

EVOKERS

There is a time for subtlety and subterfuge in conflict, of course, but there is a time beyond that, as well, when dread hordes march and grim castles are raised, when nothing but the naked application of raw magical power will suffice. It is for those times that the gods have blessed us with the art of evocation.

Though it is but a pale imitation of the destructive majesty of nature, stymied by the limits of mortal strength and imagination, that distant echo is the closest mages can reach to touching the true power of the cosmos, and remains entirely sufficient to raze all of mortal creation to ash and dust, if need be.

THINGS TO FIND IN AN EVOKER'S TOWER

- A cramped, blast-proof basement library stocked with a year's supply of Beads of Nourishment.
- A permanent circle of slowed time for minutely recording rapid processes such as igniting gas and forking lightning.
- A crater-pocked stretch of surrounding land filled with summoned demons for morally defensible live-fire target practice.
- A hothouse engulfed in eternal flame, filled with rare cultivars from the Elemental Plane of Fire.
- A rack of bottled lightning with vintages and potencies marked in cryptic shorthand.

ARCANE MELEE
JAIME JONES

EVOKER LORE

Arcana DC 10: Among spellcasters, those who focus their studies on evoking the destructive powers of the natural world have garnered a reputation for direct, linear thinking, a general ineptitude for social graces, and volatile displays of temper when confronted with observations of the first two.

Arcana DC 15: The loudest and flashiest magics of evocation often overshadow the subtler elements of the discipline that draw upon the energy planes to produce magical light and darkness, or that sculpt and the raw stuff of magic.

There are even those who claim that works of magical healing proceed by means of a similar principle, though this remains controversial among necromancers, transmuters, and abjurers, each of which inevitably find their own school responsible for the magics that preserve and extend life.

Arcana DC 20: Those who wield the destructive potentials of magic must generally maintain a broad working knowledge of the elemental affinities and disaffinities of the various entities one means to destroy, as typically any creature will be resilient against whichever potencies it wields or lives among.

In the studies of the highest echelons of evokers, however, terms such as "resistance" and "immunity" lose their precision, revealing themselves as loose conceptual frameworks rather than cosmic laws; within true mastery of evocation, it is said, lies the power to burn fire itself.

History DC 15: Evokers are rarely known to pursue any plan more complicated than "muster forces and reduce the enemy's fortress to rubble".

While this proclivity may seem a weakness to some, it often leads these war-mages to rise to grand positions of military prominence; such tactics are rarely lauded for their genius, but their simplicity leaves few points of failure.





FATED CONFLAGRATION

ADAM PAQUETTE

EVOKER SOCIAL ENCOUNTERS

- A bitter war between sorcerer-kings is cooling into an uneasy ceasefire as the guano reserves of each reach exhaustion; though peace talks are underway, it is rumored that both have promised to ennoble any spellcaster whose invention can match the destructive efficiency of Fireball while deriving its arcane potency from some more available material component.
- A master of evocation has just completed a gauntlet of death-traps meant to protect their tower while they embark upon an extended absence, and has requested the aid of any adventurers willing to test the defenses, offering to pay a handsome sum for each trap traversed, minus the cost of any resurrection services incurred.
- A mage, having long left their tower in the care of a Simulacrum, returned to find their home a blasted and magically irradiated ruin; now they are seeking adventurers to investigate what research their simulacrum was engaged in, and whether such destruction can be replicated in a more directed fashion.
- An evoker linked to one player character's backstory loses their tower in a terrible housefire and arrives on the party's doorstep asking to crash with them for a couple of weeks.
- The moon has begun to swell in the sky and astronomers predict that it will soon crash into the world below, causing untold devastation; as panic spreads, a society of evokers reveals that they have been cultivating a stasis-vault full of Delayed Blast Fireballs for centuries, quite possibly sufficient to annihilate the moon if some brave team of adventurers can convey them to the lunar core.

EVOKER TACTICS

Evokers typically aim to simply do as much damage as possible, as fast as possible, generally by using their largest area-of-effect spells at each opportunity to affect the largest number of enemies, trusting that concerns of target priority and action economy will come out in the wash if they can cause enough destruction.

