

SPELLCASTING

These rules attempt to make spellcasting a little more versatile, but also less predictable. Magic-users should be less likely to use magic frivolously, since there is always the rare chance of something unpleasant happening.

The following rules apply to arcane casters (Wizards, Sorcerers, Warlocks, and Bards), as well as subclasses that use arcane magic.

ARCANE SPELLS

All arcane spellcasters use the **Spell Point variant rule** (DMG p288). You cannot attempt to cast a spell unless you have enough Spell Points to pay the cost of it.

The casting of spells is a challenging and inherently unpredictable task. Magic is easily affected by circumstances outside your control, such as the alignment of the stars, the time of day, and the strength of the barrier between our world and the outer realms.

Every time you attempt to cast a spell, you make a Spell Check by rolling a d20. This roll determines the result of your attempt.

When considering what rules might affect a Spell Check, treat it as a generic saving throw, not an ability check. For example, having 1 level of Exhaustion gives disadvantage on Ability Checks. This would not apply to Spell Checks.

BOTCH

If the result of your Spell Check is 1 or less, you lose control of the magic and the spell botches. Botching a spell means that you immediately lose 2 hit points per level of the spell you were attempting to cast (1 hit point for cantrips). If this reduces you to 0 hit points, you fall unconscious and the spell fails (Spell Points are still spent).

If you are still conscious, you may attempt to regain control of the spell, but this requires that you spend additional Spell Points (the regular cost of the spell, or 1 Spell Point for cantrips). If you have enough Spell Points to pay for the new cost, subtract the points from your total and the spell succeeds as normal. If you do not have enough Spell Points to pay for the new cost, the spell fails.

For example, Milaelee is casting a first level *charm person* spell, so she subtracts 2 Spell Points from her total and makes a Spell Check. She rolls a 1, so she immediately takes 2 points of damage. This does not reduce her to 0 hit points, so she chooses to spend an additional 2 Spell Points to ensure that the spell succeeds. If she did not want to spend the 2 additional points, or did not have 2 points left, then the spell would fail.

It's up to the DM to describe how the spell fails. A failed *fireball* might create flames that aren't hot, or result in nothing but smoke billowing from your hands, or there might be no effect at all.

SURGE

If the result of your Spell Check is a natural 20, you have managed to channel even more magic than usual, resulting in a spell surge. If your Spell Check results in a surge, you pay no Spell Point cost for casting the spell, and if the spell has a saving throw, that saving throw is made with disadvantage. Surging spells are often accompanied by impressive visual displays or sounds, like your eyes burning with magical flames, or the hair of nearby creatures standing on end. The DM is encouraged to describe the effects of the surge.

CANTRIPS AND MAGICAL ABILITIES

Cantrips do not normally cost any Spell Points to cast (which means you can attempt one even when completely out of Spell Points). However, if you roll a 1 or less on your Spell Check you lose 1 hit point, and must spend 1 Spell Point to complete the spell. If you do not have any Spell Points, a botched cantrip will fail.

If the rules allow you to cast a regular spell without expending a spell slot, then no Spell Points are spent on that spell, and you may cast it even if you have 0 Spell Points remaining. You still make a Spell Check, and if you botch you lose hit points equal to twice the level of the spell as usual. As long as you are still conscious, the spell succeeds. This also applies to Ritual Spells, which don't require Spell Points to cast.

Any racial or class ability that grants you the power to cast an arcane spell uses the spellcasting rules above. But racial or class abilities that are not specific spells do not require a Spell Check, even if they are overtly magical. For example, the Warlock class ability **Eldritch Sight** gives the power to cast *detect magic* at will. To use this ability you would need to make a Spell Check. The Enchanter ability **Hypnotic Gaze** is a magical power, but does not reference any specific spell. It therefore does not require a Spell Check.

CASTING SPELLS WHILE IN COMBAT

If you take damage while in the middle of casting a spell, your spell can be interrupted. This would require your opponent to use the **Ready** action, holding his attack until you start to cast a spell. Casting a spell with a duration of Action or longer would trigger your opponent's attack. If you are hit by this attack, you



must make a **Concentration saving throw** following the rules on p.193 of the Player's Handbook. If you fail your Concentration roll, your spell automatically fails and the Spell Points are lost.

SPELL COMPONENTS AND ARCANIC FOCI

Spell components are not used in this setting. Instead, all arcane spellcasters have an **arcane focus** (PHb, p151) that they use to channel many of their spells. This focus is a personalized item that you have imbued with your own magic; staves, wands, crystals and pendants are common.

You must be able to touch your arcane focus with a free hand during the casting of any spell that requires a material (M) component, otherwise the spell fails. Additionally, you must be in physical contact with your arcane focus in order to cast most cantrips. Cantrips gained from a racial ability, like a forest gnome's *minor illusion*, are an exception to this rule.

Your arcane focus is considered part of you for the purposes of figuring out the range of your spells. A spell that requires you to touch the target works if you touch them with your arcane focus. Your spell can also emerge directly from your arcane focus if you wish, which means that a 5' staff can extend the range of your magic missiles by 5'. This rule only applies if you are touching your focus; you cannot throw it down a hallway and gain this benefit.

You have a strong mystical connection to your arcane focus, and can sense its location if it is within 60' of you. The reverse is also true...anyone in physical contact with your arcane focus can sense your location if within 60'.

It takes 1 week and 50gp to create and attune to a new arcane focus. You may only be attuned to one arcane focus at a time.

CASTING SPELLS WITH DIFFICULTY

Spells are normally cast with mystical chants spoken in a bold voice, accompanied by vigorous hand gestures. However, it is not uncommon to be in situations where it may be difficult or inconvenient to perform these actions, and in these cases the DM may allow you to cast spells with difficulty.

When casting with difficulty, instead of a regular Spell Check, make an Arcana check against a DC of 15 + 2 per level of the spell (+1 for cantrips). There are no special results for rolling a natural 1 or natural 20 on this check.

Failure means the spell immediately botches. You take 2 hit points of damage per level of the spell, and cannot attempt to regain control of the spell.

If your Arcana check is successful, the spell is cast as normal.

PHYSICAL RESTRICTIONS

Binding the hands is usually enough to keep a wizard from casting spells that require somatic or material components. When your ability to make gestures is only partially restricted, either by wearing armour you are not proficient in, being chained to a wall, or some other factor, you may attempt to cast those spells with difficulty.

VERBAL RESTRICTIONS

Being gagged, magically silenced, or having ones' tongue cut out are all effective ways to keep a wizard from casting spells that require verbal (V) components. When your ability to chant the mystic words of a spell are only partially restricted, by choking on fumes, having a mouthful of sand, or some other factor, you may attempt to cast those spells with difficulty.

CASTING WITHOUT DRAWING ATTENTION

Casting spells in the typical fashion will tend to draw attention and clearly identify you as a spellcaster to anyone with greater than animal intelligence. You can use a quieter voice and more subtle gestures in order to draw less attention to yourself, but this requires casting the spell with difficulty. Anyone watching you for signs of spellcasting will still notice what you are doing, but it won't draw attention from casual onlookers.

If a spell has both Somatic (S) and Verbal (V) components, and you try to be subtle with only one of them, you get advantage on the roll.

