



THE BLACK MAGE



HOMEBREW

A conversion of FFXIV's Black Mage job,
for the world's greatest roleplaying game.

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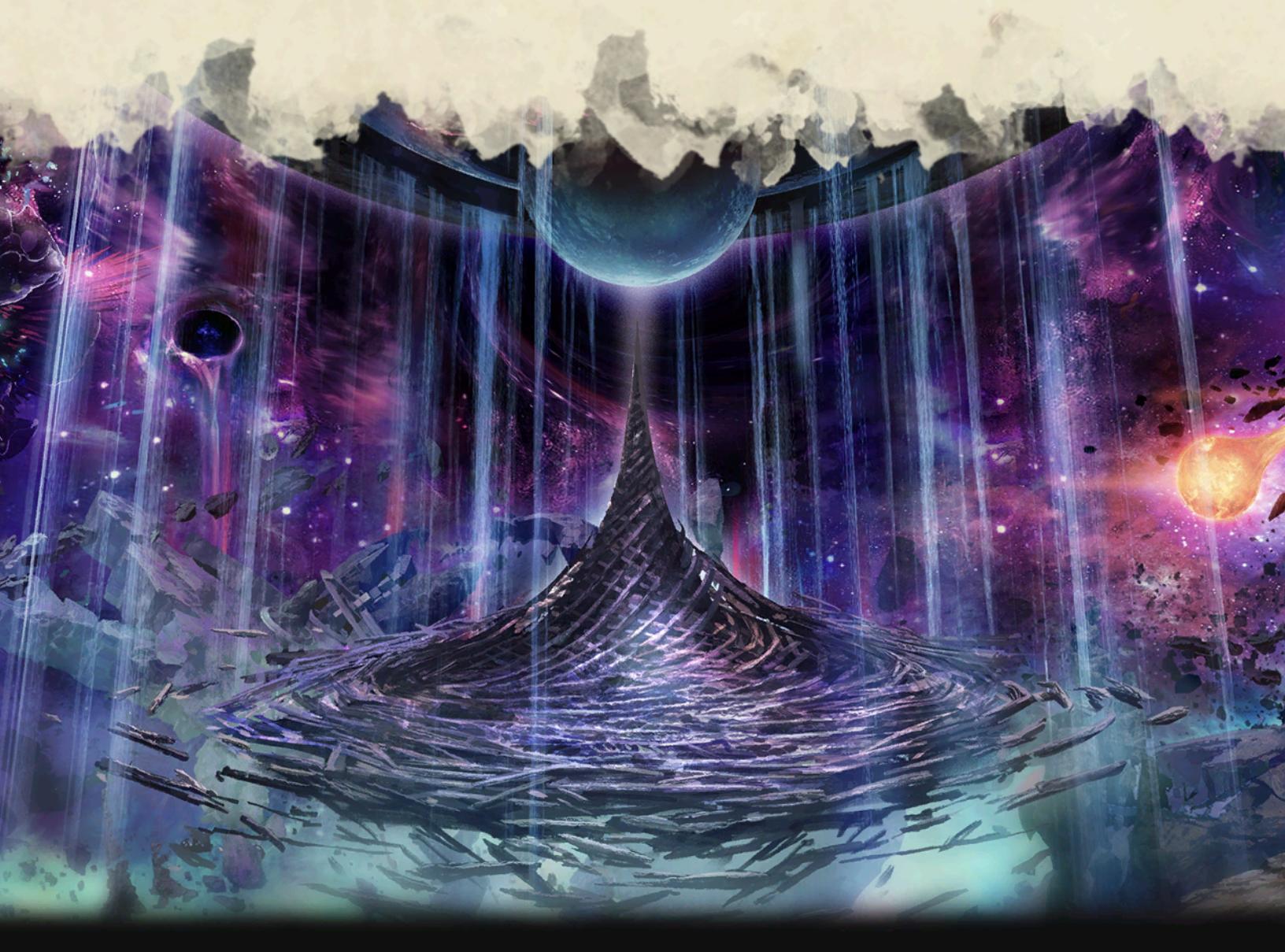
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BLACK MAGE

A violent scream announces the arrival of a voidsent horde careening through an open fissure in reality. A lone elezen man, clad in black and wielding an ebony staff stands his ground and unleashes a fiery blaze that consumes the fiends.