They use their first two uses of Countershock at the earliest opportunities to avoid non-cantrip spells, but reserve the final one for spells that would likely incapacitate them on a failed saving throw.

They typically take an elevated position to afford them more targets and at least partial cover, if possible, and fight alongside minions and hirelings that are likely to survive any incidental friendly fire, either through nimble reflexes or elemental affinity. They make some token efforts to avoid damaging allies, but rarely allow fear of collateral damage to hamper their destructive potential.

Evokers tend not to flee or surrender until reduced below 10% of their maximum hit points, and even then retreat only if they have allies present to cover them.

EVOKER FULMINANT

Medium humanoid (any), any alignment

Armor Class 16 (Mage Armor)
Hit Points 117 (18d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	14 (+2)	17 (+3)	11 (+0)	12 (+1)

Saving Throws DEX +6, INT +6, WIS +3
Skills Arcana +9, Investigation +6, Perception +3
Senses Passive Perception 13
Languages Common
Challenge 5 (1,800 XP)

Crackling Fury. Lightning damage the evoker deals ignores damage resistance.

Countershock (3/Day). When the evoker would be affected by a spell, it can make an Arcana check against the spellcaster's spell save DC.

On a success, the evoker is unaffected by the spell and the spellcaster takes 3 (1d6) lightning damage for each point the evoker succeeded by.

Actions

Multiattack. The evoker makes two attacks with its Static Surge, one of which it can replace with a use of its Transfix with Power or Amplifire Outburst.

Static Surge (2nd Level Spell). Melee Spell Attack: +6 to hit, reach 5 ft., one target. Hit: 16 (3d10) lightning damage.

A creature dealt 20 or more damage in this way is pushed up to 15 feet away and [Dazed](#) until the end of its next turn.

Transfix with Power (2nd Level Spell). A web of electricity envelops a creature the evoker can see within 60 feet, forcing it to succeed on a DC 14 Constitution saving throw or take 14 (4d6) lightning damage and be restrained until the end of the evoker's next turn (escape DC 14).

Amplifire Outburst (Recharge 5-6, 3rd Level Spell). Ranged Spell Attack: +6 to hit, range 100 ft., one target. Hit: 14 (4d6) fire plus 18 (4d8) lightning damage.

If this attack was made with advantage, each other creature within 10 feet of the target must succeed on a DC 14 Dexterity saving throw or take half the attack's damage.

Beacon of Destruction (1/Day, 5th Level Spell, Concentration). The evoker charges the air around it with raw magical energy; for the next minute, whenever a creature within 15 feet of the evoker casts a spell that targets one or more creatures, it can target an additional creature.



PACT OF NEGATION
JASON CHAN

EVOKER FULMINANT TACTICS

Fulminants cast Beacon of Destruction at the first opportunity if not threatened in melee; retreating as they fight to avoid getting stuck in. They virtually always replace an attack with their Amplifire Outburst if it's available and they can gain advantage on their attack, otherwise replacing an attack with their Transfix With Power to secure advantage on their following turn.

EVOKER WRATH-HAMMER TACTICS

Wrath-Hammers use their Arcane Anvilweight early in a fight to prevent a problematic combatant from closing with them, using their Woven Path to retreat as they do so and using their Arcane Bombardment against a single target until it is reduced to 0 hit points before moving on to another. They typically use Wreath of Blades only if cornered by two or more foes and unable to easily escape.

EVOKER WRATH-HAMMER

Medium humanoid (any), any alignment

Armor Class 16 (Mage Armor)

Hit Points 195 (26d8 + 78)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	17 (+3)	16 (+3)	19 (+4)	12 (+1)	12 (+1)

Saving Throws DEX +7, INT +8, WIS +5

Skills Arcana +8, Investigation +8, Perception +5

Senses Passive Perception 15

Languages Common

Challenge 10 (5,900 XP)

Forceful Casting. Whenever the evoker makes a spell attack, it is pushed up to 5 feet away from the spell's target, or takes 3 (1d6) bludgeoning damage if it can't be.

