

Civilized Magic

A supplement for social campaigns

Introduction: A rules supplement for those that would like more options in spells, magic items, and feats when running or playing in a campaign in a social setting or taking place in an urban area.

by Myles Kane



DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2016 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

Contents

1. City magic

2. Spell lists

2.1: Bard

2.2: Cleric

2.3: Druid

2.4: Paladin

2.5: Ranger

2.6: Sorcerer

2.7: Warlock

2.8: Wizard

3. Spell descriptions

4. Magic items

5. Feat

City Magic

Introduction

The worlds we play in are filled to the brim with magic from wizards and sorcerers who understand the secrets of the universe to devout clerics that channel the power of the gods themselves. This magic has a theoretically infinite number of applications however most adventurers focus on those that damage their enemies and protect themselves. A lot of people live their whole lives in more civilized towns and cities so it stands to reason that the magic users in this area would have developed magic better suited to this environment. This book aims to provide an in depth look at the magic found and used in more civilized settings. New spells, magic items, and feats that are suited to characters and adventures that are predominantly set in cities or other urban areas. Whether a civilized scholar, an underworld criminal, or a debonair noble hopefully this book will provide some options to make your character feel like a part of the cityscape around you.

City Magic

City magic' refers to a type of magic that is used in urban areas by magic users of all kinds. Most of these spells and items were designed to make living and working in a city easier. The magic tends to move away from highly damaging magics that could cause unwanted collateral damage to other things in the city, also in urban environments there are laws in place to protect the people living in them so there is also less need for purely defensive spells. Instead the magic used is used to manipulate people and things

around them, like all magic this has both good and evil applications. Furthermore, there are whole sets of magic that would probably be considered fairly pointless while delving through dungeons but in a city, they help to make life easier or exist purely to impress and entertain others, such as a spell that copies text from one source to another almost instantaneously or a gemstone that means that the holder always knows the quickest route home. As previously mentioned this magic is not always used altruistically, thieves and scoundrels use it to make their crimes harder to trace and conniving spellcasters manipulate the minds of people around them to gain power.

Social Campaigns

This supplement is intended for use in campaigns that feature heavily urban areas. Many of the effects while useful in social situations are a lot less useful in a more combat focused adventure. While there may still be some options that could prove interesting for more dungeon or combat based campaigns the effects are primarily meant to be used in an urban setting.

The use of the materials in the book is subject to your DMs discretion and should they should they wish to they could alter the effects here to better suit their campaign

Spell list

Bard

1st level

Believable Lie
Captivate
Conjure Musical instrument
Create Sounds

2nd level

Accuse
Sounds Wave

3rd level

Reverberation

4th level

Diversion
Emanation

5th level

Greater Accuse

8th level

Submission

Cleric

2nd level

Word of Faith

3rd level

Trace coin

4th level

Emanation

6th level

Mind, Body, and Soul

8th level

Submission

Druid

2nd level

Street step

3rd level

Reverberation

5th level

Wither

Paladin

2nd level

Word of Faith

3rd level

Trace coin

4th level

Emanation

Ranger

2nd level

Street Step

3rd level

Dashing Duplicates
Trace Coin

4th level

Diversion

Sorcerer

1st level

Believable Lie

2nd level

Accuse

3rd level

Dashing Duplicates

4th level

Diversion

5th level

Greater Accuse

6th level

Arcane prison

Warlock

1st level

Believable Lie

2nd level

Accuse

3rd level

Dashing Duplicates
Reverberation

4th level

Diversion
Emanation

5th level

Greater Accuse
Wither

8th level

Submission

Wizard

1st level

Believable Lie
Captivate

2nd level

Street Step

3rd level

Dashing Duplicates

4th level

Diversion

6th level

Arcane Prison

Spell Descriptions

ARCANE PRISON

6th Abjuration

Casting Time: 1 action

Range: 60 feet

Components: V,S,M

Duration: 24 hours

(This spell requires an ivory band carved with arcane runes worth 700gp which the spell consumes) As part of the casting of the spell you throw the band at the target creature, the band shatters and the arcane symbols inscribed on it appear on the ground surrounding the target. The target creature must make a DEX save, on a failure the creature is trapped in a 10-foot by 10-foot cube of force. Spell effects and magical items within the prison are suppressed for the duration.

