

Spell Descriptions

The spells are presented in alphabetical order.

Technomancy. Some spells in this chapter have a special 'TECHNOMANCY' tag next to their school of magic, which indicates their magic is sourced from technomancy and typically interacts with technomantic devices. When such a spell is cast, you may choose to describe them as results of holopads, control sticks, or other technomantic gadgetry. The **TECHNOMANCY** tag also identifies their availability for the Technoweaver wizard subclass (see page 38).

Air Bubble

Level 3 Transmutation

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: 8 hours

Classes: Cleric, Druid, Ranger, Sorcerer, Wizard

You create a small bubble around the noses and mouths of up to ten willing creatures you can see within range. Until the spell ends, the bubble provides targeted creatures with air of a type they can breathe.

Arcane Firewall

Level 2 Abjuration (Technomancy)

Casting Time: Action

Range: Touch

Components: V, S, M (electrum dust worth 25+ Credits, which the spell consumes)

Duration: Until dispelled

Classes: Wizard

You touch the terminal of a technomantic device and secure it against unauthorized access attempts for the duration. You can set a password that, when entered into the terminal, allows access to the device for **1 minute**.

While affected by this spell, the device is more difficult to hack; the **DC** to hack into it increases by **10**.

Blackout

Level 6 Abjuration (Technomancy)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a steel rod)

Duration: Concentration, up to 10 minutes

Classes: Bard, Cleric, Sorcerer, Warlock, Wizard

For the spell's duration, electrical energy is suppressed inside a **60-foot-radius Sphere** centered on a point you can see within range. All technomantic devices in the area not being worn or carried are either disabled, turned

off, or otherwise do not function; devices or objects powered by Current or lightning shut down; and attacks made with technomantic items have **Disadvantage**. When a creature with the **TECHNOMANCY** tag starts its turn in the Sphere or enters it for the first time on a turn, it must make an **Intelligence saving throw**; if the creature is a Construct, it makes this roll with **Disadvantage**. On a failed save, the creature has **Disadvantage** on ability checks and attack rolls until it exits the Sphere.

In addition, wires in the Sphere fail to transmit power or information and wireless signals passing through the Sphere fail to reach their target destination.

Finally, any lightning effects, such as a *Lightning Bolt* spell or a Blue Dragon's lightning breath, have no effect on targets in the Sphere.

Channel Technovirus

Level 5 Enchantment (Technomancy)

Casting Time: Action

Range: 30 feet

Components: V, S, M (a Holopad or computing device)

Duration: Concentration, up to 1 minute

Classes: Wizard

Via an arcane channel, you infect one creature you can see within range with a technomagical virus. You learn the following information about the creature: its challenge rating or character level, its armor class, its special senses, and its resistances or immunities (if any).

When you cast this spell, and as an **Magic** action on your subsequent turns for the duration while the target is within range, you can cause the virus to execute malicious arcane code, producing one of the following effects of your choice:

- **Backdoor.** The target must succeed on a **Constitution saving throw** or receive a **-5 penalty** to its Armor Class until the start of your next turn.
- **Logic Bomb.** The target must make an **Intelligence saving throw**, taking **5d6** Psychic damage on a failed save or half as much on a successful one.
- **Ransomware.** The target must make a **Charisma saving throw**. On a failed save, it cannot take one action of your choice from its stat block until the start of your next turn. You must have cursory knowledge of the action you choose, either having studied it moderately or seen it used prior.
- **Remote Access.** The target must succeed on a **Wisdom saving throw** or it must follow one command you issue to it on its next turn, per the effects of the *Command* spell.

If the target has the **TECHNOMANCY** tag, it has **Disadvantage** on any saving throw imposed by this spell.



Charging Current

Level 1 Evocation

Casting Time: Bonus Action

Range: Self

Components: V, S

Duration: Instantaneous

Classes: Paladin, Sorcerer, Wizard

You move in a straight line up to your Speed, accumulating static on the way. If you move **10+** feet this way, you discharge that static at the end of this movement. Each creature within **5 feet** of you must succeed on a **Constitution saving throw** or take **1d6** Lightning damage.

Using a Higher-Level Spell Slot. The damage increases by **1d6** for each spell slot level above 1.