Countershock (3/Day). When the evoker would be affected by a spell, it can make an Arcana check against the spellcaster's spell save DC.

On a success, the evoker is unaffected by the spell and the spellcaster takes 3 (1d6) lightning damage for each point the evoker succeeded by.

Actions

Multiattack. The evoker makes four attacks with its Force Barrage, or makes two attacks and uses its Arcane Anvilweight or Wreath of Blades.

Force Barrage. Ranged Spell Attack: +8 to hit, range 150 ft., one target. Hit: 11 (2d10) force damage and the next attack the evoker makes against the target this turn has advantage.

Arcane Anvilweight (4th Level Spell, Concentration). A dense mass of shimmering, translucent force slams down up a creature the evoker can see within 100 feet, forcing it to make a DC 16 Dexterity or Strength saving throw (target's choice).

On a failure, the target takes 27 (6d8) bludgeoning damage and is knocked prone and restrained (escape DC 16).

On a success, the target takes half as much damage.

Wreath of Blades (4th Level Spell, Concentration). Razor-sharp blades of hardened magic whirl through the air in a 10 foot radius centered on the evoker.

A creature that starts its turn in the area, or that enters it for the first time on a turn, must succeed on a DC 16 Dexterity saving throw or take 22 (4d10) slashing damage, or half as much on a success.

Legendary Actions

The evoker can take 1 legendary action, choosing from the options below.

Woven Path. The evoker moves up to half its speed, creating a path of force beneath it as it goes that lasts until the end of its next turn.

The evoker can treat surfaces such as air or water as solid ground with this movement.

Force Barrage. The evoker makes two attacks with its Force Barrage.

EVOKER BLAST ADEPT TACTICS

At a distance, Blast-Adepts begin combat with their Render to the Flame, then alternate between their Scatterspell Bombardment and their Amplifier Outburst, targeting a Burning creature for advantage.

They typically use their Condense Burst to empower a Blast Touch that hits only one enemy (plus the evoker), or an Amplifier Outburst that would otherwise do more harm to friends than foes.

They don't initially seek melee combat out, but rush in once it becomes inevitable, continuously chasing enemies and being repelled by their Blast Touch.

With their Legendary Actions, they set mines early in the fight, later preferring their Blast Touch to push enemies into those mines and trigger them, or even simply triggering the mines themselves if enemies are within the explosive radius. They use their last legendary action just before their turn on Protective Measures, or on Charge Spell if their Mythic Trait is active. If their Scatterspell Bombardment is recharged, they instead use all three legendary actions on Charge Spell to empower it (the bonus damage dice are added to each of the three damage rolls).

EVOKER CREMATION SAGE TACTICS

The Cremation Sage prefers to lob spells from the backline of a large battlefield with their Annihilation Shrine, often with a battery of other spellcasters. If forced into actual combat, however, they begin the fight with their Annihilation Shrine to catch more targets in their Lava Geyser, then replace an attack with their Lava Geyser whenever they can hit two or more foes.

They use Furnace Shield primarily to grant them partial or complete cover against a single ranged threat, but may also use it to block pursuers at a chokepoint after exiting melee with their Burning Leap. With their Forgefires of Creation, they always prefer to use Lava Geyser if they can hit two or more foes with it; if surrounded, they may center it on themselves to knock enemies prone before leaping away, trusting to their Spellshaper trait to protect them.

Once their Apotheosis of Flame is active, they fly into the thickest concentration of enemies, using their Lava Geyser centered on themselves at each opportunity. Once concentration is broken on their Apotheosis of Flame, they leap away to cover and cast The Sky, Consumed.

They use their Condense Burst typically on their Lava Geyser as a retort against a foe that breaks concentration on one of their 9th level spells.

EVOKER BLAST-ADEPT

Medium humanoid (any), any alignment

Armor Class 17 (Mage Armor)

Hit Points 127 (17d8 + 51)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	18 (+4)	16 (+3)	20 (+5)	12 (+1)	12 (+1)

Saving Throws DEX +9, INT +10, WIS +6

Skills Arcana +10, Investigation +10, Perception +6

Senses Passive Perception 16

Languages Common, Ignan

Challenge 15 (13,000 XP)

Spellshaper. When the evoker casts a spell that affects an area, it can choose for any number of affected creatures to have advantage on saving throws they make against it, and to take no damage from the spell on a success.

