



MAGE HAND PRESS



CHANNELER



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CHANNELER

Working furtively with chalk, incense, and an immense tome of diagrams and arcane glyphs, a bespectacled gnome traces an elaborate circle of the floor. With a flick of his wrist, the tile floor vanishes; beyond is a field engulfed in flames, and a metallic city looms in the distance.

A figure clad in a hooded azure robe draws a longsword, hefts it high in one hand, and vanishing across the room, brings the blade crashing down on a dragon's head, releasing a hail of blood and sparks.

Skilled in sword and spell alike, channelers are dynamic and formidable mages who draw their power from the planes of the multiverse. This connection stems from an object called the channeler's key, which they use to unlock the doors of the universe.

PORTAL AND KEY

Portals throughout the multiverse come in a wide array of shapes and sizes, as do their keys. Some keys are just that, physical instruments to open locked doors, but others are more complex or specific, like particular ritual components and unique items bound to specific portals. All of them are forged by the same type of magic, a ritual known as the Rite of Binding, which merges the essence of a portal and its key, forming a gateway between worlds, imbued with planar energies.

Either through a magical mishap or intentional meddling in the fabric of the multiverse, a channeler's essence becomes mingled with the planes. Most who seek to become channelers perform the Rite of Binding on themselves, using their bodies as ritual components in place of a gate, and become linked to a key in the process. This ritual is a taxing and perilous endeavor, requiring a strong body and mind, for it was not designed to be undertaken by living things. However, those who survive become living gates, bound to the energies of the multiverse in the same manner as a planar portal. And just as a planar portal, they can draw from a deep well of planar energy and conduct magic through inanimate objects.

SWORDMAGES

Channelers blur the line between spellcaster and warrior, marrying arcane might with physical combat prowess. Because all channelers are bound to a key, they have the innate potential to focus their spellcasting potential through other objects, and many seek to master the delicate art of balancing a spell's fury on the edge of a blade.



Consequently, their strikes bite not only with steel, but also with flame, lightning, and frost.

INDEXING THE MULTIVERSE

To create their spells, channelers memorize sigil sequences to draw energy from specific planar gates. Such sequences are normally used to travel between portals in the multiverse, but when combined in the right manner, (requiring intensive memorization and leaps of lateral thinking) they can be used to power spells. But channelers recognize that sigil sequences are not just coordinates to locations in the multiverse; they are fundamental to the greatest secret in the multiverse: the Nexus.

Energy flows through the multiverse in channels and streams, connecting to the Planes of Existence at the sites of portals, and eventually radiating out to the vast and singular Void, which is divorced from reality. Because the multiverse is constructed in perfect symmetry, it stands to reason that the Void itself must have an opposite, which channelers believe to be the Nexus, a location at the multiverse's center containing unlimited power.

Though scholars and sages disagree hotly, channelers believe that, with the right sigil sequences, they can trace the streams and tributaries of the multiverse back to their origin at the Nexus.

CREATING A CHANNELER

As you build your channeler, consider what entangled your character with planar powers. Did you undergo the dangerous Rite of Binding? If so, was it in a desperate bid for power, much like a warlock's pact, or were you simply drawn to walking the planes? Were you initiated by an existing order of channelers, or did you perform the ritual alone? It's even possible your origin is more like that of a sorcerer, that you were stricken by planar magic, and only the Rite of Binding could preserve your life. Whatever the reason, you have taken a gambit for arcane might, and won.

Also, though your choice of Planar Order decides what type of portal key you bond to, you should think about this item's specifics and how it relates to your character. If your key is a weapon, it could be a family heirloom, a sword passed down from generation to generation, or a trophy, perhaps the weapon carried by the first person you've slain. If your key is a tome, what kind of book is it, in what condition do you keep it, and what information, other than spells and arcane secrets, is held within its pages? Perhaps, your key isn't an item of substantial importance; that too, is an important character note.

QUICK BUILD

When building a channeler, you need to balance your physical and mental ability scores to maximize your character's potential. Follow these suggestions to build a character quickly. Your highest ability score should be Strength or Dexterity, followed by Intelligence. Your next highest ability score should be Constitution. Then, choose the Blinknight Order option and select the cantrips *minor illusion* and *shocking grasp*. Finally, choose any background and a versatile martial weapon as part of your equipment.