Thunder and lightning rolls across the land as a hrothgar woman stares down her rival clad in white. She calls on the aether of the land around her, weaving together a conflux of magical energies, allowing her to unleash a bolt of lightning with force to defeat her foe.

A hrothgar man stands firm amidst the icy tundra of Coerthas. As his allies charge forth, he aligns his aether with the umbral pole, breathing in deep and replenishing his magic to fight again.

A black mage's command of destructive magic is unparalleled. Wielding power that assails the minds and breaks the bodies of any who stand in their way.

DESTRUCTIVE MAGIC

Black magic is the power of destruction, with black mages skilled in the use of fire, ice and lightning aspected magic. The practice in its modern incarnation has its roots in thaumaturgy, a similar magical discipline focused on destruction. Such raw power is incredibly taxing on the body, with many would-be mages limited by how quickly they exhaust their own aether. However, by attuning their aether to the astral or umbral poles in turn, thaumaturges and black mages devised a way to allow their aether to "breathe." Exhaling on the astral pole to empower their spells, and inhaling on the umbral alignment to allow their aether to replenish. This practice forms the bedrock of thaumaturgy and black magic both, allowing a mage to greatly extend their natural abilities.

Beyond that, however, black mages have one significant distinction. Not only do they draw on their own aether, but they also draw on that of the world around them. What once was a stream of aether becomes akin to an ocean, and using that vast reservoir of power in tandem with their thaumaturgy roots allows a black mage to unleash magic of greater power than any other.

MAGES OF MHACH

The art of black magic was born at the height of the Fifth Astral Era. In the city of Mhach, resting atop the Yafaem Saltmoor, the sorceress Shatotto wove together the first spell that would come to be called black magic. Wielding this destructive new power, Shatotto's strength was unparalleled by any in Mhach, and she had no trouble finding reams of willing students to pass along her knowledge.

With Shatotto's teachings at their back, the Mhachi quickly rose to become one of the predominant powers of the era, only rivaled by the ancient Amdapor. As their magical dominance continued, the Mhachi turned their



THE BLACK MAGE

Level	Proficiency Bonus	Ley Line Bonus	Features	— Spell Slots Per Spell Level —									
				Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th	6th	7th	8th
1st	+2	+2	Spellcasting, Ley Lines	3	3	2	—	—	—	—	—	—	—
2nd	+2	+2	Arcane Practice	3	4	3	—	—	—	—	—	—	—
3rd	+2	+2	Aether Alignment	3	5	4	2	—	—	—	—	—	—
4th	+2	+2	Ability Score Improvement	4	6	4	3	—	—	—	—	—	—
5th	+3	+2	—	4	7	4	3	2	—	—	—	—	—
6th	+3	+2	Enochian, Arcane Practice Feature	4	8	4	3	3	—	—	—	—	—
7th	+3	+2	—	4	9	4	3	3	1	—	—	—	—
8th	+3	+2	Ability Score Improvement	4	10	4	3	3	2	—	—	—	—
9th	+4	+3	Ley Lines Improvement	4	11	4	3	3	2	1	—	—	—
10th	+4	+3	Between the Lines	4	12	4	3	3	2	1	—	—	—
11th	+4	+3	—	5	13	4	3	3	2	1	1	—	—
12th	+4	+3	Ability Score Improvement	5	13	4	3	3	2	1	1	—	—
13th	+5	+3	—	5	14	4	3	3	2	1	1	1	—
14th	+5	+3	Arcane Practice Feature	5	14	4	3	3	2	1	1	1	—
15th	+5	+3	—	5	15	4	3	3	2	1	1	1	—
16th	+5	+3	Ability Score Improvement	5	15	4	3	3	2	1	1	1	—
17th	+6	+4	Ley Lines Improvement	5	16	4	3	3	2	1	1	1	1
18th	+6	+4	Arcane Practice Feature	5	16	4	3	3	3	1	1	1	1
19th	+6	+4	Ability Score Improvement	5	17	4	3	3	3	2	2	1	1
20th	+6	+4	Soul Resonance	5	17	4	3	3	3	2	2	2	1

research elsewhere; having decided they were strong enough to wield the powers of other worlds, the black mages of Mhach began to experiment with void magicks. They used their overwhelming might to defeat and contain any voidsent they summoned, siphoning their very essence to power all manner of spells and devices. All this they put to use in their battles against the Amdapor in the War of the Magi.

