

# MIGHT vs. MAGIC



**DAVE PANFILO**

New spells, archetypes, and magic items designed to stoke the age-old conflict between mages and martial characters



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## INTRODUCTION

*Might vs. Magic* is a collection of new archetypes, spells, and magic items which evoke (haha) the age-old conflict between fighters and wizards. From classic *D&D* tropes, to a *counterspell* expansion pack, to 3rd edition callbacks, and allusions to historical heroism and villainy, this supplement covers a lot of difficult terrain. So naturally, you're going to want to start with a bit of an overview. A few paragraphs of scrying, if you will!

The "advice for play" section is just what it says on the tin; informal guidelines to make sure the rest of the supplement is interpreted for maximum fun. The main course of *Might vs. Magic* is the feast of fourteen new archetypes that make up Chapter I. Some subclasses share a theme of overbearing, authoritarian magic. Others suggest a revolutionary attitude in response. Many of them walk a line that could turn heroic or reactionary depending on the character. Ultimately, every table should have an informed discussion about how explicitly or implicitly political their game is.

After that, Chapter II begins with "arcane errata": a few changed rules which prepare the reader for the original spells that follow. Several of these spells expand the classic *counterspell* into an array of specialized tools, ranging from *reflect spell* to *absorb spell*. The rest fill in gaps left by the standard selection of magic. (The people *demand* volcanic lightning!)

Appropriately, the new magic items also emphasize the tension between spellcasters and their discontents. Some items react to magic, others amplify it, and many of them lay bare social dynamics that mirror that same sense of class conflict. The "variant rules" include options for broadening the definition of a spell, or increasing the impact of the new "charged" spell system. Then, at last, the "design guidelines" give insight (with advantage) into the theory and techniques used to create the rest of the content!

P.S., the Revolutionary Background was added as a free expansion after launch. Enjoy!





## ADVICE FOR PLAY

Rule Zero of *Dungeons & Dragons* is that the folks playing have the final say in how their table runs the game. But since this supplement includes a wide array of boundary-pushing new features, here's some friendly advice to start!

- Make sure the **campaign is appropriate** for the mixture of oppressive magic and antimagic content you are including. Just as you might not enjoy playing a high seas-themed pirate character in a claustrophobic Underdark campaign, you probably shouldn't play a Nemesis rogue in a low-fantasy, low-magic setting where they have no mages to sabotage!
- If multiple creatures want to **react to the same spell**, have them roll an initiative check or use existing initiative order to determine who gets to do so, the same as you would for any other conflicting reactions.
- This supplement emphasizes the importance of **gathering information** for players, especially spellcasters. A party who knows they are chasing not just any rival mage, but an illusionist, is at a great advantage when deciding how to prepare.
- As always, the Dungeon Master should have a solid idea of **what the party is capable of**. In this supplement, more than ever before, this means knowing what spells the player characters can cast and counter.

## CHAPTER I: NEW ARCHETYPES

Presented in the alphabetical order of the classes to which they belong, these new archetypes require only the *Player's Handbook* to use, with the exception of the [Artificer](#) by Keith Baker and the [Blood Hunter](#) by Matthew Mercer. New spells from later in *Might vs. Magic* are marked with an asterisk\*.

### ARTIFICER: THE DISMANTLER

Battlefields ridden with eldritch landmines. Derelict golems waiting to be launched into automated violence. Unworthy arcanists wielding ancient and powerful implements. As a sober professional in a world of forsaken responsibility, it falls on you to fix the mistakes of lesser mages. Contracted by peasants and nations alike, you go where your expertise in controlled destruction and threat reduction will be deftly applied to the greater good — however you define it in the moment.

#### DISMANTLER SPELLS

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Dismantler Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Artificer Level	Spells
3rd	<i>color spray, break spell*</i>
5th	<i>antimagic flash*, knock</i>
9th	<i>absorb spell*, feign death</i>
13th	<i>banishment, dimension door</i>
17th	<i>destructive wave, passwall</i>

### DEMOLISH

When you specialize as a Dismantler at 3rd level, your favored technique is to break down an opponent brick by brick. When you hit a creature with a melee attack, you may use your reaction to expend an artificer spell slot and choose a damage type from among fire, cold, poison, radiant, or necrotic damage. You then choose one of the following affects to inflict on that creature until you finish a short or long rest:

- The creature loses immunity to that damage type, and instead gains resistance to it.
- The creature loses resistance to that damage type.
- The creature gains vulnerability to that damage type while it is not resistant or immune to it.

### NEUTRALIZE

Also at 3rd level, your commitment to undoing the deadly machinations of your foes grants you the following benefits:

- You gain proficiency with martial reach weapons and with heavy armor.
- When you attack with a reach weapon, you can use your Intelligence modifier, instead of your Strength or Dexterity modifier, for the attack and damage rolls.
- You have advantage on Wisdom (Perception) and Intelligence (Investigation) checks to notice or identify traps.
- When using thieves' tools to disarm a trap, you may use your Intelligence modifier in place of your Dexterity modifier for your ability check.
- Any reach weapon you wield also counts as a set of thieves' tools with reach.

### EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

### REVERSE ENGINEER

Starting at 9th level, you can disassemble and recreate supernatural protections through simple observation and induction. When you expend a spell slot of third level or higher as part of your Demolish feature, you may reverse engineer an immunity or resistance you removed from your target, and grant it to yourself or a creature you can see within 30 feet of you. You may only maintain one reverse engineered resistance or immunity at a time. This resistance or immunity is lost when you finish a short or long rest.



## ARTIFICER'S DISJUNCTION

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Upon reaching 15th level, you see the lynchpin of every precariously enchanted item. As a bonus action, you may disjoin a magic item or magical object, the entirety of which is within 90 feet of you. If the item has a wielder, that creature makes an Intelligence saving throw against your artificer spell save DC. If it fails, the item's magical effects are completely suppressed until you resume them as a bonus action, until you finish a long rest, or until you die.

If the item is an artifact, its wielder has advantage on the saving throw. If the item has no wielder, its magical effects are suppressed without a saving throw.

You may use this feature once, and must finish a long rest before using it again.

## BARBARIAN:

### PATH OF THE PACTBREAKER

All too often, those without the mind for magic find themselves subservient to those who master it. Worse yet, how many once proud warriors have been defiled by a pact with gods, vestiges, demons or worse? This era of arcane indulgence must be brought to a bloody end. Yours is the mettle that will end it. When they speak those putrid words, silence them. When they waggle their uncalled fingers, sever them. Scream the names of your forefathers, and restore the primal order!

### RAGE OF THE OLD WAYS

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When you start down this Path at 3rd level, your rage is colored by the contempt you hold for those who would rule you. When you rage, you may choose breath weapons or gaze attacks, or you may name two schools of magic. For the duration of that rage, you have resistance to damage from spells of those schools or attacks of that type, and advantage on saving throws against them. In addition, you may choose to end one rage and begin another as part of the same bonus action.

### SWIFT REVENGE

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After reaching 6th level, you lash out in vengeance at those who most frustrate you. When you are targeted by a breath weapon, gaze attack, or hostile non-cantrip spell — or included in their area — you may use your reaction to mark the offending creature for revenge. When you take this reaction, you may either move up to half your speed towards that creature, or gain a critical strike range of 18–20 on your next weapon attack against that creature within 1 minute.

### LEY CLEAVE

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Upon reaching 10th level, you gain flickering insight into the arcane web that protects a mage and their precious tricks. As a bonus action, you may phase your melee weapons into the Weave and choose one of the three benefits below. Until the start of your next turn, you

gain that benefit. You can use this feature once, and it recharges when you finish a short or long rest, or when you succeed on a saving throw granted by the Relentless Rage feature.

**Shatter Focus.** Any creature you damage with a melee weapon attack who is currently concentrating on a spell automatically fails its concentration saving throw.

**Pierce Magic.** Your melee weapon attacks ignore any spell effect that enhances armor class or inflicts disadvantage on attack rolls, such as *invisibility*, *mage armor*, or *shield*.

**Suffer Well.** Your melee weapon hits ignore temporary hit points and do not trigger any effect which reflects damage, such as *armor of Agathys* or a salamander's Heated Body.

## SLAY IMMORTAL

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Upon reaching 14th level, “restoring the primal order” means killing those who would delay the inevitable. When you deal damage to a creature with a weapon attack that would cause it to drop to 0 hit points, you may force it to make a Charisma saving throw against a DC equal to 8 + your proficiency modifier + your Strength modifier. If it fails, no effect may prevent it from dropping to 0 hit points — or dying upon reaching 0 hit points — due to your attack. Vampire Lords, the Tarrasque, and some other especially powerful creatures have advantage on the saving throw. If the creature succeeds on its save, you are reduced to 1 hit point in a reflection of your own hubris and mortality.

Once a creature fails this saving throw, you cannot use this feature again until you finish a long rest.

## BARD:

### COLLEGE OF PROPAGANDA

Truth is beauty. Or perhaps it was, in a more innocent time. We could still return there, you know. It's not too late. If we trust the right people, and join together in the struggle of our era, we can still take the world back from those who have reduced it. Truth is beauty. To deny one is to assault the other. Unlike other so-called “artists”, you have a single, all-pervading message to your work: unite the points of light, and eradicate the ugliness of night. Truth is beauty.

### SKILLFUL IDEOLOGY

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Upon enrolling in this College at 3rd level, you gain proficiency in the Deception skill. If you already have proficiency in Deception, you gain proficiency in one other skill of your choice. In either case, you double your proficiency bonus for any Deception ability check you make. In addition, you know when a creature you can see or hear has succeeded on a Wisdom (Insight) check against you.



## UNCOMPLICATE

More importantly, at 3rd level, you learn when to remove negative information from the conversation. When you use your bonus action to grant a Bardic Inspiration die to a creature, that creature cannot have disadvantage on ability checks, attack rolls, or saving throws until the end of your next turn has passed. Consequently, effects which would normally grant it disadvantage do not “cancel out” advantage on such rolls during this time.

## EVER VIGILANT

When you reach 6th level, you and your audience know you must never show weakness. When you roll initiative, you can expend one use of your Bardic Inspiration to roll one of your Bardic Inspiration dice. Add the number rolled to your initiative check, and the initiative check of up to five creatures who can hear you within 60 feet of you.

## VILLAINY

Beginning at 14th level, you reveal the cause of all your people's problems. As a bonus action, you may name a creature you can see within 60 feet of you as your Villain. When you or an ally is dealt damage by an attack or spell from a hostile creature other than your Villain, you may use your reaction to expend one use of your Bardic Inspiration and roll four Bardic Inspiration dice. You deal psychic damage equal to the total number rolled to your Villain.

Once you have named a creature as your Villain, it remains your Villain until it begins its turn more than 120 feet away from you or until it is reduced to 0 hit points. You may only have one Villain at a time.



## BLOOD HUNTER:

### ORDER OF THE GRAVEN SKY

Yours is an order formed from two crumbling causes who found solace in solidarity. The blood hunters of the Graven Image used gorgon gas and medusa heads to turn tyrants into memorials of their empty glory. Those of the Meteor Battalion rode to the rescue of embattled revolutions shielded by golem-engraved flesh. When both groups found themselves outlawed and hunted by rising fascism, you were one of the brave volunteers that unified their legacy.

## ADAMANTINE VEINS

When you join this order at 3rd level, your blood magic flows cold and hard. Whenever a non-cantrip spell cast by a creature currently within 90 feet of you is successfully countered, dispelled, or ends early due to a failed concentration saving throw, you regain one expended use of your Blood Maledict feature. This effect can only trigger once per minute.

At 7th level, this effect can also trigger when you succeed on a saving throw with Magic Resistance.

## RITE OF THE CARVER

Also when you reach 3rd level, you learn the Rite of the Carver esoteric rite, detailed below.

**Rite of the Carver.** Your rite damage is force damage. While this rite is active, you gain the following benefits:

- Your weapon attacks ignore resistance to slashing damage.
- You see through the False Appearance feature, identifying creatures such as galeb duhr or animated armor by sight even if they are motionless.
- You have a burrow speed of 10 feet. At 9th level, this speed increases to 20 feet and includes solid rock at half speed. At 15th level, this speed increases to 30 feet and includes metal and gemstone at half speed.

## HEART OF STONE

Starting at 7th level, you hew the same runic protections into your flesh as those of a golem or gargoyle. You gain immunity to the petrified condition and advantage on saving throws against gaze attacks. In addition, when you reduce a hostile creature to 0 hit points, your runes pulse with antimagic power and you gain Magic Resistance until the start of your next turn. During this time, you have advantage on all saving throws against spells.