CLASS FEATURES

As a channeler, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per channeler level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per channeler level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, heavy armor

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Constitution, Intelligence

Skills: Choose two from Arcana, Athletics, History, Insight, Investigation, Persuasion, and Religion

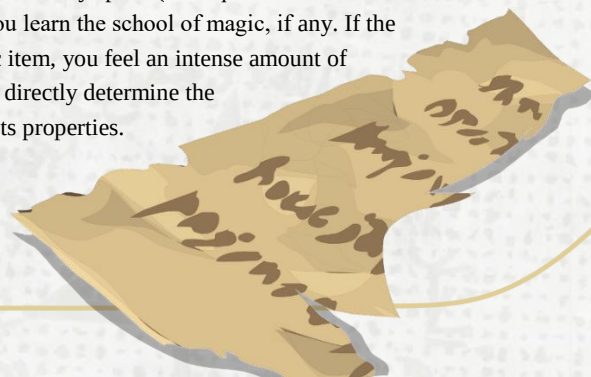
EQUIPMENT

You start with the following equipment, in addition to the equipment granted to you by your background:

- A martial weapon
- (a) a light crossbow and 20 bolts or (b) any simple melee weapon
- (a) a dungeoneer's pack or (b) a scholar's pack
- Scale mail and a material component pouch

ARCANE REVERBERATION

At 1st level, you can sense the reverberations magic leaves in the air. By spending your action concentrating on an object that you touch, you can make an Intelligence check to determine if the object is under the effect of magic or if it is within the area of any spells (DC equals 10 + the spell's level). You learn the school of magic, if any. If the object is a magic item, you feel an intense amount of energy, but can't directly determine the type of item, or its properties.



THE CHANNELER					
Level	Proficiency Bonus	Features	Arcana Points	Spells Known	Max Spell Level
1st	+2	Arcane Reverberation, Planar Order	—	—	—
2nd	+2	Fighting Style, Spell Channeling, Spellcasting	4	4	1st
3rd	+2	Planar Focus	6	5	1st
4th	+2	Ability Score Improvement	6	5	1st
5th	+3	Extra Attack	14	6	2nd
6th	+3	Null Arcane	14	6	2nd
7th	+3	Order feature	17	7	2nd
8th	+3	Ability Score Improvement	17	7	2nd
9th	+4	—	27	8	3rd
10th	+4	Order feature	27	8	3rd
11th	+4	Improved Spell Channeling	32	9	3rd
12th	+4	Ability Score Improvement	32	9	3rd
13th	+5	—	38	10	4th
14th	+5	Greater Focus	38	10	4th
15th	+5	Order feature	44	11	4th
16th	+5	Ability Score Improvement	44	11	4th
17th	+6	—	57	12	5th
18th	+6	Planesifter	57	12	5th
19th	+6	Ability Score Improvement	64	13	5th
20th	+6	Nexus Arcane	64	13	5th

PLANAR ORDER

At 1st level, you embrace a portal key, an object which allows you to manipulate planar energies. This key is likely not a key at all; rather, it is a specific object that reflects your strengths, weaknesses, and destiny. Channelers who choose similar keys make natural allies and form close confederations, called Planar Orders, to practice and share knowledge. Orders range from the mundane to the deeply esoteric, with variations as diverse as the multiverse itself.

With your portal key in hand, you can open certain planar portals (at the GMs discretion) without the normal portal key.

Your choice in planar order grants you features at 1st level, and additional features at 7th, 10th, and 15th level.

FIGHTING STYLE

At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Combat Casting. Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged spell attack rolls.

Dueling. When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Hand-and-a-Half. While wielding a versatile weapon in two hands, you gain a +1 bonus to attack and damage rolls with that weapon.

Magebreaker. When you deal damage to a creature with a melee weapon attack, you have advantage on saving throws against spells cast by that creature until the beginning of your next turn.

SPELL CHANNELING

By 2nd level, you have mastered the art of channeling spells through your weapon strikes. When you make a spell attack against a creature within your reach while holding a melee weapon that isn't heavy, you can use your bonus action to substitute the spell attack with a melee weapon attack. On a hit, the attack deals normal damage, in addition to the effects of the spell.

Starting at 5th level, or when you gain a feature such as Extra Attack that allows you to make more than one attack when you take the Attack action, this ability improves. When you use this ability to substitute a spell attack roll, you can make a second melee attack against a different target within your reach. The effects of the spell are only triggered on the first hit.

SPELLCASTING

Starting at 2nd level, by evoking your connection to the planes through your portal key, you can channel raw power from the multiverse, and cast spells in turn.

