

THE ARCANUM



HE ARCANUM INCLUDES NEW SPELLS THAT largely reflect the advancement of magic and technology in the world. The spells below are added to the spell list of the specified class as detailed.

ARTIFICER

CANTRIPS (0 LEVEL)

Instant Cover

1ST LEVEL

Ice Bayonet

2ND LEVEL

Fortify

Magnetize

Steam Burst

3RD LEVEL

Efficaciousness

Spontaneous Combustion

Warp Metal

4TH LEVEL

Bubble Shield

Ghost Bullets

Over Shield

BARD

CANTRIPS (0 LEVEL)

Mindrending Bullet

1ST LEVEL

Daring Ditty

Jinx

Ice Bayonet

2ND LEVEL

Shackles of Pain

3RD LEVEL

Searing Smoke

4TH LEVEL

Ghost Bullets

Over Shield

5TH LEVEL

Quick Load

Sight Line

7TH LEVEL

Averer's Awakening

Power Word Blind

CLERIC

CANTRIPS (0 LEVEL)

Black Bullet

Instant Cover

1ST LEVEL

Conjure Flak Jacket

Find the Trajectory

Poison Gas

3RD LEVEL

Create Fuel

Searing Smoke

Warp Metal

4TH LEVEL

Over Shield

2ND LEVEL

Fortify

Spiritual Firearm

DRUID

1ST LEVEL

Echolocate

3RD LEVEL

Rime Fang

Tailwind

2ND LEVEL

Fortify

Ironwood Aegis

Rust Shut

7TH LEVEL

Averer's Awakening

PALADIN

1ST LEVEL

Ice Bayonet

Find the Trajectory

3RD LEVEL

Create Fuel

2ND LEVEL

Fortify

Spiritual Firearm

4TH LEVEL

Bubble Shield

5TH LEVEL

Quick Load

RANGER

1ST LEVEL

Barlow's Warning Shot

Echolocate

Ice Bayonet

Poison Gas

3RD LEVEL

Tailwind

4TH LEVEL

Over Shield

Ghost Bullets

2ND LEVEL

Hawkeye

Ironwood Aegis

5TH LEVEL

Conjure Firing Squad

Quick Load

Sight Line

SORCERER

CANTRIPS (0 LEVEL)

Blood-Lightning Bullet

Mindrending Bullet

Instant Cover

3RD LEVEL

Efficaciousness

Hydraulic Beam

Rotting Shot

Searing Smoke

Warp Metal

1ST LEVEL

Echolocate

Poison Gas

4TH LEVEL

Baleful Eversion

Vortex

2ND LEVEL

Cryostasis

Obfuscate

Rust Shut

Shackles of Pain

Steam Burst

Wall of Denial

6TH LEVEL

Chromatic Wave

7TH LEVEL

Power Word Blind

8TH LEVEL

Cryobomb

9TH LEVEL

Glassing Beam

WARLOCK

CANTRIPS (0 LEVEL)

Black Bullet
Blood-Lightning Bullet
Mindrending Bullet

1ST LEVEL

Barlow's Warning Shot
Jinx
Poison Gas

2ND LEVEL

Shackles of Pain

3RD LEVEL

Rotting Shot

4TH LEVEL

Ghost Bullets
Vortex

7TH LEVEL

Power Word Blind

8TH LEVEL

Cryobomb

WIZARD

CANTRIPS (0 LEVEL)

Blood-Lightning Bullet
Forceful Bullet
Instant Cover
Mindrending Bullet

1ST LEVEL

Barlow's Warning Shot
Conjure Flak Jacket
Echolocate
Ice Bayonet
Poison Gas

2ND LEVEL

Cryostasis
Obfuscate
Rust Shut
Shackles of Pain
Steam Burst
Wall of Denial

3RD LEVEL

Efficaciousness
Hydraulic Beam
Quick Load
Rotting Shot

Searing Smoke

Spontaneous Combustion
Warp Metal

4TH LEVEL

Baleful Eversion
Bubble Shield
Ghost Bullets
Vortex

5TH LEVEL

Sight Line

6TH LEVEL

Chromatic Wave

7TH LEVEL

Power Word Blind

8TH LEVEL

Cryobomb

9TH LEVEL

Glassing Beam

NEW SPELLS BY LEVEL

CANTRIPS (0 LEVEL)

- Black Bullet (Necro)
- Blood-Lightning Bullet (Trans)
- Card Throw (Conj)
- Forceful Bullet (Trans)
- Instant Cover (Abj)
- Mindrending Bullet (Ench)

1ST LEVEL

- Barlow's Warning Shot (Illu)
- Conjure Flak Jacket (Conj)
- Daring Ditty (Ench)
- Echolocate (Div)
- Find the Trajectory (Div)
- Ice Bayonet (Conj)
- Jinx (Ench)
- Poison Gas (Necro)

2ND LEVEL

- Cryostasis (Evoc)
- Fortify (Abj)
- Ironwood Aegis (Conj)
- Magnetize (Trans)
- Obfuscate (Illu)
- Rust Shut (Trans)
- Shackles of Pain (Necro)
- Spiritual Firearm (Evoc)
- Steam Burst (Evoc)
- Wall of Denial (Abj)