ACCUSE

2nd Enchantment

Casting Time: 1 reaction

Range: 30 feet

Components: V

Duration: instantaneous

You cast this spell when somebody confronts you about a lie you have told or something you have done to wrong them. This spell redirects the accusation so that the person wronged or lied to believes that the source of their ire is actually a creature chosen by you. The creature targeted makes a CHA save to avoid this effect, success means that the spell doesn't work and the target is aware of what you tried to do. Only the target believes that the other creature is really to blame so it may seem strange if the caster is confronted in front of a lot of people.

BELIEVABLE LIE

1st Enchantment

Casting Time: 1 action

Range: Touch

Components: V,S

Duration: concentration 1 minute

While this spell is active any lie or deception you take is more difficult to see. Charisma(deception) checks are made at advantage.

BODY, MIND, AND SOUL

6th abjuration (Ritual)

Casting Time: 10 minutes

Range: 3 creatures touched

Components: V,S,M

Duration: Concentration 1 hour

(This spell requires 3 opals worth 150gp each) Each participant in the spell is given one of the opals and as the spell is cast the opals pulse with light like a shared heartbeat. Upon completion of this spell each creature become aware of the wellbeing (e.g. poisoned, charmed, frightened, injured) and location of other two at all times as long as they remain on the same plane of existence. If any of the creatures fall unconscious the others can as a reaction make a CON save against the caster spell DC, if they both succeed the creature is instead on 1 HP. In addition, each participant is designated a role, only one of each role can be taken per casting of the spell.

Mind: The mind gains advantage on all Wisdom and Intelligence checks

Body: The body gains advantage on all Strength and Dexterity checks

Soul: The soul gains advantage on Charisma and Constitution checks

The decision is made when the spell is cast and cannot be changed for the duration of the spell.

CAPTIVATE

1st Enchantment

Casting Time: 1 action

Range: 60 feet

Components: V,S

Duration: Concentration 10 minutes

You put on a display of flashy and impressive magical talent that is hard to ignore or look away from. All creatures in range must make a CHA save or must spend their entire turn watching the performance. The creature may repeat the save at the end of each turn as long as it remains within the area even if it has already succeeded the save. Any obviously aggressive action towards a creature under the effects of this spell (such as drawing a weapon) automatically snaps them out of the spell's effect.

CONJURE MUSICAL INSTRUMENT

1st Conjuration

Casting Time: 1 action
Range: Personal
Components: V
Duration: 1 hour

With a flourish, a musical instrument of your choice appears in your hands, or on the ground in front of you if it would be too big to comfortably carry. The instrument can appear in whatever design you desire. If it leaves your possession or you do not play the instrument for more than 1 minute then the spell ends early.

CREATE SOUND

1st Illusion

Casting Time: 1 action
Range: 60 feet
Components: V,S
Duration: concentration 1 hour

Sounds decided by you start to emanate from a point of your choice within range. This sound can be complex enough to sound like a full musical performance, a large crowd of people, or something similar. The exact nature of the sound can be changed as an action at any point while the spell is active.

DASHING DUPLICATES

3rd Illusion

Casting Time: 1 action
Range: personal
Components: V,S
Duration: Concentration 10 minutes

Upon completing this incantation an illusionary exact copy of you appears in a space adjacent to you and immediately starts running in a randomly determined direction (roll 1d8 to get a direction). The illusion has a speed of 30ft and takes a dash action each turn. The illusion runs down streets and scales obstacles in their path, the illusion tries to go around buildings but continues heading in the same general direction as determined when the spell is cast.

At higher levels: For each level above 3rd the spell creates an additional illusory duplicate.