ARCANA POINTS

You have a pool of arcana points, which you can use to cast spells of 1st level and higher. The Arcana Point Cost table summarizes the number of arcana points required to produce a spell slot of 1st to 5th level. Cantrips don't require spell slots and therefore don't require arcana points.

The Channeler table shows how many arcana points you have and when your point pool increases. You regain all expended arcana points when you finish a long rest.

ARCANA POINT COST

Spell Level	Point Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7

SPELLS KNOWN OF 1ST LEVEL OR HIGHER

You know four first-level spells of your choice from the channeler spell list. The channeler table shows when you learn more channeler spells of your choice. A spell you

CHANNELER AS A HALF-CASTER

Though the channeler class uses arcane points in place of conventional spell slots, this does not exempt it from interacting with multiclassing or other optional rules for spellcasters.

Multiclassing, as well as other rules which refer to the Spellcasting feature, treat the Channeler as a Half-Caster, such as a Paladin or Ranger. If the channeler multiclass with another spellcaster, convert the total number of spell slots of 5th level or lower from the multiclass table into arcana points using the Arcana Point Cost table. Arcana points can only be used to cast spells of 5th level and lower.

choose must be of a level no higher than what's shown on the Max Spell Level column for your level.

Additionally, when you gain a level in this class, you can choose one of the channeler spells you know and replace it with another spell from the channeler spell list, which also must be of a level no higher than what's shown on the Max Spell Level column.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your channeler spells, since you learn your spells by studying and memorizing sigil sequences to planar gates. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a channeler spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

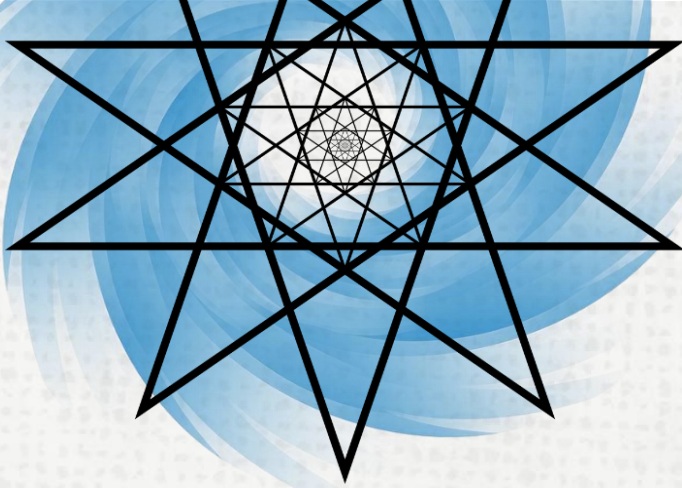
Spell attack modifier = your proficiency bonus + your Intelligence modifier

SPELLCASTING FOCUS

You can use a melee weapon that isn't heavy as a spellcasting focus for your channeler spells.

PLANAR FOCUS

Beginning at 3rd level, you can narrow your focus to channel energy from a particular part of the multiverse. You can use your bonus action to begin or end a planar focus. Once on each of your turns, you can switch your active focus. You maintain this effect as if concentrating on a spell.



You have the following four focus options:

Elemental Air. Your movement speed increases by 10 feet, you can stand from being prone without using any movement, and opportunity attacks against you have disadvantage.

Elemental Earth. While you are not holding a shield, your armor class increases by 2.

Elemental Fire. When you roll a 1 or 2 on a damage die for a channeler spell, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

Elemental Water. Whenever you take acid, cold, fire, lightning, or thunder damage and you do not have resistance to that type of damage, you can use your reaction to halve the damage taken.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

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

NULL ARCANE

At 6th level, you have learned to tap into the Void between planes. When you see a creature within 60 feet of you casting a spell of 5th level or lower, you can use your reaction to produce a field of opposing magic, nullifying the effect. You expend a number of arcana points equal to the spell's point cost, as shown in the Arcana Point Cost table (or 1 point for a cantrip.) The spell then fails and has no effect.

IMPROVED SPELL CHANNELING

Starting at 11th level, you can make two melee weapon attacks, instead of one, when you use Spell Channeling to substitute a spell attack roll. In addition, you can still make

another melee attack against a different target within your reach that you have not already attacked. The effects of the spell are only triggered on the first hit.