Countershock (3/Day). When the evoker would be affected by a spell, it can make an Arcana check against the spellcaster's spell save DC.

On a success, the evoker is unaffected by the spell and the spellcaster takes 3 (1d6) lightning damage for each point the evoker succeeded by.

Contingent Renewal (1/Day, Mythic Trait). When the evoker is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, it resets to 127 hit points and regrows any missing body parts.

For the next minute, the evoker regains 15 hit points at the beginning of each of its turns if it has at least 1 hit point.

Actions

Blast Touch (3rd Level Spell). Fire blooms from the evoker's palm, exploding in a 10 foot radius centered on a point within 5 feet.

The evoker and each other creature in the area is pushed 10 feet away, then must succeed on a DC 18 Dexterity saving throw or take 21 (6d6) fire plus 9 (2d8) thunder damage, or half as much on a success.

A creature that fails this saving throw by 5 or more is knocked prone, additionally.

Amplifire Outburst (3rd Level Spell). Ranged Spell Attack: +6 to hit, range 100 ft., one target. Hit: 14 (4d6) fire plus 18 (4d8) lightning damage.

If this attack was made with advantage, each other creature within 10 feet of the target must succeed on a DC 18 Dexterity saving throw or take half the attack's damage.

Render to the Flame (3rd Level Spell, Concentration). Flames rise to engulf up to six creatures within a 20 foot radius centered on a point the evoker can see within 60 feet, forcing each to make a DC 18 Dexterity saving throw.

On a failure, a creature begins **Burning** (2d10). While Burning in this way, attacks against the creature have advantage.

Scatterspell Bombardment (5th Level Spell, Recharge 5-6). The evoker launches a cascade of shimmering orbs in a 60 foot cone that detonate as they hit the ground, forcing each creature in the area to make three DC 18 Dexterity saving throws.

For each failed saving throw, a creature takes 10 (3d6) damage of one type of the evoker's choice; acid, cold, fire, lightning, or thunder.

Reactions

Condense Burst (1/Day, 6th Level Spell) When two or more creatures the evoker can see within 60 feet make a saving throw against an effect that deals damage, the evoker can cause the effect to affect only one of them and deal maximum damage, instead of rolling.

Legendary Actions

The evoker can take 3 legendary actions, choosing from the options below.

Protective Measures. The evoker gains 5 temporary hit points. While it has any of these temporary hit points, the evoker has resistance to damage from its own spells.

Blast Touch (Costs 2 Actions). The evoker moves up to half its speed and uses its Blast Touch.

Glyph Mine (3rd Level Spell, Costs 2 Actions). A bright glyph flares on the ground in an unoccupied 5 foot radius space the evoker can see within 60 feet.

The first time a creature enters that space in the next minute, the glyph explodes in a 10 foot radius, forcing each creature in the area to succeed on a DC 18 Constitution saving throw or take 18 (4d8) thunder damage, or half as much on a success.

Mythic Actions

Charge Spell. Magical power condenses in the air around the evoker, cumulatively adding one additional damage die to each damage roll the evoker makes on its following turn.

EVOKER CREMATION SAGE

Medium humanoid (any), any alignment

Armor Class 17 (Mage Armor)

Hit Points 306 (36d8 + 144)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	19 (+4)	23 (+6)	15 (+2)	12 (+1)

Saving Throws DEX +13, CON +12, INT +14, WIS +10

Skills Arcana +14, Investigation +14, Perception +10

Senses Passive Perception 20

Languages Common, Ignan, Primordial

Challenge 28 (120,000 XP)

Eternity Burns. Fire damage the evoker ignores damage resistance, and treats immunity to fire damage as resistance. A creature killed by this damage burns to ash.

Spellshaper. When the evoker casts a spell that affects an area, it can choose for any number of affected creatures to have advantage on their saving throws, and to take no damage from the spell on a success.