Roll for each duplicate separately to determine which direction they run in

DIVERSION

4th Illusion

Casting Time: 1 action
Range: 60 feet
Components: V
Duration: 10 minute

Upon completing this spell sound and colour erupts into existence at the chosen point. The exact nature of the sound and visuals is decided by the caster when the spell is cast and remains the same for the entire duration. Just about any sound and visual is possible but it is always extremely loud and brightly coloured. The spell is can be heard and is able to attract attention from several hundred feet away, the effects are so distracting that all creatures within 100 feet have disadvantage on any Wisdom(perception) checks to notice anything other than the distraction.

EMANATION

4th Enchantment (ritual)

Casting Time: 1 action
Range: personal
Components: V,S
Duration: Concentration 1 hour

This spell upon completion send out a wave of emotion in a 30-foot radius around the caster. Any creature in the area when the spell is cast or who enters the radius must make a WIS saving throw, on a failure the creatures in the area are overcome with an emotion dictated by the caster (e.g. Happiness, Clam, Anger, Fear). Once chosen the emotion cannot be changed and the emotion is the same for all creatures affected. On a successful save the creatures are unaffected by the spell. Creatures are unaware that their emotions are being modified to them it appears to happen naturally. The spell provides no benefit on checks to influence the affected creatures it only changes their overall mood. (For example: a riot begins to break out and in city streets, this spell could be used to calm the rioters and provide an opportunity to dissipate the situation without further violence)

GREATER ACCUSE

5th Enchantment

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: instantaneous

This spell functions the same as Accuse except that it can target up to 8 people within range of the spell. This allows the caster to fool a group of people which are trying to confront them.

At higher level: For each level above 5th the spell affects an additional 2 creatures.

REVERBERATION

3rd evocation

Casting Time: 1 action

Range: touch

Components: V

Duration: concentration 1 minute

Your touch causes sonic vibrations to cascade through objects causing massive structural damage. This spell only affects objects (of any size, including buildings) or constructs, in the case of constructs it requires a successful spell attack. The affected object takes 4d10 thunder damage, each round the damage continues if you remain in contact with the object or succeed another spell attack. The spell ends if you do not make contact with an object or construct for one round.

At higher levels: For each level above 3rd the spell deals an additional 2d10 thunder damage

SOUND WAVE

2nd Evocation

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: instantaneous

A wave of sonic energy rips through space between you and your target. The target must make a CON save, on a failed save the target takes 2d6 thunder damage and is deafened for 1 minute. A successful save negates the deafened condition

At higher level: For each level above 2nd the spell deals an additional 1d6 thunder damage

STREET STEP

2nd transmutation

Casting Time: 1 minute

Range: personal

Components: V,S

Duration: 1 hour

The spell puts the caster in tune with the roads and alleys of the city. For the duration of this spell while in a city or urbanized area the creatures speed cannot be reduced by difficult terrain (including crowded areas) and their base movement speed is increased by 10 feet.

SUBMISSION

8th enchantment

Casting Time: 1 action

Range: 120 feet

Components: V,S,M

Duration: concentration 8 hours

(This spell requires an ornate ruby sceptre worth at least 1000gp which the spell consumes) When the spell is cast the caster forces his will upon all creatures in range that, creatures with less than 3 Intelligence are not affected by this spell. The caster attempts to use their own mental prowess to dominate the minds of others. Each creature must make a CHA save, on a failed save the creatures must obey any spoken command the creature makes. This spell does not charm creatures and they are fully aware and able to act normally outside of the commands given, if a creature tries to resist a given command that creature takes 2d8 points of psychic damage each round until they are either rendered unconscious or comply with the order. On successful save the creature takes 5d6 points of psychic damage and are not affected by the rest of the spell.

TRACE COIN (Ritual)

3rd transmutation

Casting Time: 1 minute

Range: touch

Components: V,S,M

Duration: concentration 8 hours

(this spell requires crushed quartz worth 100gp which the spell consumes) When the quartz is sprinkled over a chosen coin, the coin glows brightly for a moment before returning to its mundane appearance. As long as the caster maintains concentration they are always aware of the location of the coin allowing them to follow it. They can also tell its elevation allowing them to tell if the coin is underground or on a specific floor on a building. The coin appears entirely mundane if inspected however it radiates magic to spells and effects that reveal magical auras.

