapon
Luckstone	4200	Uncommon	Wondrous
Mace of Disruption	8000	Rare	Weapon
Mace of Smiting	7000	Rare	Weapon
Mace of Terror	8000	Rare	Weapon
Mage Dust	100	Uncommon	Potion
Magic Mirror	700	Uncommon	Wondrous
Mantle of Spell Resistance	30000	Rare	Wondrous
Marble Elephant	6000	Rare	Wondrous
Mariner's Armor	1500	Uncommon	Wondrous
Medallion of Thoughts	3000	Uncommon	Wondrous
Mirror of Life Trapping	18000	Very Rare	Wondrous
Mithral Armor	800	Uncommon	Wondrous
Necklace of Adaption	1500	Uncommon	Wondrous
Necklace of Fireballs (1 bead)	300	Rare	Wondrous
Necklace of Fireballs (2 beads)	480	Rare	Wondrous
Necklace of Fireballs (3 beads)	960	Rare	Wondrous
Necklace of Fireballs (4 beads)	1600	Rare	Wondrous
Necklace of Fireballs (5 beads)	3840	Rare	Wondrous
Necklace of Fireballs (6 beads)	7680	Rare	Wondrous
Nine Lives Stealer(Fully Charged)	8000	Very Rare	Weapon
Nolzur's Marvelous Pigments	200	Very Rare	Wondrous
Oathbow	3500	Very Rare	Weapon
Obsidian Steed	48000	Very Rare	Wondrous
Oil of Etherealness	1920	Rare	Potion
Oil of Sharpness	3200	Very Rare	Potion
Oil of Slipperiness	480	Uncommon	Potion
Onyx Dog	3000	Rare	Wondrous
Pearl of Power	6000	Uncommon	Wondrous
Penumbra Cloak	550	Uncommon	Wondrous
Periapt of Health	5000	Uncommon	Wondrous
Periapt of Proof Against Poison	5000	Rare	Wondrous
Periapt of Wound Closure	5000	Uncommon	Wondrous
Perpetual Teleportation Circle	20000	Rare	Wondrous
Philter of Love	90	Uncommon	Potion
Pipes of Haunting	6000	Uncommon	Wondrous
Pipes of the Sewers	2000	Uncommon	Wondrous
Plate Armor of Etherealness	48000	Legendary	Armor
Plate Armor of Instant Girding	2500	Rare	Armor
Portable Hole	8000	Rare	Wondrous
Potion of Animal Friendship	200	Uncommon	Potion
Potion of Clairvoyance	960	Rare	Potion
Potion of Climbing	180	Common	Potion
Potion of Diminution	270	Rare	Potion
Potion of Efficacious Effervescence	50	Common	Potion
Potion of Fire Breath	150	Uncommon	Potion
Potion of Flying	500	Very Rare	Potion
Potion of Gaseous Form	300	Rare	Potion
Potion of Greater Healing	150	Uncommon	Potion
Potion of Giant Strength (Hill)	1600	Uncommon	Potion
Potion of Giant Strength (Frost/Stone)	3200	Rare	Potion
Potion of Giant Strength (Fire)	6400	Rare	Potion
Potion of Giant Strength (Cloud)	12800	Very Rare	Potion
Potion of Giant Strength (Storm)	25600	Legendary	Potion
Potion of Growth	270	Uncommon	Potion
Potion of Healing	50	Common	Potion
Potion of Heroism	180	Rare	Potion
Potion of Invisibility	180	Very Rare	Potion
Potion of Invulnerability	3840	Rare	Potion
Potion of Longevity	9000	Very Rare	Potion
Potion of Mind Reading	180	Rare	Potion
Potion of Poison	100	Uncommon	Potion
Potion of Resistance	300	Uncommon	Potion
Potion of Speed	400	Very Rare	Potion
Potion of Superior Healing	450	Very Rare	Potion
Potion of Supreme Healing	1350	Very Rare	Potion
Potion of Vitality	960	Very Rare	Potion