Constellate

Level 4 Conjunction

Casting Time: Action

Range: 30 feet

Components: V, S, M (a pinch of stardust)

Duration: Concentration, up to 10 minutes

Classes: Bard, Druid, Sorcerer, Wizard

You connect up to five willing creatures you can see within range with the mystical favor of stars. Until the spell ends, an intangible starry mote orbits each creature's head. Each mote sheds Bright Light in a **15-foot radius** and Dim Light for an additional **15 feet**. While a mote is within **30 feet** of another mote created by this spell, a faint line of light connects those motes.

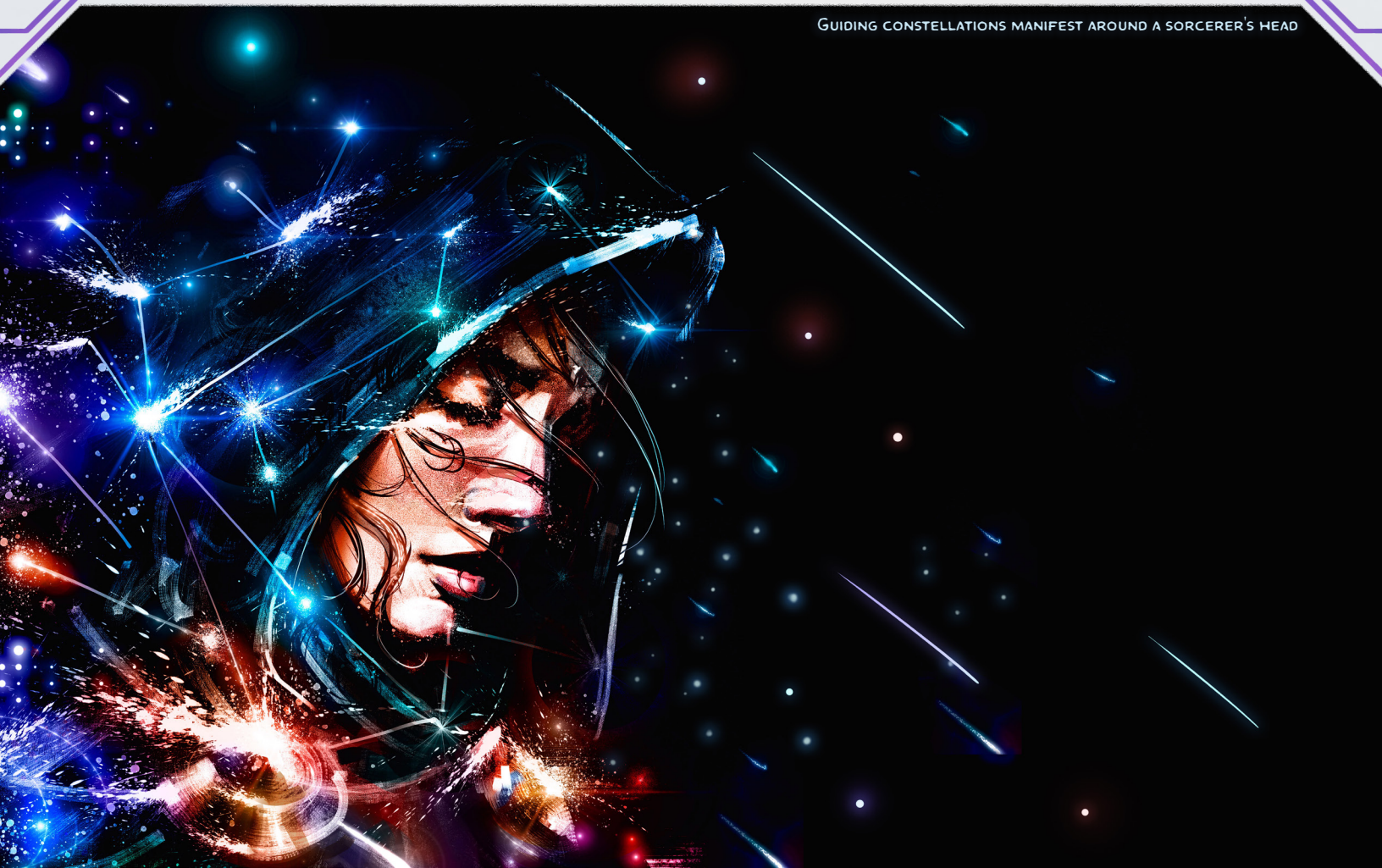
A creature with a mote gains the following benefits for the duration:

- When the creature starts its turn, it gains a number of Temporary Hit Points equal to **twice** the number of other motes that the creature's mote is connected to.
- When the creature makes an attack roll, it can expend its mote to gain a bonus to the attack roll. The bonus equals **2** plus the number of other motes that the creature's mote was connected to.
- When the creature fails a saving throw, it can take a **Reaction** to expend its mote and re-roll the d20. It must use the new result.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 4.

WarmTail

GUIDING CONSTELLATIONS MANIFEST AROUND A SORCERER'S HEAD



Entropic Wreck

Level 7 Transmutation

Casting Time: Action

Range: 60 feet

Components: V, S, M (an atom of radioactive material)

Duration: Concentration, up to 1 minute

Classes: Cleric, Sorcerer, Warlock, Wizard

You form a visible ethereal tether between you and a creature you can see within range for the duration, subjecting it to the ravages of cosmic chaos.

A tethered target must make a **Constitution saving throw** at the start of each of its turns, taking Force damage on a failed save or half as much on a successful one. The spell's damage is **6d8** when first cast, but its damage and effects fluctuate for the remaining duration. After a tethered target succeeds or fails its saving throw, roll **1d20** and consult the Entropic Wreck table to determine the spell's new damage and potential bonus effect.

The tether breaks for a target if it ever moves out of range of this spell, if it drops to 0 Hit Points, or if the spell ends. For the duration, if no targets are tethered by this spell, you can take a **Bonus Action** to tether a new target.

ENTROPIC WRECK

Result	Fluctuation Effect
20	This spell's damage increases by 2d8 . The tethered target who most recently made the saving throw is Incapacitated until the end of its turn. You can immediately target one additional creature within range and tether it, subjecting it to the effects of this spell as normal.
18–19	This spell's damage increases by 2d8 . The tethered target who most recently made the saving throw is Incapacitated until the end of its turn.
14–17	This spell's damage increases by 2d8 .
8–13	This spell's damage increases by 1d8 .
5–7	Nothing changes.
2–4	This spell's damage decreases by 1d8 , to a minimum of 1d8.
1	This spell's damage decreases by 2d8 , to a minimum of 1d8.

> GRAVITY MAGIC

The arcane manipulation of gravity, sometimes called graviturgy or gravitic magic, is a common theme among arcanists who study physics or those affected by the Cosmos in some way.

Four spells in this book — *fluctuate gravity*, *lash object*, *suppress gravity*, and *vortex leash* — warp gravity to accomplish their effects. At GM's discretion, characters and monsters related to those themes may choose from among those spells when learning new spells.

Flow in Current

Level 2 Transmutation (Technomancy)

Casting Time: Action

Range: 90 feet

Components: V, S

Duration: Instantaneous

Classes: Sorcerer, Warlock, Wizard

You touch a technomantic device that is wired to another technomantic device within range. You dissolve into pure energy and flow into the device and through the wire, rematerializing at an unoccupied space within **5 feet** of the destination device.

The spell fails if the device you targeted isn't wired to any device within range, or if the wire connection is blocked by a firewall or other defensive measure.

Fluctuate Gravity

Transmutation Cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous or 1 minute

Classes: Sorcerer, Wizard

You create a harmless gravitational disturbance in a **5-foot-radius Sphere** centered on a point you can see within range. Small and Tiny objects in the area that weigh 10 pounds or less and aren't being worn or carried are affected in one of the following ways of your choice:

- The objects are pulled **5 feet** toward the center of the Sphere.
- The objects are pushed **5 feet** away from the center of the Sphere.
- The objects levitate up to **3 feet** off a surface they are on. This effect lasts for **1 minute**.
- You cause the objects to float and move in a simple pattern — such as a circle or an arrow — that fits within a **5-foot Cube**. This effect lasts for **1 minute**.

If you cast this spell multiple times, you can have no more than three of its non-instantaneous effects active at a time, and you can dismiss such an effect as a **Magic** action.

