

Arcane Warrior Spells

v. 1.2

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Most spells are designed to accommodate "clothie" spellcasters, and the few specifically designed for paladins and rangers are often lack-luster. This article remedies that by offering a suite of spells for eldritch knights, arcane tricksters, paladins, and (most especially) rangers. Such spells allow spell-casting warriors to become one with shadows, call poison and traps from thin air, perform impossible feats of strength, and cut through space and time.

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Spell Lists

Fighter, eldrich knight

1st	Winter's Bite
3rd	Dimensional Rend
	Doffing Smite
	Explosive Strength
	Herculean Force
4th	Accursed Smite
5th	Celestial Armory

Paladin

1st	Purifying Strike
3rd	Doffing Smite
	Explosive Strength
	Herculean Force
4th	Accursed Smite
5th	Celestial Armory

Ranger

1st	Bee Sting
	Conjure Trap
	Conjure Venom
	Purifying Strike
	Winter's Bite
2nd	Lingering Shadow
3rd	Dimensional Rend
	Explosive Strength
	Herculean Force
5th	Celestial Armory

Rogue, arcane trickster

1st	Bee Sting
	Conjure Venom
2nd	Lingering Shadow

Variant Spell Lists

The GM, at his or her discretion, may allow you to add spells from this article to your melee-oriented character's spell list. Such candidates may include blade-pact warlocks, martial druids, war domain clerics, weapon-versed wizards, and others.

No Sword? No Problem!

What is the point of being a ranger if you can't blast someone with a bow just as well as with a sword? All weapon-based spells in this document can be used with any type of weapon; none here limit themselves to melee weapons. This means that even paladins can be faux arcane archers (if their oath permits)!

Spell Descriptions

Accursed Smite

4th-level necromancy

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit a creature with a weapon attack before this spell ends, your weapon erupts with hellfire, and the attack deals an extra 4d10 fire damage to the target. Additionally, that creature must succeed on a Wisdom saving throw or become cursed for the duration of the spell. When you cast this spell, choose the nature of the curse from the following options:

- Choose one ability score. While cursed, the target has disadvantage on ability checks and saving throws made with that ability score.
- While cursed, the target has disadvantage on attack rolls against you.
- While cursed, the target must make a Wisdom saving throw at the start of each of its turns. If it fails, it wastes its action that turn doing nothing.
- While the target is cursed, your attacks and spells deal an extra 1d8 necrotic damage to the target.

A *remove curse* spell ends this effect. At the GM's option, you may choose an alternative curse effect, but it should be no more powerful than those described above. The GM has final say on such a curse's effect.

At Higher Levels. If you cast this spell using a spell slot of 5th-level or higher, the duration is concentration, up to 10 minutes, and the the damage is increased by 1d10.

Bee Sting

1st-level conjuration

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit a creature with a weapon attack during the spell's duration, your weapon emits a strange buzzing sound, and the attack deals an extra 1d6 poison damage to the target as it is engulfed in a swarm of bees. At the start of each of its turns until the spell ends, the target must make a Constitution saving throw. On a failed save, it takes 1d6 poison damage. On a successful save, the spell ends. If the target or a creature within 5 feet of it uses an action to repel the bees, or if some other effect repels the swarm (such as the target being submerged in water), the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the initial extra damage

dealt by the attack increases by 1d6 for each slot level above 1st.

Celestial Armory

5th-level evocation

Casting Time: 1 action

Range: Personal

Components: V, S

Duration: Concentration, up to 1 minute

You reach through a portal to a demiplane of infinite weaponry, and the armaments you pull fling forth like shooting stars. When you cast this spell, make a ranged magic attack against a creature within 30 feet. This attack produces a generic melee weapon of your choice from that dimension which hurtles at the target. On a hit, that creature takes 1d12 force damage.

Until this spell ends, you can repeat this attack as a bonus action. Weapons produced by this spell disappear when the spell ends.

At Higher Levels. If you cast this spell using a spell slot of 6th-level or higher, the damage increases by 1d12 for each slot level above 5th.

Conjure Trap

1st-level conjuration

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a bundle of wire)

Duration: 24 hours, or until triggered (see text)

You ward the ground within range with a magical trap. Once after this spell is cast, when a creature you can see moves within the warded area, you can use your reaction to spring the trap. The effect on the creature depends on the trap you employ.

Explosion. This spell creates a trap of alchemist's fire that falls on or launches at the creature, which must make a Dexterity saving throw. It takes 2d10 fire on a failed save, or half as much on a successful one.

Pitfall. This spell creates a 5 feet-wide and 15 feet-deep pitfall trap beneath the creature, which must make a Dexterity saving throw. On a failed saving throw, the creature falls into the pitfall. On a success, the creature falls prone adjacent to the pitfall. This pitfall cannot be created through magically secured materials. Otherwise the hole is well-constructed and lasts even after the spell's duration. Flying creatures avoid this trap.

Snare. This spell creates a snare of rope, wire, vine, or webs that entangle the creature, which make a Strength saving throw. A Large or larger creature has advantage on this saving throw. On a failed save, the creature takes 1d6 slashing damage and is

restrained until the start of its next turn. On a success, the creature takes half as much damage and ends its movement.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the effects increase, based on effect.