Potion of Water Breathing	180	Uncommon	Potion
Prayer Bead - Bless	2000	Rare	Wondrous
Prayer Bead - Curing	4000	Rare	Wondrous
Prayer Bead - Favor	16000	Rare	Wondrous
Prayer Bead - Smiting	1500	Rare	Wondrous
Prayer Bead - Summons	32000	Rare	Wondrous
Prayer Bead - Wind Walking	64000	Rare	Wondrous
Protective Tattoo	4000	Rare	Wondrous
Quaal's Feather Token Anchor	50	Rare	Wondrous
Quaal's Feather Token Bird	3000	Rare	Wondrous
Quaal's Feather Token Fan	250	Rare	Wondrous
Quaal's Feather Token Swan Boat	3000	Rare	Wondrous
Quaal's Feather Token Whip	250	Rare	Wondrous
Quiver of Ehlonna	1000	Uncommon	Wondrous
Ring of Air Elemental Command	35000	Legendary	Ring
Ring of Amazing Actuation	20000	Very Rare	Ring
Ring of Animal Influence	4000	Rare	Ring
Ring of Dexterity	10000	Rare	Ring
Ring of Djinni Summoning	160000	Legendary	Ring
Ring of Earth Elemental Command	31000	Legendary	Ring
Ring of Evasion	5000	Rare	Ring
Ring of Feather Falling	2000	Rare	Ring
Ring of Fire Elemental Command	17000	Legendary	Ring
Ring of Free Action	20000	Rare	Ring
Ring of Invisibility	10000	Legendary	Ring
Ring of Jumping	2500	Uncommon	Ring
Ring of Mind Shielding	16000	Uncommon	Ring
Ring of Protection	3500	Rare	Ring
Ring of Regeneration	12000	Very Rare	Ring
Ring of Resistance	6000	Rare	Ring
Ring of Shooting Stars	14000	Very Rare	Ring
Ring of Spell Storing	24000	Rare	Ring
Ring of Spell Turning	30000	Legendary	Ring
Ring of Swimming	3000	Uncommon	Ring
Ring of Telekinesis	80000	Very Rare	Ring
Ring of the Ram	5000	Rare	Ring
Ring of Three Wishes	55650	Legendary	Ring
Ring of Warmth	1000	Uncommon	Ring
Ring of Water Elemental Command	25000	Legendary	Ring
Ring of Water Walking	1500	Uncommon	Ring
Ring of X-Ray Vision	6000	Rare	Ring
Robe of Eyes	30000	Rare	Wondrous
Robe of Scintillating Colors	6000	Very Rare	Wondrous
Robe of Stars	60000	Very Rare	Wondrous
Robe of the Archmagi	34000	Legendary	Wondrous
Rod of Absorption	50000	Very Rare	Rod
Rod of Alertness	25000	Very Rare	Rod
Rod of Lordly Might	28000	Legendary	Rod
Rod of Resurrection	58000	Legendary	Rod
Rod of Rulership	16000	Rare	Rod
Rod of Security	90000	Very Rare	Rod
Rod of the Pact Keeper +1	12000	Rare	Rod
Rod of the Pact Keeper +2	16000	Rare	Rod
Rod of the Pact Keeper +3	28000	Very Rare	Rod
Rope of Climbing	2000	Uncommon	Wondrous
Rope of Entanglement	4000	Rare	Wondrous
Rune of Actuation	640	Rare	Rune
Rune of Aegis +1	320	Uncommon	Rune
Rune of Aegis +2	1280	Rare	Rune
Rune of Animation (Medium or Large)	640	Rare	Rune
Rune of Animation (Tiny or Small)	320	Uncommon	Rune
Rune of Blinking	320	Rare	Rune
Rune of Eldritch Armor	80	Common	Rune
Rune of Energy Protection	320	Uncommon	Rune
Rune of Enhancement +1	160	Uncommon	Rune
Rune of Enhancement +2	640	Rare	Rune
Rune of Escape	160	Uncommon	Rune
Rune of Expertise	1280	Rare	Rune
Rune of Flight	320	Uncommon	Rune
Rune of Greater Invisibility	640	Rare	Rune
Rune of Imperviousness	640	Rare	Rune
Rune of Invisibility	160	Uncommon	Rune
Rune of Mystic Sight	160	Uncommon	Rune
Rune of Passage	1280	Rare	Rune
Rune of Retrieval	160	Uncommon	Rune
Rune of Speed	320	Uncommon	Rune
Rune of Striding	80	Common	Rune
Rune of Supernatural Protection	80	Common	Rune
Rune of Teleportation	1280	Rare	Rune

Rune of the Claw +1	160	Uncommon	Rune
Rune of the Claw +2	640	Rare	Rune
Rune of the Elements	320	Uncommon	Rune
Rune of the Ogre	160	Uncommon	Rune
Rune of the Sea	160	Uncommon	Rune
Rune of Understanding	80	Common	Rune
Rune of Warding (Alarm)	80	Common	Rune
Rune of Warding (Arcane Lock)	160	Uncommon	Rune
Saddle of the Cavalier	2000	Uncommon	Wondrous
Scarab of Protection	36000	Legendary	Wondrous
Scimitar of Speed	6000	Very Rare	Wondrous
Scroll of Protection	180	Rare	Wondrous
Sending Stones	2000	Uncommon	Wondrous
Sentinel Shield	20000	Uncommon	Wondrous
Serpentine Owl	8000	Rare	Wondrous
Shadowed Blade	6600	Rare	Weapon
Shardcaster Wand +1	1500	Uncommon	Wand
Shardcaster Wand +2	5100	Rare	Wand
Shardcaster Wand +3	19500	Very Rare	Wand
Shard Concentrate	50	Common	Potion
Shield of Missile Attraction	6000	Rare	Shield
Shield Tattoo	500	Uncommon	Tattoo
Silver Raven	5000	Uncommon	Wondrous
Slippers of Spider Climbing	5000	Uncommon	Wondrous
Sonic Apparatus	220	Common	Wand
Sovereign Glue	400	Legendary	Wondrous
Spell Rune Level 0	10	Common	Rune
Spell Rune Level 1	40	Common	Rune
Spell Rune Level 2	80	Uncommon	Rune
Spell Rune Level 3	160	Uncommon	Rune
Spell Rune Level 4	320	Rare	Rune
Spell Rune Level 5	640	Rare	Rune
Spell Rune Level 6	1280	Very Rare	Rune
Spell Rune Level 7	2560	Very Rare	Rune
Spell Rune Level 8	5120	Very Rare	Rune
Spell Rune Level 9	10240	Legendary	Rune
Spell Scroll Level 0	10	Common	Scroll
Spell Scroll Level 1	40	Common	Scroll
Spell Scroll Level 2	80	Uncommon	Scroll
Spell Scroll Level 3	160	Uncommon	Scroll
Spell Scroll Level 4	320	Rare	Scroll
Spell Scroll Level 5	640	Rare	Scroll
Spell Scroll Level 6	1280	Very Rare	Scroll
Spell Scroll Level 7	2560	Very Rare	Scroll
Spell Scroll Level 8	5120	Very Rare	Scroll
Spell Scroll Level 9	10240	Legendary	Scroll
Spellbane Shackles	1000	Uncommon	Wondrous
Spellbow	2800	Rare	Weapon
Spellguard Shield	50000	Very Rare	Shield
Spellweave Robe	12000	Very Rare	Wondrous
Sphere of Annihilation	15000	Legendary	Wondrous
Staff of Charming	12000	Rare	Staff
Staff of Chromatic Power	24000	Very Rare	Staff
Staff of Fire	16000	Very Rare	Staff
Staff of Frost	26000	Very Rare	Staff
Staff of Healing	13000	Rare	Staff
Staff of Power	95500	Very Rare	Staff
Staff of Striking	21000	Very Rare	Staff
Staff of Swarming Insects	16000	Rare	Staff
Staff of the Adder	1800	Uncommon	Staff
Staff of the Magi	188000	Legendary	Staff
Staff of the Python	2000	Uncommon	Staff
Staff of the Woodlands	44000	Rare	Staff
Staff of Thunder and Lightning	10000	Very Rare	Staff
Staff of Withering	3000	Rare	Staff
Stone of Controlling Earth Elementals	8000	Rare	Wondrous
Sunblade	12000	Rare	Weapon
Sustaining Tattoo	5000	Rare	Tattoo
Sword of Answering	36000	Legendary	Weapon
Sword of Life-Stealing	1000	Rare	Weapon
Sword of Sharpness	2700	Rare	Weapon
Sword of Wounding	2000	Rare	Weapon
Talisman of Pure Good	71680	Legendary	Wondrous
Talisman of the Sphere	20000	Legendary	Wondrous
Talisman of Ultimate Evil	61440	Legendary	Wondrous
Talisman of Understanding	10000	Rare	Wondrous
Tattoo of Energy Protection	8000	Uncommon	Tattoo
Tattoo of Good Fortune	4700	Uncommon	Tattoo
Tattoo of Supernatural Protection	1200	Common	Tattoo
Tattoo of the Arcane Pact	2050	Uncommon	Tattoo
Tattoo of the Arcane Way +1	1500	Uncommon	Tattoo
Tattoo of the Arcane Way +2	4500	Rare	Tattoo
Tattoo of the Arcane Way +3	16500	Very Rare	Tattoo
Tattoo of the Battle Link	2050	Uncommon	Tattoo

