Logical Spells

MANY VIEW ARCANA AS AN untamable force that can never truly be known, but those more learned know better, seeing it instead as an almost infinitely complex system that can slowly be learned and mastered. The most powerful spellcasters understand there is a difference between the virtually infinite and truly infinite—the virtually infinite can one day perhaps be conquered. While earlier mages almost certainly touched upon the idea, it was the cultist-savants known as the Esoteres who codified the idea that magic was a set of logical rules (albeit incredibly difficult for a mortal mind to follow). Like gravity or thermodynamics, by understanding the underpinning forces of the supernatural one can learn to fully take advantage of them.

However the Esoteres—with their ever more inhuman features and various mutations vaguely hidden under simple gray robes, dwelling in their tesseract fortress plotting and waiting by some alien design—should never be trusted. Even so, the benefits of their magic are sometimes undeniable and, for a price, they do offer some of their spells to outsiders. Below are just some of the arcana they might sell and it can only be imagined what might not be available for purchase.

Cantrips

Calculate

Divination cantrip (sorcerer, warlock, wizard)
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Instantaneous

You instantly know the answer to a mathematical equation that you speak aloud. The equation must be a problem that a creature with Intelligence 20 could solve using nonmagical tools with 1 hour of calculation, otherwise the spell fails.

Measure

Divination cantrip (sorcerer, warlock, wizard)
Casting Time: 1 action
Range: 120 feet
Components: V
Duration: Instantaneous

Upon casting this spell, you choose an area of up to 40 cubic feet that is within range. You instantly determine the height, width, diameter, weight, temperature, or similar measurement of an object, group of objects, or similar collection of objects (like the volume of a patch of soil or pool of water) that are within the area. The spell cannot handle extremely precise or large measurements. For example, measure cannot be used to measure the exact weight of a grain of sand, or to determine the width of an odd non-euclidian object or similarly strange magical occurrences. In addition, the spell always fails when cast inside of a pocket dimension (such as those of a Portable Hole and similar items).

A creature knows when *measure* is cast on them or objects on their person, including when it is only a part of a wider area or group of objects being measured. The creature may make a Charisma saving throw to resist the spell, being excluded from the result on a successful save. Creatures of Intelligence 3 or lower automatically fail this saving throw.

Detecting Counterfeit. This spell may cause certain acts of trickey, such as attempts to pay with fake money, to instantly fail unless the deceiver has accounted for the proper weight of genuine coinage, or grant advantage on an Intelligence (Investigation) check opposed by the buyer's Charisma (Deception) check to realize that the currency is counterfeit.

Level 1

Searing Equation

1st-level enchantment (warlock, wizard)
Casting Time: 1 action
Range: Self (15-foot cone)
Components: V, S
Duration: Instantaneous

This spell causes you to briefly go into a magical trance and whisper an alien equation which you never fully remember once the action is complete. Each creature in a 15-foot cone must make an Intelligence saving throw. A creature takes 3d4 psychic damage and is deafened for 1 round on a failed save, or half as much damage on a successful one. In addition, at the end of its turn a creature deafened by this spell takes 1d4 psychic damage.

Creatures who are unable to hear the equation, immune to psychic damage, or who have an Intelligence score lower than 4 are immune to this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, creatures are deafened for one additional round for each slot level above 1st.

Level 2

Ricochet

2nd-level divination (bard, sorcerer, warlock, wizard)
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

You touch up to 10 pieces of nonmagical ammunition. Until the spell ends, when the ammunition is used to make a ranged weapon attack against a creature behind cover, as long as there is an unobstructed path between the attacker and the target of their attack the creature does not gain any bonuses to AC granted by its cover. This does not grant the attacker any bonuses against invisible targets.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, on a successful hit the ammunition can bound off of a creature and ricochet into another target for each two slot levels above 2nd. The new target of this ricochet must be within 30 feet of the ammunition's previous target. The attacker makes a ranged weapon attack roll against each target of a ricocheted piece of ammunition, with all attack rolls off a ricochet made with disadvantage.

Level 3

Non-Euclidean Flash

3rd-level enchantment (warlock, wizard)
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You bombard the mind of creature within range and fill it with thoughts of strange and impossible shapes. The target must make an Intelligence saving throw. On a failed save, it takes 4d8 psychic damage and is stunned until the start of your next turn. Creatures immune to psychic damage are unaffected by this spell.

> **GM NOTE**
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> Certain real life terms such as 'Euclidean' can present unique challenges when trying to integrate them into a fantasy world because they are named after people or places in Earth's history. While Euclid was a real Greek mathematician, it is usually very easy for a GM to either establish there was an ancient scholar with the same name who made similar discoveries or to simply switch out 'Euclidian' with a term appropriate to their own world's lore.

Level 5

Cube

5th-level conjuration (wizard)
Casting Time: 1 action
Range: 120 feet
Components: V,S
Duration: Concentration, up to 1 minute

A perfect 10-foot cube appears in an unoccupied space of your choice within range and lasts for the duration. This space can be in midair, if you so desire. The cube is black and completely non-reflective. Any creature that ends its turn within 5 feet of the cube must make an Intelligence saving throw, taking 5d6 psychic damage on a failed save, or half as much damage on a successful one.

As a bonus action, you can move the cube up to 10 feet in any direction, so long as the space it will end on is within your line of sight. The cube cannot be made to pass through other creatures, although a creature may choose to pass through the cube on its own turn. Entering the space the cube occupies forces a creature to make an Intelligence saving throw. The creature takes 5d6 psychic damage on a failed save, or half as much damage on a successful one. This damage does not prevent the creature from taking additional damage if it ends its turn within 5 feet of the cube.

A construct must succeed on a Wisdom saving throw when attempting to pass through the cube. On a failure, it cannot pass through the cube. On a success, it may pass through the cube (and will then immediately need to make an Intelligence saving throw as normal, unless it is immune to psychic damage).

Level 7

Angel Paradox

7th-level evocation (wizard)
Casting Time: 1 action
Range: 30 feet
Components: V
Duration: 7 days

A non-celestial creature within range is bombarded with a fraction of energy stolen from some slumbering, deific source, immediately taking 40 radiant damage. This spell ignores resistances but does not ignore immunities. A creature killed by this spell does not decay and cannot become undead for the spell's duration. Days spent under the influence of this spell don't count against the time limit of spells such as *raise dead*. This effect ends early if the corpse takes necrotic damage.

Level 9

Recursive Descent

9th-level enchantment (wizard)
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

Choose one creature within range. It must succeed on an Intelligence saving throw or be immediately stuck in a millisecond long recursive memory loop. Creatures with an Intelligence score greater than 24 or immunity to psychic damage are immune to this spell.

A target affected by this spell is incapacitated, can't move or speak, and is unaware of its surroundings. It drops whatever it's holding, and it automatically fails Strength and Dexterity saving throws. Attack rolls against the target have advantage, and any attack that hits it is a critical hit if the attacker is within 5 feet. In addition, the target cannot be charmed, frightened, or take psychic damage thanks to the mental stasis caused by this powerful curse.

Casting *greater restoration* on an affected target releases it from this spell's effect for 24 hours, at which point the curse resumes (no additional saving throw). You can use a bonus action to release the target, but otherwise without the intervention of a deity or similarly powerful entity this effect can only be ended through the use of a *wish* spell, *dispel magic* (with an ability check made with disadvantage if cast using a spell slot of 8th level or lower), or by the affected creature's death.