Alternatively, if you cast a spell which requires more than one spell attack roll, you can use Spell Channeling to replace two spell attacks with melee weapon attacks, dealing damage as normal, in addition to the effects of the spell.

GREATER FOCUS

Starting at 14th level, you gain the following Planar Focus options:

Limbo. Once per turn when you deal damage to a hostile creature with a melee weapon attack, you can use your bonus action to sap some arcane energy from the strike. On a hit, you regain 1 arcana point, up to your arcana point maximum.

Paradise. You have a flight speed equal to your movement speed. When you begin your turn in the air, you can maintain this effect by spending an arcana point. Otherwise, you fall.

Underworld. You can cast the spell *vampiric touch* without using arcana points. You maintain concentration on this spell as long as you maintain this planar focus.

PLANESHIFTER

Starting at 18th level, you can freely walk the planes. You can cast the *plane shift* spell, targeting only yourself, without using a spell slot or spell components.

Once you use this ability, you must finish a long rest before using it again.

NEXUS ARCANE

At 20th level, you connect with the central nexus of all existence. When you roll initiative and have no arcana points remaining, you immediately regain 10 arcana points.

PLANAR ORDERS

A channeler's first steps into the multiverse are daunting: the infinite planes of existence are treacherous and do not yield their secrets easily. To this end, channelers abroad in the multiverse rely on their planar orders for guidance, protection, and information. Even on their home planes, planar orders sometimes meet to discuss business or ensure that the plane is protected from outsiders with malicious intents.

ORDER OF BLINKKNIGHTS

A channeler joining the Order of Blinkknights unifies themselves with a weapon, which becomes an extension of their very being. Skilled blinkknights can feel the energy of the multiverse hum through their steel, guiding their strikes as they blink across the battlefield. A blinkknights fears no force in the multiverse, be it angel, devil, or rival spellcaster.

KEY WEAPON

At 1st level, your planar key is a weapon, which you can sequester away on the Ethereal Plane when it's not in use. This weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. You can summon your key weapon to your hand or dismiss it to the Ethereal Plane as you would normally draw or stow a weapon. If this weapon is out of your reach for longer than 1 minute, it teleports back to the Ethereal Plane.

You can transfer the binding magic of your key to another weapon within your reach by performing a 1-hour long ritual, which can be done during a short rest.

CANTRIPS

At 1st level, you learn three cantrips of your choice from the following list: *chill touch*, *light*, *fire bolt*, *mage hand*, *magic daggers*, *minor illusion*, *prestidigitation*, *produce flame*, *ray of frost*, *shocking grasp*, and *true strike*. Intelligence is your spellcasting ability for these spells.

At 8th level, you learn a fourth cantrip from this list.

BONUS FOCUS

At 7th level, you gain the following Planar Focus option:

Ethereal. You can use your bonus action and spend up to 3 arcana points to teleport to an unoccupied space you can see up to 15 feet away for each arcana point spent.

SPELLSTRIKE WARD

Starting at 10th level, you can use your bonus action to raise a defensive ward. For the next minute, you have a pool of 5 temporary hit points. For the duration, whenever you deal damage to a hostile creature with a melee weapon attack, your temporary hit point pool gains points equal to your Intelligence modifier. Your hit point pool holds a maximum number of points equal to twice your level.

Once you use this ability, you must complete a short or long rest before using it again.

ARCANE EDGE

At 15th level, when you hit with a spell attack roll that is channeled through a melee weapon attack, you can choose for the attack to become a critical hit.

Once you use this ability, you can't use it again until you finish a short or long rest.

ORDER OF DIMENSIONAL MAGI

The Dimensional Magi are an order of channelers that study the structure of the multiverse itself, learning to slip between its many layers. For all intents and purposes, these channelers are scholars, and choose a tome full of planar secrets as their key. Master Dimensional Magi have collected the universe's most cryptic mysteries within their spellbooks, and can call upon them in times of need for a sudden burst of potent magic.

KEY BOOK

At 1st level, your planar key is a spellbook, which you can keep on the Ethereal Plane when it's not in use. You can use your bonus action to call the book from the Ethereal Plane, or to dismiss it there.

The book begins inscribed with two 1st-level spells of your choice that have the ritual tag from any class's spell list. Spells copied into this spellbook don't count against the number of spells you know. With your spellbook in hand, you can cast the chosen spells as rituals. You can't cast the spells except as rituals, unless you've learned them by some other means. You can also cast any channeler spell you know as a ritual if it has the ritual tag.

