Team Attack System

A Guide to True Teamwork

Team Attacks

A catastrophe is averted when the local Cleric and the court's Wizard combine their forces to fire a blast of holy arcane energy at the lich destroying the town with her undead army. A Barbarian hoists the goblin companion he's known for years upon his back and launches him into the air like a speeding bullet, crashing into the Roc, they take another trophy.

Team Attacks are attacks that combine the abilities of two companions for devistating effects. Developing a syncronised attack is no easy task and requires two creatures to have full understanding of their surroundings, their abilities, and their personality.

Developing a Team Attack

Two creatures attempting to perform a team attack must first develop the team attack together, which takes time and energy to practically develop it, as well as an understanding as to what this team attack actually is.

Usually, a team attack is comprised of a combination of two different actions that two creatures have such as spells or class features. For example, a combination of a Wizard casting the *Firebolt* cantrip in combination with an Oath of the Ancient's Paladin's *Nature's Wrath* feature may create flaming spectral vines that deal damage to the restrained creatures. Generally speaking it's up to the DM and the Players to come up with a team attack that works fine in a balanced way. A few examples of team attacks are detailed at the end of this document.

Two creatures looking to develop a team attack must spend time equal to (15 days + (the level that both of the actions are first acquired added together). Using the *Firebolt* cantrip combined with the *Nature's Wrath* feature example from earlier, we can determain this attack took (15 days + (1+3) = 19 days) to develop.

In addition to time, these two creatures also need gold for the resources they will expend learning these new attacks. The gold expended is equal to (20 GP x (the level that both of the actions are first acquired added together). Using the *Firebolt* cantrip combined with the *Nature's Wrath* feature example from earlier, we can determain this attack took (20 GP x (1+3) = 80 GP) to develop.

A Team Attack that requires a normal weapon attack is always considered to have a value of one. For example, if a Team Attack requires the use of a Longbow and the Archfey Warlock's *Misty Escape* feature, the formula for solving the gold cost would be (20 GP x (1+6) because the Longbow is a normal weapon attack and is therefore a value of 1, while the *Misty Escape* feature is aquired at 6th level and is therefore a value of 6.

It's important to remember that player characters are not the only creatures that can perform a team attack. A Kobold Sorcerer may attempt to perform a team attack with the dragon they worship or a mad scientist may attempt to perform a team attack with his monsterous Frankenstein-like creation.

Performing a Team Attack

Two creatures attempting to perform a team attack must be in perfect sync. During combat, one creature must use their action to prepare the team attack and the other creature they developed the team attack with must use their action to activate it. The team attack expends any resources that the normal actions would have expended. A creature may only perform a team attack once per long rest.

Team Attack Scrolls

At your DMs descression, they can include Team Attack Scrolls. These can be found in loot, local libararies, or possibly in the personal collection of a master martial arts teacher. Two creatures attempting to learn a Team Attack from a scroll may learn it at half the time and gold normally required to learn a Team Attack rounded up.

Additionally, two creatures attempting to learn a Team Attack from a scroll must know the components the Team Attack is made of. For example, you may not learn a Team Attack from a scroll that requires the use of the *Infestation* cantrip if neither creature knows the *Infestation* cantrip.
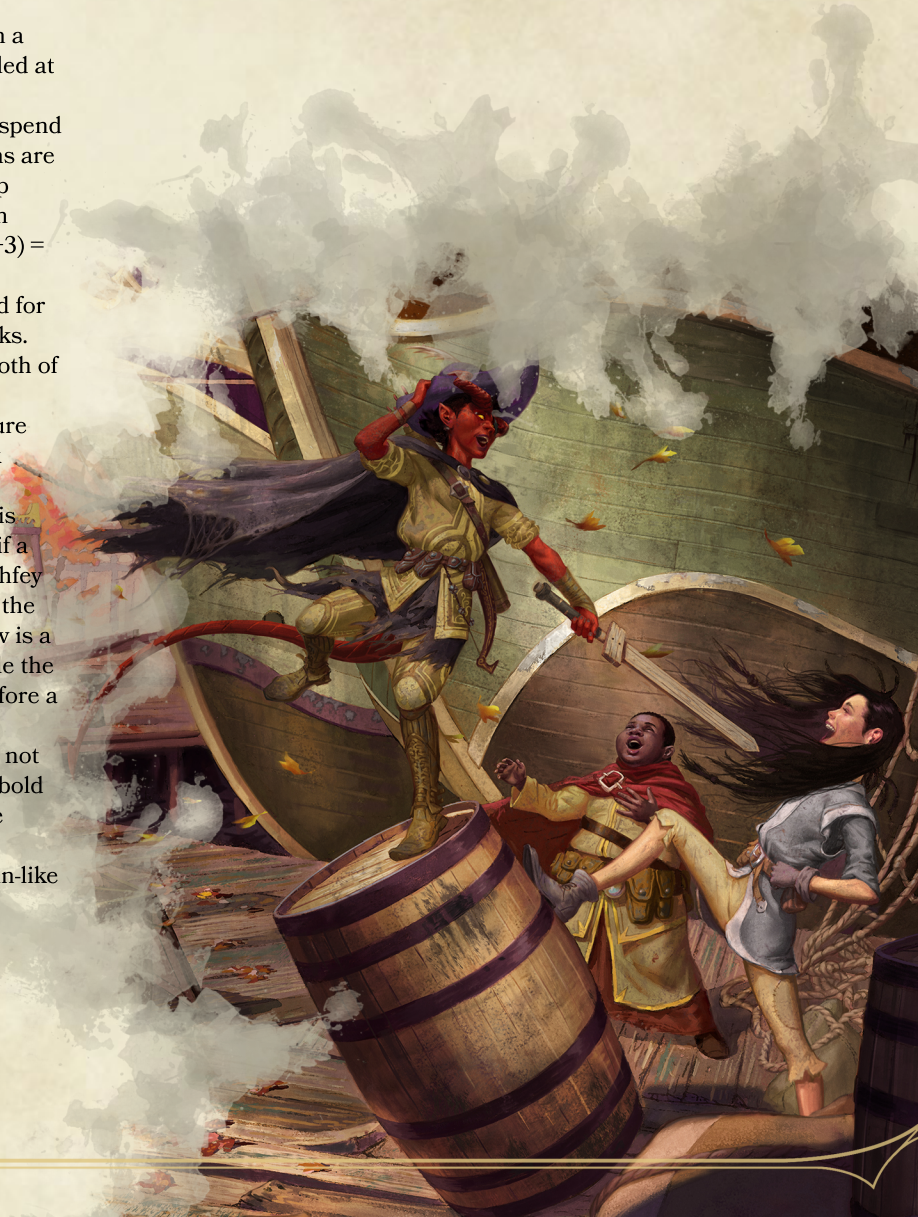
Team Attack Examples