As their power swelled beyond the limits of mortal men, the Mhachi began to rot from the inside out, and far too late did they realise the mistake they had made. In their never ending desire to conquer the other and expand their power, the two sides of the War of the Magi had drained the land of it's aether, leading to the world itself becoming unstable. Thus, did the conflict of black and white magic lead to the Sixth Umbral Calamity that flooded the world, ending the machinations of both.

In the eras since, black magic and white magic both were seen as omens of evil, with the art all but forbidden in all corners of the world. Only in recent times has the art began to emerge again, limited only to those with the will to use it correctly.

CREATING A BLACK MAGE

When creating your black mage character, consider how and why you came upon the power of a black mage. Black magic is the power to destroy; consider why your character has pursued this dangerous art, and how you have done so. Do you seek power to destroy your enemies? Take revenge? Did you train under the thaumaturge's build, then set out on your own to find a Mhachian soul stone?

Due to their want of destructive power, most black mages are neutral or evil in alignment. If your character differs from the norm, such as being good aligned, consider why your character has that alignment, and how your past has shaped it.

QUICK BUILD

You can make a black mage quickly by following these suggestions. First make Intelligence your highest ability score, followed by Constitution. Next, take the sage background.

CLASS FEATURES

As a black mage, you gain the following class features

HIT POINTS

Hit Dice: 1d6 per black mage level

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

Hit Points at Higher Levels: 1d6 (or 4) + your

Constitution modifier per black mage level after 1st

PROFICIENCIES

Armor: None

Weapons: Daggers, darts, slings, quarterstaffs, light crossbows

Tools: None

Saving Throws: Intelligence, Wisdom

Skills: Choose two from Arcana, Deception, History, Insight, Intimidation, Investigation

EQUIPMENT

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

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

SPELLCASTING

You have studied the art of black magic and have become able to cast black mage spells.

CANTRIPS

At 1st level, you know three cantrips of your choice from the black mage spell list. You learn additional black mage cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Black Mage table.

SPELL SLOTS

The Black Mage table shows how many spell slots you have to cast your black mage spells of 1st level and higher. To cast one of these black mage 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.

For example, if you know the 1st-level spell *burning hands* and have a 1st-level and a 2nd-level spell slot available, you can cast *burning hands* using either slot.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the black mage spell list.

The Spells Known column of the Black Mage table shows when you learn more black mage spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the black mage spells you know and replace it with another spell from the black mage spell list, which also must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your black mage spells, since you learn your spells through study, memorization and practice. 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 black mage 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

SPELLCASTING FOCUS

You can use an arcane focus as a spellcasting focus for your black mage spells.

LEY LINES

At 1st level, you can draw on the aether of the world around you to enhance your spells. When you use your action to cast a spell, you can at the same time draw on a strand of that magic to weave together ley lines in a 5-foot radius circle centered on you. Your ley lines remain there for 1 minute, and you cannot create another radius of ley lines until the previous one ends. When standing in your ley lines, you gain the following effects:

- When you cast a spell while standing in your ley lines, you gain a +2 bonus to your spell save DC and your spell attack modifier. This bonus increases when you reach certain levels in this class, as shown in the Ley Lines Bonus column of the Black Mage table.
- When you use your action to Ready a spell, you don't need to concentrate on the readied spell. You lose the readied spell if you leave your ley lines and you are not concentrating on it.
- After you cast a spell in your ley lines, your speed is 0 until the end of your turn.

ARCANE PRACTICE

At 2nd level, you choose an arcane practice to focus your magical development in. Choose from the Pyromancer, Cryomancer, Mhachian, Void Mage or Black Cloud practices, each of which is presented at the end of the class description. Your choice grants you features at 2nd level, and again at 6th, 14th and 18th level.

PRACTICE SPELLS

Each arcane practice has a list of spells – its practice spells – that you gain at the black mage levels noted in the practice description. These spells count as black mage spells for you, but they don't count against the number of black mage spells you know.

AETHER ALIGNMENT

Starting at 3rd level, you can align your aether with the astral or umbral poles. You can spend 10 minutes in deep meditation to enter your choice of astral phase or umbral phase. This meditation can be performed as part of a short or long rest. You remain in your chosen alignment until you choose a different one using this feature, and your chosen alignment grants you benefits when you cast spells using a spell slot while standing in your ley lines.

