



MONKEYDM

SECRETS OF GRAVITY MAGIC



5TH EDITION COMPENDIUM

CRUSH YOUR ENEMIES AND WIELD EARTH-SHATTERING POWERS

TABLE OF CONTENT

Content	Page
Foreword	3
Subclasses	4
Feats	8
Spells	9
Thank You	13
License	15



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FOREWORD

For most gravity is an escapable force, an unyielding master, that will keep them down no matter how much they struggle. But for a rare few, gravity is a tool, a powerful creation capable of destroying armies and repelling danger. For a few rarer still, gravity is merely a toy, a toy that they can choose to ignore, as they walk the skies freed from earthly problems.

This compendium is the culmination of years of research that I have started since my youth, from primordial titans, so heavy that gravity bends to them, to wizards in their high towers fascinated by research that will bring them ever closer to godly powers.

This compendium contains everything I have gathered regarding gravity magic, under all its forms.

Use it wisely fellow seeker of truth, if you do not wish to be crushed by it.

DAMARI MOBRA

SUBCLASSES

FIGHTER: GRAVITY KNIGHT

Weaving the gravitational fields around them, gravity knights are tremendous fighters. Known for being able to switch in and out of aggressive and defensive styles of fighting, they represent a formidable foe. Their formation requires peering into the endless void to grasp its powers, altering their being.

MANIFEST POTENTIAL

You learn to manipulate the gravity field around you. Starting at 3rd level as a bonus action choose one of the power described below, it affects you for 10 minutes.

- **Decrease Gravity:** Your jump distance is tripled, you ignore difficult terrain, have advantage on dexterity saving throw and your AC increases by 1 as you are more nimble.
- **Increase Gravity:** You have advantage on athletics checks for grappling and your attacks are heavier, when you deal damage to a creature with a melee weapon attack, you deal an additional 1d4 bludgeoning damage. In addition the area in a 5ft radius centered on you is considered difficult terrain.

You can use this ability twice per short rest. At level 10 you use this ability 3 times per short rest.



GRAVITATIONAL ATTRACTION

At 7th level, You have a control over the gravity surrounding you, allowing you to walk freely along any solid surface. You gain the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You also gains a climbing speed equal to its walking speed.

RELENTLESS FIELD

You've learned to exercise greater control on the gravity around you. At 10th level, each power of your Manifest Potential ability is altered as described below.

- **Decrease gravity** Your jump distance is multiplied by 6, you ignore difficult terrain and fall damage, have advantage on dexterity saving throw and your AC increases by 2. In addition once per use of this ability, as a reaction when you are about to take damage from a weapon attack, you can diminish the impact it has on you, reducing the damage by an amount equal to 2d10 + your proficiency bonus.
- **Increase gravity** You have advantage on athletics checks for grappling, when you deal damage to a creature with a melee weapon attack, you deal an additional 1d4 bludgeoning damage. In addition the area in a 15 feet radius around you difficult terrain, and any hostile creature that starts their turn in that area must succeed a Strength saving throw (DC: 8 + your Constitution Modifier + your proficiency bonus) or take bludgeoning damage equal to your proficiency modifier, as the gravity crushes them. Once per use of this ability, as a reaction to dealing damage with a melee weapon attack, you can augment the damage dealt by 2d10 + your proficiency bonus.

In addition you can now switch between each power using a bonus action.