Taunting Illusion

Required Features: Oath of the Crown Paladin's *Champion's Challenge* **Feature +** *Silent Image* **Spell**

The two creatures summon an illusion up to 60ft away that taunts creatures that surround it in a 20ft radius for 1 minute so long as the creature that used the *Silent Image* spell keeps concentraition on it. Each creature in the radius must succed a Wisdom saving throw or be forced to use their actions to attack this illusion. A creature can re-attempt this saving throw at the end of their turn. The DC for this saving throw is equal to the spellcasting DC of the creature that cast the *Silent Image* spell.

Opening Shot

Required Features: Battle Master Fighter's *Distracting Strike* **Feature + Ranged Weapon Attack**

The Battle Master Fighter prepares to distract a creature within their melee attack range while their companion prepares a ranged weapon attack. The ranged weapon attack, on a hit, automatically deals damage as if it were a critical hit.

Shocking Sphere

Required Features: *Watery Sphere* **Spell +** *Witch Bolt* **Spell**

One creature conjures a normal *Watery Sphere* and it behaves just as the normal *Watery Sphere* spell does while another creatures surges lightning into it using the *Witch Bolt* spell. While both creatures using this Team Attack maintain concentraition on both of their spells, the creature using the *Witch Bolt* spell can use their action to automatically cause each creature restrained in the *Watery Sphere* to take damage from *Witch Bolt*.

Spell Strike

Required Features: A spell the caster selects when creating this team attack + a weapon attack

A creature imbues the weapon attack of their ally with a spell. On a hit, the weapon attack applies the damage or effects of the spell imbued with it in addition to the weapon attack's damage. Any DCs created from this attack use the spellcasting DC of the creature that imbued the weapon with the spell.

Launch

Required Features: *Catapult* **Spell + Melee Weapon Attack**

A caster magically launches their companion 20ft in any direction, causing them to be able to use a melee weapon attack with great force. A creature hit by this melee weapon attack takes the damage of the normal weapon attack and the damage of the *Catapult* spell. Additionally, that creature must succeed a Dexterity saving throw or be knocked prone. The DC is equal to the creature who cast the spell's spellcasting DC.

Monster Team Attack Examples

One of Us

Required Monsters: 2 *Cultists*

The cultists use their patron's influence on a target creature within 30ft in an attempt to convert them to their cult. That creature must succeed a DC13 Wisdom Saving Throw or be charmed by the cultists for 1 minute. A creature that is already charmed by this effect automatically fails this saving throw. A creature affected by this Team Attack multiple times over the course of 15 days is converted to the cult.

Swirling Touch

Required Monsters: 2 of any of the following monsters. *Fire Elemental, Water Elemental, Air Elemental,* **or** *Earth Elemental*

The power of the two elementals combine in a single melee attack as they simultaniously overwhelm a target creature. One of the elementals rolls for a melee attack, on a hit, the target creature takes both of the damage from both of the elemental's attacks and is knocked 10ft away from them.

Draining Gaze

Required Monsters: 2 *Nothics*

The nothics gaze upon a target creature they can see within 30ft of them. That target must succeed a Constitution saving throw or take 3d6 necrotic damage. Additionally, if the target is a spellcaster, the nothics can also drain either one 2nd level spell slot or two 1st level spell slots from the target.

Swarming

Required Monsters: Any 2 *Swarm* **Monsters**

The swarms of creatures begins to overwhelm a target creature within melee range. The target creature must succeed a DC 14 Strength Saving Throw or be restrained as they are pinned down by the swarms. A creature can repeat this save at the end of their turn. The save DC falls to a DC 12 if both the swarms are below half health.

Dark Gale

Required Monsters: A *Darkling Elder* **+ A** *Darkling*

The *Darkling Elder* casts the *Darkness* spell on top of a *Darkling* as the *Darkling* begins using his weapons to create a slashing dark whirlwind of death. Each creature in the *Darkness* spell's radius must succeed a Strength saving throw or take 2d8 slashing damage or half as much on a successful save.

Disclaimers and Credit

The idea for this system came from a Tumblr user by the name of Noblecrumpet. I simply took the idea this user had and expanded on it for use in a campaign setting. Often, most of these Team Attacks require the assistance of a DM to create to insure that the team attack is balanced and fair to use. It's all dependant on the type of group you're playing with, however, I think this system not only encourages you to branch out and learn more about other player characters, but also to have an outlet for a far more creative combat system.

   The art pictured in this document is offical art from Wizards of the Coast. The cover page was created by me, MommyMoke.