ASTRAL PHASE

You attune to the sporadic and volatile astral pole. When you cast a spell of 1st level or higher that deals acid, fire, lightning, psychic or radiant damage, you can roll the damage dice twice and choose either result.

UMBRAL PHASE

You attune to the static and unchanging umbral pole. When you cast a spell of 2nd level or higher that deals cold, force, necrotic, poison or thunder damage, you regain one expended spell slot. The slot you regain must

be of a level lower than the spell you cast and can't be higher than 5th level.

ABILITY SCORE IMPROVEMENT

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

CANTRIP VERSATILITY (OPTIONAL)

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can replace one cantrip you learned from this class's Spellcasting feature with another cantrip from the black mage spell list.

ENOCHIAN

Starting at 6th level, while standing in your ley lines, you can add your Intelligence modifier to the damage of your black mage spells.

BETWEEN THE LINES

When you reach 10th level, you become able to manipulate your ley lines in the following ways. To use either effect, you must be within 120 feet of your ley lines.

- As a bonus action, you can teleport to the center of your ley lines.
- As an action, you reweave your ley lines, causing it to disappear from its current location and reappear centered on you. You can do so only once each time you create your ley lines.

SOUL RESONANCE

When you reach 20th level, your soul becomes attuned with the very fabric of magic itself. While standing in your ley lines, you gain the following effects:

Apocatastasis. Any damage you take is reduced by your Intelligence modifier, to a minimum of 0.

Transpose. You can use a bonus action to change your current aether alignment to either astral phase or umbral phase.

Surecast. Your concentration can't be broken by taking damage.

ARCANE PRACTICES

Study of the arcane takes many forms. Even within the realm of black magic, there are arcane practices that serve to explore different facets of this destructive art. Each practice represents a field of further study, a journey into knowledge, research and spell weaving much like the sorceress Shatotto engaged in to create Black Magic in the first place. It is through these practices that the art of black magic has evolved and developed into what we know today, with each practice unearthing new abilities to expand the art of black magic.

MHACHIAN

The secrets of Mhach were considered long-since lost, until an expedition into the weeping city uncovered reams of lost knowledge detailing the unique practices of the original wielders of black magic. This practice seeks to decipher those secrets, uncover the lost knowledge of Mhach, and realise the true power of black magic.

MHACHIAN SPELLS

Black Mage Level Spells

1st	<i>Chromatic Orb, Detect Magic</i>
3rd	<i>Nystul's Magic Aura, Borrowed Knowledge</i> ^{SCC}
5th	<i>Counterspell, Dispel Magic</i>
7th	<i>Arcane Eye, Polymorph</i>
9th	<i>Circle of Power, Teleportation Circle</i>

XENOGLOSSY

Also at 2nd level, you have uncovered a unique power of the Mhachi called Xenoglossy. While similar in nature to a spell, it's efficient weaving allows you to invoke it without use of excess aether. As an action, you can assail a creature within 60 feet with dark magic. The creature must make a Dexterity saving throw against your spell save DC, taking 2d8 force damage on a failed save, or half as much on a successful one.

You can use this feature a number of times equal to your Intelligence modifier (minimum of one use), and regain all expended uses after finishing a long rest.

This feature benefits from the effects of your ley lines as if it were an evocation spell. When you reach higher levels in this class, you can expend additional uses to increase the damage dealt; at 3rd level you can spend up to 2 uses, at 5th level you can spend up to 3 uses, at 7th level you can spend up to 4 uses, and at 9th level you can spend up to 5 uses. Each additional use expended beyond the first increases the damage by 1d8.

POLYGLOT

When you reach 6th level, you have deciphered Mhachian secrets that allow you to read all writing.

AMPLIFIER

Starting at 14th level, when you deal damage with a spell or xenoglossy whilst standing in your ley lines, you can ignore resistance to one damage type deal by the spell, and treat immunity to that damage type as resistance.

TRIPLECAST

By the time you reach 18th level, the deepest secrets of the Mhachi have been revealed to you. After you create your ley lines, the next three spells you cast with a casting time of 1 action can be cast using a bonus action for that casting, provided you are standing in your ley lines.