At higher level: When cast at 5th level the spells duration extends to 24 hours, when cast at 6th level the spell no longer requires concentration

WITHER

5th Necromancy

Casting Time: 1 action

Range: 30 feet

Components: V,S

Duration: instantaneous

This spell drains the vitality from the targets limbs leaving the cracked and lifeless. When the spell is cast, the caster selects a limb that the creature has. The creature then makes a CON save, on a failed save the creature takes 5d6 necrotic damage and there is an effect based on the limb targeted

Arms: The arm becomes unusable and any item currently being carried by the limb is dropped, if the arm has a shield on it then the creature loses the AC bonus from the shield.

Leg: The creature's speed is halved and has disadvantage on all STR(Athletics) and DEX(Acrobatics) checks. If all legs are disabled then the creatures speed becomes 0.

Wing: The creatures wing becomes useless and the creature can no longer fly unless the creature has a means of flying without using the wing.

Other: This could be other stranger limbs that some creatures have including tentacles or pincers. The limb can no longer make attacks or hold objects, any object currently being held by the limb is dropped.

A successful save halves the damage and negated the penalties taken to its limbs. The damage taken from this spell can be healed

normally but the limb affected requires regeneration, heal, or similar magic to restore it.

WORD OF FAITH

2nd Enchantment

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Concentration 10 minutes

With a single word or phrase, the caster instils those around them with the conviction of their deity. All allies within the range of the spell gain advantage on Wisdom(insight) checks and on checks to see through illusions for the duration of the spell.

Magic Items

ANIMATED CHAIN

Wondrous item, rare

This chain is inscribed with runes on each link. When a command word is spoken, the chain animates and attempts to restrain a creature designated by the controller. The chain can move up to 30ft in a turn and can make a single attempt to restrain a creature, the chain has +8 on its Strength(Athletics) skill check to grapple a creature. A successful check restrains a creature until it breaks free using an opposed Strength(Athletics) check, alternatively a creature can use their action to attempt a DC13 strength check to untangle an effected creature. The chain can be targeted by attacks, it has AC18 and 20 hit points. A mending spell restores 1HP to the chain.

ANTIMAGIC

Weapon (any ranged), rare (requires attunement)

Weapons with this enchantment were created to combat rouge spellcasters to try and mitigate the amount of chaos they could cause with their magic. When a creature concentrating on a spell is damaged by one of these weapons they have disadvantage on the CON save to

maintain concentration. It is rumoured that these weapons are imitations of a much more powerful weapon that could disrupt even the most powerful magic.

BLINDING ARROW

Weapon (any projectile), rare

These magical arrows are enchanted with powerful light magic. When fired the bolt crackles and glows as it turns into a streak of pure light. A creature struck by a Blinding arrow must make a DC15 CON save, on a failure the creature is blinded for 1 minute. In addition, as long as the arrow is embedded in the creature it cannot benefit from stealth or invisibility. Removing the arrow requires a DC15 Wisdom(medicine) check to remove the arrow as an action.

BOTTLE OF COLOUR

Wondrous item, common

This bottle of ink comes in every variety of colour imaginable, each bottle contains 10 uses of the magical ink. The ink can be used to permanently change the colour of any item to match the colour of the bottle. The item is favoured by artists and creative people who get bored and like to change the colours of their clothing or other personal belongings on a whim. A bottle found as loot contains 1d10 uses remaining and is a random colour determined by the DM.

FOCUSED CONCENTRATION CIRCLET

Wondrous item, very rare (requires attunement)

While attuned to this plain looking silver circlet, the wielder can maintain concentration on one additional spell. There are variants that exist which look more fancy and extravagant but most of these items appear plain to hide their true power

DANCER'S GLOBE

Wondrous item, common

This snow globe like object comes in many different varieties. The globe contains one

or more figurines inside it with scenery, when a command word is said the figurines spring to life and perform a dance a routine before returning to their original position. The dances can be incredibly complex or very simple and are found in a variety of distinctive styles, each globe can only perform one dance. There are some very large variants that contain large groups of figures that can perform incredibly grand and complex performances.