Countershock (3/Day). When the evoker would be affected by a spell, it can make an Arcana check against the spellcaster's spell save DC.

On a success, the evoker is unaffected by the spell and the spellcaster takes 3 (1d6) lightning damage for each point the evoker succeeded by.

Contingent Renewal (1/Day, Mythic Trait). When the evoker is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, it resets to hit points and regrows any missing body parts.

For the next minute, the evoker regains 15 hit points at the beginning of each of its turns if it has at least 1 hit point.

Actions

Multiattack. The evoker makes three attacks with its Starfire Lance, one of which it can replace with a use of its Lava Geyser.

Starfire Lance (4th Level Spell). Ranged Spell Attack: +14 to hit, range 150 ft., one target. Hit: 14 (4d6) fire plus 27 (6d8) radiant damage.

This attack ignores all cover from any nonmagical, nonliving material, disintegrating through it without resistance and leaving a 2 inch wide hole in its wake.

Lava Geyser (5th Level Spell). A torrent of lava spews up from the earth in a 60 foot high, 15 foot radius column, forcing each creature in the area to succeed on a DC 22 Dexterity saving throw or take 33 (6d10) fire damage and be knocked prone, or take half as much damage on a success.

For the next minute, a creature that ends its turn on the ground in the area or steps onto it for the first time on a turn must make the same saving throw.

Annihilation Shrine (1/Day, 8th Level Spell). The evoker raises a Large, monolithic shard of black crystal (AC 20; 100 HP) from the earth centered on a point it can see, amplifying nearby magic.

For the next hour, evocation spells cast within 30 feet of the shard have their range multiplied by 10 and their radius doubled.

The Sky, Consumed (1/Day, 9th Level Spell, Concentration). A point of fire appears in the sky above the evoker, growing second by second as it hurtles toward earth. Each creature and object within 500 feet of the evoker immediately begins **Burning** (1d10).

At the beginning of the evoker's next turn, the fire strikes it. The evoker and each creature within 500 feet of it must succeed on a DC 22 Dexterity saving throw or take 98 (28d6) fire damage, or half as much on a success.

Reactions

Condense Burst (6th Level Spell) When two or more creatures the evoker can see within 60 feet make a saving throw against an effect that deals damage, the evoker can cause the effect to affect only one of them and deal maximum damage, instead of rolling.

Legendary Actions

The evoker can take 3 legendary actions, choosing from the options below.

Burning Leap. The evoker leaps up to 20 feet, dealing 5 (1d10) fire damage to each creature within 5 feet of where it departed or landed.

Furnace Shield. The evoker calls forth a 10 foot square, 6 inch thick opaque curtain of fire that lasts until the beginning of its next turn in an unoccupied space it can see.

Nonmagical ammunition that passes through this curtain disintegrates. A creature that passes through it for the first time on a turn takes 14 (4d6) fire damage.

Forgefires of Creation (Costs 2 Actions). The evoker uses its Starfire Lance or Lava Geyser.

If the evoker's mythic trait is active, this costs only a single legendary action.

Mythic Actions

Apotheosis of Flame (Costs 2 Actions, 1/Day, 9th Level Spell, Concentration). White-hot flames engulf the evoker for the next minute, causing the following effects:

- The evoker gains a 60 foot fly (hover) speed.
- When the evoker would take any fire damage, it takes no damage and instead gains an equal number of temporary hit points.
- The first time each turn that the evoker takes any damage, flames explode outward from it, forcing the evoker and each creature within 20 feet to succeed on a DC 22 Dexterity saving throw or take 28 (8d6) fire damage, or half as much on a success.

AMPLIFIRE OUTBURST

3rd-level evocation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a broken copper torus)

Duration: instantaneous

You raise a hand and fire forth a crackling spark that ignites the air around it.

Make a ranged spell attack. On a hit, the target takes 4d6 fire plus 4d8 lightning damage.

If this attack was made with advantage, the spark additionally explodes on a hit, forcing each other creature within 10 feet of the target to make a Dexterity saving throw.