PYROMANCER

Even amongst most black mages, there are some who seek exclusively to destroy through raw firepower. The pyromancer practice serves this purpose, taking in students with a love for destruction, or those with a thirst for overwhelming power. By channeling the element of fire through themselves, they are capable of destruction on an unprecedented level, burning through their own aether to annihilate any and all opposition.

PYROMANCER SPELLS

Black Mage Level Spells

1st	Burning Hands, Hellish Rebuke
3rd	Aganazzer's Scorching Ray ^{XGE}
5th	Fireball, Melf's Minute Meteors ^{XGE}
7th	Flare*, Wall of Fire
9th	Flame Strike, Immolation

DESPAIR

Starting at 2nd level, when you deal fire damage to a creature with an evocation spell of 1st level or higher, you can expend spell slots to deal additional damage. For each level of spell slot expended, you deal an additional 1d8 fire damage, to a maximum of 5d8. You can expend multiple spell slots at the same time; if you do so, add the levels together to determine how many d8s you roll. The spell slots you expend must be of the same level as the one used to cast the spell.

FIRE HEART

Starting at 6th level, fire magic begins to permeate your body. You gain the following benefits.

- Spells you cast deal double damage to objects and structures.
- You and any creature within 10 feet of you is immune to the effects of extreme cold.
- You add fire damage to the list of damage types for your Umbral Phase.

IMPROVED ASTRAL PHASE

When you reach 14th level, your mastery over volatile fire allows you greater control over your astral phase. While in Astral Phase, if you roll a 1 on a damage die for a spell that deals fire damage, you can instead treat it as if you had rolled the highest possible number on the die.

FIRESTARTER

When you reach 18th level, fire magic suffuses your very being. After you spend 10 minutes to change your Aether Alignment, the next spell you cast of 3rd level or lower that deals fire damage can be cast without expending a spell slot.

VOID MAGE

Among the ranks of the mhachi were an order of black mages whose lust for power grew beyond Eorzea. They cast their gaze elsewhere, to the barren shadowscape of the Void and devised methods to summon, capture and enslave the voidsent that called it home. Though the Mhachi have been dead for centuries, these practices have survived. Picked up by modern cultists and later a small sect of black mages, they endeavour to wield the same power.

VOID MAGE SPELLS

Black Mage Level Spells

1st	Arms of Hadar, Cause Fear ^{XGE}
3rd	Darkvision, Vortex Warp ^{SCC}
5th	Bestow Curse, Magic Circle
7th	Banishment, Evard's Black Tentacles
9th	Contact Other Plane, Geas

VOIDSENT MINION

At 3rd level, you magically summon a sinister voidsent, which draws strength from your connection to the void. The voidsent is friendly to you and your companions and obeys your commands, though it regards you with disdain. See its statblock in the Voidsent Minion statblock below, which uses your proficiency bonus (PB) in several places. You also determine the kind of voidsent the creature is.

In combat, the voidsent acts during your turn. It can move and use its reaction on its own, but the only action it takes is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the voidsent can take any action of its choice, not just Dodge.

If the voidsent is dead, you can summon it again when you finish long rest by performing a 10 minute ritual. If you die, the voidsent doesn't disappear; instead, it is freed from your control and becomes hostile to your allies until it dies.

RIFT SENSE

Starting at 6th level, you can sense the presence of any portal to another plane within 30 feet of you, even if it is inactive. Additionally, you can spend 10 minutes undertaking a ritual to expand this ability. At the end of the ritual, you learn the location of all portals within 1 mile of you. The location remains fixed in your mind until you finish a long rest. Once you perform this ritual, you can't do so again until you finish a long rest.

VOID SYMBIOSIS

When you reach 14th level, you and your voidsent minion begin to form a symbiotic existence. You gain the following benefits:

- You gain resistance to necrotic damage.
- While in Astral Phase, the damage die of your Voidsent Minion's Rend increases to a d12.

- While in Umbral Phase, your Voidsent Minion gains temporary hit points equal to your PB when it deals damage with its Rend.