FENCER'S GAUNTLETS

Wondrous item, rare (requires attunement)

Amongst rich merchants and nobles, fencing is a pastime enjoyed by many. As with most things amongst noble circles the practice is highly competitive and acts as a medium for families to one-up each other. These gauntlets are used by those seeking to augment their skills. While wearing the gauntlets once per turn as a reaction the wielder can attempt to parry an incoming melee attack that they can see, the creature gains a +2 bonus on their AC for that attack.

GUARDIAN STAVE

staff, uncommon (requires attunement by wizard, sorcerer, cleric or bard)

This simple steel stave could easily be mistaken for a quarterstaff to the untrained eye. It is typically used by those tasked with guarding important places or things, allowing the user the power to neutralise many potential threats. In addition to being a +1 quarterstaff it allows the wielder to cast the following spells.

- Alarm (At will)
- Detect good and evil (1 charge)
- Zone of truth (2 charges)
- Hold person (2 charges)
- Dispel magic (3 charges)

The staff has 5 charges and regenerates 1d4+1 charges every day at dawn. If the last charge is used the wielder must roll a d20, on a roll of a natural 1 the staff is

permanently used up and loses all of its spellcasting abilities.

HOME CRYSTAL

Wondrous item, uncommon

This crystal comes in many assorted colours and shapes and are often incorporated into myriad items of jewellery. As part of a long rest the creature in possession of the gem can designate the location or building where they spent the long rest as 'Home' while the gems in on their person the creature always knows the shortest route back to their 'Home'.

LIARS PENDANT

Wondrous item, rare (requires attunement)

This simple yet elegant necklace is silver with a triangular pink gemstone set into it. The pendant is favoured by people that like to manipulate social circles to their own end. It grants the wearer the following benefits:

- Proficiency in the deception skill
- The wearer can cast Accuse, once per day
- The wearer can cast Believable lie, at will

MERCIFUL

Weapon (any melee weapon), uncommon

Weapons with this enchantment are used by peacekeepers who wish to subdue criminals without risking killing them. These weapons cannot kill a creature, if they cause a creature to fall unconscious that creature automatically stabilizes

QUIETING CHIMES

Wondrous item, uncommon

This item is a small simply designed chime made of wood or metal, when stuck it makes a dull tone. When struck a wave of silencing magic emanates out as per the silence spell, this effect lasts for 1 minute or

until dispelled. The chime has 5 charges, once the last charge is used the chime cracks and loses all magical properties.

SHADOWSTRIKER

Weapon, Rare (requires attunement)

This +2 dagger is made from some metal so black it seems to consume the light around it. It is highly prized by assassins and thieves that like to kill quietly and fade back into the shadows without anyone being aware of their presence. The dagger gives the following benefits when attuned:

- If the wielder has the sneak attack feature he amount of dice they roll for damage on a sneak attack increases by 1d6
- Once per day the dagger can be used to create an area of darkness as per the darkness spell

SIGNAL GEMS

Wondrous item, uncommon

These blue spherical gemstones are around 1 inch in diameter and kept on a bracelet. A new set of signal gems has 5 gems in it. A set of gems found has 1d4 gems left. By taking a gem from the bracelet and throwing it up to 40 feet into the air the gem glows brightly and emits a loud, high pitched wail that can be heard and seen up to a mile away. If a creature is within 5ft of a gem when it detonates I must make a DC13 CON save, failure means the creature is deafened for 1d6 rounds.

SLEEPING KNIGHT

Wondrous item, uncommon

A small ornate statue of a knight wearing full armour. This exact appearance of the armour and the weapons it carries comes in a variety of types depending on the region and creator. The statue is used to protect by a variety of people to protect important areas, the statue is activated by setting it on the ground and speaking the command

word. Any creature that comes within 10 feet of the statue once it has been activated will trigger the statue unless they speak the password (decided when the item is created). If triggered the statue shatters and creates a guardian of faith (as per the spell) that takes the appearance of the knight depicted by the statue.