On a failure, a creature takes half the attack's damage.

Spell Lists. Artificer, Sorcerer, Wizard

ANNIHILATION SHRINE

8th level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (crystalized darkness worth 50 gp, which the spell consumes)

Duration: 1 hour

You raise a Large, monolithic shard of black crystal (AC 20; 100 HP) from the earth centered on a point you can see within range, amplifying nearby magic.

For the next hour, evocation spells cast within 30 feet of the shard have their range multiplied by 10 and their radius doubled.

After that, the shard persists but loses its arcane potency.

Spell Lists. Cleric, Druid, Sorcerer

APOTHEOSIS OF FLAME

9th-level evocation

Casting Time: 1 action

Range: self (20 foot radius)

Components: V, S, M (the trapped essence of a fire elemental worth 500 gp, which the spell consumes)

Duration: 10 minutes, concentration

Apotheosis of Flame (9th Level Spell, Concentration). You devour the essence used as the material component of this spell and white-hot flames kindle beneath your skin, spilling out and engulfing you, and granting the following effects for the duration:

- You gain a 60 foot fly (hover) speed.
- When you would take any fire damage, you take no damage and instead gain an equal number of temporary hit points.
- The first time each turn that you take any damage, flames explode outward from you, forcing you and each creature within 20 feet of you to make a Dexterity saving throw. A creature takes 8d6 fire damage on a failed saving throw, or half as much damage on a success.

Spell Lists. Cleric, Druid, Sorcerer, Wizard

ARCANE ANVILWEIGHT

4th-level evocation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (an engrave stamp worth 50 gp that was used to certify an execution)

Duration: 1 minute, concentration

A dense mass of shimmering, translucent force slams down up a creature you can see within range, forcing it to make a Dexterity or Strength saving throw (target's choice).

On a failure, the target takes 6d8 force damage and is knocked prone and restrained.

As an action, a trapped creature can make a Strength (Athletics) or Dexterity (Acrobatics) check against your spell save DC, escaping on a success.

On a success, the target takes half as much damage.

Spell Lists. Artificer, Sorcerer, Wizard

BEACON OF DESTRUCTION

5th-level evocation

Casting Time: 1 action

Range: self (15 foot radius)

Components: V, S

Duration: 1 minute, concentration

You charge the air around you, emanating a field of raw magical energy; for the duration, whenever you or another creature within 15 feet of you casts a spell that targets one or more creatures, it can target one additional creature.

Spell Lists. Artificer, Sorcerer, Wizard

BLAST TOUCH

3rd-level evocation

Casting Time: 1 action

Range: 5 feet (10 foot radius)

Components: V, S

Duration: instantaneous

You raise a palm and fire blooms forth, exploding in a 10 foot radius centered on a point within 5 feet of you.

You and each other creature in the area are pushed 10 feet away from the explosion's origin, then must make a Dexterity saving throw.

On a failed save, a creature takes 6d6 fire plus 2d8 thunder damage, or half as much damage on a success.

A creature that fails this saving throw by 5 or more is knocked prone, additionally.

Spell Lists. Sorcerer, Wizard

CHARGE SPELL

cantrip evocation

Casting Time: 1 action

Range: self

Components: V, S

Duration: 1 round

You condense magical power around yourself, adding one additional damage die to each damage roll made by spells you cast before the end of your next turn.

Spell Lists. Sorcerer, Warlock, Wizard

CONDENSE BURST

6th-level evocation

Casting Time: 1 reaction, which you take when a damage-dealing effect that targets an area takes effect

Range: 60 feet

Components: V, S, M (a sphere of compacted charcoal)

Duration: instantaneous

You crush an explosive burst down to a pinpoint, concentrating its force. When a damage-dealing effect that targets an area within range takes effect, you can cause only one creature in the area to be affected.

If you do, the effect deals maximum damage, instead of rolling damage.

Spell Lists. Sorcerer, Wizard

EXPLODING SHOT

3rd-level evocation

Casting Time: 1 action

Range: touch

Components: V, S, M (a piece of ammunition worth at least 1 cp)

Duration: 1 minute, concentration

You touch a piece of ammunition, setting it aglow with an infusion of volatile magics.