## BRAND OF UNDERMINING

Beginning at 11th level, your Brand of Castigation punishes those foolish enough to challenge you to a war of attrition. When the subject of your Brand damages you, you may use your reaction to gain temporary hit points equal to half the number of hit points you lost from that damage, rounded up.



## GAZE INTO THE VOID

Upon reaching 15th level, your steely eyes take on a serpentine appearance. You may use your action to force a creature you can see within 100 feet of you to make a Constitution saving throw against your Hemocraft save DC. If it fails, it begins to turn to stone and its speed is reduced to 0. At the end of its next turn, it repeats this saving throw. If it fails again, it is restrained. At the end of its following turn, it repeats the saving throw for a third and final time. If it fails again, it is petrified and permanently turned to stone. If it succeeds on any of these saving throws, its previous penalties from this feature end. A *greater restoration* or stronger magic can remove all of these effects.

If a creature cannot see you or if it averted its eyes on its most recent turn, you cannot target it with this feature. The creature may avert its eyes as a free action at the start of its turn, which gives it disadvantage on attacks against you, and grants you advantage on attacks against it, until the start of its next turn.

Once a creature fails a saving throw against this feature, you may not use this gaze attack again until you finish a short or long rest.

## BLOOD CURSE OF THE GORGON

From 18th level onward, you release the terror of imminent mortality on those who take life for granted. You gain the Blood Curse of the Gorgon for your Blood Maledict feature, detailed below. This does not count against your number of blood curses known.

**Blood Curse of the Gorgon.** As a bonus action, you curse a creature you can see within 30 feet of you. While that creature is subject to this curse, it cannot have advantage on ability checks, attack rolls, or saving throws. Consequently, effects which would normally grant it advantage do not “cancel out” disadvantage on such rolls during this time.

**Amplify.** In addition, each time you critically hit the cursed creature, it must roll a Constitution saving throw against your Hemocraft save DC. If it fails, it is instantly turned to stone and permanently petrified.

## CLERIC:

### PURITY DOMAIN

There are so many wrong ways to worship, wrong ways to serve, wrong ways to *be*. Alas, it is not the nature of divine standards to bend. Yours is a god with a particular vision for the way the world should look and behave. It is your duty to bring the material plane closer to that paradise, no matter the means needed. The first step is to make a sober appraisal of your own stained soul. Then, gaze long into the imperfections of your allies before correcting them. As for your enemies... but a moment's glance will do before the cleansing.

## PURITY DOMAIN SPELLS

Cleric Level	Spells
1st	<i>alarm, purify food and drink</i>
3rd	<i>detect thoughts, lesser restoration</i>
5th	<i>fireball, remove curse</i>
7th	<i>conjure phalanx*, wall of fire</i>
9th	<i>dispel evil and good, wall of force</i>

## UNBLEMISH

At 1st level, you learn the *acid splash* cantrip, which doesn't count against the number of cleric cantrips you know. In addition, your *acid splash* can target up to 4 creatures that are within 5 feet of one another, instead of up to 2.

## CLEANLINESS AND GODLINESS

When you take on this domain at 1st level, you have advantage on all saving throws against effects that include disease, poison damage, or the poisoned condition. In addition, you gain resistance to poison damage. However, you also gain vulnerability to acid damage, and cannot have resistance or immunity to acid damage.

## CHANNEL DIVINITY: FORSAKE THE WEAK

Beginning at 2nd level, you can use your Channel Divinity to sabotage your foes' healing.

As a reaction, you present your holy symbol to a creature you can see within 40 feet of you as it would regain lost hit points. It rolls a Wisdom saving throw. If it fails, it takes acid damage equal to your cleric level instead of regaining those hit points.

## UNCLEAN SOUL

Upon reaching 6th level, your condemnation is as good as your deity's. As a bonus action, you may declare a creature you can see within 80 feet of you to be unclean. If it is unwilling, it must make a Wisdom saving throw against your cleric spell save DC. If it fails, or if it is willing, it is considered undead — in addition to its other creature types — until the start of your next turn. During this time, it is treated as undead by spells and features such as *healing word*, *hallow*, and *Turn Undead*.

Once a creature is targeted by this feature, it cannot be targeted by it again for 24 hours.

## POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.



## THE PURGE

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At 17th level, you remove the 24 hour restriction on repeating targets for Unclean Soul. In addition, undead creatures cannot counter your spells, and damage dealt by undead does not cause you to make a concentration saving throw.

## DRUID:

### CIRCLE OF FATHOMS

Your realm needs no protector, yet you are its advocate all the same. The denizens of those skinny green husks called continents may *sail* the sea, but they know little of its depths. The fish-men do toe the line on occasion, but in truth no mere civilization can threaten the darkest blue. Instead, your duty as a druid is as a proxy for the inexorable. Surely it's a comforting thing. To know that no matter how gravely they ruin their realm, a wake is coming to wash the pain away.

## NATIVE OF THE VAST

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When you reach 2nd level and enter this circle, you suddenly feel welcome in waters most would find troubled. You gain the following benefits:

- You can breathe saltwater.
- You are immune to damage and conditions caused by water pressure.
- You have a swimming speed equal to your walking speed.
- You remove the swimming speed limitation from your Wild Shape feature.

## ECHOLLOCATION

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Also starting at 2nd level, the irises of your eyes turn bone grey. You have blindsight through echolocation for a number of feet equal to your druid level X 10. This sense does not depend on your ability to speak, but does depend on your ability to hear. It is audible to other creatures with echolocation as a series of peculiar clicks from your throat. Likewise, you may detect other creatures using echolocation within range of your blindsight. Blindsight allows you to ignore the effects of invisibility and obscurement on creatures within range, and you may turn this sense on or off at will.

## RISING TIDE

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Beginning at 6th level, you can use your bonus action to create saltwater as if you cast the *create or destroy water* spell at 1st level. Each time you take this bonus action, you take 1d6 thunder damage which cannot be reduced or prevented.

In addition, your Challenge Rating limit for Wild Shape is considered to be one third of your druid level (rounded down) when transforming into a beast with a swimming speed, and you may do so as a bonus action. Your melee attacks while in a beast form with a swimming speed count as magical.

## WEIGHT OF WAVES

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Upon reaching 10th level, your magic is as deep and dread as the center of the sea. When you fail a concentration saving throw, or one of your spells is countered, or you are forced out of Wild Shape by damage, you may use your reaction to force the offending creature to make a Constitution saving throw against your druid spell save DC. If it fails, it falls prone and is paralyzed until the end of your next turn. If it succeeds, it falls prone and is not paralyzed.

Once a creature fails this saving throw, you cannot use this feature again until you finish a short or long rest.

## LEVIATHAN

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At 14th level, your shapeshifting becomes more monstrous than bestial. While your current form has a bite attack, you also gain a swallow attack, detailed below. In addition, you may choose to become enlarged when you use Wild Shape, increasing your size category by one step — if there's room — for the duration of that form. You gain advantage on Strength and Constitution ability checks and saving throws while enlarged.

Once you attempt to swallow a creature, you must then finish a short or long rest before you may attempt to swallow another.

**Swallow.** As an action, you make a bite attack against a creature two size categories or more smaller than you. If the attack hits, in addition to your normal bite effects, the target makes a Strength saving throw against your druid spell save DC. If it fails, it is swallowed. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside of you, and it takes 8d6 thunder damage at the start of each of your turns.

If you take damage equal to twice your druid level or more on a single turn from the swallowed creature, you have a 50% chance of regurgitating the creature. If you do, it falls prone in a space within 5 feet of you at the end of that turn. It also escapes if you change shape to a form without a bite attack, or if you change shape into a form which is no longer large enough to have swallowed it.

## FIGHTER:

### THE MANA VESSEL

If the mages of the world are captains on a sea of mana, you are their first marine. You reflect the complex somatics of spellcasting in the strokes of your weapons, and feed off the floes of energy in the air around you. No overgrown apprentice, your relationship with magic is one of pragmatic redirection. A short list of elegant techniques, selected for simplicity and throughput! The greatest battles have been won with less. Go forth, and be the scourge or savior of those arcane waters.



## MANA ANCHORS

As you gain levels in this archetype, you acquire features called Anchors which recharge in response to nearby spellcasting. Each of your Anchor features can be used once, and all of them recharge when you finish a long rest.

When you first gain an Anchor, choose one of the eight schools of magic to attune it to: abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, or transmutation. Whenever a non-cantrip spell from that school of magic is cast by a creature within 100 feet of you, recharge the corresponding Anchor's feature as if you finished a long rest. Do this even if the triggering spell was countered or otherwise failed to have an effect.

While one Anchor is attuned to a school of magic, no other Anchor can be attuned to that school. Each time you finish a long rest, you may replace one Anchor's attuned school with one of your unchosen schools, or swap the attuned schools of two already attuned Anchors.

### ANCHOR OF HEARTS

Beginning when you select this archetype at 3rd level, you learn how to warp abandoned mana in the air around you for good health or ill. When you or a creature you can see within 100 feet of you would roll a saving throw or an ability check using Strength, Dexterity, or Constitution, you can use your reaction to impose advantage or disadvantage on that roll.

### ANCHOR OF BONES

When you reach 7th level, you may leech mana from your foe to suddenly repeat your strike. When you deal damage with a weapon attack, you can force your target to make a Constitution saving throw against a DC of 8 + your proficiency modifier + your Constitution modifier. If it fails, you deal the attack's total damage to that creature again and knock it prone.

### ANCHOR OF BREATH

At 10th level, you may briefly glide along wayward ley lines in your surroundings. As a bonus action, you can fly up to 50 feet, so long as you end your movement on something solid.

### ANCHOR OF MINDS

Beginning at 15th level, you may stymie the energy of an incoming spell as if it were a clumsy charge. When you are the only target of a hostile spell, or you are in the direct line of effect for a hostile spell which targets only one creature, you can use your reaction to cast *quell spell\** with a range of sight in response. Casting *quell spell\** in this way requires no spell slot or components.

## STANCEMANCER

Upon reaching 18th level, you unlock the capacity to rearrange the ley lines running through your weapons, armor and body by taking a few moments to adjust your stance. As a bonus action, you may reattune your Anchored schools, choosing a new arrangement of any four different schools of magic among your four Anchor features.

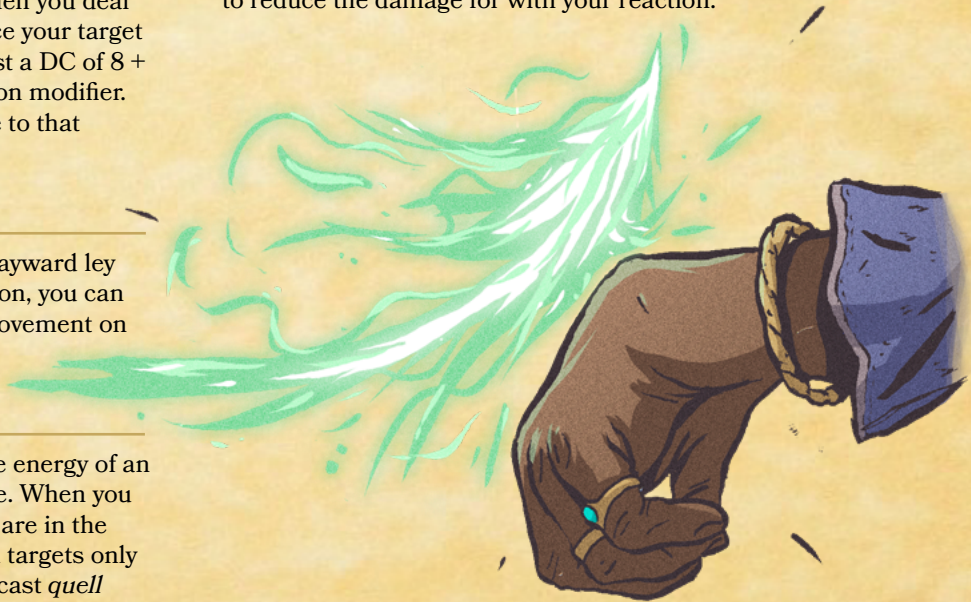
You can use this feature once, and must finish a short or long rest before using it again.

## MONK: WAY OF EIGHT RUINS

Not all knowledge is wisdom. It is the responsibility of your balanced soul to reign in the volatility of the ambitious. Cruel enchanters must be chained, and reckless evokers must burn. One day you will bask in the shade of a simple nation, and welcome a world without fear of eldritch experiments lurking in so many abandoned towers. Like any other foe; you will press them where they are weak and yield where they are strong. Let the towers fell themselves. Let the books burn with them.