THE WITCHWARDEN

Weapon, legendary (requires attunement by non-spellcaster)

This almost mythical +3 heavy crossbow was made by those that lived in constant fear of magic users who could use their magic to force people into submission. There were 5 of these crossbows created to allow the people to take back control of their lives. Nobody knows the original creator of these weapons but over the years lesser versions of the enchantment have popped up across the world. It grants the wielder the following benefits when attuned:

- Any creature damaged by this weapon is also targeted by a dispel magic spell
- The wielder can cast counterspell twice per day, the crossbows recharges at dawn
- Once per month the crossbow can create a powerful bolt that can be fired at a creature. If the creature is capable of casting arcane spells that creature must make a DC18 CON save, on a failed save that creature cannot cast arcane spells until the next sunrise

WARDING ARMOUR

Armour (any metal armour), very rare

This powerfully enchanted set of armours helps its wearer to harden their minds against falsehood, illusions, and mind control. It grants the wearer the following benefits:

- The wearer has advantage on CHA saving throws
- The wearer does not need to interact with an illusion to disbelieve it, but they are still fooled if they fail the Intelligence(investigation) check.
- Once a day the armour can be used to create a 30-foot burst of magic that dispels invisibility. The armour recharges at dawn

WALL SHIELD

shield, uncommon

This item is a massive tower shield that is meant to be used to set up mobile cover, it requires two hands to carry properly. As a bonus action a creature can set the shield onto the ground locking the shield in place so that it stands upright without needing to be held in place. After being set a creature can use the shield to take $\frac{3}{4}$ cover. A second command word deactivates the shield allowing it to be moved otherwise a DC20 Strength is required to move the shield by force.

Feats

Arcanist

You are adept at recognizing magical auras and have a knack for identifying their purpose.

- You gain Arcana as a proficient skill
- As an action, you can examine a magic item or person to determine if there is a magical effect present.
- By spending a short rest with a magical item, you can learn its magical properties as if you had cast the identify spell. This ability cannot detect cursed items

Face in the Crowd

You are an expert at appearing completely mundane, making you hard to notice even when people are actively searching for you.

- When within 60ft of at least 5 other creatures Wisdom(perception) checks to notice you, or pick you out of the crowd are made at disadvantage
- When someone tries to gather information on your character they must succeed an Intelligence(investigation) check DC 8+proficiency+CHA modifier in order to gain any useful information as people simply do not remember you as anything special.

Socialite

You are skilled at making friends almost effortlessly, whether a natural trait or something gained from years of practice people instinctively like you and are more likely to hear what you have to say

- Increase CHA by 1
- Creatures you interact with for the first time always have a starting attitude of friendly unless they have a reason to dislike you

- Gain advantage of CHA(persuasion) and CHA(deception) checks when trying to get people to do favours for you.

Urban Chameleon

Wherever you go in a city and even between cities with drastically diverse cultures you are able to seem like you belong. Through a combination of body language, accent mimicry, and attitude you can blend into your surroundings with ease

- You gain advantage on Dexterity(stealth) checks to avoid being noticed while moving through populated areas
- When meeting new people, you can choose to act like someone from a similar region or social standing without needing to make a Charisma(disguise) check
- People will never see you as an outsider unless they already know you or you take an action that would be considered out of place.

Underworld Native

While some make their living through honest, hardworking means. You on the other hand have always preferred to lie, cheat, and steal your way through life, whether by choice or necessity. This has earned you contacts and reputation amongst the criminal element of towns and cities.

- If you spend at least 4 hours collecting information when you enter a town or other settlement you can make contact with any thief's guild or other criminal organisation that operates in the area. If there are multiple such organisations that exist the DM decides which one you make contact with however you may

still be aware of the other organisations that exist. (the DM may decide if the local thief's guild is particularly untrusting or insular that other steps may be necessary)

- By spending 10gp and at least 6 hours of time you can gather reliable information from your underground contacts about any one of the following things
 - o A notable figure in the local society (e.g. a noble, council member, religious figure, etc...)
 - o Any recent political or religious changes in the town or city
 - o Notable newcomers to the city (e.g. a powerful spellcaster or visiting dignitary)
 - o Rumours about upcoming events within the city (Subject to DM discretion)
- By gaining access to the black market you have access to items that would otherwise be illegal or unobtainable within a city or town.