Frictionless Surface

Level 2 Transmutation

Casting Time: Action

Range: 60 feet

Components: V, S, M (a sheet of wax paper)

Duration: Concentration, up to 10 minutes

Classes: Bard, Wizard

You rapidly reduce the friction of a surface in a **20-foot-radius circle** centered on a point you can see within range. This circle must be on a mostly flat surface that is Medium or larger. For the duration, the circle gains an effect based on its slope unless its gravity has been reduced to below half its usual force.

Flat Surface (0–30 degrees). Each time an object or creature in the circle moves or is moved **5 feet** horizontally, it is moved up to an extra **10 feet** in the same direction, or until it exits the circle. In addition, a creature that ends its move inside the circle must succeed on a **Dexterity saving throw** or fall **Prone**.

Sloped Surface (31–60 degrees). When you cast this spell, objects or Prone creatures in the circle slide down the slope until they exit the circle. A creature that falls Prone in it immediately slides down the slope until it exits the circle. In addition, every foot of movement to ascend the slope in the circle costs an extra foot.

Vertical Surface (61–90 degrees). The **DC** of ability checks made to climb a vertical surface in the circle equals your **spell save DC** unless it was already higher, and every foot of movement spent to climb it costs an extra foot. If the vertical surface is especially smooth, such as a metal wall, it cannot be climbed at all.

Gridspace Relay

Level 2 Conjuration (Technomancy)

Casting Time: 1 minute or Ritual

Range: Touch

Components: V, S, M (a holopad or computing device, and charged batteries worth 10+ Credits, which the spell drains)

Duration: 1 hour

Classes: Wizard

You touch one technomantic terminal with an open channel to a Gridspace demiplane and establish a connection to it. The spell projects your mind and the minds of up to two other willing creatures you touch into that Gridspace (see Exploring Gridspace, page 64). You and these creatures can remain in there for up to the duration of the spell. When this spell ends, all targets of the spell are harmlessly expelled from that Gridspace.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 2.

Hyper Abrasion

Level 4 Transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a strip of sandpaper)

Duration: 10 minutes

Classes: Druid, Ranger, Wizard

You touch a willing creature and increase the friction of its body and clothes. For the duration, the target gains a Climb Speed equal to its Speed, a **+10 bonus** to checks made to climb, and a **+10 bonus** to its DC for grappling; however it has a **-10 penalty** to checks it makes to escape grapples. The target also cannot be moved along a surface against its will and cannot be disarmed unless it chooses to be.

In addition, objects easily catch on the target. Each time the target is hit by an attack using a Melee weapon, the attacker must make a **Strength saving throw**. On a failed save, the attacker is disarmed of the weapon and the target can take a **Reaction** to grab the weapon with a free hand and throw it up to **20 feet** away.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 4.

Jolting Spark

Transmutation Cantrip (Technomancy)

Casting Time: Bonus Action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Classes: Bard, Sorcerer, Warlock, Wizard

You generate a small surge of Current or power, affecting one creature or object you can see within range in one of the following ways:

- You grant a **+2 bonus** to the next Death Saving Throw that a creature makes before the start of your next turn.
- You grant a Tiny device within range a small amount of Current or power that lasts until the start of your next turn. The limited power can briefly turn on a light, cause a device's screen to flicker, or allow a device to perform a quick action like send a short message.

Lash Object

Level 1 Transmutation

Casting Time: Action

Range: Touch

Components: V, S

Duration: Concentration, up to 10 minutes

Classes: Sorcerer, Wizard



CURRENT EXPLODES UNCONTROLLABLY FROM A TECHNOMANCER

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You touch up to three objects no larger than **1 foot** in any dimension and imbue them with magical gravitational force. When you touch these objects to another creature, object, or surface, the objects are lashed to it for the duration. The lashed objects can support up to 500 pounds and a creature that attempts to separate them must first succeed on a **Strength check** against your **spell save DC** to do so.

Using a Higher-Level Spell Slot. You can target one additional object for each spell slot level above 1.

