

NEW SPELLS FOR ARCAINE TRICKSTERS

BLACKOUT

1st-level illusion (All Except Paladin)

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a small glass marble)

Duration: 1 minute

Until the spell ends, nonmagical sources of light are suppressed while you are within 20 feet of them, causing them to generate no light. This spell does not block light that originates from sources outside the range of its effect.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the range of the effect increases by 10 feet for each slot level above 1st. At 2nd level, light created by a cantrip-level spell is also suppressed. At 3rd level, lights created by 1st-level spells are suppressed, etc.

MIRROR WEAPON

3rd-level illusion (Artificer, Bard, Sorcerer, Wizard)

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

You touch a weapon and wrap it in an illusion that appears to create duplicates of the weapon when used. Until the spell ends, attacks made with the weapon have advantage except against creatures who don't rely on sight, as with blindsight, or can see through illusions, as with truesight. When the wielder hits with an attack using the weapon, the advantage isn't granted again until the start of the next turn.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the advantage is granted even after hitting with an attack on that turn.

VEILED BLADE

3rd-level illusion (Bard, Ranger, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 90 feet

Components: S

Duration: Instantaneous

Make a ranged spell attack against one target you can see within range as you hurl an invisible and nearly silent projectile of sharpened magical force at it. You have advantage on the attack roll if the creature does not have blindsight or truesight and cannot see invisible objects. On a hit, the target takes 10d4 force damage, or half as much damage on a miss. If this attack reduces a creature to 0 hit points, they do not make a sound as they fall.

Also, if you have the *sneak attack* class feature and you hit with this spell attack, you can trigger your *sneak attack* off of the attack as if it were a ranged weapon attack that dealt piercing damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage dealt increases by 2d4 for each slot level above 3rd.



STRANGULATE

4th-level transmutation (Bard, Cleric, Paladin, Sorcerer, Warlock, Wizard)

If a spellcaster is an Arcane Trickster rogue, it can treat this spell as an illusion for the purposes of learning the spell

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Concentration, up to 1 minute

You clutch your hand into a fist and magically grip the throat of one creature that you can see within range. The target takes 4d6 force damage and must make a Strength saving throw. On a failed saving throw, the target becomes restrained until the spell ends.

While restrained by this spell, the target takes 4d6 force damage at the start of each of its turns. It cannot speak, provide verbal components, or breathe, and it cannot use breath-based abilities. If the target must breathe, it has disadvantage on concentration checks, and you add your spellcasting ability modifier to the DC for concentration checks caused by this spell.

A restrained target can use an action on its turn to make a Strength saving throw against the spell, escaping the effect on a successful saving throw.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th. The creatures must be within 30 feet of each other when you target them.

ART CREDIT: "SPITEFUL SHADOWS"

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