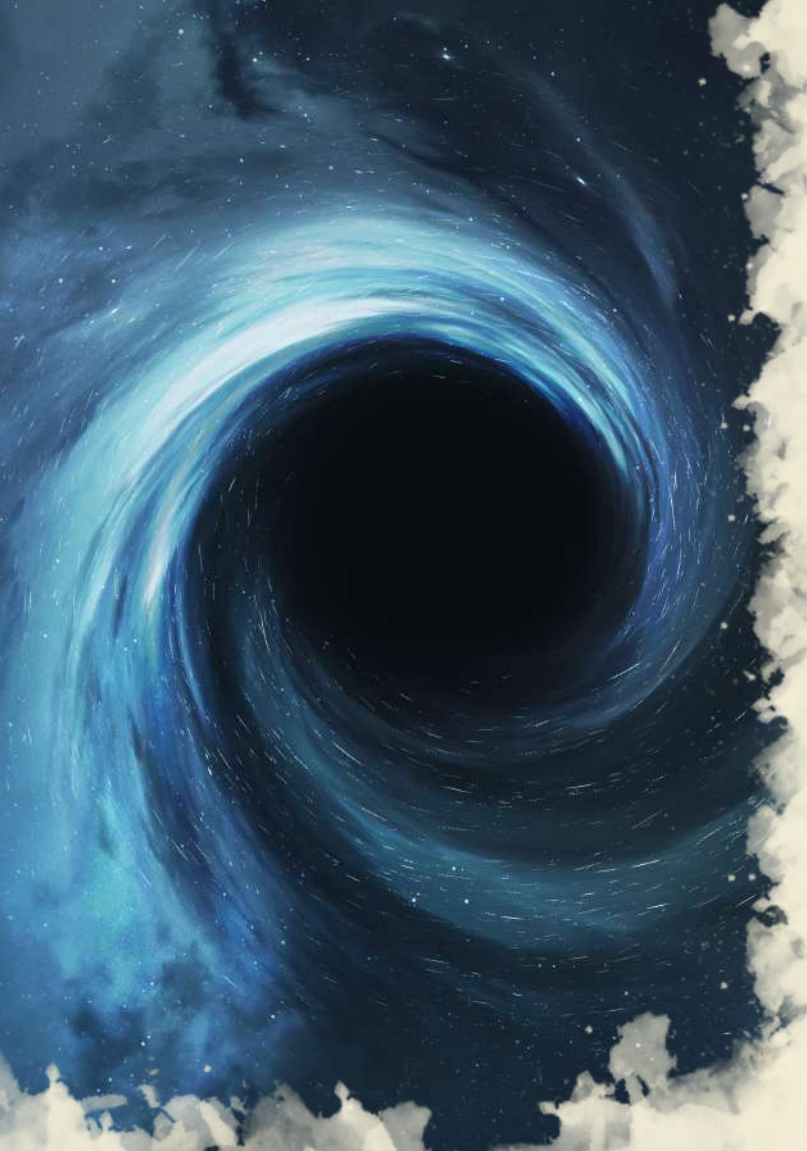
GRAVITY PULSE

At 15th level, as part of using action surge, you can force all creatures of your choice in a 30 feet radius around you to succeed a Strength saving throw (DC: 8 + your Constitution Modifier + your proficiency bonus) or be pulled in a straight line in an empty space adjacent to yours.

ANNIHILATION

Beginning at 18th level, you can unleash the power held within you. Choose a point of impact on the ground that can see within 120 feet of you. You leap in the air 300ft and crash down speeding past terminal velocity. All creatures other than you in a 30 feet radius centered on the point of impact must succeed a Dexterity saving throw or take 8d10 bludgeoning damage, or half as much on a success, as you crash in a fashion akin to a meteor.

You can use this ability once per short rest.



RANGER

SINGULARITY CONCLAVE

Rangers of the singularity conclave have spent much of their formative years close to gravity wells and other space altering events, studying them to gain a deep understanding of their magic. Zipping around the battlefield, these rangers are hard to pin down, and will lock their foes in place before finishing them off, guarding the world from foes unheard of.

SINGULARITY MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Singularity Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

SINGULARITY SPELLS TABLE

Ranger Level	Spell
3	jump, hunter's mark
5	hold person
9	fly
13	dimension door
17	hold monster

ANCHOR

3rd level Singularity Conclave feature

As a reaction to a creature, marked by your Hunter's Mark spell, within 60 feet of you moving or teleporting, you can attempt to lock them in place. The creature must succeed a Strength saving throw against your Spell save DC or have the teleport fail, and their speed reduced to 0 until the start of your next turn.

You can use this ability once per casting of the hunter's mark spell, or until you expend a spell slot of 1st level or higher to use it again.

GRAVITATIONAL WEAPONRY

3rd level Singularity Conclave feature

When you attack with a weapon you can use your control over gravity to help you wield it with accuracy and power. You can use your Wisdom modifier instead of Strength or Dexterity modifier, for the attack and damage rolls you make with weapons.

TUGGING SINGULARITY

7th level Singularity Conclave feature

You can maneuver around the battlefield at break neck speeds. You can, as a bonus action, create a gravitational singularity at a point within 30 feet of you that you can see. You are instantly pulled in its space in a straight line, this doesn't count against your movement. If you are grappled or restrained, this effect fails.

You can use this ability a number of times equal to your Wisdom modifier before needing to take a short or long rest.

RAMMING IMPACT

11th level Singularity Conclave feature

Your blows alter the gravitational fabric around your targets. Once per turn, when you deal damage to a creature, you can create a temporary disruption of gravity, inflicting an additional 1d8 magical bludgeoning damage, and you can then choose to push the creature 10 feet in a straight line in a direction of your choice.