VOID BANISHMENT

At 18th level, your ley lines become a conduit for the void. If a creature other than you or your voidsent minion enters the area of your ley lines, you can use your reaction to force it to make a Charisma saving throw against your spell save DC. On a failed save, it is pulled into the void for 1 minute. While in the void, the creature is incapacitated and takes 3d10 necrotic damage at the start of each of its turns. If the creature dies as a result of this damage, you regain one expended spell slot of 6th level or lower. The creature can repeat the saving throw at the end of each of its turns, ending the effect and returning to your current plane in an unoccupied space of your choice within 60 feet of you. The effect also ends early if you leave your ley lines, your ley lines end, or you are incapacitated. You can only have one creature sent to the void in this way and cannot send another one until the first creature leaves the void.

VOIDSENT MINION

Medium fiend (voidsent), chaotic evil

Armor Class 12 + PB (natural armor)

Hit Points 4 + four times your black mage level (the voidsent has a number of Hit Dice [d8s] equal to your black mage level)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	14 (+2)	8 (-1)	8 (-1)

Damage Resistances necrotic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 9

Languages understands the languages you speak

Challenge — **Proficiency Bonus** equals your bonus

Shadow Bond. You can add your proficiency bonus to any ability check or saving throw that the voidsent makes.

Void Lines. While you are standing in your ley lines, your voidsent gains a bonus to its attack rolls, saving throw DCs and damage rolls equal to your Ley Line Bonus.

Abductor. The voidsent can move its full speed when moving with a grappled creature.

ACTIONS

Rend. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 1d8 + 2 + PB necrotic damage. If the target is frightened, the voidsent has advantage on the attack roll and it deals an additional 1d4 necrotic damage.

Void Gaze. A creature the voidsent can see and can see the voidsent within 60 feet of it must make a Charisma saving throw (DC 8 + 2 + PB) or be frightened of you until the end of your next turn.

CRYOMANCER

Unlike their rivals the Pyromancers, Cryomancers rarely revel in wanton destruction. Their approach to spellcraft is calm, focused and disciplined, relying on technique rather than raw power. As a result, their control over ice magic is far more intricate and deliberate.

CRYOMANCER SPELLS

Black Mage Level Spells

1st	<i>Armor of Agathys, Ice Knife</i> ^{XGE}
3rd	<i>Rime's Binding Ice</i> ^{FTD} , <i>Snilloc's Snowball Swarm</i>
5th	<i>Blizzard*</i> , <i>Sleet Storm</i>
7th	<i>Ice Storm, Elemental Bane</i> ^{XGE}
9th	<i>Cone of Cold, Hold Monster</i>

KEEPING COLD

At 2nd level, your ice elemental magic inflict lasting harm on your foes.

Umbral Freeze. When you cast a spell that deals cold damage, you can choose one creature that took damage from the spell to be afflicted with Umbral Freeze. Umbral Freeze can be inflicted on a creature multiple times and is measured in levels, with a maximum level equal to your Intelligence modifier (minimum of one). A creature gains one level of Umbral Freeze each time you use this feature to afflict it.

For each level of Umbral Freeze a creature has, its speed is reduced by 5 feet. A creature cannot be inflicted with Umbral Freeze if it is immune to cold damage, and its Umbral Freeze level is reset to 0 when it finishes a short or long rest.

Superflare. As a bonus action, you can unleash a burst of magic that feeds on the cold. Choose a creature you can see within 60 feet of you that has at least one level of Umbral Freeze. That creature must make a Constitution saving throw against your spell save DC. On a failed save, the creature takes 1d6 cold damage for each level of Umbral Freeze it had, or half as much on a successful save. The creature's Umbral Freeze level is then reset to 0. Superflare also gains the benefits of your ley lines as if it were a spell.

You can use Superflare a number of times equal to your Intelligence modifier, and regain all expended uses after finishing a short rest.

ICE SOUL

At 6th level, ice magic begins to permeate your body. You gain the following benefits.

- You can use an action to freeze water or another liquid in a 10-foot cube, which remains frozen for 1 minute.
- You ignore difficult terrain created by snow or ice.
- You add cold damage to the list of damage types for your Astral Phase.

DEEP FREEZE

Starting at 14th level, when a creature fails the saving throw against your Superflare, the target suffers additional effects determined by the level of Umbral Freeze it had, which lasts until the end of your next turn.

Level 1. The creature's speed is reduced to 0.

Level 2. The creature's speed is reduced to 0 and it is restrained.

Level 3 or higher. The creature's speed is reduced to 0, it is restrained, and it is incapacitated.

