

1985 ARCANA SPELLS BETA 1.1

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THIS IS PLAYTEST MATERIAL

The DnD material in this article is presented for playtesting and to spark your imagination. These game mechanics are in draft form, usable in your DnD campaign but not refined by full game design and editing. They aren't officially part of the game and aren't created by the Wizards of the Coast team.

This article provides new spells for classes in the PHB as well as spellcasting monsters.

SPELL LISTS

The following spell lists show which spells can be cast by characters of each class.

BARD SPELLS

1ST LEVEL
Armament
Ignition

2ND LEVEL
Ember Belly
Sword Breaker

3RD LEVEL
Voice to Skull
Barrier
Glyph Bridge

4TH LEVEL
Portal

CLERIC SPELLS

1ST LEVEL
Armament

2ND LEVEL
Sword Breaker

3RD LEVEL
Barrier
Glyph Bridge

DRUID SPELLS

1ST LEVEL
Ignition

2ND LEVEL
Bramble Plate

6TH LEVEL
Summon Horde

PALADIN SPELLS

1ST LEVEL
Armament

2ND LEVEL
Sword Breaker

RANGER SPELLS

2ND LEVEL
Ember Belly
Bramble Plate
Sword Breaker

SORCERER SPELLS

1ST LEVEL
Ignition

2ND LEVEL
Ember Belly

3RD LEVEL
Voice to Skull
Barrier
Glyph Bridge

4TH LEVEL
Portal

WARLOCK SPELLS

3RD LEVEL
Glyph Bridge

4TH LEVEL
Portal

6TH LEVEL
Summon Horde

WIZARD SPELLS

1ST LEVEL
Armament
Ignition

2ND LEVEL
Ember Belly

3RD LEVEL
Voice to Skull
Barrier
Glyph Bridge

4TH LEVEL
Portal

6TH LEVEL
Summon Horde

VOICE TO SKULL

3rd-level illusion

CASTING TIME: 1 action

RANGE: 100 ft.

COMPONENTS: V,M (pinch of salt)

DURATION: Concentration 1 minute

You push manipulative, deceitful thoughts into the mind of a creature, causing them to briefly believe what they know to be false. Target creature must succeed on a Wisdom saving throw or fall prey to your false truths. This effect lasts for 1 minute or until concentration is broken.

Example effects would be the belief that one's gloves are burning their skin, a squirrel has climbed into their bag, or a lie that's been told to them is true.

Once this effect ends the target creature becomes aware of the spell's effects on them.

EMBER BELLY

2nd-level evocation

CASTING TIME: 1 action

RANGE: 20 ft.

COMPONENTS: S,M (a flask of oil)

DURATION: 12 hours

As an action, you may swallow a flask of oil, which the spell consumes. During the duration of the spell, you may choose to exhale the oil, igniting it as you expel it from your body. All creatures in a 20-foot line must make a dexterity saving throw or take 2 D10 fire damage or half as much on a successful roll.

It's an action to use the oil in this way and once you have the spell ends.

ARMAMENT

1st-level conjuration

CASTING TIME: 1 action

RANGE: 15 ft.

COMPONENTS: V,M (metal powder)

DURATION: Instantaneous

You summon a collection of weapons from a dimensional pocket. You may summon a total of 3 martial weapons. These weapons are considered well made and vanish after 8 hours or until dispelled.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can summon an additional 3 martial weapons for each slot level above 1st.

PORTAL

4th-level conjuration

CASTING TIME: 1 action

RANGE: 100 ft.

COMPONENTS: V, S

DURATION: Concentration 10 minutes

You create 2 doorways within 100 feet of you that occupy a 5 foot square and act as if they're adjacent to each other for movement purposes. You must see the spaces that you are placing your doorways on and they can not appear in a space that's currently being occupied by something else. The doorways last until the spell ends or concentration is broken.

SWORD BREAKER

2nd-level evocation

CASTING TIME: reaction

RANGE: 5 ft.

COMPONENTS: V

DURATION: Instantaneous

You muster a powerful arcane strike just as you go to block your enemy. As a reaction, you may roll 1d6 and remove the number rolled from an incoming melee attack. If this would cause the attack to miss, the damage rolled from the attack is instead dealt to the attacker's weapon instead. See Object Hitpoints chart for examples of weapons hitpoints.

Object Size	Fragile	Resilient
Small Weapon (Dagger)	3 (1d6)	10 (3d6)
Medium Weapon (Longsword)	4 (1d8)	18 (4d8)
Large Weapon (Great Club)	5 (1d10)	27 (5d10)

BARRIER

3rd-level illusion

CASTING TIME: 1 action

RANGE: 120 ft.

COMPONENTS: S,M (green glass and soap)

DURATION: Concentration 10 minutes

You summon 3 magical barriers within 80 feet of yourself. These barriers last until you lose concentration or the spell ends. They're each 1 foot thick, 5 foot wide, and 7 foot tall. Any person directly behind one has full cover and gains +1 to their AC.

IGNITION

1st-level evocation

CASTING TIME: 1 action

RANGE: 60 ft.

COMPONENTS: S,M (ash and coal)

DURATION: Instantaneous

You target a creature within range, that creature must succeed a Dexterity saving throw or catch fire. A creature that's on fire suffers 1d6 fire damage on the start of their next turn. They can use their action to put themselves out, or another creature can do the same to extinguish them.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

BRAMBLE PLATE

2nd-level abjuration

CASTING TIME: 1 action

RANGE: 100 ft.

COMPONENTS: V,M (blackberry thorns)

DURATION: Concentration 1 hour

You create an interlocking armor of thorns and brambles that form around you. All creatures that would make a melee attack targeting you during the spells duration also suffer 1d8 piercing damage.

GLYPH BRIDGE

3rd-level conjuration

CASTING TIME: 1 action

RANGE: 100 ft.

COMPONENTS: V,

DURATION: Concentration 10 minutes

You create a magical bridge between two solid surfaces within range. You can make the bridge up to 30 feet long and 5 foot wide, or a thin pathway up to 100 feet in long and 1 foot wide. The bridge resembles glowing opaque cobblestone and lasts for the duration.

SUMMON HORDE

6th-level conjuration

CASTING TIME: 10 minutes

RANGE: 5 ft.

COMPONENTS: V,S,M (a gemstone worth 50 gp, a bundle of candles, and incense),

DURATION: 24 hours

You pull upon powerful magic to summon 4 subservient creatures to your side. These creatures must be fey, undead, fiend, beast, or angelic in nature, and take whatever form you choose. All of the summoned creatures use the following stats. The creatures disappear when the spell ends, they've been dispelled or they drop below 0 hit points. All 4 creatures act on your turn and do as you command.

If the creatures are given no command they act in defense of you.

SUMMONED CREATURE

Medium, Unaligned

Armor Class 12

Hit Points 13 (3d8)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
14(+2)	15 (+2)	10 (+0)	3 (-4)	14 (+2)	7 (-2)

Skills Perception +4, Stealth +6

Senses Passive Perception 14

Languages --

Proficiency Bonus +2

ACTIONS

Strike. Melee Weapon Attack: +4 to hit, reach 5 ft., one target.
Hit: 5 (1d6 + 2) piercing damage.

The creatures disappear when the spell ends, they've been dispelled or they drop below 0 hit points. All 4 creatures act on your turn and do as you command. If the creatures are given no command they act in defense of you.

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