Nebulous Haze

Level 3 Conjunction

Casting Time: Action

Range: 90 feet

Components: V, S, M (a pinch of lustrous metal filings)

Duration: Concentration, up to 10 minutes

Classes: Druid, Ranger, Sorcerer

You create a **20-foot-radius Sphere** of stardust centered on a point you can see within range that lasts for the duration. The Sphere spreads around corners and is Lightly Obscured. When a creature starts its turn in the Sphere or enters it, you can beguile it with the nebula (no action required). The creature must succeed on a **Charisma saving throw** or be **Charmed** by you until the end of its turn. A creature Charmed this way must

immediately use its movement to move up to half its Speed in a random direction. A creature makes this save only once per turn.

Blasting Current

Level 5 Evocation (Technomancy)

Casting Time: Action

Range: Self

Components: V, S, M (a coiled copper wire and a lithium marble)

Duration: Instantaneous

Classes: Bard, Sorcerer, Warlock, Wizard

Arcs of lightning erupt from you. Each creature in a **60-foot-Cone** originating from you must make a **Constitution saving throw**. A creature with the **TECHNOMANCY** tag has Disadvantage on this save. On a failed save, a target takes **6d8** Lightning damage and is teleported **30 feet** straight away from you. If this would cause a target to teleport inside an object or another creature, it takes **5** Force damage and is shunted to the nearest unoccupied space. On a successful save, a target takes half as much damage only.

Using a Higher-Level Spell Slot. The damage increases by **1d8** for each spell slot level above 5.

Overload

Level 4 Evocation (Technomancy)

Casting Time: Action

Range: 90 feet

Components: V, S, M (a lithium voltage multiplier)

Duration: Instantaneous

Classes: Bard, Cleric, Warlock, Wizard

Powerful arcane energy surges from the magical Current into a **20-foot Cube** centered on a point you can see within range. Each creature in the Cube must make an **Intelligence saving throw**. Constructs with the **TECHNOMANCY** tag have **Disadvantage** on the roll. A target takes **3d6** Lightning damage on a failed save or half as much on a successful one.

A target that fails the save is wracked by the energy for **1 minute**. During that time, it takes **2d6** Lightning damage each time it takes an action (such as Multiattack or Spellcasting), a Bonus Action, or a Reaction. The target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Quasar Burst

Level 9 Evocation

Casting Time: Action

Range: 300 feet

Components: V, S, M (a pinch of meteorite ash)

Duration: Instantaneous

Classes: Cleric, Druid, Wizard

You call forth a column of bright, intense radioactivity in a **40-foot-radius, 150-foot-tall Cylinder** centered on a point you can see within range. Each creature in the Cylinder must make a **Constitution saving throw**. On a failed save, a target takes **8d8** Radiant damage plus **8d8** Necrotic damage, and is **Blinded** for **1 minute**. While Blinded, a target sheds Dim Light in a **5-foot radius** and cannot benefit from being Invisible. On a successful save, a target takes half as much damage only.

A Blinded target makes a **Constitution saving throw** at the end of each of its turns until it gets three successes or failures. If the target succeeds on three of these saves, it ends the Blinded condition on itself. If the target fails three of the saves, it is permanently **Blinded** and cannot be cured of this condition without the use of the *Wish* spell or a level 9 *Greater Restoration* spell.

If any of this spell's area overlaps with an area of Darkness created by a spell, that other spell is dispelled.

> QUASARS

The devastating quasar is a rare celestial body often found at the center of galaxies with an energy output billions of times stronger than a typical star. They are only called upon by clerics and druids with an exceptional devotion to the mysteries of the dark star.

Read Disk

Level 1 Divination (Technomancy)

Casting Time: Action or Ritual

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Classes: Bard, Wizard

You grant yourself the ability to skim digital data without the use of a technomantic device. When you cast this spell and as a **Magic** action for the duration, you touch a Small or smaller technomantic object carrying digital data—such as a Cred band, data stick, data disk, holopad, or server stack—and learn the data's size and type, as well as a surface directory of its contents (e.g. file folders), if applicable. In addition, you can read any unencrypted and uncorrupted surface level data in the object. If there is a password or firewall securing this data, you learn the type of security measure.

Sensor Cloak

Level 3 Illusion (Technomancy)

Casting Time: Action

Range: 20 feet

Components: V, S, M (a glass mirror)

Duration: Concentration, up to 1 hour

Classes: Bard, Ranger, Sorcerer, Warlock, Wizard

For the duration of the spell, each creature and object of your choice within range become undetectable to technomantic sensors such as cameras, radar, or scanners. Cameras fail to depict the cloaked targets and scanners can't glean any information on them. The targets still remain detectable by physical senses such as sight or hearing. A technomantic sensor enchanted with Truesight bypasses this spell.