Tattoo of Winged Flight	8000	Rare	Tattoo
Tentacle Rod	5000	Rare	Wondrous
Thundering Wargong	2500	Uncommon	Shield
Trident of Fish Command	800	Uncommon	Weapon
Trigger Rune	80	Common	Rune
Universal Solvent	300	Legendary	Wondrous
Vicious Weapon	350	Rare	Weapon
Vorpal Sword	24000	Legendary	Weapon
Wand of Binding	10000	Rare	Wand
Wand of Enemy Detection	4000	Rare	Wand
Wand of Fear	10000	Rare	Wand
Wand of Fireballs	32000	Rare	Wand
Wand of Lightning Bolts	32000	Rare	Wand
Wand of Magic Detection	1500	Uncommon	Wand
Wand of Magic Missiles	8000	Uncommon	Wand
Wand of Paralysis	16000	Rare	Wand
Wand of Polymorph	32000	Very Rare	Wand
Wand of Secrets	1500	Uncommon	Wand
Wand of Shocking Bolts	8000	Uncommon	Wand
Wand of the War Mage +1	1200	Uncommon	Wand
Wand of the War Mage +2	4800	Rare	Wand
Wand of the War Mage +3	19200	Very Rare	Wand
Wand of Web	8000	Uncommon	Wand
Weapon of Warning	60000	Uncommon	Wondrous
Weapon Tattoo	500	Uncommon	Tattoo
Welding Wand	120	Common	Wondrous
Wind Fan	1500	Uncommon	Wondrous
Wind Horn	1500	Uncommon	Wondrous
Winged Boots	8000	Uncommon	Wondrous
Wings of Flying	5000	Rare	Wondrous

Tasha's Magic Item Pricing

Tasha's Cauldron of Everything contains many important new magical items for spellcasters, the following table contains recommended pricing for these items.

Item	Price	Rarity	Type
Absorbing Tattoo	8000	Very Rare	Tattoo
Alchemical Compendium	4500	Rare	Wondrous
All-Purpose Tool +1	2000	Uncommon	Wondrous
All-Purpose Tool +2	4500	Rare	Wondrous
All-Purpose Tool +3	16500	Very Rare	Wondrous
Amulet of the Devout +1	2500	Uncommon	Wondrous
Amulet of the Devout +2	5000	Rare	Wondrous
Amulet of the Devout +3	17500	Very Rare	Wondrous
Arcane Grimoire +1	2000	Uncommon	Wondrous
Arcane Grimoire +2	4500	Rare	Wondrous
Arcane Grimoire +3	16500	Very Rare	Wondrous
Astral Shard	5000	Rare	Wondrous
Astromancy Archive	4500	Rare	Wondrous
Atlas of Endless Horizons	4500	Rare	Wondrous
Barrier Tattoo	150	Uncommon	Tattoo
Barrier Tattoo	750	Rare	Tattoo
Barrier Tattoo	1500	Very Rare	Tattoo
Bell Branch	2500	Rare	Wondrous
Blood Fury Tattoo	40000	Legendary	Tattoo
Bloodwell Vial +1	2500	Uncommon	Tattoo
Bloodwell Vial +2	5000	Rare	Tattoo
Bloodwell Vial +3	17500	Very Rare	Tattoo
Cauldron of Rebirth	12500	Very Rare	Wondrous
Coiling Grasp Tattoo	4000	Uncommon	Tattoo
Crystalline Chronicle	5500	Very Rare	Wondrous
Devotee's Censer	2500	Rare	Weapon
Duplicitous Manuscript	4500	Rare	Wondrous
Eldritch Claw Tattoo	2500	Uncommon	Tattoo
Elemental Essence Shard	5000	Rare	Wondrous
Far Realm Shard	5000	Rare	Wondrous
Feywild Shard	2000	Uncommon	Wondrous
Fulminating Treatise	4500	Rare	Wondrous
Ghost Step Tattoo	8000	Very Rare	Tattoo
Guardian Emblem	750	Uncommon	Wondrous
Heart Weaver's Primer	4500	Rare	Wondrous
Illuminator's Tattoo	250	Common	Tattoo
Libram of Souls and Flesh	4500	Rare	Wondrous
Lifewell Tattoo	12500	Very Rare	Tattoo
Lyre of Building	26500	Rare	Wondrous
Masquerade Tattoo	2500	Common	Tattoo
Moon Sickle +1	2000	Uncommon	Weapon
Moon Sickle +2	4500	Rare	Weapon
Moon Sickle +3	16500	Very Rare	Weapon
Nature's Mantle	2500	Uncommon	Wondrous
Outer Essence Shard	5000	Rare	Wondrous
Planecaller's Codex	4500	Rare	Wondrous
Prosthetic Limb	500	Common	Wondrous
Protective Verses	4500	Rare	Wondrous
Reveler's Concertina	26500	Rare	Wondrous
Rhythm-Maker's Drum +1	2000	Uncommon	Wondrous
Rhythm-Maker's Drum +2	4500	Rare	Wondrous
Rhythm-Maker's Drum +3	16500	Very Rare	Wondrous
Shadowfell Brand Tattoo	2500	Rare	Tattoo
Shadowfell Shard	2500	Rare	Wondrous
Spellwrought Tattoo (1st)	160	Common	Tattoo
Spellwrought Tattoo (2nd)	320	Uncommon	Tattoo
Spellwrought Tattoo (3rd)	640	Uncommon	Tattoo
Spellwrought Tattoo (4th)	1280	Rare	Tattoo
Spellwrought Tattoo (5th)	3000	Rare	Tattoo
Spellwrought Tattoo (Cantrip)	40	Common	Tattoo