### DEFLECT MAGIC

Starting when you join this tradition at 3rd level, you learn how to freeze lesser magic and deflect it like you would a projectile. You may use your reaction when you are damaged by a cantrip to deflect it with your hands. The damage you take from the cantrip is reduced by 1d10 + your Dexterity modifier + your monk level. If a spell hits you with multiple bolts, you choose which one to reduce the damage for with your reaction.





If you reduce the damage to 0, you suffer no other negative effects from the spell, and can catch it in a free hand. If you catch it, you can spend 1 ki point to cast the same spell as part of the same reaction, using the original caster's spell casting ability but choosing new targets. If the spell has multiple bolts or is area-of-effect, the version you cast has one bolt or affects one 5 foot square, respectively.

This feature extends to natural spell attacks and 1st level spells when you reach 9th level, and to 2nd level spells when you reach 15th level.

## KI RECOIL

Beginning at 6th level, you attune your body to accept and redirect part of the power when you are subject to harmful energy. Each time you fail a saving throw against a non-cantrip spell, a gaze weapon, or a breath weapon, you regain one expended ki point. If one effect would call for multiple saving throws from you, this feature triggers only on the first failure.

## PLUCK CHAKRA

By 11th level, you have memorized how the fabric of the Weave connects to a magician's ki. When you hit a creature with a weapon attack, you can spend 1 ki point and name a school of magic. That creature cannot cast spells from that school of magic until the start of your next turn. You may only affect one such school of magic per creature at a time.

## THROW SOUL

Upon reaching 17th level, you may bend even the greatest arcanum to the laws of inertia. You can spend 8 ki points to cast *capture spell\** or *reflect spell\** with all 8 schools of magic named.

## PALADIN: OATH OF HUMILITY

The Oath of Humility is not meant for adventurers, and yet so many great stewards of friendship and culture do adventure upon its taking. When hard times come again, the duty will fall on you to be harder still. Yours is an order of peacemakers, philosophers, and wardens of great temptation. Without statues or even songs to your name, there is but one reward you seek: the dignity of life's tempest endured.

## TENETS OF HUMILITY

The tenets of the Oath of Humility came about as a stark reaction to paladins who create more conflict than they resolve. This code encourages its followers to set aside their own delusions of grandeur, and act instead as a calming hand on the shoulder of the zealous.

**Austerity.** Go further with less. Ration supplies based on the worst-case scenario. Indulge in neither opulence nor optimism.

**Humbleness.** Seek no accolades. Praise is earned, never expected. Do not hesitate to ask advice from the trustworthy.

**Caution.** Impetuosity is for children. Guide your allies in planning contingencies, and always have an exit strategy.

**Discipline.** You are the only person you can truly control. Only by rooting out your wasteful and wrathful habits can you achieve freedom within.

## OATH OF HUMILITY SPELLS

Paladin Level	Spells
3rd	<i>faerie fire, goodberry</i>
5th	<i>invisibility, silence</i>
9th	<i>slow, tongues</i>
13th	<i>greater invisibility, reflect spell*</i>
17th	<i>dream, legend lore</i>

## CHANNEL DIVINITY

When you take this Oath at 3rd level, you gain the following two Channel Divinity options.

**Shared Burden.** You clutch your holy symbol close and Channel Divinity as a bonus action. Choose two creatures you can see to make Charisma saving throws. If only one of them fails its saving throw, you become bound to it for the next minute. If both of them fail, they become bound to each other. When one bound creature takes damage from a weapon attack or a single-target spell, the other bound creature takes psychic damage equal to half of the initial damage, rounded down.

**Rebuke Magic.** As an action, you present your holy symbol and Channel Divinity to strike down spell casters. Each creature within 30 feet of you capable of casting a spell of 1st level or higher, other than yourself, must make a Wisdom saving throw. Each creature who fails is rebuked for 1 minute. During that time, each spell it casts deals 1d6 psychic damage to itself per spell slot level (1d6 for cantrips).

## AURA OF HUMILITY

Starting at 7th level, your aura represses the vivacity of those who refuse to learn their place. Enemies within 10 feet of you cannot gain temporary hit points, and only regain half as many missing hit points as they normally would from healing effects (rounded down).

At 18th level, the range of this aura extends to 30 feet.

## STEADY HANDS

Beginning at 15th level, your ability to right the ship offers new purpose to the aimless. You add the following option to your Lay On Hands feature:

As an action, expend 20 hit points from your pool of healing to remove all frightened and all charmed conditions from a creature you touch.



## BRING LOW

Upon reaching the height of your power at 20th level, you can make an example of a creature that wins your hard-earned disrespect. You may cast *dispel magic* at 9th level without using a spell slot. If you target a spell affecting one or more creatures, you may choose one of those creatures to take 2d10 psychic damage per level of the spell dispelled.

You can cast *dispel magic* once using this feature, then must finish a long rest before you can cast it this way again.

## RANGER:

### RECLAIMER CONCLAVE

Active volcanoes. Hollow fey redwoods. Ancient dwarven garrisons. What commoners might call a dungeon, you call home. Using your arsenal of battle-tested rune traps, you lie in wait for those who would besmirch the majestic corners of the world with despotism or brigandry. But in a land of staggering antiquity, the question of "who was here first?" can inspire more fear than the deadliest ambush. Whose claim will you back, "reclaimer"?

### RECLAIMER SPELLS

Starting at 3rd level, you learn an additional spell when you reach particular levels in this class, as shown in the table below. These spells count as ranger spells for you, but they don't count against the number of ranger spells you know.

Ranger Level	Spells
3rd	<i>break spell*</i>
5th	<i>mirror image</i>
9th	<i>false spell*</i>
13th	<i>siphon healing*</i>
17th	<i>mislead</i>

### RUNE TRAPPER

In your career as a dungeoneer, you develop an array of rune-marked traps that wreak havoc on less savvy parties. When you finish a long rest, you can make a Wisdom (Survival) check and divide the result by 4, rounding down. You may craft that number of traps from among those you know.

You can maintain a number of Primal Traps equal to the number you know, and a number of Paragon Traps equal to the number you know minus one. When you would exceed these limits, you must first choose an older trap to destroy, deployed or otherwise. Unless otherwise noted, all rune traps have the following attributes:

- A trap manifests as a 1 lb. shard of bark or stone with a subtly embossed rune representing its effect.
- You can deploy a trap into a space within 5 feet of you as an action. Its trigger area is a square centered on the space where it is deployed.
- You cannot deploy a trap such that its trigger area would include another deployed trap, or such that it would be within a deployed trap's trigger area.
- A trap can only be triggered by an enemy or stranger.
- If a trap is deployed with an enemy or stranger already within its trigger area, this does not count as "entering" its area.
- A trap remains deployed for up to 8 hours, or until it is triggered. After that, it is destroyed. Traps cannot be "undeployed".
- A deployed trap is also destroyed if a creature who has spotted it targets it with a damaging attack or spell.
- An deployed trap can only be spotted with a Wisdom (Perception) or Intelligence (Investigation) check against a DC of 10 + your total bonus to Wisdom (Survival).
- If deployed in your Favored Terrain, a trap instead remains deployed for up to 1 week while untriggered, and ability checks to spot it have disadvantage.
- When a trap calls for a saving throw, the DC is equal to your ranger spell save DC.

### PRIMAL TRAPS

When you commit to this archetype at 3rd level, you learn how to craft two of the following Primal Traps. You learn one more of these traps at 6th, 9th, and 12th level.

**Pitfall.** When a Large or smaller creature enters this 15 foot square, it makes a Dexterity saving throw. If it fails, it falls prone into a 10 foot pit and takes 2d8 piercing damage.

**Logjam.** When a creature enters this 15 foot square, it makes a Strength saving throw. If it fails, it takes 4d8 bludgeoning damage and is pushed back the way it came 15 feet.

**Spider Net.** When a creature enters this 5 foot square, it makes a Dexterity saving throw. If it fails, it is restrained until the end of its next turn.

**Quagmire.** When a creature enters this 25 foot square, it makes a Strength saving throw. If it fails, it treats this square as difficult terrain for the next minute and may not leave it with movement until they spend an action.

**Razor Wire.** When a Large or smaller creature enters this 25 foot square, it takes 2d6 slashing damage and treats it the square as difficult terrain until the end of its next turn.

**Bear Maw.** When a Large or smaller creature enters this 15 foot square, it makes a Dexterity saving throw. If it fails, it takes 2d8 piercing damage and its speed is reduced to 0 until it or an adjacent creature spend an action removing the trap.



**Dart Volley.** When a creature enters this 5 foot square, it makes a Constitution saving throw. If it fails, it takes 1d6 piercing damage, 4d8 poison damage, and is poisoned until the end of its next turn.

## HOSTILE ENVIRONMENT

Upon reaching 7th level, your deftness at trap placement allows you to weave them into the chaos of battle.

When you use your action to place a rune trap, you may use your bonus action on the same turn to make one weapon attack or take the Dodge action.

## PARAGON TRAPS

When you reach 11th level, a new menu of traps becomes available to you, infused with the world's supernatural dangers. You learn how to craft two of the following Paragon Traps, and you learn one more at 14th, 17th, and 20th level.

**Faerie Flash.** When a creature enters this 25 foot square, it cannot benefit from invisibility, etherealness, or obscurity until the end of its next turn. In addition, it is blinded by the trap during this time, which sheds bright light out to 60 feet, and dim light for 60 feet beyond that.

**Shatterstone.** When a creature enters this 5 foot square, it makes a Constitution saving throw. If it fails, it is petrified for 1 minute. If it succeeds, it takes 8d6 thunder damage. The crackling sound of this trap being triggered carries for 600 feet.

**Acid Slick.** When a creature enters this 15 foot square, it makes a Dexterity saving throw. If it fails, it takes 8d8 acid damage, falls prone, and drops whatever it is holding. If it succeeds, it takes half damage and does not fall prone.

**Spore Smoke.** When a creature enters this 35 foot square, it makes a Constitution saving throw. If it fails, it is poisoned for 1 hour. This trap cannot be spotted.

**Diamond Wire.** When a creature enters this 25 foot square, it takes 4d6 magical slashing damage and treats the square as difficult terrain until the end of its next turn. Every additional 5 feet it moves through this terrain deals 2d6 magical slashing damage to it.

**Antimagic Rune.** When a creature casts a spell from within this 25 foot square, it is countered. This trap cannot be spotted.

**The Skewerer.** When a creature leaves this 15 foot square, it is teleported to its center and rolls a Charisma saving throw. If it fails, it takes 4d8 magical piercing damage and is frightened of you for 1 minute.

## LIVING HAZARD

If you make it to 15th level, your mastery of trapping becomes more of an art than a science. When you use your action to cast a spell, you may deploy one of your traps as a bonus action on the same turn.



## ROGUE:

### THE NEMESIS

History may be written by those who hold the pen, but it is unwritten by those who hold the dagger. A ruiner, an eraser, an arcane saboteur; whatever they may call you, the words sting their tongue. Where assassins end lives, you end plans, even *ideas*. Though of course, bodies do tend to accrue along the way. How many rituals will you scupper? How many movements will you destabilize? Perhaps you should keep score, hah!

## BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you gain proficiency with Intelligence (Arcana) checks and your choice of either Intelligence (Nature) or Intelligence (Religion) checks.

## RISE AND FALL

Starting at 3rd level, you prefer to let natural forces like gravity do your work for you. When you hit a creature with a melee weapon attack at the end of a fall, subtract a number of dice from your falling damage up to your rogue level. Add these dice to your hit, dealing the same damage type as your weapon.

## FATAL DISTRACTION

Beginning at 9th level, you learn the precise timing to foil a spell with a well-placed blade or bolt. When you hit a creature with a Readied Action weapon attack as it casts a spell, it must roll a Dexterity saving throw with a DC of 8 + your proficiency bonus + your Intelligence modifier. If it fails, its spell is countered.