SPREADING COLD

At 18th level, you have greater control over your Umbral Freeze. When you deal cold damage with a spell, you can choose any number of creatures up to your Intelligence modifier that took damage from the spell to gain a level of Umbral Freeze, rather than only one. Additionally, when you use Superflare, the magic explodes, causing creatures within 5 feet of the target to also make a Constitution saving throw against the same damage as the target, though they don't suffer the effects of Deep Freeze on a failure.

BLACK CLOUD

Along with fire and ice, lightning is the third member in the triumvirate of black mage elements. Those that understand its significance find themselves drawn to storms, chasing them down or meditating in place until one arrives. In doing so, they bear witness to the raw, untamed ferocity of nature, and unlock the secrets of wielding thunder and lightning with greater efficacy.

BLACK CLOUD SPELLS

Black Mage Level Spells

1st	<i>Thunderwave, Witch Bolt</i>
3rd	<i>Shatter, Warding Wind</i> ^{XGE}
5th	<i>Lightning Bolt, Thunder Step</i> ^{XGE}
7th	<i>Elemental Bane</i> ^{XGE} , <i>Storm Sphere</i> ^{XGE}
9th	<i>Control Winds</i> ^{XGE} , <i>Destructive Wave</i>

HIGH THUNDER

At 2nd level, you learn the *witch bolt* spell, which doesn't count against the number of spells you know. When you cast the spell while standing in your ley lines, you gain the following benefits:

- When you cast the spell, you can cause a ethereal thundercloud to form in an unoccupied space you can see within 60 feet of you, and cast the spell from that space. For the duration, the spell only ends if you choose to end it, or if the target moves more than 30 feet away from the thundercloud.
- You can use a bonus action, rather than an action, to deal the automatic damage.
- You can change the damage type to thunder, rather than lightning.

STORM CHASER

Starting at 6th level, you can conduct a ritual to call a storm and step across the land. The ritual takes 10 minutes to perform, at the end of which you and creatures of your choice within 10 feet of you are teleported by a bolt of lightning to unoccupied spaces within 100 feet of you. The spaces must be within 10 feet of each other and open to the sky. If it is raining, the range increases to 300 feet, and if it is a thunderstorm, the radius increases to 500 feet. You don't need to see the destination to teleport, as you can guide the teleportation from within the localised storm.

CONDUIT OF POWER

At 14th level, lightning magic lashes out from your ley lines. Any creature that starts its turn within 15 feet of your ley lines must make a Constitution saving throw, suffering one of the following effects of your choice on a failed save.

Lightning. The creature takes lightning damage equal to your black mage level.

Thunder. The creature is pushed back 15 feet and is deafened until the end of your next turn.

When you create your ley lines, you can choose any number of creatures you can see to be immune to this

feature for the duration.

THUNDERHEAD

From 18th level, your ley lines serve as a conduit for thunderous power. Choose a spell of 2nd level or lower from the black mage spell list that deals either lightning or thunder damage. While standing in your ley lines, you can cast your chosen spell at its lowest level without expending a spell slot. When you finish a long rest, you can change your swap out your chosen spell for another spell of 2nd level or lower that deals lightning or thunder damage. If the weather around you is a thunderstorm, you can instead do so as an action.

CANTRIPS (0 LEVEL)

Chill Touch
Control Flames^{XGE}
Fire Bolt
Frostbite^{XGE}
Lightning Lure
Mage Hand
Message
Minor Illusion
Prestidigitation
Produce Flame
Ray of Frost
Shocking Grasp
Thaumaturgy
Thunderclap

1ST LEVEL

Absorb Elements
Burning Hands
Chaos Bolt
Chromatic Orb
Color Spray
Comprehend Languages
Detect Magic
Disguise Self
Dragon's Breath
False Life
Frost Fingers
Hellish Rebuke
Ice Knife^{XGE}
Inflict Wounds
Mage Armor
Magic Missile
Ray of Sickness
Sleep
Tasha's Caustic Brew^{TCE}

Thunderwave

Witch Bolt

2ND LEVEL

Aganazzar's Scorching Ray^{XGE}
Alter Self
Arcane Lock
Blindness/Deafness
Continual Flame
Darkvision
Dragon's Breath^{XGE}
Flaming Sphere
Invisibility
Levitate
Melf's Acid Arrow
Misty Step
Rime's Binding Ice^{FTD}
Scorching Ray
Shatter
Silence
Snillocc's Snowball Swarm^{XGE}
Suggestion