CRUSHING PRESENCE

15th level Singularity Conclave feature

You can unleash a terrifying wave of crushing gravity. As an action, all creatures of your choice within 30 feet of you must succeed a Strength saving throw against your spell save DC or be incapacitated, knocked prone and have their speed reduced to 0 until the end of your next turn, as the gravity crushes them to the ground.

You can use this ability once per long rest.



SORCERER

SHARD OF ATTRACTION

Born with the potential of graviturgery within them. These sorcerers see the shackles that gravity puts on the world and are able to alter them. Wielding their innate powers they can free themselves and others from this burden, and inflict pain upon those who get in their way.

GRAVITURGIC SPELLS

You learn additional spells when you reach certain levels in this class, as shown on the Shard of Attraction Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a evocation or a transmutation spell from the sorcerer, warlock, or wizard spell list.

SHARD OF ATTRACTION SPELLS

Sorcerer level	Spells
1st	feather fall, fall*
3rd	spider climb, levitate
5th	fly, dampen gravity*
7th	resilient sphere, gravity barrier*,
9th	telekinesis, pull of singularity*

*Spells from Secrets of Gravity Magic

FUGITE OMNIS

Also at 1st level, you can partially ignore the shackles of gravity. You gain the ability to hover a few inches off of the ground. You can ascend and descend as part of your movement. You can't hover a foot or more above the ground, and fall if you are above that height. If you were to be knocked prone while hovering, you are instead made to stand on the ground.

In addition you learn the Heavy spell Metamagic, it doesn't count against the number of metamagics you know.

INOXERABLE ATTRACTION

At level 6, as an action, you can generate a powerful gravity well. Choose a creature within 60 feet of you, it must succeed a Strength saving throw, or be pulled in a straight line to a point within 60 feet of it that you can see. If it ends this movement on a solid surface it takes 1d6 bludgeoning damage for each 10 feet traveled, and falls prone. If creatures are on the gravitational path of your target, they must succeed a Dexterity saving throw against your spell save DC, or take 1d6 bludgeoning damage and be knocked prone.

You can use this ability once per short or long rest, or until you expend a 2nd level spell slot to use it again.

FREED BODY

At 14th level, you can perfectly control the effect that gravity exerts on your body. You can ignore fall damage and your movement speed increases by 15 feet. In addition you gain a flying speed equal to your walking speed.

DEVOURING PRESSURE

Beginning at 18th level, You learn the spell *bury**, it is a sorcerer spell for you and it doesn't count against against the number of sorcerer spells you know. In addition you can cast the spell by expending 9 sorcery points, if you do so you can select any number of creatures of your choice to escape the shackles of gravity and not be affected by the spell (yourself included).

METAMAGIC OPTION

HEAVY SPELL

When you cast a spell that deals damage, you can spend 1 sorcery point to force one creature affected by it to make Strength saving throw against your spell save DC or have its speed reduced to 0 until the start of your next turn.

You can use heavy spell even if you have already used a different metamagic option during the casting of the spell.

WARLOCK

THE UNYIELDING FORCE

You made a contract with a titanic being, so large that it generates its own gravitational field. You inherit that power, being able to crush those who stand in your way, and give wings to those who help you. Perhaps because of lust for power, or simply a desire to protect your loved ones, you gave your soul to that being. Let's hope it doesn't squash you next.

EXPENDED SPELL LIST

The Unyielding Force lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

UNYIELDING FORCE EXPENDED SPELLS

Spell Level	Spells
1st	<i>longstrider, fall</i> *
2nd	<i>enhance ability, pressure cage</i> *
3rd	<i>slow, dampen gravity</i> *
4th	<i>freedom of movement, fling</i> *
5th	<i>wall of force, pull of singularity</i> *

*Spells from Secrets of Gravity Magic.

TITANIC PUSH

You know how to wield gravity to crush your foes. At 1st level, you learn the *repelling blast* eldritch invocation, and it doesn't count against the number of invocations you know. In addition if the target is pushed into an obstacle or another creature, they take additional bludgeoning damage equal to your Charisma modifier. A creature can be damaged this way only once per turn.

REBUT

Beginning at 6th level, when are the target of a ranged attack, you can, as a reaction, focus the power of your patron to repel it. Make a ranged spell attack roll, on a hit the attacking creature becomes the new target, its attack comes back to hit it and it takes an additional amount of bludgeoning damage equal to your Charisma modifier. On a miss, the magic fails and the ranged attack still hits you.

You can use this ability a number of times equal to your charisma modifier before needing to take a long rest.

MINIATURE PLANET

You can become a center of gravity for anyone close to you. At 10th level, you can, as an action, cause all creatures of your choice within 10 feet of you to become anchored to you. While anchored, anytime you move, they move along with you, staying at the same distance from you. If they move further away than 10 feet from you, this effects ends for them, until they get back within range and you use another action to re-anchor them.