Construct and Undead Creature Pricing

Instead of casting *animate construct* or *animate dead*, permanent Constructs or Undead creatures can a be crafted using the magic item crafting rules. The last column of the table below indicates the type of tool proficiency necessary to craft the construct's body. 'Necromantic' indicates that the construct requires necromantic magic, usually the ability to cast *create undead beasts* or *animate dead*, as appropriate for a bestial or humanoid construct, and one or more corpses of the appropriate type of creature.

A construct or undead created using the crafting rules is animated permanently under your command until destroyed.

Construct	Price	Rarity	Type
Crawling Claw	250	Uncommon	Necromantic
Flying Dagger	1250	Uncommon	Smith
Wooden Donkey	1250	Uncommon	Carpenter
Homunculus	1500	Uncommon	Alchemical
Skeleton	2250	Uncommon	Necromantic
Animated Halberd	2500	Uncommon	Smith
Flying Sword	2500	Uncommon	Smith
Servitor Thrull	2500	Uncommon	Necromantic
Zombie	2500	Uncommon	Necromantic
Permanent Blade Construct	2550	Uncommon	Tinker
Permanent Brute Construct	2550	Uncommon	Tinker
Permanent Scout Construct	2550	Uncommon	Tinker
Permanent Transport Construct	4750	Uncommon	Tinker
Warhorse Skeleton	4750	Uncommon	Necromantic
Metal Wasp	5000	Uncommon	Tinker
Swarm of Mechanical Spiders	5000	Uncommon	Tinker
Winged Thrull	5000	Uncommon	Necromantic
Loading Rig	6250	Uncommon	Tinker
Animated Armor	10000	Rare	Smith
Scarecrow	10000	Rare	Necromantic
Clockwork Dragon	12500	Rare	Tinker
Bronze Scout	15000	Rare	Tinker
Minotaur Skeleton	17500	Rare	Necromantic
Skeletal Swarm	17500	Rare	Necromantic
Keg Robot	20000	Rare	Carpenter
Ogre Zombie	20000	Rare	Necromantic
Thunderbeast Skeleton	27500	Rare	Necromantic
Ankylosaurus Zombie	30000	Rare	Necromantic
Girallon Zombie	30000	Rare	Necromantic
Helmed Horror	40000	Rare	Smith
Nimblewright	40000	Rare	Tinker
Iron Cobra	45000	Rare	Smith
Stone Defender	45000	Rare	Mason
Clay Gladiator	50000	Very Rare	Potter
Greater Zombie	50000	Very Rare	Necromantic
Mechachimera	52500	Very Rare	Tinker
Bone Golem	55000	Very Rare	Necromantic
Flesh Golem	55000	Very Rare	Necromantic
Metamorphosis Machine	55000	Very Rare	Tinker
Oaken Bolter	55000	Very Rare	Carpenter
Spell Engine	55000	Very Rare	Tinker
Tomb Guardian	65000	Very Rare	Necromantic
Giant Skeleton	67500	Very Rare	Necromantic
Shield Guardian	70000	Very Rare	Smith
Tyrannosaurus Zombie	80000	Very Rare	Necromantic
Fiendish Flesh Golem	85000	Very Rare	Necromantic
Clay Golem	95000	Very Rare	Potter
Crystal Golem	105000	Very Rare	Mason
Hammer-Handed Golem	105000	Very Rare	Mason
Stone Golem	105000	Very Rare	Mason
Clockwork Behir	110000	Very Rare	Tinker
Stone Juggernaut	120000	Very Rare	Mason
Cadaver Collector	145000	Very Rare	Necromantic
Retriever	145000	Very Rare	Smith
Iron Golem	165000	Very Rare	Smith

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Appendix I: Arcane Creatures

New creatures of interest to arcane spellcasters, including new familiars and constructs can be found here.

Constructs

Constructs can be created through the use of the Animate Construct spell or using the magic item crafting rules. A list of constructs, and their purchase price costs appear at the end of the Arcane Magic Items chapter. As described in the previous chapter, the creation cost is usually half the listed price unless a feat or class feature changes this.

Certain types of corporeal undead can also be constructed using the magic item crafting rules. Such creatures are similar to constructs, but animated through necromantic magic. Many such undead are unaligned instead of the normal alignment for a creature of that type.

Constructs and undead created using the crafting rules can be commanded by their creator up to 500 feet away.

Animated Constructs

The following are examples of constructs that can be animated through the use of the Animate Construct spells.

Scout Construct

A scout construct is a tiny construct built around a ranged weapon, often an auto-loading crossbow or similar mechanical marvel. Built with various mechanisms enabling flight it possesses spindly folding mechanical legs for ground locomotion. It is built for scouting and skirmishing duties. Some versions of this construct resemble a mechanical bird, this version makes one attack with its beak (piercing) or one with its talons (slashing) using the statistics below, instead of a ranged weapon.



Scout Construct

Tiny Construct, unaligned

Armor Class 16 (Natural)
Hit Points 10 (4d4)
Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	10 (+0)	8 (-1)	14 (+2)	5 (-3)

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Saving Throws DEX +5
Skills Perception +4
Senses Darkvision 120 ft., Blindsight 60 ft.; Passive Perception 14
Languages Understands one language known by its creator but can't speak
Challenge ¼ (50 xp)

Antimagic Susceptibility. The construct is incapacitated while in the area of an anti-magic field. If targeted by *dispel magic*, it must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Actions

Beak or Talons. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. Hit 5 (1d4 + 3) piercing or slashing damage.

Autoloading Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. Hit 6 (1d6 + 3) piercing damage..