## FUNNEL MANA

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Upon reaching 13th level, you know which parts of a spell can still be leveraged once it is spoiled. When you successfully interrupt the casting or concentration of a spell, you trigger a benefit depending on its school and level (cantrips count as first level):

- **Abjuration:** You gain 1d6 temporary hit points per spell level.
- **Conjuration:** You teleport up to 10 feet per spell level to a space you can see.
- **Divination:** The caster is blinded and deafened for 1 minute, or until it takes damage.
- **Enchantment:** You may move the caster up to 5 feet per spell level, using any movement type already available to that creature.
- **Evocation:** You deal 1d4 lightning damage per spell level to the caster and to your enemies within 20 feet of the caster.
- **Illusion:** You become invisible for up to 1 minute, until you deal damage to a creature.
- **Necromancy:** You deal 1d8 necrotic damage per spell level to the caster.
- **Transmutation:** You gain +1 per spell level to the attack roll of your first weapon attack within 1 minute.

## INESCAPABLE FATE

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At 17th level, even the best laid plans are predictable to you. You gain the following benefits:

- Remove the word “Dexterity” from your Evasion feature.
- Your actions and movement cannot trigger automatic hostile spells such as *contingency*, *glyph of warding*, or *symbol*.
- You may act normally in initiative during another creature’s *time stop* spell or similar time magic.

## SORCERER:

### TYRANT BLOODLINE

Yours is a lineage not perverted by dragons or shadows, Fey or fire. Strength, purer than muscle, passed down from mage to mage, wielded by any willing to cast off the toy morality that keeps other spell casters locked in laboratories or meditation. Your ancestor transgressed into the sort of mystical boundary-breaking that angers gods. Now, an echo of that same courageous creativity has awakened in you. Will you keep yourself in check for the sake of mercy, or reclaim the throne of that lost adamantine age?

## DESPOTIC LEGACY

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Beginning before you selected this origin at 1st level, you were raised with certain “pragmatic” social instincts. When speaking to the upper class of society, such as a land-owner or shaman, you have advantage on Charisma (Persuasion) checks. When speaking to a member of a social underclass, such as a serf or miner,

you have advantage on Charisma (Intimidation) checks. When speaking to a member of the middle class, such as an artisan or merchant, you have advantage on Charisma (Deception) checks.

## BLIND AMBITION

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From 2nd level onward, the intoxication of power drives you to greater risk and reward. When you spend sorcery points on Metamagic or Flexible Casting, you gain temporary hit points equal to the number of sorcery points spent X 5.

## FORBIDDEN METAMAGIC

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When you achieve 6th level, you gain access to deviations of magical force that were invented to cow the oppressed. Choose one of the four Metamagic options below to add to your repertoire. You learn one of the remaining three options upon reaching 13th level.

**Biding Spell.** When you cast a spell with a duration of instantaneous, you may spend a number of sorcery points in order to delay its effect until a later time. When you cast a spell in this way, you use its components, choose targets and make other choices associated with the spell as normal. Those choices can be based on your current situation, or a hypothetical situation you expect to be in when its specified time has passed. If these choices are irreconcilable with your environment when the spell’s time comes, it is countered. Otherwise, its effect occurs as if you just cast it.

If you spend 1 sorcery point, you may delay the spell until the end of your next turn. If you spend 3, you may delay the spell for up to 10 minutes. If you spend 6, you may delay the spell for up to 8 hours.

**Prideful Spell.** When a spell you cast would be dispelled, countered, or end early due to failing a concentration saving throw, you may spend 2 sorcery points to ignore that interruption.

You can use Prideful Spell even if you have already used a different Metamagic option during the casting of the spell.

**Ruthless Spell.** When you reduce a creature to 0 hit points with damage from a spell, you may spend 1 sorcery point to deal all damage *in excess* of the amount that reduced it to 0 hit points to one other creature within 10 feet of it.

**Unyielding Spell.** When you cast a spell, you may spend one sorcery point per level of the spell (minimum 1) to ignore its need for “a clear path to the target”. When targeting with such a spell, you may name a creature or a space you cannot see as its target, respecting range but ignoring line of sight and cover.

## QUASH DISSENT

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Starting at 14th level, you nip new threats in the bud before they can disrupt your grand plans. When you use Flexible Casting to convert a spell slot into sorcery points, you may choose one creature you can see within 70 feet of you. That creature takes force damage equal to twice the number of sorcery points you created.



## CONSOLIDATE POWER

Upon finally reaching 18th level, your truest instinct is to strike with overwhelming force when the moment is right. You may now use two Metamagic options on one spell when you cast it, in addition to any options which already state they can be used without the “one Metamagic per spell” limit. When you use this feature, add 1 additional sorcery point to the total cost of the Metamagic options used.

## WARLOCK: THE MAGNATE

You’ve always known you could change the world, if only those in power saw your true merit. Now, at last, one such emperor of industry has graced you with the opportunity for advancement! Yours is a Patron with the brilliance to let their unfathomable *wealth* work for *them*. And now, no small part of that wealth is *you*. The treasure, artifice, and clout at their disposal will have a new avatar. A hard worker. A loyal representative. An “adventurer” who knows promotions come to those who deliver.

### THE MAGNATE EXPANDED SPELLS

The Magnate lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Spell Level	Spells
1st	<i>feather fall, longstrider</i>
2nd	<i>heat metal, locate object</i>
3rd	<i>haste, lightning bolt</i>
4th	<i>compulsion, locate creature</i>
5th	<i>Bigby’s hand, capture spell*</i>

## PANOPTICON

Once you accept this contract at 1st level, the Magnate begins to rely on you as their eyes in the field. When you cast a spell using a warlock spell slot, you gain truesight out to a distance of 60 feet until the end of your next turn.

Truesight allows you to see in normal and magical darkness, to see invisible creatures and objects, and to automatically detect visual illusions and succeed on saving throws against them. You perceive a faint image of the original form of a shapechanger or a creature that is transformed by magic. During this time you can also see 60 feet into the ethereal plane, and can see secret doors hidden by magic.

## CAPITALIZE

Upon reaching 6th level, your Patron frees you to be aggressive or cautious depending on the circumstances. When you reduce a hostile creature below half of its maximum hit points, you may use your reaction to

immediately cast *eldritch blast*. When an ally you can see within 120 feet of you is reduced below half of its maximum hit points, you may use your reaction to move up to your speed, so long as you end that movement further away from that ally than when you started.

## LIQUIDATE

Beginning at 10th level, you are encouraged to see no resource as off limits. As a bonus action, you may deal 3d10 psychic damage to yourself or a willing creature who can hear you within 120 feet of you. When you do so, you regain one of your expended warlock spell slots. This psychic damage cannot be reduced or negated in any way.

Once you have used this feature on a creature, you may not target that creature with it again until you have both finished a long rest.

## REAP PROFIT

When you near the end of your contract at 14th level, the Magnate finally invites you to feast on the fruits of labor, as they do. As a bonus action, you may inflict two or more levels of exhaustion on a willing creature within 120 feet of you. It must be nominally in control of its own actions, and it must be able to hear you. When you take this bonus action, you regain one expended use of your Mystic Arcanum, whose level depends on how many levels of exhaustion you inflicted, as shown in the table below.

You cannot “restore” a Mystic Arcanum you have not yet earned, and you cannot attempt to inflict exhaustion which would place a creature at more than six total levels of exhaustion.

Exhaustion Levels	Mystic Arcanum Spell Level
2	6th
3	7th
4	8th
5	9th

## WIZARD:

### SAGE OF THE SEVENFOLD VEIL

Back in the good old days, all these dilettantes wouldn’t have lasted one year and a day in the academy. A real wizard sacrifices things: sleep, sanity, schools of magic that don’t fit into their plans for power. Yours is a pursuit most consider too obscure and confounding to bear. But then, excuses are not a verbal component. The prismatic veil is everywhere, sustaining and dividing the very planes of existence. Your expertise merely reveals it! Selectively. Between you and your critics.





## BANNED SCHOOL

As a ritualistic penalty upon your admission at 2nd level to this ancient and prestigious scholastic tradition, you must select one (or two) schools of magic to forever forswear. Choose Conjuraton, Enchantment, Evocation, Necromancy, Transmutation, or the pair of *both* Divination *and* Illusion. You cannot cast spells from that one school (or those *two* schools) ever again.

## PRISMATIC WARDING

More to the point, at 2nd level you begin to master the seven veils of prismatic abjuration. You may place a ward of prismatic energy on the battlefield as an action. Similar to the layers of the *prismatic wall* spell, each ward has a color and forms a wall up to 45 feet high and 90 feet long, or a sphere with a 30 foot diameter, the entirety of which is 1 inch thick and must be created within 70 feet of you. The ward conforms to solid objects and cannot intersect with other wards, but it shunts any creature it would intersect with to a side of its choice.

A ward sheds bright light out to 100 feet and dim light an additional 100 feet after that. A ward is destroyed after 10 minutes, or when you dismiss it as a bonus action, or when it has been destroyed as described in its color entry below. Each ward color blocks line of effect for a specified school of magic. You and your allies may ignore the negative effects of your wards, but enemies and strangers cannot.

When a creature touches or attempts to move through a ward, it must make a Dexterity saving throw. The consequences for success or failure are listed as part of each prismatic color entry.

Once you place a Prismatic Warding, you must finish a long rest before you may place another. You may place 2 wards between long rests starting at 7th level, 3 wards at 13th level, and 4 wards at 19th level. You learn how to place a red ward at 2nd level, an orange ward at 4th

level, a yellow ward at 6th level, a green ward at 8th level, a blue ward at 10th level, an indigo ward at 12th level, and a violet ward at 14th level.

**Red.** The creature takes fire damage equal to twice your wizard level on a failed save, or half as much damage on a successful one. Evocation spells are blocked. This layer can be destroyed by dealing cold or thunder damage equal to twice your wizard level to it.

**Orange.** The creature takes acid damage equal to twice your wizard level on a failed save, or half as much damage on a successful one. Enchantment spells and ranged weapon attacks are blocked. This layer can be destroyed by dealing lightning or poison damage equal to twice your wizard level to it.

**Yellow.** The creature takes lightning damage equal to twice your wizard level on a failed save, or half as much damage on a successful one. Conjuraton spells are blocked, and the ward cannot be teleported through. This layer can be destroyed by dealing force or piercing damage equal to twice your wizard level to it.

**Green.** The creature takes necrotic damage equal to twice your wizard level on a failed save, or half as much damage on a successful one. Necromancy spells are blocked, and incorporeal creatures cannot pass the ward. This layer can be destroyed by dealing acid or slashing damage equal to twice your wizard level to it.

**Blue.** The creature takes cold damage equal to twice your wizard level on a failed save, or half as much damage on a successful one. Divination and Illusion spells are blocked. This layer can be destroyed by dealing fire or bludgeoning damage equal to twice your wizard level to it.

**Indigo.** On a failed save, the creature is restrained. At the end of each of its turns, it makes a Constitution save. If it reaches three total success, the effect ends. If it reaches three total failures, it is permanently turned to stone and petrified. Transmutation spells are blocked. This layer can be destroyed by dealing radiant damage equal to twice your wizard level to it, or by subjecting it to a *daylight*, *sunbeam*, or similar spell.

**Violet.** On a failed save, the creature is blinded. At the start of your next turn, it must make a Wisdom saving throw. A successful save ends the blindness. If it fails, it is transported to a plane of the DM's choosing and is no longer blinded. Abjuration spells are blocked. This layer can be destroyed by dealing psychic damage equal to twice your wizard level to it, or by subjecting it to a *banishment*, *passwall*, or *sequester* spell.

## SELF REFLECTION

When you come into your own at 6th level, you are able to transpose yourself across your wards. As an action, you may choose to trade places with a creature you can see within 140 feet of you who is on the opposite side of one of your active wards. An unwilling creature must make a Charisma saving throw to avoid the effect. You and the creature trade places via simultaneous teleportation if both of you would have room at your destination.

You may use this feature once, and may not use it again until you finish a short or long rest.



## CONTINGENT WARDING

Starting after you reach 10th level, you may use your wards as a prepared rebuttal in desperate times. In a specified circumstance, you may use your reaction to place a sphere-shaped ward centered on yourself. Both the color of the ward and the circumstance that triggers it are chosen or changed when you finish a long rest. For example, your trigger might be when you are targeted by a spell from a certain school of magic, or when an enemy moves within 20 feet of you.

This Contingent Warding still counts as one use of your Prismatic Warding feature, so it cannot trigger if you have no uses remaining.

## KALEIDOSCOPIC SANCTION

Beginning at 14th level, you have mastered prismatic energy such that you can lash out with it against inferior spellcasters. When you counter a spell or block its line of effect with your Prismatic Ward, the spell's caster must roll a Dexterity saving throw as if it touched the ward color which blocks that spell's school of magic.