3RD LEVEL

- Create Fuel (Conj)
- Efficaciousness (Trans)

- Hydraulic Beam (Evoc)
- Quick Load (Conj)
- Rime Fang (Conj)
- Rotting Shot (Necro)
- Searing Smoke (Trans)
- Spontaneous Combustion (Trans)
- Tailwind (Conj)
- Warp Metal (Trans)

4TH LEVEL

- Baleful Eversion (Trans)
- Bubble Shield (Evoc)
- Ghost Bullets (Trans)
- Over Shield (Abj)
- Vortex (Conj)

5TH LEVEL

- Conjure Firing Squad (Conj)
- Sight Line (Evoc)

6TH LEVEL

- Chromatic Wave (Evoc)

7TH LEVEL

- Averer's Awakening (Trans)
- Power Word Blind (Ench)

8TH LEVEL

- Cryobomb (Evoc)

9TH LEVEL

- Glassing Beam (Evoc)

- Cryobomb (8th)
- Cryostasis (2nd)
- Glassing Beam (9th)
- Sight Line (5th)
- Spiritual Firearm (2nd)
- Steam Burst (2nd)
- Hydraulic Beam (3rd)

ILLUSION

- Barlow's Warning Shot (1st)
- Obfuscate (2nd)

NECROMANCY

- Black Bullet (cantrip)
- Poison Gas (1st)

- Rotting Shot (3rd)
- Shackles of Pain (2nd)

TRANSMUTATION

- Averer's Awakening (7th)
- Baleful Eversion (4th)
- Blood-Lightning Bullet (cantrip)
- Efficaciousness (3rd)
- Forceful Bullet (cantrip)
- Ghost Bullets (4th)
- Magnetize (2nd)
- Rust Shut (2nd)
- Searing Smoke (3rd)
- Spontaneous Combustion (3rd)
- Warp Metal (3rd)

NEW SPELLS BY SCHOOL OF MAGIC

ABJURATION

- Fortify (2nd)
- Instant Cover (cantrip)
- Over Shield (4th)
- Wall of Denial (2nd)

CONJURATION

- Card Throw (cantrip)
- Conjure Firing Squad (5th)
- Conjure Flak Jacket (1st)
- Create Fuel (3rd)
- Ice Bayonet (1st)
- Ironwood Aegis (2nd)
- Quick Load (3rd)
- Rime Fang (3rd)

- Tailwind (3rd)
- Vortex (4th)

DIVINATION

- Echolocate (1st)
- Find the Trajectory (1st)

ENCHANTMENT

- Daring Ditty (1st)
- Jinx (1st)
- Mindrending Bullet (cantrip)
- Power Word Blind (7th)

EVOCATION

- Bubble Shield (4th)
- Chromatic Wave (6th)

AVERER'S AWAKENING

7th-level transmutation

- **Casting Time:** 8 hours
- **Range:** Touch
- **Components:** V, S, M (a precious gem worth 5000 gp, that the spell consumes)
- **Duration:** Instantaneous

After spending the casting time tracing magical pathways within a precious gemstone, you touch a construct or plant that is Huge or smaller. The target must have either no Intelligence score or an Intelligence of 4 or less. The target gains an Intelligence of 10. The target also gains the ability to speak one language you know of your choosing. If the target is a plant, it gains the ability to move its limbs, roots, vines, creepers, and so forth, and it gains senses similar to a human's. Your GM chooses statistics appropriate for the awakened plant, such as the statistics for the awakened shrub, the awakened tree or grove guardian.

The awakened construct or plant retains the loyalties it held before awakening, but is now more capable of following orders or making its own decisions. If the construct or plant is already under the influence of an enemy, awakening it does not change its predilection towards you or your allies, and it may act in a hostile manner.

BALEFUL EVERSION

4th-level transmutation

- **Casting Time:** 1 action
- **Range:** 30 feet
- **Components:** S, M (a wishbone)
- **Duration:** Instantaneous

With a burst of transforming energy and a squelch of blood, you turn a creature you can see within range inside out, then immediately back to its previous form. The sudden inversion of their body is painful and disorienting, but causes no lasting damage.

The creature must make a Constitution saving throw. On a failed save, it takes 6d8 necrotic damage and becomes stunned until the start of its next turn. On a success, it takes half as much damage on a success and isn't stunned.

BARLOW'S WARNING SHOT

1st-level illusion

- **Casting Time:** 1 action
- **Range:** 60 feet
- **Components:** M (a spent shell casing)
- **Duration:** Instantaneous

A creature within range suddenly hears a gunshot whiz just overhead, compelling it to get out of the way for its own safety. The creature must succeed a Wisdom saving throw or immediately use its reaction to fall

prone. A creature that has already used its reaction or cannot take its reaction is unaffected by this spell.

BLACK BULLET

Necromancy cantrip

- **Casting Time:** 1 action
- **Range:** 60 feet
- **Components:** V, S
- **Duration:** Instantaneous

You conjure and fire a tiny, black orb that clings to its target like a leech, draining some of its vital force. As part of the action used to cast this spell, you must make a ranged attack with a firearm within the spell's range, otherwise the spell fails. On a hit, the target takes 1d4 necrotic damage, and the bullet clings to the target's body until it can be removed.