Blade Construct

A blade construct is a fast and flexible construct designed for combat and bodyguard uses. The usual configuration resembles a small humanoid of slightly feline appearance with light piercing or slashing blades that can extend from each limb. These blades also allow the construct a modest ability at climbing. Some versions of this construct resemble a mechanical cat, this version makes one attack with its bite (piercing) and one with its claws (slashing) using the statistics below.

Blade Construct

Small Construct, unaligned

Armor Class 15 (Natural)
Hit Points 15 (3d6 + 3)
Speed 40 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	6 (-2)	10 (+0)	5 (-3)

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Saving Throws DEX +4
Skills Athletics +3, Perception +2
Senses Darkvision 60 ft., Passive Perception 12
Languages Understands one language known by its creator but can't speak
Challenge ¼ (50 xp)

Antimagic Susceptibility. The construct is incapacitated while in the area of an anti-magic field. If targeted by dispel magic, it must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Actions

Multiattack. The blade construct makes two Blade attacks, one with each forearm blade.

Blade. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. Hit 5 (1d6 + 2) slashing or piercing damage.

Brute Construct

The brute construct is not designed for combat, but to act as a mobile pack mule and laborer. The brute can carry up to 510 pounds of equipment and loot in its internal storage and can push, drag, or lift 1,020 pounds. The construct's heavy frame makes it an excellent combatant when equipped for it, the most common weapons being ones that can double as tools such as an axe, pick, or maul. Weapons for a Brute construct are not included in the construction cost.

Brute Construct

Medium Construct, unaligned

Armor Class 14 (or 16 with War Pick and Shield)
Hit Points 21 (3d8 + 6)
Speed 30 ft..

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Saving Throws CON +4
Skills Athletics +5
Senses Darkvision 60 ft., Passive Perception 9
Languages Understands one language known by its creator but can't speak
Challenge ¼ (50 xp)

Antimagic Susceptibility. The construct is incapacitated while in the area of an anti-magic field. If targeted by dispel magic, it must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Powerful Frame. The construct counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift.

Sturdy Build. If damage reduces the brute construct to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is force or lightning or from a critical hit. On a success, the brute construct drops to 1 hit point instead.

Actions

Slam. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. Hit 6 (1d6 + 3) bludgeoning damage.

Maul. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. Hit 10 (2d6 + 3) bludgeoning damage.

War Pick and Shield. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. Hit 7 (1d8 + 3) piercing damage

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Transport Construct

A quadrupedal or wheeled construct designed for transportation. The mental capabilities of this construct are even more limited than usual, it can perform Actions that a well-trained mount could perform. In the usual configurations this construct can tirelessly carry one or two medium passengers comfortably along with a substantial amount of luggage. The construct can carry up to 1,080 pounds of passengers and equipment and can push, drag, or lift 2,160 pounds. If used to pull a wagon or similar vehicle a single Transport Construct can pull up to 5,400 pounds. This construct usually resembles a mechanical horse or oxen. Wheeled versions also exist: a wheeled transport adds 10 feet to its speed but takes 3 feet of movement for every foot of difficult terrain it moves through and cannot effectively climb.

Transport Construct

Large Construct, unaligned

Armor Class 14 (Natural)
Hit Points 24 (3d10 + 6)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	3 (-4)	8 (-1)	5 (-3)

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Saving Throws STR +6
Skills Athletics +6
Senses Darkvision 60 ft., Passive Perception 9
Languages None
Challenge 1/2 (100 xp)

Antimagic Susceptibility. The construct is incapacitated while in the area of an anti-magic field. If targeted by dispel magic, it must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Powerful Frame. The construct is counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift.

Actions

Slam. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. Hit 9 (2d6 + 4) bludgeoning damage.

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Bone Golem

A Bone Golem is a four armed humanoid necromantic construct with a blade of magical bone that can extend from each arm. These constructs are most commonly created by wizards of the School of Reanimation.
"Why work in icky flesh when you can use nice clean bone."

Bone Golem

Medium construct, Unaligned

Armor Class 16 (Natural)
Hit Points 82 (11d8 + 33)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	17 (+3)	6 (-2)	10 (+0)	5 (-3)

Saving Throws DEX +7
Damage Immunities Necrotic, Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Adamantine
Damage Resistances Piercing, Slashing
Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Senses Darkvision 60ft., Passive Perception 13
Languages Understands the languages of its creator but can't speak
Challenge 5 (1,800 XP)

Evasion. If the golem is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Berserk. Whenever the golem starts its turn with 30 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points. The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 40 hit points or fewer, the golem might go berserk again.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Necrotic Absorption. Whenever the golem is subjected to necrotic damage, it takes no damage and instead regains a number of hit points equal to the necrotic damage dealt.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes four scimitar attacks.

Scimitar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.



Metamorphosis Machine

This versatile construct can act as transport, sentry, assistant, scout, protector, and companion to its creator. It can transform into any machine or metal object needed by its creator, though none of its statistics change when it changes form. The machine can carry up to 960 pounds and can push, drag, or lift 1,920 pounds. It is capable of changing its form as it makes an attack, gaining reach and changing the damage type as necessary. Most designs also incorporate a magical ranged weapon that fires bolts of eldritch lightning. The machine is magically linked to its creator, usually a warlock of the Machine patron, and can mentally communicate with its creator to a distance of 500 feet.



Metamorphosis Machine

Medium construct, Unaligned

Armor Class 17 (Natural)
Hit Points 80 (10d8 + 30)
Speed 40 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	12 (+1)	12 (+1)	12 (+1)

Saving Throws STR +6, DEX +6, CON +6
Skills Athletics +6, Acrobatics +6, Perception +4, Stealth, +6, Any Tool known by its creator +4
Damage Immunities poison, psychic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Adamantine
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses Darkvision 120 ft., Blindsight 60 ft.; Passive Perception 14
Languages All languages known by its creator
Challenge 5 (1,800 xp)

False Appearance. While the construct remains motionless in the form of an object it is indistinguishable from a normal object of its current form.

Magic Resistance. The construct has advantage on saving throws against spells and other magical effects.

Magic Weapons. The construct's weapon attacks are magical.