# CHAPTER II: ARCANE ERRATA

The **new spells in this supplement** which instruct their caster to "**prepare a charge**" represent a new mechanism used for reactive magic. A creature may only hold one such charge at a time, regardless of which spell it is for. That charge is lost when the caster expends it as part of its reaction, when the caster is targeted by a sufficiently high level *dispel magic*, or when the spell finishes its duration.

In *Might vs. Magic*, the main application of charged spells is to **replace and expand** the basic Fifth Edition *counterspell* with new spells such as *break spell*, *absorb spell*, and several others. See variant rules 2 and 3 for other potential applications. You will also find a new *dispel magic* to **replace the original spell** of the same name. The remaining new spells can be added to your campaign's library of magic without further ado.

The rules for **identifying a spell as it is cast** (*Xanathar's Guide to Everything*, p. 85) have been a cause for much consternation among players and DMs alike. *Might vs. Magic* uses the following two rules instead:

- While a creature is under an ongoing effect that reacts to a certain school of magic, it instantly recognizes a spell as belonging to that school as it sees or hears such a spell being cast.
- While a creature could prepare or cast a spell itself, it recognizes the spell by name and spell slot level when it sees or hears that spell being cast.

**When a spell is countered**, it fails to have any effect, but still expends an action, a spell slot, material components, or any special resources (such as Sorcery Points) as normal. A creature knows when its spell was countered, and it knows what creature countered its spell if it could see or hear that creature's reaction.

The time to try to counter a spell is **as it finishes casting**. So, if you wish to stop a spell with a ten minute casting time while it is five minutes into casting, don't bother countering, just attack the caster!

The **School of Abjuration Wizard** (*Player's Handbook*, p. 115) is a powerful archetype that already includes a theme of countering their foes' magic. In order to make up for the loss of their original improved *counterspell* and *dispel magic*, it is recommended to replace the full text of their Improved Abjuration feature as follows:

*"Upon reaching 10th level, you may treat your dispel magic as one level higher for the purpose of determining the highest level of magic it may dispel, and you may treat your break spell as having named one additional school of magic."*

The **Arcane Trickster Rogue** (*Player's Handbook*, p. 97) is a versatile archetype that sports Spell Thief as its final feature. This feature overlaps with the themes of this supplement, but has the frustrating downside of playing poorly with the Arcane Trickster's low spell level and limited number of spell slots. It is recommended to replace Spell Thief's second paragraph with the following text:

*"When a creature casts a spell that targets you or includes you in its area of effect, you can use your reaction to force that creature to make a saving throw with its spellcasting ability against your spell save DC. On a failed save, you counter the spell and then store the spell for up to 8 hours. Once during those 8 hours, you may cast that spell — without using a spell slot — at the same level the countered creature cast it. The stored version of the spell counts as a wizard spell for you and does not require material components."*

## NEW SPELLS

These new spells are presented in order of ascending level, and are compatible with all core published Fifth Edition content so long as the Arcane Errata above are also implemented. Each spell entry includes a list of classes which may add it to their core class spell list.

### AMANUENSIS

*Evocation cantrip*

*artificer, bard, cleric, warlock, wizard*

**Casting Time:** 1 action

**Range:** 10 feet

**Components:** S

**Duration:** Instantaneous

You swiftly brush your fingers across a blank page, filling it with identically copied text and images from another page you can see within range. Any similar, small surface area counts as a page for this purpose, such



as one section of a large canvas. Magical text can be copied, but the copy retains no magic of its own.

This spell can be repeated continuously to copy a longer volume of text, and unlike most spells, doing so does not interfere with a short rest. Ten minutes is long enough to copy 100 pages of content, and so on.

### PROMISE

*Divination cantrip*  
*bard, cleric, paladin, warlock*

**Casting Time:** 1 action

**Range:** 40 feet

**Components:** V

**Duration:** Up to 7 days

You make a verbal promise to one willing creature who can hear you within range. If at any point in the duration you violate this promise, the spell ends and you and the creature both hear the sound of a great disembodied bell. You may maintain up to three promises at a time, and you break your oldest promise if you would make a fourth.

Promises are not strictly literal, and whether one would be violated or merely cleverly circumvented by a questionable action is not known until after that action is taken. The dungeon master decides if a promise has been violated.

### BREAK SPELL

*1st-level abjuration*  
*bard, sorcerer, warlock, wizard*

**Casting Time:** 1 action

**Range:** Self (60-foot reaction)

**Components:** S

**Duration:** Charged, up to 1 hour

You name a school of magic and prepare a charge to counter it. You may expend your charge as a reaction to counter one spell of that school as you see or hear it being cast by a creature within 60 feet of you.

**At Higher Levels.** If you cast this spell using a spell slot of 2nd level or higher, you may name one additional school of magic for each slot level above 1st.

If Divination is among the schools named, extend the range of your reaction to 90 feet.

If Illusion is among the schools named, this spell cannot be dispelled or countered.

### DISPEL MAGIC

*1st-level abjuration*  
*artificer, bard, cleric, druid, sorcerer, warlock, wizard*

**Casting Time:** 1 action

**Range:** 10 feet

**Components:** V, S

**Duration:** Instantaneous

You counter one ongoing 1st level or lower spell effect you can name within range.

**At Higher Levels.** If you cast this spell using a spell slot of 2nd level or higher, you may counter an ongoing spell effect up to that level. In addition, increase the range of this spell by 10 feet for each slot level above 1st.

### ANTIMAGIC FLASH

*2nd-level abjuration*  
*wizard*

**Casting Time:** 1 action

**Range:** Self (20-foot radius)

**Components:** V, S

**Duration:** Concentration, up to 1 round

You name a school of magic and prepare to counter it. Until the start of your next turn, you counter all spells of that school cast by creatures within 20 feet of you, and you cannot take reactions.

**At Higher Levels.** If you cast this spell using a spell slot of 3rd level or higher, you may name one additional school of magic for each slot level above 2nd.

If Divination is among the schools named, extend the radius of your counterspells to 40 feet.

If Illusion is among the schools named, this spell cannot be dispelled or countered.

### MIMIC SPELL

*2nd-level conjuration*  
*artificer, bard, sorcerer*

**Casting Time:** 1 action

**Range:** Self (60-foot reaction)

**Components:** S

**Duration:** Charged, up to 1 hour

You name a school of magic and prepare a charge to mimic it. You may expend your charge as a reaction to copy one spell of that school as you see or hear it being cast by a creature within 60 feet of you. At the start of your next turn, you may choose to use your action to cast the mimicked spell, regardless of its normal casting time. You must expend a spell slot of the mimicked spell's level and you must use any spell components required for your copy's casting as normal.

**At Higher Levels.** If you cast this spell using a spell slot of 3rd level or higher, you may name one additional school of magic for each slot level above 2nd.

If Divination is among the schools named, extend the range of your reaction to 90 feet.

If Illusion is among the schools named, this spell cannot be dispelled or countered.

### ABSORB SPELL

*3rd-level abjuration*  
*sorcerer, wizard*

**Casting Time:** 1 action

**Range:** Self (60-foot reaction)

**Components:** S

**Duration:** Charged, up to 1 hour



You name a school of magic and prepare a charge to counter it. You may expend your charge as a reaction to absorb one spell of that school as you see or hear it being cast by a creature within 60 feet of you. When you do so, the spell is countered. At the start of your next turn, you may regain one expended spell slot no higher than the absorbed spell's level (none for cantrips). Doing so requires an action if the spell slot is 6th level or higher, or a bonus action if the spell slot is 5th level or lower.

**At Higher Levels.** If you cast this spell using a spell slot of 4th level or higher, you may name one additional school of magic for each slot level above 3rd.

If Divination is among the schools named, extend the range of your reaction to 90 feet.

If Illusion is among the schools named, this spell cannot be dispelled or countered.

### PRESAGE

*3rd-level divination*  
*bard, warlock*

**Casting Time:** 1 bonus action

**Range:** 30 feet

**Components:** V, S

**Duration:** Concentration, up to 1 hour

You read a creature within range like a book, requiring it to make a Wisdom saving throw. If it fails, you know what spells it is currently able to cast, which spell slots or daily spell uses it has remaining, and the name of each spell it casts as it begins to cast it.

**At Higher Levels.** If you cast this spell using a spell slot of 4th level or higher, you may increase its range by 30 feet and its duration by 1 hour for each slot level above 3rd.

### FALSE SPELL

*3rd-level illusion*  
*bard, sorcerer, wizard*

**Casting Time:** 1 action

**Range:** Self

**Components:** Special

**Duration:** Concentration, up to 1 minute

You imitate the verbal, somatic, and (illusory) material components of a spell you know with a casting time of 1 action or 1 bonus action. This action is indistinguishable from the act of truly casting the imitated spell, including its apparent school of magic. If a counter spell is discharged in reaction to a *false spell*, the counter spell has no effect. Otherwise, the *false spell* counts as a normal illusion spell.

Once its "casting" is complete, you create an auditory and visual illusion of the imitated spell's effects, using its range and description as guidelines. If the imitated spell has a duration longer than instantaneous, you may maintain concentration on this illusion for up to 1 minute. *False spell* cannot be used to imitate a spell whose main purpose is indistinguishable from its visual or auditory effect, such as *invisibility* or *daylight*.

A creature which witnesses the *false spell* fail to produce the normal consequences of the spell it imitates must make a Wisdom saving throw; for instance, if a *false fireball* fails to harm a pile of hay. If it succeeds on its save, the creature recognizes the spell as an illusion. A creature which would normally be struck by the imitated spell's effect has advantage on this saving throw; for instance, if the creature was within the area of a *false fireball*.

**At Higher Levels.** If you cast this spell using a spell slot of 5th level or higher, you may imitate a spell you do not know, but have personally seen cast.

### CONJURE PHALANX

*4th-level conjuration*  
*paladin, ranger, wizard*

**Casting Time:** 1 action

**Range:** 80 feet

**Components:** V, S, M

**Duration:** 1 round

You brace yourself to receive a charging foe, and a pike made of pure force appears floating at your side. Each ally who can hear you within range receives a similar armament, and you all are considered to be wielding a pike in addition to any other items.

An affected creature may use your spell attack bonus instead of its own for attacks with its conjured pike. It may also use your spellcasting ability modifier in place of its strength bonus for its force pike weapon damage. It may use its reaction to make one melee attack with its force pike against an enemy entering its reach. The force pikes deal force damage and stop the movement of any creature they damage. At the end of your next turn, all of the force pikes evaporate into thin air.





**At Higher Levels.** If you cast this spell using a spell slot of 5th level or higher, you may increase its range by 40 feet for each slot level above 4th.

**Material Component.** The haft of a reach weapon, broken in battle.

### REFLECT SPELL

*4th-level abjuration*  
*sorcerer, warlock, wizard*

**Casting Time:** 1 action

**Range:** Self (60-foot reaction)

**Components:** S

**Duration:** Charged, up to 1 hour

You name a school of magic and prepare a charge to counter it. You may expend your charge as a reaction to counter one spell of that school with a duration of instantaneous as you see or hear it being cast by a creature within 60 feet of you, targeting you or including you in the spell's area of effect. At the start of your next turn, you may use your action to cast an identical spell, including the original caster's spellcasting ability, regardless of its normal casting time.

You may choose new targets or areas for the reflected spell, but cannot change other choices made as part of its casting. Your reflected spell does not require material components or a spell slot.

**At Higher Levels.** If you cast this spell using a spell slot of 5th level or higher, you may name one additional school of magic for each slot level above 4th.

If Divination is among the schools named, extend the range of your reaction to 90 feet.

If Illusion is among the schools named, this spell cannot be dispelled or countered.

### SIPHON HEALING

*4th-level necromancy*  
*bard, cleric, druid, warlock*

**Casting Time:** 1 action

**Range:** Self (60-foot reaction)

**Components:** V, S

**Duration:** Charged, up to 1 hour

You may expend your charge as a reaction to siphon power from a healing spell as you see it heal a wounded creature within 60 feet of you. When you do so, reduce the healing that creature receives by up to 20 hit points, and instead restore those siphoned hit points to a creature of your choice within 60 feet of you.

**At Higher Levels.** If you cast this spell using a spell slot of 5th level or higher, you may siphon 5 additional hit points of healing for each slot level above 4th.

### PHANTOM PAIN

*5th-level illusion*  
*bard, cleric, wizard*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V

**Duration:** Concentration, up to 1 minute

You narrate a terrible wound to a creature who can hear you within range. It makes an Intelligence saving throw. If it fails, it takes 10d12 psychic damage. If it succeeds, it takes half as much damage. When this spell ends, the creature regains a number of hit points equal to the psychic damage it took. At the end of each of the creature's turns, it rolls a Wisdom saving throw. If it succeeds, this spell ends early.