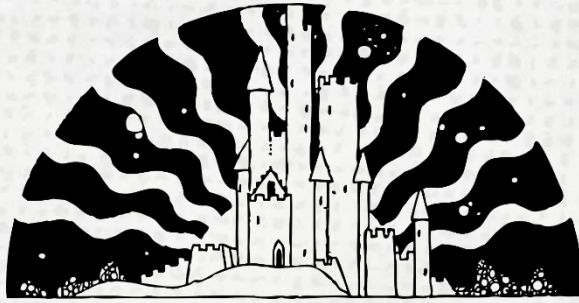
On your adventures, you can add other ritual spells to your spellbook. When you find such a spell, you can add it to the book if the spell is of level which you can cast and if you can spare the time to transcribe the spell. For each level of the spell, the transcription process takes 2 hours and costs 50 gp for the rare inks needed to inscribe it.

You can transfer the binding magic of your key to another spellbook within your reach by performing a 1-hour long ritual, which can be done during a short rest.

CANTRIPS

At 1st level, you learn three cantrips of your choice from the following list: *acid splash*, *chill touch*, *force dart*, *light*, *mage hand*, *mending*, *message*, *minor illusion*, *poison spray*, *prestidigitation*, *ray of frost*, and *resistance*. Intelligence is your spellcasting ability for these spells.

At 8th level, you learn a fourth cantrip from this list.



BONUS FOCUS

Starting at 7th level, you gain the following Planar Focus option:

Shadowfell. On your turn, you can use your bonus action and spend 1 arcana point to become invisible for 1 minute, and can spend an additional arcana point to maintain this effect each minute after the first. This effect ends if you attack or cast a spell.

PHASE SHIFT

At 10th level, you can shift your body out of phase with the Material and Ethereal Planes as an action. For the next minute, you can subtract your Intelligence modifier from bludgeoning, piercing, and slashing damage you take. This effect is bypassed by damage that would normally affect creatures on the Ethereal Plane.

Once you use this ability, you can't use it again until you finish a short or long rest.

SECRET ARCANA

Starting at 15th level, you know three spells of your choice of 7th level or lower from the wizard spell list. While holding your spellbook, you can cast one of these spells without using a spell slot or arcana points.

Once you use this ability, you can't use it again until you complete a long rest.



CHANNELER SPELLS

1ST LEVEL

Boomerang
Burning Hands
Cerebral Ray
Command
Detect Magic
False Life
Fog Cloud
Grease
Guiding Bolt
Hardlight Blaster
Hellish Rebuke
Jump
Longstrider
Icicle Javelin
Magic Missile
Shield
Thunderwave
Zephyr's Feather

2ND LEVEL

Acid Arrow
Blur
Dazzling Ray
Knock
Levitate
Locate Object
Magic Weapon
Mirror Image
Misty Step
Ray of Enfeeblement
Rusting Grasp
Scorching Ray
Silence

Shatter

3RD LEVEL

Blink
Dispel Magic
Fireball
Haste
Hardlight Gauntlet
Lightning Bolt
Magic Circle
Ray of Warping
Sending
Tongues
Water Breathing
Water Walk

4TH LEVEL

Arcane Eye
Banishment
Black Tentacles
Death Ward
Dimension Door
Freedom of Movement
Locate Creature
Resilient Sphere
Secret Chest
Stoneskin

5TH LEVEL

Commune
Contact Other Plane
Dispel Evil and Good
Passwall
Planar Binding
Teleportation Circle

NEW SPELLS

Masters of planar arcana and keepers of dimensional secrets, channelers possess a handful of unique spells not known to other spellcasters. Because they favor focusing their concentration on the Planes of Existence, most channeler spells are brief flashes of great power, such as arcane rays, that do not require sustained attention.

SPELL DESCRIPTIONS

These spells are listed in alphabetical order.

BOOMERING

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

A dizzying ring of sparks launches from your outstretched hand and returns to it moments later. Make a ranged spell attack roll against a creature within range. On a hit, you deal 3d6 radiant damage. If this attack misses, you can repeat the attack roll against the same target once.

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

CEREBRAL RAY

1st-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A translucent beam of violet light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 2d10 psychic damage and has disadvantage on ability checks until the beginning of your next turn.

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

DAZZLING RAY

2nd-level illusion

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 round

Three rays of brilliant color shoot from your hand at up to three creatures that you can see within range. Make a ranged spell attack for each ray. On a hit, the target is blinded until the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you create one additional ray for each slot level above 2nd, to a maximum of 6 rays.