Mechanical Frame. The construct counts as two sizes larger when determining its carrying capacity and the weight it can push, drag, or lift.

Mutable Form. As a Bonus Action on its turn the construct can change its form to that of metal object from size Small to size Large, gain a climbing, swimming, or flying speed equal to its walking speed, or generate any tool of its choice.

Transformable Resilience. If damage reduces the construct to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is force or lightning or from a critical hit. On a success, the construct drops to 1 hit point instead.

Actions

Multiattack. The metamorphosis machine makes two Slam or two Arc Bolter attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 10ft., one target. Hit 10 (2d6 + 3) bludgeoning, piercing, or slashing (chosen when the attack is made).

Arc Bolter. *Ranged Weapon Attack:* +6 to hit, range 100/400 ft., one target. *Hit:* 9 (1d10 + 3) lightning damage.

Spell Engine

A spell engine is a tiny spherical construct that acts as a magical assistant and arcane storage vessel. The construct can fly via a constant levitation like effect, or it can roll along the ground (though most consider this undignified). The construct is quite knowledgeable within its limited field and is capable of offering advice on spells and magical matters. The machine is magically linked to its creator, usually a warlock of a Machine patron, and can mentally communicate with its creator to a distance of 500 feet, or with other creatures within 60 feet. It can be created with any four cantrips, though usually these are utilitarian in nature as it is quite capable of protecting itself and its master with its innate Arcane Blast and Shielding abilities. It can also store a single spell of up to 5th level for its master, casting it at a later time or situation chosen by the caster. Its spellcasting abilities, including spell attack bonus and spell save DC are that of its creator or master.

A spell engine created by a Pact of the Chain warlock of a Machine patron using its Mechanical Masterpiece class feature can take the place of the warlock's Clockwork familiar, benefiting from any invocations, feats, or class features affecting a familiar.

Spell Engine

Tiny Construct, unaligned

Armor Class 18
Hit Points 40 (10d4+10)
Speed 20 ft., fly 60 ft (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	18 (+4)	13 (+1)	14 (+2)	14 (+2)	14 (+2)

Saving Throws INT +5, WIS +5, CHA +5
Skills Arcana +5, Perception +5, Stealth +7, Investigation +5
Damage Resistances cold, fire, necrotic, radiant
Damage Immunities poison, psychic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Adamantine
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses Darkvision 120 ft., Blindsight 60 ft.; Passive Perception 15
Languages All languages known by its creator, Telepathy 60 ft.
Challenge 5 (1,800 xp)

Magic Resistance. The construct has advantage on saving throws against spells and other magical effects.

Spell Engine. The Construct is created with certain cantrips, it uses its creator's spell attack bonus and save DC for its spells and casts them as a 5th level spellcaster. In can innately cast *light*, *mage hand*, *mending*, and *prestidigitation* at will without requiring components. If it casts *mending* on a mechanical construct (including itself) it restores 2d6 hit points.

Spell Storing. The construct's creator can cause the spell engine to store one spell of 5th level or lower. To do so, the creator must cast the spell on the construct. The spell has no effect but is stored within the construct. When commanded to do so by the creator or when a situation arises that was predefined by the spellcaster, the construct casts the stored spell with any parameters set by the original caster, requiring no components. When the spell is cast or a new spell is stored, any previously stored spell is lost.

Actions

Multiattack. The construct makes two Arcane Blast attacks.

Arcane Blast. *Melee* or *Ranged Spell Attack:* +7 to hit, reach 10 ft., or range 300 ft., one target. Hit 10 (1d10 + 4) force damage

Cloaking Field. The construct becomes invisible until it attacks or until its concentration ends (as if concentrating on a spell).

Reactions

Shield (Recharge 5-6). When a creature hits the construct or its creator (if within 10 feet of the engine) or targets the construct or its creator with a magic missile, the engine casts shield protecting it or its creator. Until the start of its next turn, the target has a +5 bonus to AC, including against the triggering attack, and takes no damage from magic missiles.

Familiars

This section contains creatures that may be summoned as familiars for certain spellcasters.

Celestial Spark Familiar

Celestial sparks are small motes of golden radiant celestial energy. A celestial spark is almost always encountered as a familiar to a Pact of the Chain warlock of a Celestial patron. The spark is a sentient fragment of celestial energy summoned as a guide for a warlock. The spark can understand but cannot speak the languages known by its warlock and Celestial. It can communicate with their warlock via a form of telepathy using the familiar bond. With other creatures the spark communicates by changes in the color, shape, and intensity of its light.

Celestial Spark

Tiny Celestial, any Good

Armor Class 18
Hit Points 9 (3d4)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	20 (+5)	10 (+0)	10 (+0)	13 (+1)	14 (+2)

Damage Resistances Acid, Cold, Fire, Lightning, Necrotic, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Radiant, Poison
Condition Immunities Exhaustion, Frightened, Grappled, Paralyzed, Poisoned, Prone, Restrained, Unconscious
Skills Perception +3
Senses Darkvision 120 ft., Passive Perception 13
Languages Understands but cannot speak all languages known by its warlock and celestial.
Challenge 1/4 (50 XP)

Incorporeal Movement. The spark can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Ephemeral. The spark can't wear or carry anything.

Variable Illumination. The spark sheds bright light in a 5 to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The celestial spark can alter the radius as a bonus action.

Actions

Radiant Jolt. *Melee Spell Attack:* +4 to hit, reach 5ft., one target. Hit 5 (1d4 + 2) radiant damage.

Invisibility. The spark and its light magically become invisible until it attacks or until its concentration ends (as if concentrating on a spell).

Spark of Life. The spark can extinguish itself to cause one creature within 5 feet to regain 10 (3d4+2) hit points. The spark immediately drops to 0 hit points and disappears when it uses this action..

Chaos Ooze Familiar

Chaos oozes are floating amorphous blobs of primal chaos. A chaos ooze is almost always encountered as a familiar to a Pact of the Chain warlock of a Primal Chaos patron. The ooze is a sentient manifestation of the touch of primal chaos within the warlock. The ooze can understand but cannot speak the languages known by its warlock. It can communicate with its warlock via a form of telepathy using the familiar bond. With other creatures the ooze communicates by changing its form into various shapes.