**At Higher Levels.** If you cast this spell using a spell slot of 6th level or higher, you deal 2d12 additional psychic damage for each slot level above 5th.

### QUELL SPELL

*5th-level abjuration*  
*wizard*

**Casting Time:** 1 reaction

**Range:** 40 feet

**Components:** S

**Duration:** Instantaneous

You may cast this spell as a reaction when you see or hear a creature within range cast a spell. That spell is countered, regardless of its school. However, the spell slot and other non-action resources the target expended to cast the countered spell are restored to it.

### CAPTURE SPELL

*5th-level transmutation*  
*artificer, sorcerer, wizard*

**Casting Time:** 1 action

**Range:** Self (60-foot reaction)

**Components:** V, S

**Duration:** Charged, up to 1 hour

You name a school of magic and prepare a charge to counter it. You may expend your charge as a reaction to counter one spell of that school with a duration other than instantaneous as you see or hear it being cast by a creature within 60 feet of you. At the start of your next turn, you may use your action to cast an identical spell, including the original caster's spellcasting ability, regardless of its normal casting time.

You may choose new targets for the stolen spell, as well as change choices made as part of its casting. Your stolen spell does not require material components or a spell slot. You may not cast *capture spell* for its duration, but you may concentrate on two spells during that time if it requires concentration.

**At Higher Levels.** If you cast this spell using a spell slot of 6th level or higher, you may name one additional school of magic for each slot level above 5th.

If Divination is among the schools named, extend the range of your reaction to 90 feet.

If Illusion is among the schools named, this spell cannot be dispelled or countered.



## SPELL DISJUNCTION

6th-level enchantment

bard, sorcerer, warlock, wizard

**Casting Time:** 1 action

**Range:** Self (60-foot reaction)

**Components:** V, S, M

**Duration:** Charged, up to 1 hour

You name a school of magic and prepare a charge to counter it. You may expend your charge as a reaction to purge one non-cantrip spell of that school from the mind of a creature within 60 feet of you, as you see or hear it cast the spell. When you do so, the spell is countered and the creature cannot attempt to cast that spell again until it finishes a short or long rest.

**At Higher Levels.** If you cast this spell using a spell slot of 7th level or higher, you may name one additional school of magic for each slot level above 6th.

If Divination is among the schools named, extend the range of your reaction to 90 feet.

If Illusion is among the schools named, this spell cannot be dispelled or countered.

**Material Component.** The severed tongue of a creature who could cast or prepare a 6th level or higher spell, which you pinch until it shatters as if frozen, destroying it.

## VOLCANIC LIGHTNING

6th-level evocation

druid, sorcerer, wizard

**Casting Time:** 1 action

**Range:** Self (30-foot cone)

**Components:** M

**Duration:** Instantaneous

A swath of flashing black smoke blasts out from your mouth, pelting creatures in a 30 foot cone with electric cinders. Each creature in the area must make a Dexterity saving throw. On a failure it takes 2d10 fire damage, 2d10 thunder damage, 2d10 lightning damage, and is deafened for 1 minute. If it succeeds, it takes half as much damage and is not deafened.

The fire ignites flammable objects in the area that aren't being worn or carried. This spell is cast too suddenly to be countered.

**Material Component.** A ruby embedded in obsidian worth at least 3000 gp. This component can be used as long as it is within 5 feet of the caster, as there is no somatic component requiring it to be actively brandished.

## EXCEPTION

7th-level enchantment

bard, wizard

**Casting Time:** 1 action

**Range:** 70 feet

**Components:** V, S, M

**Duration:** Concentration, up to 1 day

You snap your fingers at your target and whisper the name of someone you wish to remove from its perception. Your target makes a Wisdom saving throw. If it fails, it forgets about the existence of the creature whose name you whispered. It cannot perceive the forgotten creature with its senses, nor can it target the forgotten creature, and any attempt to point this out by another creature sounds like nonsense to it.

After 1 minute, the enchanted creature makes another saving throw, ending the spell early if it succeeds. The spell also ends early if the forgotten creature targets the enchanted creature with an attack, spell, or feature. Indirect effects created by the forgotten creature, such as a *wall of fire* spell created without the enchanted creature in its initial effect area, affect the enchanted creature normally when it encounters them. The enchanted creature simply attributes these effects to something it still believe to exist.

**Material Component.** A page of writing from a journal not originally intended for use as a material component, consumed by the spell.

## COUNTER SCHOOL

7th-level divination

wizard

**Casting Time:** 1 action

**Range:** Self (sight reaction)

**Components:** V, S, M

**Duration:** Concentration, up to 8 hours

You name a school of magic and channel antimagic designed to counter it, uncorking the inkwell and drinking its contents to color your tongue. For the duration of this spell, you may choose to counter any spell of the named school as you see or hear it being cast by a creature you can see. After each time you counter a spell in this way, roll 1d20 and subtract the level of the spell you countered (cantrips count as 0). On a result of 1 or lower, *counter school* ends early.

**Material Component.** A diamond inkwell worth at least 1000 gp, containing rare ink or dye worth at least 500 gp. The color of the ink depends on the school of magic named: noon blue for abjuration, fire gold for conjuration, marble grey for divination, dusk pink for enchantment, ash red for evocation, clown purple for illusion, algae green for necromancy, and rust orange for transmutation. The ink is consumed by the spell.

## EMPTY HOWL

8th-level necromancy

druid, wizard

**Casting Time:** 1 action

**Range:** Self (20-foot cone)

**Components:** S, M

**Duration:** Concentration, up to 1 minute

You still the air in front of you, inhaling the very voices of your foes. Creatures in a 20 foot cone must each make a Constitution saving throw. On a failure, it falls prone, loses concentration, and cannot speak or use verbal components. It remains mute for up to 1 minute as you



maintain concentration. If it succeeds on its save, it falls prone but suffers no other consequences.

**Material Component.** A jar containing a Small or larger creature's dying breath, consumed by the spell.

### LOATHING BOLT

*8th-level illusion*  
warlock, wizard

**Casting Time:** 1 action

**Range:** 100 feet

**Components:** V, S, M

**Duration:** Instantaneous

A massive helix of hallucinated elements, curses and projectiles streams forth from the skull's mouth towards a target in range. You make a ranged spell attack against that creature, and deal 20d12 psychic damage if you hit. This illusory assault is highly unstable, and counts as all spell schools for the purpose of being countered.

**Material Component.** The skull of a creature that the spell's target knew when it was alive.

### MORPH SPELL

*9th-level transmutation*  
bard, sorcerer

**Casting Time:** 1 action

**Range:** Self (60 foot reaction)

**Components:** S, M

**Duration:** Charged, up to 1 hour

You name a school of magic and prepare a charge to counter it. You may expend your charge as a reaction to counter one spell of that school as you see or hear it being cast by a creature within 60 feet of you. When you do so, you gain knowledge of the full list of spells that creature may cast by any means. Choose a spell from that list or a spell you know with a casting time of 1 action or 1 bonus action. You cast that spell as part of the same reaction without using a spell slot or any additional material components.

**Material Component.** A delicate butterfly wing, preserved for at least 100 years.

### UNWEAVE

*9th-level abjuration*  
cleric, druid, warlock

**Casting Time:** 1 action

**Range:** 70 feet

**Components:** V, S, M

**Duration:** Until dispelled

You crush the ashen brain in your hand, which opens somehow cleaner than before. One creature you can see and hear within range makes a saving throw using its spell casting ability. If it fails, it makes another such saving throw at the end of its next turn. If it fails again, it loses the ability to cast spells from any source forever.

This ability can only be restored if another creature uses Divine Intervention or casts *wish* to restore it, in which case the unwoven creature gets a new saving throw and regains its magic if it succeeds. If the target has no existing spellcasting abilities, it automatically fails all saving throws associated with this spell.

**Material Component.** The burnt and shriveled brain of a creature who could cast or prepare a 9th level spell, destroyed upon casting.

## NEW MAGIC ITEMS

These new magic items are presented in alphabetical order. They are intended for use by Dungeon Masters looking to grant rewards to their players which reflect the broader themes of *Might vs. Magic*.



### ADAMANTINE GUILLOTINE

*Wondrous item, very rare*

This collapsable 3 X 3 X 1 foot redwood frame can be stilted to firm ground or a stable structure over the course of one minute of work. It then deploys into an 8 feet tall, 3 feet wide guillotine, complete with a heavy, ever-sharpened adamantine blade. This device can fit the head and neck of most Large or smaller creatures which have a head they use to live.

When a creature is incapacitated and within 5 feet of this deployed item, it may have its head placed in the guillotine with an action by another creature. With another action, the adamantine blade can be dropped on the neck of the incapacitated creature. The blade deals 10d10 magical slashing damage, and if this damage would leave the creature below 2 hit points, it is killed instantly. Dying from an adamantine guillotine permanently kill any creature which would normally avoid true death by storing its soul outside of its body, such as a lich or a vampire. This also negates any effect which would cause an extraplanar creature to return to its home plane instead of truly dying.

After the guillotine's blade is dropped, it takes another action to reset the device. It can also be collapsed back into its portable frame with one minute of work. This item can be used to sever the silver thread of an *astral projection* spell.



## ARMOR OF ECHOES

*Armor (medium), uncommon*

This ramshackle armor is covered in small roughshod mirrors and effigy pieces. When you are the target of a hostile non-cantrip spell, you may use your reaction to create an effect based on its school of magic. Your spellcasting ability for this effect is your choice of Intelligence, Wisdom, or Charisma. After you create one of these effects, you cannot do so again until you finish a long rest:

- **Abjuration:** You gain temporary hit points equal to 5 plus half your level, rounded down.
- **Conjuration:** You immediately cast *poison spray*.
- **Divination:** You feel an itch from the direction of the caster if it is on the same plane.
- **Enchantment:** You immediately cast *vicious mockery*.
- **Evocation:** You immediately cast *ray of frost*.
- **Illusion:** You become invisible until the start of your next turn.
- **Necromancy:** You immediately cast *chill touch*.
- **Transmutation:** You immediately cast *message*.

## ARMOR OF SURVIVOR'S GILT

*Armor (light, medium, or heavy), very rare (requires attunement)*

You gain an additional +1 bonus to AC while you wear this armor.

While wearing this gold leaf embellished armor, any bonus to Dexterity saving throws you gain from cover instead applies to all of your saving throws. This armor has 1 charge, which is restored when you are reduced to 1 or fewer hit points. You may use this charge to create gold-trimmed castellations in a 5 foot circle surrounding you. These castellations last for 1 minute and provide  $\frac{3}{4}$  cover against other creatures, but you may move through them freely.

## BAYMASTER'S RING

*Ring, uncommon*

This burnished silver ring clinks happily whenever you rest your hand on a wooden table. It grants advantage on Intelligence ability checks to predict the likelihood of a future event.

## BOW OF INTIMACY

*Bow (any), rare (requires attunement)*

This elegant whalebone recurve gains greater effectiveness the more closely the wielder knows their quarry, referring to the most applicable entry on the following table, as determined by the DM.

Intimacy	Benefit
Stranger	No benefit.
Acquaintance	+2 bonus to attack and damage rolls.
Friend or Rival	+3 bonus to attack and damage rolls.
Love or Nemesis	+5 bonus to attack and damage rolls.

## DECORUM

*Shield, legendary (requires attunement)*

While holding this shield, you gain an additional +3 magical bonus to AC.

This shield of unmarrable marble inlay is no heavier than any other, but feels harder to bear the more frustrated its wielder. While wielding this shield, you are immune to damage and hostile spells from creatures who you have never taken a hostile action towards. "Hostile actions" include attacks, hostile spells, verbal insults, rude gestures, and so on. This defensive effect is also broken for a creature when it makes an explicit verbal or written declaration of hostility towards you that you hear or read.

## DIZI STAFF

*Staff, rare (requires attunement by a bard, druid, or monk)*

You have a +1 bonus to attack and damage rolls when using this weapon as a magical quarterstaff. You gain a +1 bonus to spell attacks and to your spell save DC when using it as your spell focus. While you are attuned to this item, you are proficient with flutes.