If a bullet is attached to a creature, it takes 1d4 necrotic damage at the start of each of its turns. Any creature can remove a bullet attached to a creature by spending its action to do so; alternatively, a target affected by a bullet can cause it to wither away by succeeding a Constitution saving throw at the end of its turn.

This spell's damage on subsequent turns increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

BLOOD-LIGHTNING BULLET

Transmutation cantrip

- **Casting Time:** 1 action
- **Range:** Touch
- **Components:** S, M (a firearm)
- **Duration:** Instantaneous

As part of the action used to cast this spell, you must make a ranged attack with a firearm against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and blood-red lightning leaps from the target to a different creature of your choice that you can see within 5 feet of it. The second creature takes lightning damage equal to your spellcasting ability modifier.

This spell's damage increases when you reach higher levels. At 5th level, the ammunition deals an extra 1d8 lightning damage to the target, and the lightning damage to the second creature increases to 1d8 + your spellcasting ability modifier. Both damage rolls increase by 1d8 at 11th level and 17th level.

BUBBLE SHIELD

4th-level evocation

- **Casting Time:** 1 action
- **Range:** Self (5-foot radius)
- **Components:** M (an iron bowl, a leather strap from a shield)
- **Duration:** 1 minute

You create a static, impenetrable shield in a 5-foot radius around yourself for the duration of the spell. Any creatures can enter and exit the shield freely.

Attacks, spells, and damaging effects originating from outside of the shield cannot affect anything inside the shield, as they either bounce off of it or are harmlessly deflected away. By the same token, creatures outside of the shield cannot target anything inside the shield with an attack, spell, or ability. “The same is true for attacks, spells, abilities, and effects within the shield attempting to target or affect anything outside of it.

CHROMATIC WAVE

6th-level evocation

- **Casting Time:** 1 action
- **Range:** Self (30-foot radius)
- **Components:** V
- **Duration:** Instantaneous

You charge up and release a wave of magical energy charged with elemental power.

Choose two damage types from either acid, cold, fire, lightning, poison or thunder. Each creature you choose within 30 feet of you must make a Dexterity saving throw. On a failed save, a creature takes 5d6 damage of the first chosen type, 5d6 damage of the second chosen type, and is stunned until the beginning of your next turn. On a successful save, it takes half as much damage and isn’t stunned.

CONJURE FIRING SQUAD

5th-level conjuration

- **Casting Time:** 1 action
- **Range:** 90 feet
- **Components:** S, M (any piece of nonmagical ammunition)
- **Duration:** Instantaneous

You place a piece of ammunition on the ground, pointing it towards an enemy. As you do, a number of vaguely humanoid shapes carrying spectral rifles appear, taking aim and firing on your wordless command.

Choose a creature within range. As you do, ten spirits appear and form a line facing the opponent, spreading out to your left and right, leaving you in the center. The line of spirits spreads out to fill a space as wide as 20 feet (10 feet on each side of you); however, the spirits

are unaffected if there is not enough room for them all. The spirits are intangible and cannot be interacted with.

The spirits all fire their rifles a single time before disappearing, forcing the target to make a Dexterity saving throw. The target takes 10d6 piercing damage on a failed save, or half as much damage on a successful one.

CONJURE FLAK JACKET

1st-level conjuration

- **Casting Time:** 1 minute
- **Range:** Touch
- **Components:** V, S, M (a chip of ceramic)
- **Duration:** 8 hours

You touch a willing creature who isn’t wearing armor. Wisps of shadow material pulled from the Shadowfell form and knit themselves into a tough, yet light and flexible vest, fitted perfectly to the creature. The vest is considered light armor with ballistics resistance (BR 3), though proficiency with it is not required to use it. While wearing the armor, a creature’s base AC becomes 12 + its Dexterity modifier. The spell ends if the creature doffs the armor or if you dismiss the spell as an action.

CREATE FUEL

3rd-level conjuration

- **Casting Time:** 1 action
- **Range:** 10 feet
- **Components:** V, S
- **Duration:** Instantaneous

You target a single vehicle within range, magically conjuring enough fuel to bring it to its maximum fuel capacity. If the fuel source is organic material, such as the coal, wood, and oil used to stoke the fire of a steam engine, the required amount appears in clean, organized stacks. If the vehicle’s fuel source is nonmaterial or magical in nature, such as a battery, this spell simply recharges that fuel source.

CRYOBOMB

8th-level evocation

- **Casting Time:** 1 action
- **Range:** 120 feet
- **Components:** V, S, M (a piece of dry ice and silver powder worth 25 sp)
- **Duration:** Concentration, 1 minute

A glowing bead of ice forms from your finger and shoots out to a point within range, where it remains and grows colder for the duration. When the spell ends, either because your concentration is broken or because you decide to end it on your turn, the bead breaks apart and lets out an ice storm that flash freezes anything near it and spreads around corners. Each creature within a 20-foot radius sphere centered on the point must succeed a Constitution saving throw. A creature takes cold

damage equal to the accumulated damage and is paralyzed for a number of rounds equal to the accumulated number on a failed save. If a creature succeeds the save, it takes half as much damage and is not paralyzed. A creature can remake the Constitution saving throw at the end of each of its subsequent turns in order to end the paralysis.