Chaos Ooze

Tiny Ooze, unaligned

Armor Class 13
Hit Points 15 (3d6+6)
Speed 20 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	15 (+2)	10 (+0)	13 (+1)	10 (+0)

Saving Throws CON +4, WIL +3
Damage Resistances All
Damage Immunities Poison
Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Grappled, Paralyzed, Poisoned, Prone, Restrained, Unconscious
Skills Perception +4, Stealth +5
Senses Blindsight 60 ft. (blind beyond this distance), Passive Perception 12
Languages Understands but cannot speak all languages known by its warlock.
Challenge 1/4 (50 XP)

Amorphous. The ooze can move through a space as narrow as 1/8 inch wide without squeezing and can enter a hostile creature's space and stop there.

Merge. As a Bonus Action the ooze can touch the warlock it is bonded to as a familiar and merge with its warlock's form, appearing as manifestation of some sort on its warlock's body. While merged the familiar possesses all of its normal senses and can see and hear what is occurring around its master but can take no Action other than to use a Bonus Action to emerge from the manifestation. While merged, the ooze's warlock gains the ooze's blindsight.

Actions

Slam. Melee Attack: +5 to hit, reach 10ft., one target. Hit 5 (1d4 + 3) chaos damage (this is combined force and necrotic damage; a creature is not resistant or immune to this damage unless it is resistant or immune to both damage types)..

Clockwork Familiar

Clockwork familiars are created by spellcasters that blur the lines between engineering and magic. The resemble tiny statues of a normal animal of their type until they begin moving. These mechanical familiars are commonly created by pact of the chain warlocks of the Machine patron. Some Clockwork familiars forgo an animal form and are simply an animated version of a tiny mechanic device. One notable variation was a tiny flying animated repeating hand crossbow that possessed a ranged weapon attack instead of a slam attack.

Clockwork Familiar

Tiny Construct, unaligned

Armor Class 18
Hit Points 10 (4d4)
Speed As Base Creature, or walking 30 ft., fly 40 ft (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	10 (+0)	10 (+0)	12 (+1)	10 (+0)

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Skills Perception +3
Senses Darkvision 120 ft., Blindsight 30 ft., passive Perception 13
Languages None
Challenge ¼ (50 xp)

Antimagic Susceptibility. The clockwork familiar is incapacitated while in the area of an anti-magic field. If targeted by dispel magic, it must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the clockwork familiar remains motionless, it is indistinguishable from a finely crafted statue of its creature or item type.

Actions

Slam. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. Hit 1d4 + 4 bludgeoning, piercing, or slashing damage (as appropriate)..



Pure Mephit

Pure element mephits are less capricious and usually more intelligent and fairer than their mixed element cousins, but also smaller and weaker. They resemble tiny winged humanoids or animals with features representative of their element. These creatures will sometimes serve as familiars to spellcasters, especially those with a particular bond to an elemental force.

Air Mephit

Tiny Elemental, neutral

Armor Class 14
Hit Points 6 (2d4)
Speed 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	10 (+0)	12 (+1)	10 (+0)	14 (+2)

Damage Resistances lightning, thunder
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Primordial, Auran
Challenge ¼ (50 xp)

Death Burst. When the mephit dies, it leaves behind a cloud of fog that fills a 5-foot-radius sphere centered on its space. The sphere is heavily obscured. Wind disperses the cloud, which otherwise lasts for 1 minute.

Innate Spellcasting. The Mephit's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast *gust* at will, and *fog cloud* 1/day, requiring no components.

Actions

Shocking Touch. *Melee Spell Attack:* +4 to hit, reach 5ft., one target. Hit 5 (1d4 + 2) lightning damage

Thunder Shout (Recharge 6). The tiny mephit lets loose a thunderous bellow. Each creature in a 15-foot-cone must succeed on a DC 12 Constitution saving throw. On a failure, it suffers 7 (2d6) thunder damage and is pushed 5 feet. On a success, it suffers half damage and is not pushed.

Earth Mephit

Tiny Elemental, neutral

Armor Class 12
Hit Points 10 (2d4+4)
Speed 15 ft., burrow 15 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	10 (+0)	14 (+2)	12 (+1)

Damage Resistances bludgeoning, piercing, and slashing from non-magical weapons
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., tremorsense 10 ft., passive Perception 14
Languages Primordial, Terran
Challenge ¼ (50 xp)

Death Burst. When the mephit dies, it explodes into shards of stone. Each creature within 5 feet of it must make a DC 11 Dexterity saving throw, taking 4 (1d8) bludgeoning damage on a failed save, or half as much damage on a successful one.

Innate Spellcasting. The Mephit's innate spellcasting ability is Charisma (spell save DC 11). It can innately cast *mold earth* and *magic stone* at will, requiring no components.

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. Hit 4 (1d4 + 2) bludgeoning damage

Stomp (Recharge 6). The mephit stomps its tiny foot, shaking the ground. Each creature in a 10-foot radius must succeed on a DC 11 Dexterity saving throw. On a failure, it suffers 3 (1d6) bludgeoning damage and is knocked prone. If the ground in that area is loose earth or stone, it becomes difficult terrain until cleared. .. .

Fire Mephit

Tiny Elemental, neutral

Armor Class 14
Hit Points 6 (2d4)
Speed 20 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	10 (+0)	12 (+1)	10 (+0)	14 (+2)

Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 90 ft., passive Perception 12
Languages Primordial, Ignan
Challenge ¼ (50 xp)

Death Burst. When the mephit dies, it explodes into a blast of fire. Each creature within 5 feet of it must make a DC 12 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

Innate Spellcasting. The Mephit's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast *control flames* and *produce flame* at will, requiring no components.