This glazed bamboo walking stick doubles as a soaring concert flute. When you spend 10 minutes or more playing this instrument as part of a short or long rest, choose one of the benefits below. You and up to 5 other creatures who heard your entire concert receive that benefit for one hour. Once a benefit has been chosen, that benefit cannot be chosen again until the next dawn:

- Enemies exposed to the air treat all terrain as difficult while within 20 feet of you.
- Gain advantage on Perception checks related to scent and hearing.
- Suffer no penalties for long range or cover on your ranged attacks.

## EGGSHELL WALKERS

*Wondrous item, uncommon*

When you would make an accidental faux pas due to personal insensitivity or cultural ignorance while wearing these over-padded boots, they stun you for one round before you can err.

## EQUINOX ARMOR

*Armor (light), rare*

This leathery armor is laced with faintly glowing orange-grey spider silk. When a spell would cast magical light or darkness on you, you may counter it or end its caster's concentration. When you do so, the armor's lace smokes for a moment and you take 1 fire damage for each level of the countered spell. This ability has one use, which recharges each day at dawn.



### FIVE FANG GAUNTLET

*Wondrous item, very rare (requires attunement by a barbarian, blood hunter, fighter, or paladin)*

This segmented lacquer gauntlet has a grooved ivory fang affixed to each of its five fingers. When you successfully grapple a creature, that creature suffers 1d4 piercing damage for each uncharged fang, and then one fang charges with blood. You know the current and maximum hit points of any creature you have grappled. You may expend fang charges for the following abilities:

- You can expend 1 charge to cast *gaseous form* if you are below half of your maximum hit points.
- You can expend 2 charges to cast *vampiric touch* as a bonus action if you have a creature grappled. Choose Intelligence, Wisdom, or Charisma as your spell attack ability.
- You can expend 5 charges to cast *power word stun* on a creature below half of its maximum hit points that you currently have grappled.

### GLAIVE OF DECLINE

*Glaive, very rare (requires attunement)*

This great chopping glaive always has the early signs of rust, no matter how well it is maintained. When you finish a long rest while attuned to this weapon, its bonus to attack rolls is set to +10. Each time you hit with a weapon attack using this glaive, its bonus to attack rolls decreases by 1. Its bonus cannot decrease below +1.

### HALF-CAPE OF THE SECOND-BORN

*Wondrous item, legendary (requires attunement by an artificer, paladin, ranger, warlock, eldritch knight fighter, or arcane trickster rogue)*

An electrum clasp holds this black and purple half-cape in place over your off-hand's shoulder. While you wear it, you gain advantage on all Intelligence, Wisdom, and Charisma ability checks pertaining to military creatures or military knowledge. You are immune to the frightened condition, and cannot be knocked prone or forced to move by hostile effects.

When you attune to this half-cape, choose a creature who trusts you with a level equal to yours or higher. While you and the chosen creature are within 15 feet of each other, you both have advantage on all Intelligence, Wisdom, and Charisma saving throws and on concentration saving throws.

When that creature dies, you regain all of your expended spell slots and missing hit points. When that creature is resurrected, you are stunned until the end of your next turn.

### HIEROGRAPH OF CONDEMNATION

*Holy symbol, rare (requires attunement by a cleric or paladin)*

You gain a +1 bonus to spell attacks and to your spell save DC when bearing this holy symbol.

This rendition of your faith's holy symbol is surrounded by a wreath of dessicated hemlock. While you wield it, a creature has disadvantage on its second

saving throw against each of your spells (when they call for multiple saving throws over time).

### HIEROGRAPH OF MERCY

*Holy symbol, rare (requires attunement by a cleric or paladin)*

You gain a +1 bonus to spell attacks and to your spell save DC when bearing this holy symbol.

This version of your faith's holy symbol is covered in harmless ethereal thorns. While you wield it, healing a creature currently at 0 hit points also grants that creature temporary hit points equal to the number healed. When you use this effect on a new creature, any temporary hit points remaining from your previous use are lost.

### HIGH PRIORITY

*Staff, whip, or spear, legendary (requires attunement)*

You have a +3 bonus to weapon attacks and damage rolls with this weapon. You gain a +3 bonus to spell attacks and to your spell save DC when using it as your spell focus.

This regal weapon is tipped with an small, ornate sandstone sundial. While you wield it, you begin every encounter as if you had surprised your enemies, even if they were well aware of your hostile presence. This element of surprise cannot be prevented by items, spells, and features which normally prevent a creature from being surprised. You and your allies within 60 feet of you cannot be surprised.

You may use this weapon to cast the *time stop* spell. Once you do so, you cannot cast time stop in this way again until the next high noon.

### IDOL OF THE MAGNATE

*Wondrous item, uncommon*

This eerie golden bull has permanent blood stains on its hooves. While you keep it on your person, you do not use your own bonus when you make an ability check using artisan's tools. Instead, you use the highest bonus from among all of your allies you can see. You lose this benefit on your roll if you acknowledge the source of your bonus while using the tools.

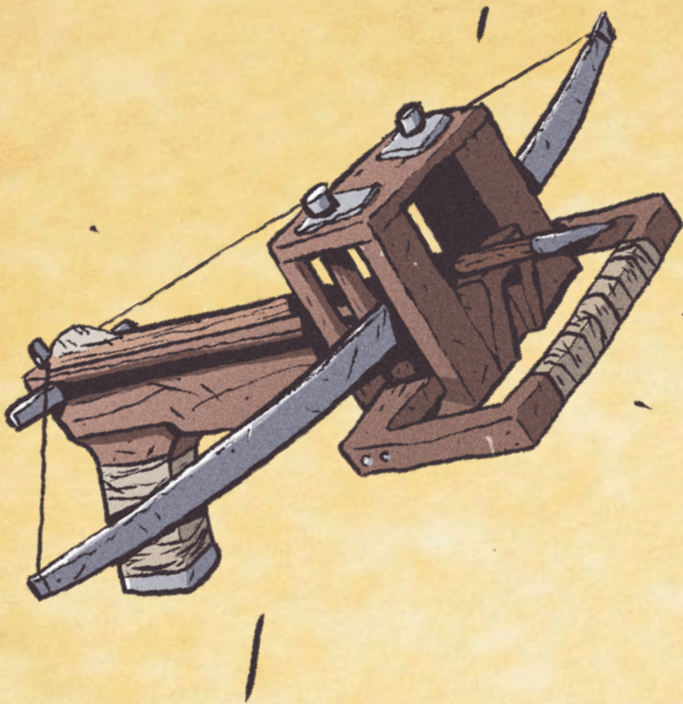
### IMPETUOUS ROD

*Rod, rare*

This copper rod has a broad flat stopper on one end and a button on the other. You can use an action to press the button, which causes the rod to begin moving in the direction of the stopper at a speed of 5 feet per round. The rod can be deactivated with another such action.

The rod presses forward with a force of 2000 pounds, and continues moving for up to 30 days before it deactivates, and needs 24 hours to recharge. The rod moves through loose dirt or softer material without slowing, but may push or break more solid or brittle material, assuming it has sufficient force to do so.





### JOURNEY'S END

*Wand, legendary (requires attunement by a druid, warlock or wizard)*

You gain a +3 bonus to spell attacks and to your spell save DC when using this as a spell focus.

This petrified maple root sheds tears of acrid sap from unseen crevices each time it gains a charge. It can hold up to 3 charges. It starts with 1. As a bonus action, you may expend 1 charge in order to impose disadvantage on all saving throws against your spells until the end of your next turn. During this time your spells cannot be countered or dispelled, and you succeed on all concentration saving throws. Spells you cast during this time ignore damage resistance and immunity. The following events grant 1 charge to Journey's End when they take place within 100 feet of you:

- A crafter's proudest creation is destroyed.
- A confession of love goes unrequited.
- A pious creature loses their faith.
- A warrior surrenders to someone they hate.
- A trusted creature betrays their friend.
- A disciplined creature succumbs to their vices.
- A wealthy creature loses their fortune.
- An ambitious creature abandons their goal.
- A paladin breaks their Oath.
- A warlock is forsaken by their Patron.
- A wizard's last Spellbook is destroyed.

### LANDLORD'S CUMMERBUND

*Wondrous item, rare*

Exquisite. The tasteful matte platinum fabric never loses its press. From dawn until dusk on the first day of each month, wearing this cummerbund around your waist grants you the following benefits:

- Advantage on attack rolls against creatures who have neither property nor title.
- Advantage and a +5 bonus to all Charisma (Intimidation) and Wisdom (Insight) checks.
- 1 mile of tremorsense.

### "LETTER OPENER"

*Dagger, uncommon*

When you damage a creature with a weapon attack using this discreet, tapering blade, you name a spell school. You learn the name of each spell that creature is currently capable of casting of that school.

### MARTINGALE SPLINT

*Armor (heavy), rare (requires attunement)*

The bands of this armor are each one of twelve different colors, some resembling precious metals and others common counterfeits. Each day at dawn, roll 2d6 and gain resistance to the corresponding damage types on the table below until the next dawn. If you roll the same number twice, instead gain immunity to that damage type. Then, roll 1d6 and gain vulnerability to the corresponding damage type until the next dawn. If you would roll the same result for vulnerability as you did for resistances or immunity, reroll for vulnerability.

d6	Damage Type
1	Bludgeoning
2	Piercing
3	Slashing
4	Fire
5	Necrotic
6	Poison

### METEORIC RISE

*Maul, legendary (requires attunement by a creature without a Spellcasting feature)*

You have a +3 bonus to attack and damage rolls made with this magic maul.

This ancient weapon consists of a long, grippless brass bar that ends in a sphere of deathly cold pyrite and hot, unmelting ice. Any creature reduced to 0 hit points by damage from this weapon or its effect leaves no body, only a blast of soot across nearby surfaces. Each time you are the target of a hostile spell or included in its area, Meteoric Rise gains charges equal to the spell's level (minimum 1). The weapon begins with 0 charges and returns to 0 charges each time you finish a long rest.

When you hit a creature with an attack using this maul, you may expend 10 charges to force it to make a Strength saving throw. The save DC for this effect is 8 + your proficiency bonus + your Strength modifier. If the creature fails, you knock it up to 500 feet into the air away from you at an angle of your choice.



When the creature strikes a solid surface or falls to the ground, it takes 10d6 bludgeoning damage or its normal falling damage, whichever is greater. This effect cannot be negated by *feather fall*, *levitate*, or any other spell of 5th level or lower.

### RING OF SAFE PASSAGE

*Ring, very rare*

While you wear this massive yet snug honeycomb ring, you may use it to cast the *passwall* spell at will, but only on surfaces made of energy, liquid, or vapor. You may treat such surfaces as if they were made of stone for this purpose. Examples of these surfaces include spells such as *wall of fire* or *forcecage*, as well as more esoteric barriers such as *fey fog* or a waterfall. In addition, the magic items you wear and the spells you cast ignore the *antimagic field* and *antimagic flash* spells.

### ROD OF WUNDERKIND

*Rod, very rare (requires attunement by a spellcaster)*

You gain a +1 bonus to spell attacks and to your spell save DC while you bear this rod.

This ghostbirch-bound ignimbrite rod is delicately carved with the name and reign of its longest wielder (in days, rounded down). It is magically updated when the record is surpassed. Your spell attacks which target creatures born or created before you have advantage. You have resistance to damage from spells — and immunity to all spells with the phrase "power word" in their name — which are cast by creatures born or created before you.

### SCARF OF THE CRITIC

*Wondrous item, very rare (requires attunement)*

While wearing this violet velvet scarf around your neck, you gain the following benefits:

- Whenever a spell you cast of 5th level or lower asks you to name one or more schools of magic, you may name one additional school of magic for that effect.
- You have advantage on Charisma (Intimidation) checks against creatures who are proficient with any artisan's tools or musical instrument.
- You are immune to the charmed condition.

### SHIELD OF DENIABILITY

*Shield, uncommon (requires attunement)*

As an action, you may cause a field of cool mist to extend from this pearly buckler and move with it for up to 10 minutes, or until you dismiss it as a bonus action. The mist provides heavily obscured terrain out to a distance of 10 feet, and lightly obscured terrain out to a distance of 10 feet beyond that. You and up to five creatures you name when you extend the mist ignore this effect.

Once this shield creates the mist, it cannot do so again until the next dusk.

### SHRUNKEN BALLISTA

*Hand crossbow, rare (requires attunement)*

You have a +1 bonus to attack and damage rolls made with this magic hand crossbow.

This peculiar one-handed crossbow has the housing of a much larger weapon. When your first attack on your turn uses this hand crossbow, you may brace yourself for an arced shot and increase its range to 300/1200 for that ranged weapon attack. If you extend your attack's range in this way, you cannot make any more attacks until the start of your next turn. Attacks with this weapon deal double damage to objects and structures.