This spell's base damage is 8d6 and its base paralysis time is 1 round. If at the end of your turn the bead has not yet detonated, the damage increases by 1d6 and the paralysis increases by 1 round.

If the glowing bead is touched before the interval has expired, the creature touching it must make a Dexterity saving throw. On a failed save, the spell ends immediately, causing the bead to explode in a freezing storm of ice. On a successful save, the creature can throw the bead up to 40 feet. When it strikes a creature or a solid object, the spell ends, and the bead explodes. The cold freezes objects in the area and puts out nonmagical flames.

CRYOSTASIS

2nd-level evocation

- **Casting Time:** 1 action
- **Range:** 30 feet
- **Components:** S, M (a drop of water and fine dust)
- **Duration:** Instantaneous

You choose one creature within range. You close your fist and flash freeze the air around them in an attempt to lock their joints up and freeze them in place. The creature must succeed a Constitution saving throw. On a failed save, it takes 2d6 cold damage and has its movement speed reduced to 0 for 1 minute. At the end of each of its subsequent turns, the creature can remake the saving throw in order to end the spell's effects on itself.

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.

DARING DITTY

1st-level enchantment

- **Casting Time:** 1 reaction, which you take when an ally makes a saving throw
- **Range:** 60 feet
- **Components:** V, M (a musical instrument or speaking cone)
- **Duration:** Instantaneous

You play or sing a quick little ditty for a single ally you can see within range. This spell appears to be nothing more than a song unless a creature that can hear it makes a Wisdom (Perception) check against your spell save DC to recognize otherwise.

When your ally hears the song, they are uplifted by the magical music. You can roll a Charisma saving throw, using your bonus to the save, and use the result in place of an ally's saving throw to escape the effect of a spell. If an enemy recognized the song as magical with a successful Perception check, you have disadvantage on this roll.

Your ally must be able to hear you to receive the benefit of this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell affects one additional ally for each slot level above 1st. When you do, you make one Charisma saving throw and use it for all creatures affected by this spell.

ECHOLOCATE

1st-level divination

- **Casting Time:** 1 action
- **Range:** Self (10-foot-radius sphere)
- **Components:** S, M (the preserved vocal cords of a bat)
- **Duration:** Instantaneous

A harmless wave of energy pulses outwards from your location out to 10 feet. The wave traces across the floor and stops when it hits a solid obstacle or a creature, bouncing back to you and revealing the precise location of the obstacle.

Since the wave bounces off of solid objects and doesn't go around corners, creatures behind cover remain undetected by this spell. Invisible objects and creatures, however, are detected. Though they still remain invisible, your knowledge of their position provides enough help that the next melee attack made by you or one of your allies against that creature does not need to be made at disadvantage. This benefit is lost at the start of the invisible creature's next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the radius of the sphere increases by 5 feet per slot level above 1st. When you cast this spell using a spell slot of 6th level or higher, the wave goes around corners and thus can detect creatures behind cover.

EFFICACIOUSNESS

3rd-level transmutation

- **Casting Time:** 1 minute
- **Range:** Touch
- **Components:** M (a few drops of machine oil)
- **Duration:** 4 hours

For the duration of the spell, a machine or construct you touch runs as if it is in perfect working order, ignoring such trifles as broken parts, worn gears, or the laws of physics and magic. Additionally, physical flaws

such as dents and scratches fade, making the device look like it is brand new.

If you target a living construct with this spell, it gains temporary hit points equal to its current hit points for the duration of the spell.

The spell even allows machines that were improperly constructed in the first place to work, though the duration of the spell in such cases is reduced to 1 hour. Additionally, such a machine may catastrophically fail once the spell's duration wears off.

If you attempt to cast this spell on a machine or construct already under the effects of *efficaciousness*, the target immediately breaks down and ceases functioning. A construct targeted this way takes damage equal to the amount of temporary hit points it gained from the first casting.

FIND THE TRAJECTORY

1st-level divination (ritual)

- **Casting Time:** 1 minute
- **Range:** Self
- **Components:** V, S, M (a handful of white dust or powder)
- **Duration:** Concentration, 10 minutes

You mystically sharpen your eye and your mind, able to analyze the aftermath of firefights with ease.

For the duration, you can touch a bullet hole in a structure or a bullet wound on a person and discover where the round was fired from. If you spend an additional minute concentrating on one particular impact site, you can determine the type of firearm used to fire the bullet. If you concentrate on the same impact site for the spell's full duration, you can obtain a vague sense of the shooter's race, gender, and height, as well as gaining enough familiarity with the shooter's weapon to be able to use *locate object* or similar spells to find it.

FORCEFUL BULLET

Transmutation cantrip

- **Casting Time:** 1 action
- **Range:** Touch
- **Components:** M (a firearm and a piece of its ammunition)
- **Duration:** 1 round

The bullet you touch is loaded into a firearm, where it is fired with excessive force. The next time a ranged weapon attack is made with that firearm, if the attack hits, add a d6 to the damage roll. If the firearm has the *reload* property, this attack counts as two attacks towards its reload count.

The spell's magic fades if the firearm is not used to attack before your next turn.

The damage die improves to a d8 at 5th level, a d10 at 11th level, and a d12 at 17th level.

