

NEW SPELLS FOR WARRIOR-MAGES

RADIC'S SUDDEN SPARK

1st-level evocation (Artificer, Ranger, Sorcerer, Wizard)

Casting Time: 1 reaction, which you take when you hit with a melee weapon attack or are hit by a melee weapon attack

Range: Self

Components: V

Duration: Instantaneous

You electrify the attacker's weapon as it strikes its target. The spell deals a creature 2d6 lightning damage on a failed Constitution saving throw, or half as much damage on a successful save. If the attack was a critical hit, the damage increases by 1d6. The spell's target is determined by who made the triggering attack:

- **Defensive.** If you were hit by the triggering attack, the attacker rolls the saving throw, with disadvantage if it used a metal weapon to make the attack. On a failed save, it also drops the weapon used in the attack.
- **Offensive.** If you made the triggering attack, the target of your attack rolls the saving throw, with disadvantage if it is wearing armor made of metal. On a failed save, it also can't take reactions until the start of your next turn.

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.

CANNON BLAST

2nd-level evocation (Artificer, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: Self (60 feet)

Components: V

Duration: 1 turn

You release a blast of flame behind you that rockets you into the air. You fly up to 60 feet in a straight line, stopping at the first creature you contact. You can then choose to make a magic barrier. On a hit, the target takes 3d6 fire damage and 2d6 force damage, and it must succeed on a Strength saving throw or be knocked prone. On a miss, the target takes half damage and isn't knocked prone.

For this turn, your barrier grants you resistance to damage from falls, and falls do not knock you prone upon landing, but



upon finishing the movement and attack caused by this spell, you fall if you are still aloft, unless you can stop the fall.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the force damage dealt increases by 1d6 for each slot level above 2nd.

SWIFT WARD

3rd-level abjuration (All Spellcasters)

Casting Time: 1 reaction, which you take just before you would take damage

Range: Self

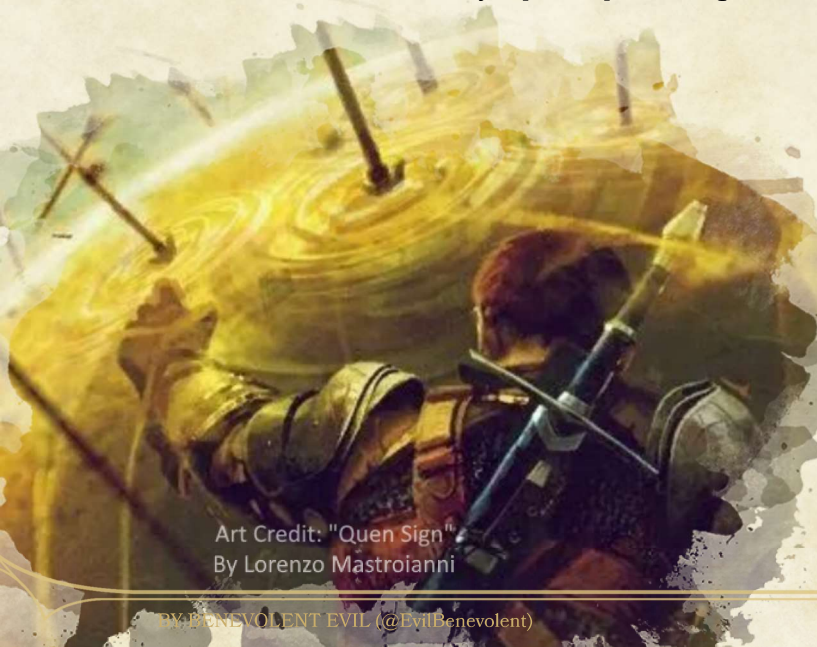
Components: V, S

Duration: 1 round

You ward yourself in a hasty and impermanent barrier of magical energy to protect against an oncoming danger, granting you a protective ward until the end of your next turn.

The ward has hit points equal to 6d6 + twice your spellcasting ability modifier. If you would take damage, the ward blocks and takes that damage instead. The ward cannot block psychic or poison damage unless it is dealt by an attack. If the ward is reduced to 0 hit points, you take any remaining damage and the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the ward hit points increase by 2d6 for each slot level above 3rd.



Art Credit: "Quen Sign"
By Lorenzo Mastroianni

(v1.1) FROM THE ELEMENTS AND
BEYOND