### TALENT SCOUTER

*Wondrous item, uncommon*

This rectangular monocle has fifteen different focal points and a short brass visor. While wearing it, you can use an action to make a Wisdom (Insight) check against a creature within 200 feet of you that you can see. The DC for this check is equal to 10 + its total bonus to Charisma (Deception) checks. If you succeed, you know the class levels and archetypes of that creature. If you fail, or if the creature is over level 19, the Talent Scouter visibly sparks and deals 1d4 lightning damage to you.

### THE INEVITABLE

*Rapier, legendary (requires attunement)*

You have a +3 bonus to attack and damage rolls made with this magic rapier.

This bright white rapier moves with the speed of death itself, and its black tassel is made from the funeral shroud of its creator. When you hit a creature with a melee attack using this weapon, you deal 1d8 additional radiant damage and 1d8 additional necrotic damage for each time the creature you hit has returned from death.

### TIARA OF CREDULITY

*Wondrous item, rare*

This azure ivory head band has an empty name plate on the forehead. While wearing it, you may use your action to name one creature whose voice you have heard, whose name becomes etched in small *tir'su* letters on the nameplate. You may only store one such name at a time.

You may make a Charisma (Deception) check with advantage to imitate the named creature's psychic presence when initiating telepathic messages with other creatures. When another creature attempts to initiate a telepathic message with the named creature, and you are within range of the telepathy, you may make a Charisma (Deception) check to intercept the message. If you succeed on either of these checks, you maintain your imitation perfectly for the remainder of that telepathic interaction. If you fail, your true identity is not revealed but your deception is.



## UNWELCOME MAT

*Wondrous item, uncommon*

This 5 foot square mat has nondescript hempen weave on its top side, and threads of blue-green runes beneath. When it is unrolled and laid rune-side-down as an action, it automatically arms its trap after 1 round. When a creature steps on the armed mat, it is subject to a *levitate* spell with a save DC of 14. If the creature who triggered the trap fails its Constitution save, the creature who laid the trap may take control of the *levitate* spell if it is within range.

After the trap has been triggered, the mat may not be rearmed until the next dawn.

## WAND OF INCONVENIENCE

*Wand, uncommon*

This gaudy orange wand has 50 charges. While holding it, you can use an action to expend up to 10 charges to transform that many 5 foot squares of terrain within 120 feet of you into difficult terrain.

The wand regains all of its expended charges whenever a creature within 30 feet of you gains a point of exhaustion. If you expend the wand's last charge, you cast the *freedom of movement* spell from it, targeting yourself. At 0 charges, the wand melts into wax and is destroyed.

## VARIANT RULES

These optional rules provide flexibility for integrating the material in *Might vs. Magic* into your campaign, and can be used in any combination.

**1.** If you want to run a campaign where the spells and archetypes in this supplement can **counterspell more than just magic**, consider the following combination of new rules:

- Treat breath weapons, gaze weapons, and d6 recharge features as spells of a spell level equal to a monster's Challenge Rating divided by 3, rounded up.
- Treat spell attacks with no need for rest or recharge, such as a devil's *hurl flame*, as cantrips.
- Treat these actions as having a school of magic based on the existence of spells with similar effects, and add this to the monster's stat block as part of DM prep.

**2.** For a game that reduces the restrictiveness of the **concentration system**, treat some of the simpler concentration spells, such as the *smite* spells, as charge spells instead.

**3.** For a game with **tense counter-magical interplay** between spellcasters, raise the limit for charged spells to two or more simultaneous charges.

## DESIGN GUIDELINES

Howdy! At the end of each of my supplements, I write a postmortem (or mid-mortem, since it's composed before the product actually launches). *Might vs. Magic* is the first "themed content" style product I've published. The previous two — *Last Stand: A Worthy Death*, and *Wild Magic for Every Class* — were "new rules" supplements with very focused scope. The Arcane Errata intro and Variant Rules sections are rather self-explanatory; gaps in the core rules needed to be filled in so that the rest of *Might vs. Magic* could be coherent and flexible. The other sections, though, bear some behind-the-scenes explaining!

The number one influence for the new spells in this product was actually another Wizards of the Coast property, *Magic: the Gathering*. The breadth of counterspells, copied spells, and rules designed to be broken in *MtG* inspired me to expand, rather than merely replace, the awkward and imbalanced *counterspell* in core Fifth Edition. The eight schools of magic are one of very few "types" that appear in modern *D&D*. As such, they provided an existing framework for the new counter spells to react to. The other new spells introduce mechanical concepts from a variety of other games. *Phantom pain*, for instance, was inspired by *illusion of pain* from *Guild Wars*.

You may have noticed that the subclass introductions are each written in the second person, as if they are describing a new archetype to a character in conversation. This was a creative choice made for the supplement outside of the norm for Fifth Edition. I felt that the usual third person description of an archetype's abilities sounded more like a sales pitch than an invitation to embody their powers. The result was a marked tradeoff in tone that allowed for more drama, menace, and wit at the expense of thoroughly summarizing mechanics.

Like the rest of the archetypes in Fifth Edition, those featured in *Might vs. Magic* vary widely in length and complexity. In fact, the longest entries have about three times as many words as the shortest entries! The reason for this variation is that modern *Dungeons & Dragons* tries to offer options both for simpler playstyles — children, newbies, and casual "along-for-the-ride" types of players — as well as for more cerebral, tactical players. This supplement skews towards medium-high complexity, since it will only be seen by DM's Guild users and their party members.

Subclasses with their own subsystems, like the Sage of the Sevenfold Veil or the Reclaimer, are built for players who relish a deeply differentiated class experience with a wide array of options in combat. Archetypes such as the Pactbreaker or the Way of Eight Ruins, on the other hand, are designed for players who enjoy a clear, decisive set of options that they don't have to think about too much between sessions. In either case, subclass features are designed to be mechanically synergistic, clearly themed, and consistent with the natural language of the rest of 5E's rules. For balance, a solid rule of thumb is to design no archetype more powerful than the Circle of the Moon druid. (Seriously).



The magic items, admittedly, are something of a clearinghouse! However, they do fall into three general groups. The first are items which are so peculiar that they might feel “gimmicky” if they were instead rolled into a class feature. This is less about power, and more about difficulty fitting an feature into a broader theme — instead spinning it off into an item. The second group are magic items that could only exist as such because they are otherwise too unwieldy to balance. This includes most legendary items, as well as those with odd recharging restrictions. Finally, the third and most obvious group of items represent feat-like effects that make good tradeable rewards. Naturally, the groups can overlap.

This supplement required a lot more editing and research than my previous two outings. I refreshed my understanding of real world propaganda principles for the new bard college. I delved into the incredible flavor (and infamous imbalance) of the Initiate of the Sevenfold Veil from 3rd Edition *D&D* for its reboot. But most importantly, I bounced ideas and drafts off of my close friends and colleagues in the tabletop development community. If you're new to design or development, don't fret! Your party's rules lawyer is a fine starting point for getting constructive criticism — so long as your friendship is safe and mature enough to handle the different social dynamic.

Stepping back from its design, *Might vs. Magic* is being released into a historical moment that bears acknowledgment. The DM's Guild does not permit products with an "overt political agenda or views", and I did my best to abide by that rule. However, what is considered political or "off-limits" is always in flux. Acknowledging the racist history of tabletop RPGs used to be taboo among commercial products on official channels, yet now Wizards of the Coast is releasing a lineage system as an alternative to traditional races in the forthcoming *Tasha's Cauldron of Everything*. Steps like this are only taken when the tabletop RPG community holds its institutions accountable. Celebrate this victory, and then push for the next.

I almost called this supplement *Class Warfare*, but then I was worried people would think it was about PvP. Huh, actually, that gives me an idea...

### TOTALLY CHILL MAILING LIST

*Benign marketing tool, common*

If, hypothetically, I were to release more tabletop content in the future, would you be interested in getting a notification? If your answer was "sure man, this was pretty cool actually," then head on over to [this humble Google Form](#) and sign up for my mailing list! I promise to send only one email for each piece of new content I launch, and not to spam you in between.



### LAST STAND: A WORTHY DEATH

*Epic death insurance, legendary*

[My first supplement](#), a set of over 40 exciting new class options for making player character "permadeath" rewarding and dramatic, is still available on the DM's Guild for only \$1.95!

### WILD MAGIC FOR EVERY CLASS

*Random shenanigans generator, legendary*

[My second supplement](#), a collection of 14 all-new Wild Magic Surge tables — one for each of the core classes, plus the Artificer and Blood Hunter — is available on the DM's Guild for just \$2.95!





## NEW BACKGROUND:

### REVOLUTIONARY

You have grown into a life of political purpose. But unlike a noble or a soldier, your goal is to alter or even destroy the old order, rather than protect it. As an adventurer, you see your journey through the lens of your cause. Your true allies are those who will stand by your side when the time comes to overthrow your oppressor. Everything between now and then is a side-quest. Neutrality is not an option.

**Skill Proficiencies:** Perception, plus one from among History, Intimidation, or Thievery

**Tool Proficiencies:** One type of artisan's tools

**Languages:** One local dialect within a language you know from your class or lineage

**Equipment:** An extra water skein, a pamphlet of news or propaganda, a durable scarf, a set of worker's clothes, and a pouch containing 30 sp

#### OPPRESSOR

A revolutionary is defined by the system which they seek to overthrow. Whatever your ultimate goal might be, your background will be created in reaction to the political and social problem which radicalized you. Choose one or more oppressive adversaries from your campaign's setting, or from rolling on the table below.

##### d8 Form of Oppression

- 1 An exploitative capitalist class
- 2 A patriarchal social order
- 3 An intolerant religious hegemony
- 4 A xenophobic colonial empire
- 5 A taboo on art, sexuality, or dissent
- 6 A society which forsakes the weak and sickly
- 7 A caste system or aristocracy
- 8 A racist hierarchy of supremacy and inferiority

#### FEATURE: HOPE FROM CHAOS

Revolutionaries often lack the logistical or social benefits of other backgrounds, by nature of living in opposition to their society's status quo. Instead, they flourish when things have been disrupted, overturned, or given to a newly developing order. When you are near a place of political turmoil — such as a riot, a coup, or an impromptu trial — you always identify the local power players, as well as an escape route.

#### SUGGESTED CHARACTERISTICS

Revolutionaries are diverse in their culture and attitude, but all share the impulse to punch up at an unacceptable social order. On an adventure, they pay great attention to political consequences, but can become myopically focused on their own cause over other worthy goals.

##### d8 Personality Trait

- 1 I often make fun of the absurdity of my oppressor.
- 2 I don't tolerate humor when it comes to my cause.
- 3 I'm inspired to sing or chant slogans in battle.
- 4 I feel compelled to tell my friends and foes how they'll be remembered in the struggle.
- 5 I almost exclusively discuss my cause through metaphor and parable.
- 6 I instinctively try to recruit people I just met.
- 7 I express my politics through graffiti, whether or not it's one of my real skills.
- 8 I apply the narrative of my revolution to other historical and cultural conflicts, sometimes aptly and sometimes to a fault.

##### d6 Ideal

- 1 **Comradery.** The heart of revolution is the friendship that it forges.
- 2 **Persistence.** This is a generational endeavor, and we must prepare for the long haul.
- 3 **Solidarity.** None are free until all are free.
- 4 **Retribution.** Justice means fair punishment.
- 5 **Prophecy.** This political struggle is an extension of our legends and faith.
- 6 **Anarchy.** An authoritarian problem can only be solved through horizontal power.

##### d6 Bond

- 1 My oppressor took someone I love from me, who has come to represent my struggle.
- 2 I was complicit with the oppressor when I was younger, and now I seek redemption.
- 3 I have a creative dream that can only be realized after this persecution is ended.
- 4 I seek to reignite a tradition that has been suppressed by cultural hegemony.
- 5 The rest of my family has abandoned the cause.
- 6 I've had to flee from the revolution's front lines, but one day I will return with crucial aid.

##### d6 Flaw

- 1 I have a blind spot for another form of oppression, other than those I battle.
- 2 I tend to trample on the fears and feelings of my allies when a victory for the cause is in sight.
- 3 I often give in to despair when I suffer a setback against my oppressors.
- 4 I reject anyone who has ever aided my oppressor, even if they were tricked or coerced.
- 5 I am overly trusting of anyone who purports to support my struggle.
- 6 I am ignorant of the more practical needs of revolution, focusing too much on symbolism.