FORTIFY

2nd-level abjuration

- **Casting Time:** 1 action
- **Range:** Touch
- **Components:** S, M (a pot of red clay and a handful of earth)
- **Duration:** Concentration, 1 minute

You draw runes onto the skin and clothing of a willing creature. The runes glow with protective magic that wards them from debilitating effects. The first time the target would be subjected to the paralyzed, petrified, prone, restrained, or stunned condition due to an attack, spell, or effect, if it is not at 0 hit points, it ignores that condition instead, and the spell ends.

GHOST BULLETS

4th-level transmutation

- **Casting Time:** 1 action
- **Range:** Self
- **Components:** V, S, M (pieces of nonmagical ammunition)
- **Duration:** 1 hour

By speaking an eerie incantation, you transform up to four nonmagical bullets in your inventory into ethereal projections that pass through inorganic material.

When making a ranged attack using one of these bullets, the target's AC is equal to $10 + \text{its Dexterity modifier}$, regardless of any cover it has or any armor it is wearing. If it isn't wearing armor and has a racial or class feature that provides a different formula for calculating AC such as Unarmored Defense, it can use that AC calculation instead.

Because of the ethereal nature of these bullets, they are particularly good at striking creatures that do not have a physical form. An attack made with one of these bullets deals double damage to ghosts, spirits, and other creatures without a physical body, such as those that have the Incorporeal Movement feature.

However, since they pass through inorganic material, constructs are not affected by these bullets, and attacks made against them with these bullets automatically miss.

The spell's magic ends on a bullet after it is fired, or fades from it once the spell's duration is complete.

GLASSING BEAM

9th-level evocation

- **Casting Time:** 1 action
- **Range:** 300 feet
- **Components:** S, M (a focusing lens, glow worm powder, an emerald worth 5,000 gp that is consumed when the spell is cast)
- **Duration:** Concentration, up to 10 minutes

You call upon a mighty, destructive beam of magical force to destroy your enemies and burn the earth around them until its surface is but glass.

Choose a point within range. You summon forth a large, white-orange pulsating beam in a 30-foot-radius, 50,000-foot-high column centered on that point. Creatures that start their turn within that area or enter it for the first time take 5d10 fire damage, 5d10 force damage, 5d10 necrotic damage, and 5d10 radiant damage. After two rounds, the beam turns the surface struck by it into cracked and jagged glass, destroying plants and objects that aren't being worn or carried. This turns the area into difficult terrain that is extraordinarily painful to cross. Any creature that moves more than half its speed on this terrain takes 2d10 piercing damage. Structures hit by this beam take double the damage from this spell.

You must use your action to maintain the beam; if you fail to do so, your concentration on the spell immediately ends. While you are doing so, your movement speed is 0 and you have disadvantage on Dexterity saving throws. You can use your bonus action to move the beam up to 20 feet in any direction.

HYDRAULIC BEAM

3rd-level evocation

- **Casting Time:** 1 action
- **Range:** Self (30-foot long, 15-foot wide line)
- **Components:** V, S, M (a drop of water)
- **Duration:** Instantaneous

You project a large jet of water from your hand or an object you are holding or carrying. The beam shoots forth from you in a 30-foot long, 15-foot wide line in a direction of your choosing. Creatures within the line must make a Strength saving throw. On a failed save, a creature takes 6d6 bludgeoning damage and is knocked prone. On a successful save, it takes half as much damage and isn't knocked prone.

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

ICE BAYONET

1st-level conjuration

- **Casting Time:** 1 action
- **Range:** Touch

- **Components:** S, M (a piece of ice and a two-handed firearm)

- **Duration:** 1 minute

You create a shard of ice at the end of the barrel of a rifle, musket, blunderbuss, or shotgun you touch. For 1 minute, you can use this firearm as a finesse melee weapon that deals 1d6 piercing damage and 2d6 cold damage on a hit.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the cold damage increases by 1d6 for each slot level above 1st.

INSTANT COVER

Abjuration cantrip

- **Casting Time:** 1 reaction, which you take when either you or a creature you can see within range is targeted by a non-magical attack
- **Range:** 10 feet
- **Components:** V, S, M (a pinch of brick or mortar dust)
- **Duration:** Instantaneous

You cause a shimmering wall of force — 3 feet tall, 5 feet wide, and 1 inch thick — to spring up in an instant, interposed between the source of the triggering attack and either yourself or a creature you can see. The wall provides half cover against the triggering attack before immediately dissipating.

When you reach 11th level, the wall's protection improves, providing three-quarters cover before dissipating.

IRONWOOD AEGIS

2nd-level conjuration

- **Casting Time:** 1 bonus action
- **Range:** Self
- **Components:** V, S
- **Duration:** 1 hour

Your body becomes suffused with nature's power, granting a fighting chance against improving technology. You gain ballistics resistance (BR 1) for the duration of the spell. This applies even if you are not wearing armor.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the ballistics resistance increases to BR 2. When you use a spell slot of 6th level or higher, the ballistics resistance increases to BR 3.