UNSHACKLED

Starting at 14th level, You can as action gain a hover speed equal to your walking speed, while you have this hover speed you emit a repelling gravity that forms a faint shield around you, increasing your AC by 2 for the duration. This effect lasts for as long as you concentrate on it (as if concentrating on a spell).

Alternatively, once per long rest, you can expend one of the spell slots granted by your Pact Magic feature to gain this hover speed for 1 hour without needing to concentrate on it.



FEATS OF GRAVITY

ANCHORED

Your body is attuned to the gravitational field that surround all, and you're able to use that power to steady yourself, you gain the following benefits:

- Your Constitution, Charisma, Intelligence or Wisdom score increases by 1 to a maximum of 20.
- You Cannot fall prone or be moved against your will more than 5 feet per turn.
- In addition once per long rest, as a bonus action you can intensify the gravity around you, shattering the ground and transforming the area in a 10 feet radius around you into difficult terrain.

FREE SOUL

You have learned to partially detach your body from the pull of gravity, granting you the following benefits:

- Your speed increases by 10 feet.
- Your jump distance is doubled.
- You can dash as a bonus action. If you dash, you start hovering a few inches above the ground ignoring all difficult terrain until the end of your turn, if you fall 10 feet or more the hovering ends.

GRAVITATIONAL REPULSOR

You control the gravity around you, be it with your mind or body, giving you the following benefits:

- Your Constitution, Charisma, Intelligence or Wisdom score increases by 1 to a maximum of 20.
- As a bonus action you can push back 5 feet all Large or smaller creatures within 10 feet of you. You can use that ability a number of times equal to your proficiency bonus per long rest.

WEAPON OF BURIAL

You can increase the force of gravity applied on your foes, you gain the following benefits:

- Your Constitution, Charisma, Intelligence or Wisdom score increases by 1 to a maximum of 20.
- When you strike you can cause gravity to increase with each of your blows. When you make a weapon attack against a creature, you can cause its speed to be reduced by 5 feet until the start of your next turn every time you hit it.

SPELLS

SPELL LIST

CANTRIPS

- **Gravity Whip** (*druid, sorcerer, warlock, wizard*)

1ST LEVEL

- **Fall** (*sorcerer, wizard*)

2ND LEVEL

- **Pressure Cage** (*bard, cleric, druid, sorcerer, warlock, wizard*)

3RD LEVEL

- **Dampen Gravity** (*sorcerer, warlock, wizard*)

4TH LEVEL

- **Fling** (*wizard*)
- **Gravity Barrier** (*bard, cleric, druid, sorcerer, warlock, wizard*)

5TH LEVEL

- **Pull of Singularity** (*bard, sorcerer, wizard*)

6TH LEVEL

- **Anti-Gravity Step** (*sorcerer, warlock, wizard*)

7TH LEVEL

- **Crush** (*sorcerer, warlock, wizard*)

8TH LEVEL

- **Bury** (*druid, sorcerer, warlock, wizard*)

9TH LEVEL

- **Oppose** (*cleric, druid, sorcerer, warlock, wizard*)



SPELL BY LEVELS

GRAVITY WHIP

Evocation Cantrip
(sorcerer, warlock, wizard)

Casting Time: 1 action
Range: 10 feet
Components: S
Duration: Instantaneous

Make a melee spell attack against a creature within range, on a hit it takes 1d4 bludgeoning damage and is pushed 10 feet in a straight line in any direction of your choice. In addition its speed is reduced by 5 feet until the start of your next turn.

At Higher Levels. This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

FALL

1st level transmutation
(sorcerer, wizard)

Casting Time: 1 action
Range: 10 feet
Components: V, M (an elastic band)
Duration: Instantaneous

As an action you can temporarily change which way is down for you, and immediately start falling in that direction until you hit a solid surface or have traveled 200 feet. You take fall damage as if normally falling upon hitting a solid surface

Fall is often called an emergency panic button. The problem with this panic button, is that it's messy, hard to control, and leaves blood stains everywhere. I really don't understand why they still teach it at the academy.

DAMARI MOBRA

PRESSURE CAGE

2nd level transmutation
(sorcerer, warlock, wizard)

Casting Time: 1 action
Range: 60 feet (10 feet radius)
Components: V, S, M (a shard of ball and chain)
Duration: 1 hour

Select a point within range. In a 10 feet radius centered on that point the gravity increases, causing immense pressure to be applied to all within. When a creature enters the area for the first time on a turn or starts its turn there, it must succeed a Strength saving throw or have its speed reduced to 0. On a successful save the creature can move freely.