Using a Higher-Level Spell Slot. The spell's range increases by **20 feet** for each spell slot level above 3.

Summon Mech

Level 4 Conjuration (Technomancy)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a holopad or computing device, and a signal transceiver worth 400+ Credits)

Duration: Concentration, up to 1 hour

Classes: Wizard

You manipulate the magical Current to conjure a technomantic mech. It materializes in an unoccupied space that you can see within range. This mech uses the **Technomantic Mech** stat block. When you cast the spell, choose one protocol: Barrier, Destroyer, or Seeker. The mech assumes characteristics based on your choice, which determines one of its traits in its stat block.



A SUMMONED MECH PATROLS THE PERIMETER

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Alternatively, you can reactivate a dead Construct within range that has the **TECHNOMANCY** tag. The Construct must have a CR of 4 or lower and have most of its body intact. When reactivated, the Construct returns to life but it doesn't have any memories of its previous life. It uses its original statistics, regaining all of its Hit Points and any spent actions, but cannot use any of its Special actions if it has any (e.g. Legendary Actions, Lair Actions, or Epic Actions).

The summoned mech or reactivated Construct is an ally to you and your companions. In combat, it shares your Initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger. When it drops to 0 Hit Points or when the spell ends, it either dematerializes if it's a summoned mech, or dies if it's a reactivated Construct.

Using a Higher-Level Spell Slot. Your conjured mech uses the higher level wherever the spell's level appears in its stat block; and the maximum CR of a Construct you can reactivate equals the spell's level.

Technomantic Mech

Medium Construct (Technomancy), Neutral

AC 13 + the level of the spell

Initiative +0 (10)

HP 50 + 10 for each spell level above 4

Speed 30 ft.

	STR	DEX	CON	INT	WIS	CHA
Score	18	10	18	14	12	3
Mod (Save)	+4	+0	+4	+2	+1	-4

Immunities Poison, Psychic // Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Darkvision 60 ft., Passive Perception 11

Languages One language you speak

CR None (XP 0)

PB equals your Proficiency Bonus

Traits

Powerful Chassis. The mech's jump height and distance are doubled.

Actions

Multiaction. The mech makes a number of Charged Strike attacks equal to half this spell's level (rounded down).

Charged Strike. *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* **1d8** + 4 + the spell's level Lightning damage.

Bonus Actions

Run Protocol. The mech produces one of the following effects based on your chosen protocol:

Barrier. The mech projects a photon shield around one target of your choice that it can see within **30 feet** of it. The shield grants the target a **+2 bonus** to its AC until the start of the mech's next turn.

Destroyer. The mech overloads its chassis. It moves up to half its Speed and makes one Charged Strike attack. On a hit, it deals extra Lightning damage equal to this spell's level.

Seeker. The mech makes a **Wisdom (Perception)** check to seek a creature with a **+5 bonus**. Then it chooses one creature it can detect. The next attack roll made against that creature before the start of the mech's next turn has **Advantage**.



A WIZARD SUPPRESSES THE GRAVITY OF THEIR ENVIRONMENT

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Suppress Gravity

Level 3 Transmutation

Casting Time: Action

Range: 120 feet

Components: V, S, M (a pinch of iron filings)

Duration: Concentration, up to 1 minute

Classes: Ranger, Wizard

You create a **20-foot-radius Sphere** of extremely diminished gravity centered on a point you can see within range, which produces the following effects:

- Whenever a Large or smaller creature inside the Sphere takes damage from a weapon attack, it is pushed **10 feet** away from the attacker.
- When a creature enters the Sphere for the first time on a turn or starts its turn there, it must succeed on a **Dexterity saving throw** or become buoyant for the duration or until it exits the Sphere. A buoyant creature's Speed is **halved**, and whenever it is pushed or pulled, it moves **double** that distance.
- Objects in the sphere not being worn or carried become buoyant for the duration or until it exits the Sphere. A buoyant object travels twice as far when thrown or pushed.

Using a Higher-Level Spell Slot. The Sphere's radius increases by **10 feet** for each spell slot level above 2.