JINX

1st-level enchantment

- **Casting Time:** 1 reaction, which you take when a creature hits you with an attack
- **Range:** 90 feet
- **Components:** V, S
- **Duration:** Concentration, up to 1 hour

You place a vengeful curse on a creature as it attacks you. This curse wracks their minds whenever they attempt to strike you. When this spell is cast, and for the duration of the spell, whenever the cursed creature targets you with an attack, it takes 1d4 psychic damage. As a bonus action during your turn or if the cursed creature is killed, you can move this curse to a new target.

MAGNETIZE

2nd-level transmutation

- **Casting Time:** 1 action
- **Range:** 30 feet
- **Components:** S, M (a small bar magnet)
- **Duration:** Concentration, up to 1 minute

Choose a creature you can see within range. A unwilling creature may make a Constitution saving throw to resist this spell. You affect the magnetic field surrounding that creature in one of two ways:

- **Attraction.** Melee and ranged weapon attacks made against the creature deal an additional 1d4 force damage, provided the weapon used is made of metal.
- **Repulsion.** When a melee or ranged weapon attack from a weapon made of metal hits the creature, roll 1d4 and reduce the damage dealt by the result.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage dealt by attacks is increased or reduced by an additional 1d4 for every two slot levels above 2nd.

MINDRENDING BULLET

Enchantment cantrip

- **Casting Time:** 1 action
- **Range:** 60 feet
- **Components:** V
- **Duration:** Instantaneous

Your words blend with the gun's loud retort, creating a noise that pierces through the target's psyche. As part of the action used to cast this spell, you must make a ranged attack with a firearm within the spell's range, otherwise the spell fails. On a hit, the damage dealt by the attack is psychic instead of the normal damage type.

This spell's damage increases when you reach higher levels. At 5th level, the attack deals an extra 1d4 psychic

damage to the target. This increases by 1d4 at 11th level (2d4), and 17th level (3d4).

OBFUSCATE

2nd-level illusion

- **Casting Time:** 1 action
- **Range:** Touch
- **Components:** V, S, M (tiny gears, pieces of copper wire, and a chip of glass)
- **Duration:** 24 hours

You place an illusion on an inanimate object you touch that isn't being carried or worn by another creature, causing it to appear far more complex than it should be, plated with brass and covered with buttons, levers, and meaningless indicators.

The illusory controls can be interacted with, but serve no function. Any physical controls on the item are disguised to look like the illusory controls. As a result, the item is incredibly difficult and unwieldy to use.

Any ability checks or attack rolls made to use the item, or even to discern its function, are made at disadvantage.

If you cast this spell on the same object every day for 30 days, the illusion lasts until it is dispelled.

OVER SHIELD

4th-level abjuration

- **Casting Time:** 1 action
- **Range:** 30 feet
- **Components:** M (A vial of iron powder in an oil suspension)
- **Duration:** Concentration, up to 1 minute

You channel your protective magics to improve the defensive capabilities of a creature within range, creating a tightly-knitted barrier over their entire body. A creature you choose within range gains 2d4 temporary hit points. Additionally, choose either acid, cold, fire, lightning, or thunder damage. The creature gains resistance to the chosen damage type. Both the temporary hit points and the resistance are lost when you lose concentration on the spell.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, increase the temporary hit points granted by the spell by 1d4 per slot level above 4th.

POISON GAS

1st-level necromancy

- **Casting Time:** 1 action
- **Range:** 90 feet
- **Components:** V, S, M (a pinch of nightshade)
- **Duration:** Concentration, 1 minute

You toss a small green orb at a point you choose within range that explodes into a toxic cloud. This cloud starts as a 10-foot square centered on the point and expands 5 feet in each direction every round to a maximum of a 30-foot square. Any creature that starts its turn within the cloud or enters its area for the first time must succeed on a Constitution saving throw or be poisoned for 1 minute. A creature poisoned by this spell takes 1d6 poison damage at the start of each of their turns until the effect ends. At the end of its turn, the creature can make another Constitution saving throw in order to end the poison effect on itself.

This spell does not affect creatures that are immune to poison damage or the poisoned condition, nor does it affect creatures have already been poisoned.

A strong wind disperses this cloud after 4 rounds.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage dealt by the poison increases by 1d6 for each slot level above 1st.

POWER WORD BLIND

7th-level enchantment

- **Casting Time:** 1 action
- **Range:** 60 feet
- **Components:** V
- **Duration:** Instantaneous

You speak a word of power, causing an inky black miasma to fill the vision of a single target you can see within range. If the target has 150 hit points or fewer, it is blinded. Otherwise, the spell has no effect.

The blinded target must make a Constitution saving throw at the end of each of its turns. On a successful save, this effect ends.

QUICK LOAD

3rd-level conjuration

- **Casting Time:** 1 action
- **Range:** Touch
- **Components:** V, S, M (a firearm and at least one piece of nonmagical ammunition)
- **Duration:** Instantaneous

You touch a firearm belonging to a willing creature and a number of pieces of nonmagical ammunition equal to the firearm's reload count. The ammunition disappears into time and space in order to appear later. The next time the gun must be reloaded, the affected bullets appear inside the firearm, automatically reloading it.