- **Explosion.** The damage increases by 1d10 for each spell slot level above 1st. If cast using a spell slot of 3rd-level or higher, this spell targets creatures in a sphere within range, the radius of which is 5 feet for every two spell slot levels above 1st.
- **Pitfall.** The depth of the pitfall increases by 5 feet for each spell slot level above 1st. If cast using a spell slot of 3rd-level or higher, the pit is 5 feet wider for each two spell slot levels above 1st.
- **Snare.** The damage increases by 1d6 for each spell slot level above 1st. If cast using a spell of 3rd-level or higher, Large creatures no longer have advantage on their saving throw. This size category increases for every two spell levels above 1st.

Conjure Venom

1st-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (25 gp of toxic herbs and organs)

Duration: Instantaneous

You instantaneously conjure a dose of poison into your hand. The poison may be any that costs 200gp or less, such as assassin's blood, carrion crawler mucus, drow poison, serpent venom, or truth serum. The poison's DC is that of your spell save DC. The poison you conjure loses potency after 1 hour.

At Higher Levels. If you cast this spell using a spell slot of 2nd-level or higher, the cost of the poison you can conjure increases by 200gp for each slot level above 1st.

Dimensional Rend

3rd-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (one melee weapon)

Duration: Instantaneous

A single stroke of your weapon splits time, space, and the foes before you. Make a melee weapon attack against each creature within a 40-foot cube emanating from yourself. Creatures you hit take 8d6 magical damage of the type dealt by your weapon (instead of the normal amount of damage), and creatures you miss take half that much damage. You then teleport to an unoccupied space you can see within or adjacent to the cube.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the damage increases by 1d6 for each slot level above 3rd.

Doffing Smite

4th-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack during this spell's duration, your weapon strikes with the force to knock their clothes off, and the attack deals an extra 4d6 force damage to the target. If this reduces the target to 40 or fewer hit points, it must make a Constitution saving throw. On a failed save, it drops what it is holding, and it is doffed of its armor, footwear, and any other beneficial apparel. These items fall to the ground unharmed in the target's space and those adjacent.

At Higher Levels. If you cast this spell using a spell slot of 5th-level or higher, the damage increases by 1d6 for each slot level above 4th.

Explosive Strength

3rd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a droplet of sweat)

Duration: Instantaneous

With a roar, your display of sheer strength blows away nearby creatures. Creatures other than you within a 20-foot-radius sphere emanating from yourself must make a Strength saving throw. On a failed saving throw, a creature takes 8d6 force damage, and is pushed 20 feet and knocked prone. On a success, a creature takes half as much damage, is pushed only 10 feet, and is not knocked prone.



At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the damage increases by 1d6 for each slot level above 3rd.

Herculean Force

3rd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a droplet of sweat)

Duration: Concentration, up to 1 minute

Your body surges with superhuman might. For the duration of this spell, you count as Large-sized when determining how much weight you can carry. You can also lift, push, and drag Medium-sized objects, regardless of weight, and throw them up to 5 feet.

At Higher Levels. If you cast this spell using a spell slot of 5th level or higher, the increase both size categories mentioned by one, and the throwing distance by 5 feet, for each two slot levels above 3rd.

Lingering Shadow

2nd-level illusion

Casting Time: 1 action

Range: 15 feet

Components: S, M (a scrap of silk)

Duration: Concentration, up to 1 hour

You transform into the shadow of a creature within range. You enter the creature's space, and become invisible until the spell ends. Casting this spell and entering the creature's space does not cause it to notice you, but you must sneak with Dexterity (Stealth) checks to remain unnoticed. Anything you wear or carry is invisible as long as it is on your person. As long as the spell lasts, you may automatically move with the creature to remain in its space, and effects that teleport the creature teleport you along with it.

The spell ends if the creature moves in a way you cannot follow (such as flying or swimming a considerable distance), you attack, cast a spell, leave the creature's space, or become noticed.



Purifying Strike

1st-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit a creature with a weapon attack during this spell's duration, your weapon glows with purifying light, and the attack deals an extra 1d6 radiant damage to the target. For the duration of the spell, creatures who make saving throws against ongoing negative effects originating from the target have advantage on those saving throws. Additionally, if the target is a fiend or an undead, it must make a Wisdom saving throw. On a failed save, it is restrained until the end of its next turn.

At Higher Levels. If you cast this spell using a spell slot of 2nd-level or higher, the damage increases by 1d6 for each slot level above 1st. If you cast this spell using a spell slot of 4th level or higher, the target is also subject to a *remove curse* effect.

Winter's Bite

1st-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit a creature with a weapon attack during this spell's duration, your weapon encrusts with frost, and the attack deals an extra 1d6 cold damage to the target. The target must make a Constitution saving throw. On a failed save, its speed is reduced by half for 1 minute or until it succeeds on a Constitution saving throw made at the start of each of its turns.

At Higher Levels. If you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

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Josh Gentry is a freelance author and writing tutor living in Athens, GA. Josh's previously published works include EN5ider articles such as [A Paladin's Dark Vows](#), [The Art of Peace](#), [Village of Dreams](#), and [Friends Close, Enemies Closer](#). He is a Returned Peace Corps Volunteer who served as an English teacher in the Philippines in 2013. His favorite class is warlock, but let's be real, he always GMs.

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