The first time you make an attack using this ammunition during this spell's duration, the attack deals an additional 4d6 fire damage on a hit.

Whether you hit or miss, the piece of ammunition then explodes. Each creature within 10 feet of the target must make a Dexterity saving throw. On a failed saving throw, a creature takes 4d6 fire damage, or half as much damage on a successful one.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the spell's duration increases to 10 minutes.

Spell Lists. Artificer, Ranger, Sorcerer, Wizard

FORCE BARRAGE

3rd-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a spindle of phase spider silk worth 30 gp)

Duration: instantaneous

You send two arcane bolts soaring to strike in quick succession. You can direct them at one target or several.

Make a ranged spell attack for each bolt, resolving one at a time. On a hit, the target takes 2d10 force damage and the next spell attack you make against the same target this turn has advantage.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you create one additional bolt for each slot level above 3rd.

Spell Lists. Sorcerer, Warlock, Wizard

GLYPH MINE

3rd-level evocation

Casting Time: 1 bonus action

Range: 60 feet (5 foot radius)

Components: V, S, M (a notched peg)

Duration: 1 minute

A bright glyph flares on the ground in an unoccupied 5 foot radius space you can see within range.

The first time a creature enters that space in the next minute, a wave of pressure explodes from the glyph's center in a 10 foot radius, forcing each creature in the area to make a Constitution saving throw.

On a failed saving throw, a creature takes 4d8 thunder damage, or takes half as much damage on a success.

At Higher Levels: When you cast this spell using a spell slot of 5th level or above, the spell's duration increases to 1 hour.

Spell Lists. Artificer, Ranger

HELLFIRE CELL

5th-level evocation

Casting Time: 1 action

Range: 120 feet (30 foot cube)

Components: V, S, M (a bar of baatorian greensteel worth 500 gp)

Duration: 1 minute, concentration

A thin sheet of evil flame traces out a cubic barrier, 30 feet to a side, centered on a point you can see within range.

When the barrier appears, each creature whose space it passes through is pushed to the nearest unoccupied space within the barrier.

A creature that passes through the barrier for the first time on a turn must succeed on a Dexterity saving throw or take 28 (8d6) fire damage, or half as much on a success.

This damage ignores resistance to fire damage, and treats immunity to fire damage as resistance.

Spell Lists. Sorcerer, Warlock, Wizard

LAVA GEYSER

5th-level evocation

Casting Time: 1 action

Range: 100 feet (15 foot radius cylinder)

Components: V, S, M (an obsidian flute worth 2 gp)

Duration: instantaneous (1 minute)

You call a torrent of lava to spew up from the earth in a 60 foot high, 15 foot radius cylinder centered on a point within range.

Each creature in the area must make a Dexterity saving throw. On a failed saving throw, a creature takes 6d10 fire damage and is knocked prone. On a successful saving throw, a creature takes half as much damage and is not knocked prone.

For the next minute, the ground in the cylinder's area is covered in lava. A creature that ends its turn on the ground in the area or enters it for the first time on a turn must make the same saving throw.

Spell Lists. Artificer, Cleric (Forge Domain), Druid, Sorcerer, Warlock, Wizard

RAIN OF FIRE

2nd-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a pinch of marigold seeds)

Duration: instantaneous

Three bolts of fire flare from above, each exploding in a 5 foot radius centered on a point within range you can see.

Each flammable object in the area of one or more explosions ignites, and each creature in the area of one or more of the explosions must make a Dexterity saving throw, unless it is beneath total cover.

On a failed saving throw, a creature takes 3d6 fire damage.

At Higher Levels: When you cast this spell using a spell slot of 3th level or above, the spell's fire damage increases by 1d6 for each two slot levels above 2nd.

Spell Lists. Sorcerer, Warlock, Wizard

RENDER TO THE FLAME

3rd-level evocation

Casting Time: 1 action

Range: 60 feet (20 foot radius)

Components: V, S

Duration: 1 minute, concentration

Questing flames rise to engulf up to six creatures of your choice in a 20 foot radius within range.