RIME FANG

3rd-level conjuration

- **Casting Time:** 1 action
- **Range:** Touch

- **Components:** S, M (a piece of ice, ingested as the spell is cast)

- **Duration:** Instantaneous

Sharp shards of ice fill your mouth, giving the appearance of vampire teeth as you lash out at your enemy. Make a melee spell attack against the target. If the attack hits, the target takes 3d8 cold damage and must make a Constitution saving throw. On a failed save, the creature gains one level of exhaustion.

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

ROTTING SHOT

3rd-level necromancy

- **Casting Time:** 1 bonus action
- **Range:** Self
- **Components:** V, S, M (a piece of mundane ammunition)
- **Duration:** Instantaneous

You infuse your next shot with a foul, strength sapping energy. If the next ranged weapon attack you make hits, the target takes 1d8 necrotic damage and must make a Constitution saving throw. On a failed save, they take an additional 1d8 necrotic damage and have disadvantage on Strength ability checks and saving throws for the next minute.

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

RUST SHUT

2nd-level transmutation

- **Casting Time:** 1 action
- **Range:** 60 feet
- **Components:** S, M (a metal bolt and a drop of water)
- **Duration:** Until dispelled, see below

You cause a metal joint to build up with corrosion, rendering it difficult to move. When you cast this spell, choose a metal object or construct within range.

Object. You target a moving metal joint, such as the hinge of a door or a metal lock. The spell causes the metal to rust, requiring significant effort to break loose. The rusted joint can be forced open using a Strength check against your spell save DC or a *grease* spell targeting the area where the joint is located. Once the joint is broken, the spell ends.

Construct. The construct you target must make a Constitution saving throw. On a failed save, the creature is restrained. While restrained this way, it can make a Strength (Athletics) check against your spell save DC at the start of each of its turns, ending the spell on a success.

SEARING SMOKE

3rd-level transmutation

- **Casting Time:** 1 action
- **Range:** 30 feet
- **Components:** V, S, M (a container of sulfur)
- **Duration:** 1 minute

You throw sulfur into the air and convert it to a gaseous cloud that surrounds a point you choose within range. The cloud occupies a 20-foot-radius sphere centered on the chosen point. A creature that starts its turn within the cloud or enters its area for the first time must make a Constitution saving throw, taking 2d8 fire damage and 2d8 acid damage on a failed save, or half that much damage on a successful one. A strong wind disperses this cloud after 4 rounds.

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

SHACKLES OF PAIN

2nd-level necromancy

- **Casting Time:** 1 action
- **Range:** 40 feet
- **Components:** V, S, M (a small silver chain worth at least 5 gp and a fresh drop of your own blood)
- **Duration:** Concentration, 1 minute

As you speak this incantation, a glowing red chain emerges from your chest, lashing out like a snake at your target to bind your essences together. Choose a creature you can see within range. An unwilling creature can make a Constitution saving throw to avoid this spell's effects. On a successful save, the chain misses and the spell ends. On a failed save, the chain attaches to the creature's body. It is ethereal and does not restrict movement, but while it is attached, whenever you take damage, the creature takes the same amount of damage.

At the end of each of the attached creature's turns for the duration, it can try to remove the chain by retrying the Constitution saving throw. On a successful save, the chain is removed and the spell ends.

SIGHT LINE

5th-level evocation

- **Casting Time:** 1 bonus action
- **Range:** 500 feet
- **Components:** S, M (a ruby worth 100 gp)
- **Duration:** Concentration, 1 minute

A bright red pinpoint of light appears on the body a creature you can see within range, targeting one of its vital areas. For the duration of the spell, ranged weapon attacks made against that creature have advantage, as long as the attack is made within the maximum range of the weapon used to make the attack.

At the start of the creature's turn, it can make a Perception check against your spell save DC to notice the dot. Once it does, it can use its action to make a Dexterity saving throw to move out of the way of the light, ending the spell on a successful save.

SPIRITUAL FIREARM

2nd-level evocation

- **Casting Time:** 1 bonus action
- **Range:** 60 feet
- **Components:** V, S
- **Duration:** 1 minute

You create a floating, spectral firearm within range that lasts for the duration or until you cast this spell again. When you cast this spell, choose between a pistol, a rifle, and a shotgun. The chosen weapon appears in a space within range and makes a single attack, as detailed below:

- **Pistol.** The pistol fires once at a single target. Make a ranged spell attack against a creature within 40 feet of it the pistol; on a hit, the creature takes 1d8 piercing damage.
- **Rifle.** The rifle fires a round that shoots through a 90-foot line in front of it, pointed in a direction you choose. Each creature within that line must make a Dexterity saving throw, taking 1d8 piercing damage on a failed save or half as much on a success.
- **Shotgun.** The shotgun's blast hits each creature within a 30-foot cone in front of it, pointed in a direction you choose. Each creature in the area must make a Dexterity saving throw, taking 1d6 bludgeoning damage on a failed save or half as much on a success.

As a bonus action on your turn, you can move the weapon up to 20 feet and make another attack with it.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by one damage die (1d8 or 1d6) for every two slot levels above 2nd.

SPONTANEOUS COMBUSTION

3rd-level transmutation

- **Casting Time:** 1 action
- **Range:** Self (20-foot-radius sphere)
- **Components:** V, S, M (a match coated with rendered animal fat)
- **Duration:** 1 minute

You release a burst of energy that rapidly increases the temperature of clothes and skin, causing it to instantly catch fire. Choose up to five creatures you can see within 20 feet of you. Each of them must make a Constitution saving throw. On a failed save, a creature takes 3d6 fire damage and catches fire. On a successful

save, it takes half as much damage and does not catch fire.