On subsequent turns as a bonus action, you can move the sphere up to 20 feet in any direction.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the radius increases by 5 feet for each slot level above 3rd.

DAMPEN GRAVITY

3rd level transmutation
(sorcerer, warlock, wizard)

Casting Time: 1 action
Range: Self (30 feet radius)
Components: V, S, M (a feather)
Duration: 1 hour

You focus your powers to lessen the call of gravity in a 30 feet radius around you. For the duration, creatures of your choice in the radius have their jump distance doubled, their movement speed increases by 10 feet they have advantage on all acrobatics checks and they ignore fall damage if they end their fall in the radius.

FLING

4th level evocation
(sorcerer, warlock, wizard)

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

Choose one creature within range, it is impacted by a devastating gravitational force and must make a Strength saving throw. On a failed save takes 6d10 bludgeoning damage and is knocked back 120 feet. The knock back stops early if the creature hits a solid surface or a creature of its size or larger. On a successful save a creature takes half as much damage and isn't knocked back.

If the target lands on another creature, that creature must make a Dexterity saving throw or take [7 x the size difference between the flung creature and the landing pad creature] bludgeoning damage, to a minimum of 7 damage, or half as much on a successful save.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the flung creature takes an additional 1d10 bludgeoning damage and travels 10 additional feet for each slot level above 4th.

Example: if the flung creature is Huge and the creature it lands on is Medium, there are 2 sizes of difference, so $7 * 2 = 14$ bludgeoning damage, and the flung creature continues being knocked back. In contrast if the flung creature is medium, and lands on a Huge creature, the Huge creature only takes 7 bludgeoning damage and the medium creature stops moving.

GRAVITY BARRIER

4th level evocation
(Sorcerer, Wizard)

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 10 minute

You create a wall of increased gravity on the ground at a point you can see within range. You can make the wall up to 30 feet long, 10 feet high, and 1 foot thick, or you can make a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall vanishes when the spell ends. The wall's space is difficult terrain.

Any ranged weapon attack that passes through the wall's space automatically fails, and other ranged attacks have disadvantage. Any creature that tries to pass through the wall's space must succeed a Strength saving throw or take 4d8 bludgeoning damage and be knocked prone.

PULL OF SINGULARITY

5th level transmutation
(Bard, Sorcerer, Warlock, Wizard)

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a small magnet)
Duration: Instantaneous

You condense gravity to the point where it alters reality. Choose a point that you can see within range, a tiny node of singularity appears. Choose a creature that you can see within 120 feet of the node, gravity pulls it in a straight line to the space of the node, which then vanishes. The target has resistance to fall damage until the start of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can target one additional creature to be pulled by the same singularity for each slot level above 5th.

ANTI-GRAVITY STEP

6th level transmutation
(Bard, Sorcerer, Wizard)

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

Touch a creature, it gets flying speed equal to its walking speed and can hover.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you can target one additional creature for each slot level above 6th.

CRUSH

7th level evocation
(sorcerer, warlock, wizard)

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (bone powder)
Duration: Instantaneous

You target one creature within range. It must succeed a Strength Saving throw or be trapped in a field of gravity that compresses it and forces it to fold in on itself, taking 12d10 bludgeoning damage, falling prone and having its speed reduced to 0 until the start of your next turn as it reels from the pain.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, you can target one additional creature within range for each slot level above 7th.



BURY

8th level transmutation
(Bard, Sorcerer, Wizard)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You increase the pull of gravity in a 30-foot-radius and 300-foot-high cylinder centered on a point on the ground within range. Any creature in this area needs to expend 4 feet of movement to move 1 foot, if a creature is flying, it falls to the ground abruptly, taking fall damage.

All creatures on the ground that start their turn in that radius or enter it for the first time on a turn must succeed a Strength saving throw or be forced inside the ground, as the gravity pulls them in. They are restrained and incapacitated by the ground around them and the crushing pressure, but gain the benefits of 3/4 cover as only the upper part of their body is visible. A creature can repeat the saving throw at the end of each of its turn, freeing itself on a success.

OPPOSE

9th level transmutation
(Sorcerer, Wizard)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 hour

You can emanate a gravity that pushes against everything. Creatures cannot closer than 20 feet from you as the gravity repels them, in addition all ranged attack rolls against you automatically fail, as the gravity deflects them.

THANK YOU !

A big thank you to all of those who follow and support me, without you I couldn't have brought this project to life.

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And now onto the next project...

Cheers !

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A MASSIVE THANK YOU TO ALL MY PATRONS !

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