

ANTI-PROJECTILE ABJURATIONS

ATTRACT PROJECTILES

1st-level abjuration (Artificer, Bard, Cleric, Paladin, Ranger)

Casting Time: 1 reaction, which you take when you or a creature within range is targeted with a ranged weapon attack, but before the attack roll

Range: 30 feet

Components: V, S, M (a spiked bracelet)

Duration: 1 round

You weave warding magic that attracts weapon projectiles such as arrows, javelins, or sling stones to strike at your defenses. The attack that triggered your reaction targets you instead of your ally, but you gain 2d6 temporary hit points, and while you are wielding a shield, you gain a +1 bonus to AC. This bonus and temporary hit points only apply to ranged weapon attacks and last until the start of your next turn.

Until the start of your next turn, your magic enables you to continue attracting projectiles. You can choose to make any ranged weapon attacks that target a creature you can see within 30 feet target you instead, even if the attacker cannot see you. Projectiles attracted by this spell are pulled toward you around corners and obstacles, avoiding cover if possible.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the temporary hit points gained increase by 2d6 for each slot level above 1st.

REVERSE PROJECTILES

5th-level abjuration (Artificer, Bard, Cleric, Ranger, Wizard)

Casting Time: 1 reaction, taken when you or a creature within 30 feet of you is hit with a ranged weapon attack

Range: 30 feet

Components: V, S, M (a metal bracelet)

Duration: 1 round

Your magic causes the attack to be reversed upon the attacker. The attack does not hit the original target, and instead the attacker makes a new attack roll against itself. Until the start of your next turn, whenever you or a creature within 30 feet of you is targeted with a ranged weapon attack, you can choose to reverse the attack, forcing the attacker to make the attack roll against itself instead.

Reversed attacks by this spell have advantage and ignore obscurement and invisibility. Determine range and cover for these reversed attacks as if they were made from the attacked creature back to the attacker.

If the attacker has proficiency in Arcana, has truesight, or is affected by *detect magic* or a similar magical effect, it can perceive this spell soon enough to avoid attacking an affected creature. Otherwise, an attacker only learns of the spell after having at least one of its attacks reversed.



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