Actions

Burning Touch. *Melee Spell Attack:* +4 to hit, reach 5ft., one target. Hit 5 (1d4 + 2) fire damage

Fire Breath (Recharge 6). The tiny mephit exhales a 15-foot cone of fire. Each creature that area must succeed on a DC 12 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

Water Mephit

Tiny Elemental, neutral

Armor Class 13
Hit Points 8 (2d4+2)
Speed 15 ft., swim 60 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	10 (+0)	12 (+1)	14 (+2)

Damage Resistances acid, cold
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Primordial, Aquan
Challenge ¼ (50 xp)

Death Burst. When the mephit dies, it explodes into a blast of water. Each creature within 5 feet of it must make a DC 12 Strength saving throw. On a failed save it takes 4 (1d8) bludgeoning damage and is knocked prone. On a successful save, it takes half damage and is not knocked prone.

Innate Spellcasting. The Mephit's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast *shape water* at will, and *create water* 1/day, requiring no components.

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. Hit 3 (1d4 + 1) bludgeoning damage

Gush (Recharge 6). The tiny mephit exhales a gout of seawater. Each creature in a 15-foot-cone must succeed on a DC 12 Strength saving throw. On a failure, it suffers 3 (1d6) bludgeoning damage and is pushed 5 feet and knocked prone. On a success, it suffers half damage and is not pushed or knocked prone....



Spectral Mote Familiar

Spectral Motes are tiny wisps of dark sentient spectral energy summoned as a guide for a warlock or drawn from a corpse by certain necromancers. They are often encountered as a familiar to a Pact of the Chain warlock of an Undying or Hexblade patron and appear as a tiny mote of purplish darkness. The mote knows all languages known by its warlock or those that it knew in life but cannot speak. It can communicate telepathically with its warlock or necromancer, or it can communicate with others in a limited manner by varying the depth, quality, and shape of its darkness.

Spectral Mote

Tiny Undead, unaligned

Armor Class 18
Hit Points 9 (3d4)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	20 (+5)	10 (+0)	10 (+0)	13 (+1)	14 (+2)

Damage Resistances Acid, Cold, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Necrotic, Poison
Condition Immunities Exhaustion, Frightened, Grappled, Paralyzed, Poisoned, Prone, Restrained, Unconscious
Skills Perception +3, Stealth +7
Senses Darkvision 120 ft., Passive Perception 13
Languages Understands the languages it knew in life or those known by its warlock but cannot speak.
Challenge 1/4 (50 XP)

Incorporeal Movement. The mote can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Ephemeral. The mote can't wear or carry anything.

Drain Light. Within a 5 to 20-foot radius of the mote, bright light becomes dim, and dim light becomes darkness. While in dim light or darkness, the mote can take the Hide action as a bonus action. Within an area of complete darkness, the mote is invisible. The mote can activate, deactivate, or alter the radius of its drain light as a bonus action.

Turn Immunity. The mote is immune to effects that turn undead.

Sunlight Sensitivity. While in sunlight, the mote has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight and its Drain Light ability ceases to function.

Actions

Drain Life. *Melee Spell Attack:* +4 to hit, reach 5ft., one target. Hit 5 (1d4 + 2) necrotic damage. The target must succeed on a DC 12 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0..

Spirit Wisp Familiar

Spirit Wisps are tiny sparks of sentient blue-white spiritual energy summoned as a guide for a warlock. A spirit wisp is almost always encountered as a familiar to a Pact of the Chain warlock of the Beyond patron. The wisps can understand the languages known by its warlock but cannot speak. They can communicate with their warlock via a form of telepathy using the familiar bond. With other creatures the wisp communicates by changes in the color, intensity, and shape of its light.

Spirit Wisp

Tiny Undead, unaligned

Armor Class 18
Hit Points 9 (3d4)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	20 (+5)	10 (+0)	10 (+0)	13 (+1)	14 (+2)

Damage Resistances Acid, Cold, Fire, Force, Lightning, Radiant, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Necrotic, Poison
Condition Immunities Exhaustion, Frightened, Grappled, Paralyzed, Poisoned, Prone, Restrained, Unconscious
Skills Perception +3
Senses Darkvision 120 ft., Passive Perception 13
Languages Understands but cannot speak all languages known by its warlock.
Challenge 1/4 (50 XP)

Incorporeal Movement. The wisp can move through other creatures and objects as if they were difficult terrain. It takes 2 (1d10) force damage if it ends its turn inside an object.

Ephemeral. The wisp can't wear or carry anything.

Variable Illumination. The wisp sheds bright light in a 5 to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The wisp can alter the radius as a bonus action.

Turn Immunity. The wisp is immune to effects that turn undead.

Actions

Spiritual Jolt. *Melee Spell Attack:* +4 to hit, reach 5ft., one target. Hit 5 (1d4 + 2) force damage.

Invisibility. The wisp and its light magically become invisible until it attacks or until its concentration ends (as if concentrating on a spell).

Spirit Shock. The wisp can extinguish itself to cause one creature within 5 feet to suffer 12 (4d4+2) force damage. The wisp immediately drops to 0 hit points and disappears when it uses this action.

Undead Animal Familiar

An undead familiar is an undead beast raised as a familiar by certain Warlocks and Necromancers. (Primarily Pact of the Chain warlocks of the Undying patron and Necromancers of the School of Reanimation. The undead familiar has the statistics of the base creature (usually a bat, cat, crab, frog (toad), hawk, lizard, owl, poisonous snake, flying monkey, flying snake, rat, raven, spider, or weasel), as modified below:



Undead Animal Familiar

Tiny Undead, unaligned

Armor Class As Base Creature
Hit Points As Base Creature +9 (+2d4+4)
Speed As Base Creature

STR	DEX	CON	INT	WIS	CHA
x+2 (+?)	x (+?)	15 (+2)	x+2 (+?)	x (+?)	x-2 (+?)

Damage Resistances Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered
Damage Immunities Poison
Condition Immunities Exhaustion, Frightened, Poisoned
Skills As base creature
Senses As Base Creature and Darkvision 60 ft., passive Perception (as base creature)
Languages None
Challenge 1/8 (25 xp)

Undead Fortitude. If damage reduces the undead familiar to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the undead familiar drops to 1 hit point instead.

Turn Immunity. The familiar is immune to effects that turn undead while within 100 feet of its master.

Other. The Undead Familiar possesses the abilities of the base creature.

Actions

Attack. The Undead Familiar possesses the actions and attacks of the base creature. Melee attacks inflict an additional 1d4 necrotic damage.





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