3RD LEVEL

Bestow Curse
Blizzard*
Call Lightning
Counterspell
Dispel Magic
Fear
Fireball
Glyph of Warding
Lightning Bolt
Magic Circle
Melf's Minute Meteors^{XGE}
Sending
Sleet Storm

Speak with Dead

Summon Lesser Demons
Summon Shadowspawn^{TCE}

4TH LEVEL

Arcane Eye
Blight
Confusion
Fire Shield
Flare*
Greater Invisibility
Ice Storm
Shadow of Moil^{XGE}
Storm Sphere^{XGE}
Summon Greater Demon^{XGE}
Vitriolic Sphere^{XGE}
Wall of Fire

5TH LEVEL

Cloudkill
Cone of Cold
Conjure Elemental
Contact Other Plane
Destructive Wave
Enervation^{XGE}
Far Step^{XGE}
Flame Strike
Immolation^{XGE}
Passwall
Teleportation Circle
Wall of Force

6TH LEVEL

Arcane Gate
Chain Lightning
Circle of Death

Disintegrate

Flare Star*

Harm

Investiture of Flame^{XGE}

Investiture of Ice^{XGE}

Mass Suggestion

Otiluke's Freezing Sphere

Summon Fiend^{TCE}

True Seeing

Wall of Ice

7TH LEVEL

Delayed Blast Fireball
Finger of Death
Fire Storm
Freeze*
Plane Shift
Power Word Pain^{XGE}
Prismatic Spray
Teleport

8TH LEVEL

Abi-Dalzim's Horrid Wilting^{XGE}
Antimagic Field
Dark Star^{EGW}
Illusory Dragon^{XGE}
Incendiary Cloud
Power Word Stun

9TH LEVEL

Blade of Disaster
Gate
Meteor Swarm
Power Word Kill
Paradox*

NEW SPELLS

BLIZZARD

3th-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a crushed snowball)

Duration: Instantaneous

Magical frost erupts in a 20-foot radius sphere around a point you can see within range. A creature in the area of the sphere must make a Constitution saving throw. On a failed save, a creature takes 6d6 cold damage and its speed is reduced by half until the end of your next turn. On a successful save, a creature takes half as much damage and suffers no other effect.

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

FLARE

4th-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a sparkler)

Duration: Instantaneous

An eruption of flame consumes a creature you can see within range. The target must make a Constitution saving throw, taking 4d10 fire damage on a failed save, or half as much on a successful one. Then, creatures within 5 feet of the target must make a Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage Constitution saving throw damage increases by 1d10, and the Dexterity saving throw damage increases by 1d6 for every spel slot level above 4th.

FLARE STAR

6th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (six golden petals)

Duration: Instantaneous

A glowing mass of flame is blasted at a creature you can see within range. Make a ranged spell attack against the creature. On a hit, the target takes 8d10 fire damage. If the attack misses, it instead explodes in a 15-foot radius sphere centered on the target. Creatures in the sphere must make a Dexterity saving throw, taking 6d6 fire damage on a failed save, or half as much on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the direct hit damage increases by 1d10, and the explosion damage increases by 1d6 for every spel slot level above 6th.

FREEZE

7th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a frozen tear)

Duration: Concentration (up to 1 minute)

Bitter cold descends upon a creature within range. The creature must make a Constitution saving throw. On a failed save, the creature takes 10d8 cold damage and is frozen solid for the duration. On a successful save it takes half as much damage and isn't frozen. While frozen this way, it is incapacitated and its speed is 0. The creature is also vulnerable to fire damage. If the creature takes at least 25 points of fire damage, it thaws and the spell ends. The creature can also make a Constitution saving throw at the end of each of its turns, ending the effect on a success.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the damage increases by 2d8 for every spel slot level above 7th.

PARADOX

9th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a saphhire and ruby)

Duration: Instantaneous

You conjure a column of swirling ice and fire in a 30-foot radius, 40-feet high cylinder centered on a point you can see within range. Each creature in the area of the column must make a Dexterity saving throw, taking 7d6 fire damage and 7d6 cold damage, or half as much on a success.

THE BLACK MAGE

CHANGELOG

V1 - 26/07/2024

- First draft of the class. 5 custom spells and 5 subclasses.