Each target must succeed on a Dexterity saving throw or begin burning for the duration.

At the beginning of each of its turns, the target takes 2d10 fire damage. While burning in this way, attacks made against the target have advantage.

These flames are extinguished if your concentration ends, or if a creature uses its action to extinguish them for a target.

Spell Lists. Cleric, Druid, Sorcerer, Warlock, Wizard

SCATTERSPELL BOMBARDMENT

5th-level evocation

Casting Time: 1 action

Range: self (60 foot cone)

Components: V, S, M (a fistfull of ball bearings)

Duration: instantaneous

You launch a cascade of shimmering orbs in a 60 foot cone that detonate as they land, forcing each creature in the cone's area to make three Dexterity saving throws.

For each failed saving throw, a creature takes 3d6 damage of one type of your choice. The chosen type may be acid, cold, fire, lightning, or thunder.

At Higher Levels: When you cast this spell using a spell slot of 6th level or above, damage suffered on each failed saving throw increases by 1d6 for each slot level above 5th.

Spell Lists. Artificer, Sorcerer, Wizard

STARFIRE LANCE

4th-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a needle of sky-iron worth 50 gp)

Duration: instantaneous

You send a pinprick of starfire flying ahead, burning through all in its path. Make a ranged spell attack. On a hit, the attack deals 4d6 fire damage plus 6d8 radiant damage.

For the purposes of line-of-effect and AC bonuses from cover, this attack ignores all cover from any nonmagical, nonliving material, disintegrating through it without resistance and leaving a 2 inch wide hole in its wake.

Spell Lists. Artificer, Sorcerer, Warlock, Wizard

STATIC SURGE

2nd-level evocation

Casting Time: 1 action

Range: touch

Components: V, S, M (a woolen triskelion knot)

Duration: instantaneous

Your fingers crackle with electricity as you reach for a creature. Make a melee spell attack.

On a hit, the target takes 3d10 lightning damage. A target dealt 20 or more lightning damage by this attack is pushed up to 15 feet away and is dazed until the end of its next turn.

A target dealt 20 or more damage in this way is pushed up to 15 feet away and is dazed until the end of its next turn.

The dazed creature can only do one of the following things on their turn: move, use an action, or use a bonus action.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or above, the lightning damage increases by 1d10 for each slot level above 2nd.

Spell Lists. Artificer

THE SKY, CONSUMED

9th-level evocation

Casting Time: 1 action

Range: self (500 foot radius)

Components: V, S

Duration: 1 round, concentration

A point of fire appears in the sky above you, growing second by second as it hurtles toward earth. Each creature and object within 500 feet of you immediately begins Burning (1d10).

At the beginning of your next turn, the fire blots out the sky entirely for an instant before striking you. You and each creature within 500 feet of you must make a Dexterity saving throw.

On a failed saving throw a creature takes 28d6 fire damage, or half as much on a success.

Spell Lists. Cleric, Druid (Circle of Stars), Sorcerer, Wizard

TRANSFIX WITH POWER

2nd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a clay shard etched with acid)

Duration: 1 round

A web of electricity envelops a creature you can see within range, forcing it to make a Constitution saving throw.

On a failed saving throw, the target takes 4d6 lightning damage and is restrained until the end of your next turn.

This restraint's escape DC is equal to your Spell Save DC.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or above, you can target one additional creature for each two slot levels above 2nd.

Spell Lists. Artificer, Sorcerer, Wizard

WREATH OF BLADES

4th-level evocation

Casting Time: 1 action

Range: self (10 foot radius)

Components: V, S

Duration: 1 minute, concentration

Razor-sharp blades of hardened magic whirl through the air in a 10 foot radius centered on you.

A creature other than you that starts its turn in the area, or that enters it for the first time on a turn, must succeed on a Dexterity saving throw or take 4d10 slashing damage. On a successful save, the creature takes half as much damage.

At Higher Levels: When you cast this spell using a spell slot of 5th level or above, the slashing damage increases by 1d10 for each slot level above 4th.

Spell Lists. Artificer, Paladin

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