Trace Signal

Level 2 Divination (Technomancy)

Casting Time: Action or Ritual

Range: Touch

Components: V, S, M (a piece of bent copper wire and a pinch of nickel)

Duration: Instantaneous

Classes: Bard, Cleric, Ranger, Wizard

You touch a Medium or smaller technomantic device that is currently transmitting a signal or message to another device. You sense the direction to the destination device's location, as long as that device is within **1,000 feet** of you. If the object is in motion, you know the direction of its movement.

This spell can't locate the destination device if any thickness of lead, even a thin sheet, blocks a direct path between you and the device.

Word of warning: when you practice suppressing gravity for the first time, either make sure you're in an enclosed room or your belongings are tightly sealed — particularly if it's a jar of ashes. I'm VERY sorry, Nyx.

— Aryka

Tracking Program

Level 1 Conjunction (Technomancy)

Casting Time: Action or Ritual

Range: 30 feet

Components: S, M (a holopad or computing device)

Duration: Concentration, up to 1 hour

Classes: Wizard

You place an Invisible tracking program inside a technomantic Construct or device within range to which you have System Access (see Access, page <?>). For the duration, you know the general location and direction to the target as long as it is within **1,000 feet** of you. If a creature takes a **Study** action to examine the Construct or device, the creature can detect the tracking program with a successful **Intelligence (Arcana or Investigation) check** against your **spell save DC**. When detected, the creature also removes the program.

This spell can't track the target if any thickness of lead, even a thin sheet, blocks a direct path between you and the target.

Void Smite

Level 5 Transmutation

Casting Time: Bonus Action, which you take immediately after you hit a creature with a Melee weapon or an Unarmed Strike

Range: Self

Components: V

Duration: Concentration, up to 1 minute

Classes: Paladin, Ranger

Your weapon fills with a starry void as you strike. The attack deals an extra **5d8** Necrotic damage to the target and robs the target of air until the spell ends, choking it. While a creature is choking, it is **Deafened**, it cannot speak, and it must make a **Constitution saving throw** at the end of each of its turns, taking **1d8** Necrotic damage on a failed save or ending the spell on itself on a successful one.

Vortex Leash

Level 3 Conjunction

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

Classes: Bard, Paladin, Sorcerer, Warlock, Wizard

You create an intangible gravitational tether that binds you spatially to a creature you can see within range. When you cast this spell—and as a **Bonus Action** on each of your subsequent turns for the duration—you can force the target to make a **Strength saving throw**. On a failed save, you pull it **15 feet** straight toward you.

Until the spell ends, whenever a creature or an effect created by the creature attempts to move you or your target away from each other, it must first succeed on a **Strength (Athletics) check** against your **spell save DC** to do so.

The spell ends early if the target is ever outside the range of this spell.

Recursion Circle

Level 10 Conjunctionw

Casting Time: 1 hour

Range: 15 feet

Components: V, M (rare chalks infused with arcallite gems worth 15,000+ Credits, which the spell consumes)

Duration: 1 round

Classes: —

As you cast the spell, you draw a series of concentric circles and patterns within a **30-foot diameter circle**, inscribed with sigils that forcibly links your location to a permanent teleportation circle of your choice whose sigil sequence you know and is on the same plane of existence as you. A black, light-consuming entry portal opens within all circles you drew and remains open until the end of your next turn. Any creature that enters this portal instantly appears within **5 feet** of the destination circle or in the nearest unoccupied space if that space is occupied.

After the spell ends, you and each creature teleported by the spell immediately gain **4 Exhaustion** levels.

Recursion Circle Effects. This reckless warping of magic may cause disastrous ripples in reality. When the spell ends, roll **1d8** to determine the effect.

RECURSION CIRCLE EFFECTS

1d8	Effect
1	You can no longer cast magic.
2	A random creature teleported by this spell instantly dies and can only be revived by a <i>Wish</i> spell.
3	After teleporting, the entry circle violently explodes, dealing 10d100 Force damage to everything within 1 mile of it.
4	After teleporting, the entry circle tears through reality and becomes a portal to every plane of existence.
5–6	A <i>Sphere of Annihilation</i> spontaneously appears, levitating 5 feet above the center of the entry circle.
7–8	No side effect occurs.