While on fire, a creature takes 1d6 fire damage at the start of each of its turns. This fire cannot be extinguished normally, but the creature can retry the Constitution saving throw at the end of each of its turns, putting itself out on a successful save.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the initial damage and subsequent fire damage each increase by 1d6 for each slot level above 3rd.

STEAM BURST

2nd-level evocation

- **Casting Time:** 1 action
- **Range:** Self (10-foot cube)
- **Components:** M (a vial of water)
- **Duration:** Instantaneous

You cause a blast of superheated steam to form in an area filling a 10-foot cube in front of you. The steam scalds and burns each creature within the area, forcing them to make a Dexterity saving throw. On a failed save, a creature takes 4d6 fire damage and must succeed an additional Constitution saving throw or gain one level of exhaustion, as the steam burn causes damage to internal organs. This level of exhaustion is removed once the creature has any amount of hit points restored.

On a successful Dexterity saving throw, a creature takes half as much fire damage and doesn't have to make the Constitution save.

TAILWIND

3rd-level conjuration

- **Casting Time:** 1 bonus action
- **Range:** Self (60-foot long, 20-foot wide line)
- **Components:** V, S
- **Duration:** Concentration, 1 minute

The air whips about you, causing a strong air current to form. A gust of wind fills the air in a 60-foot line that is 20 feet wide, originating from you. Ranged attacks from weapons other than firearms within this area are made with a +2 bonus to attack rolls and damage, as long as they are made in the same direction as the blowing wind.

While concentrating on this spell, you can use your bonus action to change the direction of the line of wind.

VORTEX

4th-level conjuration

- **Casting Time:** 1 action
- **Range:** 90 feet

- **Components:** S, M (an amethyst worth 200 gp, a ball of cast iron, a magnet and a dash of glow worm powder)
- **Duration:** Concentration, up to four rounds

You snap your fingers and create an arcane vortex in the shape of a 20-foot-radius sphere centered on a point you can see within range. Any creature that starts its turn within the vortex or enters its area for the first time takes 2d10 force damage. The vortex is considered difficult terrain; additionally, creatures within the vortex cannot take the Dash action. Any creature attempting to leave the vortex's area must succeed a Strength saving throw. On a failed save, they are unable to use their movement to leave the vortex's area for the rest of their turn.

Any creature that starts its turn within 5 feet of the vortex must succeed a Strength saving throw or be pulled into an unoccupied space within its boundaries. If there is no unoccupied space in the vortex, the creature is not pulled in.

The vortex dissipates harmlessly if you do not maintain concentration on this spell for the full duration. However, at the start of your turn on the fourth round, the spell ends as the vortex implodes, releasing a massive amount of arcane energy. Anyone within the vortex's area when this happens must make a Dexterity saving throw. On a failed save, a creature takes 4d10 force damage and is knocked prone. On a successful save, it takes half as much damage and is not knocked prone.

WALL OF DENIAL

2nd-level abjuration

- **Casting Time:** 1 action
- **Range:** 10 feet
- **Components:** V, S, M (a small pane of glass and a smear of red paint)
- **Duration:** Concentration, up to 1 minute

You summon a 10-foot-wide, 10-foot-tall, and 1-inch-thick wall of magical force that extends from a point you choose within range. Before you cast the spell, choose any number of creatures you can see. The chosen creatures may walk through the wall unimpeded. Anyone else must make a Strength saving throw, passing through on a successful save. On a failed save, a creature is forced to stop and cannot use its movement to attempt to move past the wall for the rest of its turn.

The wall can be attacked and destroyed to allow movement through it. Each 5-foot-square section of the wall has AC 10 and 15 hit points. Reducing a section of the wall to 0 hit points causes that section to dissipate, though the rest of the wall remains standing for the duration.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the width of the wall increases by 10 feet for each slot level above 2nd. When you cast this spell using a spell slot of 5th level or higher, you can also choose to form the wall into a hemisphere with a radius of 10 feet.

WARP METAL

3rd-level transmutation

- **Casting Time:** 1 action
- **Range:** Touch
- **Components:** V, S
- **Duration:** Concentration, up to 1 minute

You grasp a piece of nonmagical metal such as a sword or a piece of armor and alter its rigid structure, shifting it in your fingers as if it were clay.

If the object you touch is an inanimate object that isn't being worn or carried, you can create a dent or hole in the object up to six inches across in any dimension.

This distortion reduces the effectiveness of metal weapons and armor, weakening their physical structure. If you target a melee weapon with this spell, it deals half its normal damage. If you target a piece of armor, roll 1d4 and apply the result as a penalty to the AC granted by the item. If you target a shield, it only provides a +1 bonus to AC, instead of any other bonus it would provide. Any item with ballistics resistance loses it for the duration of the spell.

If the object you touch is being held or carried by a creature, it can make a Dexterity saving throw to shift the object out of your grasp. If the creature is wearing the object, such as a piece of armor, the creature has disadvantage on this saving throw.