FORCE DART

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You fling a dart of magical force at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage.

This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

HARDLIGHT BLASTER

1st-level conjuration

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (an emerald ring)

Duration: Instantaneous

You wave your hand and conjure a sophisticated arcane weapon, constructed of brilliant compressed light, which hovers in the air in an unoccupied space within 10 feet of you. The weapon fires a crackling beam of electrical energy at a target you choose within 60 feet of it, making a ranged spell attack using your spell attack bonus. The weapon is the point of origin for this attack; therefore, the attack can target a creature that is not within your line of sight, as long as it is within the weapon's line of sight. On a hit, the target takes 3d6 lightning damage. After this attack, this weapon dissipates.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you deal an additional 1d6 lightning damage for each slot level above 1st.

HARDLIGHT GAUNTLET

3rd-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S, M (an emerald ring)

Duration: Instantaneous

You conjure a scintillating gauntlet composed of compressed energy, and unleash a barrage of strikes. Make three melee spell attacks against a single target. On the first hit, the target takes 1d12 force damage, on the second hit, it takes 2d12 force damage, and on the third hit, it takes 3d12 force damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can make 1 additional attack; the fourth hit deals 4d12 force damage. If you cast this spell using a spell slot of 7th level or higher, you make 2 additional attacks; the 5th hit deals 5d12 force damage.

ICICLE JAVELIN

1st-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a small icicle)

Duration: Instantaneous

You fling a massive icicle toward a target of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 3d8 cold damage. If the target is also adjacent to a wall, or a similar large, immobile object, it may also be pinned to that surface on its next turn. At the beginning of its turn, the target can make a Strength saving throw. On a failed save, it has a speed of 0 until the end of its turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

MAGIC DAGGERS

Conjuration cantrip

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 minute

With a flourish, you summon a number of throwing weapons equal to twice your spellcasting modifier. These weapons can be of any type: daggers, handaxes, sling bullets, darts, etc. For the duration of the spell, the summoned weapons float within easy reach, allowing you to grab and throw them with ease. As an action, you can throw one weapon as a ranged spell attack with a range of 60 feet; on a hit, the weapon deals 1d6 magical piercing, slashing, or bludgeoning damage as appropriate to the weapon thrown. After one hit, the weapon vanishes.

At higher levels, you can make more attacks with your weapons. At 5th level, you can make two attacks, at 11th level, three attacks, and at 17th level, four attacks.

RAY OF WARPING

3rd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

A sapphire beam leaps forth from your fingertips, twisting and contorting the form of a creature it touches. Make a ranged spell attack roll against a target you can see within range. On a hit, the creature takes 2d8 bludgeoning damage, and for the duration, its speed is halved and its highest ability score is reduced to be the same as its lowest ability score (to a minimum of 3). If two or more of the

creature's ability scores are tied for highest, you choose which ability score is reduced. The creature also has disadvantage on saving throws with its lowest ability scores. On its turn, the target can use its action to make a Constitution saving throw, ending this spell on a success.

At Higher Levels. If you cast this spell using a spell slot of 4th level or higher, the initial damage increases by 1d8 per slot level above 3rd. Additionally, if you cast this spell using a spell slot of 7th level or higher, the creature's second highest ability score is also reduced to be the same as its lowest ability score.

RUSTING GRASP

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

The touch of your acid-soaked hand can corrode metal and burn flesh. Make a melee spell attack against a creature within your reach. On a hit, the target takes 2d6 acid damage, and any nonmagical armor it is wearing takes a permanent and cumulative -1 penalty to the AC it offers. On a miss, any shield it is wielding takes a similar -1 penalty. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. Until the spell ends, you can make the attack again on each of your turns as an action.

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

ZEPHYR'S FEATHER

1st-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a dove's feather)

Duration: Concentration, up to 1 minute

You wave your hand and three alabaster feathers, magically sharpened to a razor's edge, appear and orbit you. When you cast this spell, make a ranged spell attack using one of your feathers against a creature within 120 feet of you. On a hit, the target takes 2d8 slashing damage. Until the spell ends, while you have feathers remaining, you can make the attack again on each of your turns as an action.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st. You gain an additional 2 feathers when you cast this spell using a spell slot of 3rd level or higher (5 feathers), and 5th level or higher (7 feathers).

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