



Chapter Seven: Spells

Spellcraft and Spell Labs

Many of the majors at Sigil Prep include copious amounts of spellcraft courses. Wizards, Clerics, Druids, and Sorcerers of course, along with Bards and Warlocks, but even combat majors such as Rangers and Paladins have to put in some lab time, and Fighter and Rogues both have the option to enhance their education with some hocus pocus.

Majors with spellcraft requirements are going to require a lot of time, both in the classroom and in the lab. Every semester, you'll be taking both spellcraft theory classes, and have required practical time in the lab, practicing and perfecting your spells.

Sigil Prep's vast spell library allows for self-learning and guided instruction, so even if your lab professor doesn't have Snilloc's Snowball in their repertoire, you can be sure you're still going to be able to learn it with confidence and skill.

Spell Lists by Class

Artificer Spells

- 1- Grasp of Algebra
- 3- Algebra Blast
- Negative Sum
- Resist Math
- 4- Geometric Strike
- Remove Variable
- Wall of Geometry

Bard Spells

- Cantrip- Create Coffee
- 1- Parvor's Purple Pill
- 2- Cram Session
- 4- Bigby's Deep Tissue Massage
- 5- Zombie Dance
- 8- Summon Character Sheet

Cleric Spells

- Cantrip- Create Coffee
- 1- Parvor's Purple Pill

Ranger Spells

- 5- Zeno's Arrow

Sorcerer Spells

- Cantrip- Create Coffee
- 2- Cram Session

- 3- Resist Math
- 5- Zombie Dance
- 8- Summon Character Sheet

Warlock Spells

- Cantrip- Create Coffee
- 5- Zombie Dance

Wizard Spells

- Cantrip- Ray of Arithmetic
- 1- Grasp of Algebra
- 2- Cram Session
- 3- Algebra Blast
- Negative Sum
- Resist Math
- 4- Bigby's Deep Tissue Massage
- Geometric Strike
- Remove Variable
- Wall of Geometry
- 5- Conjure Mathematical
- Pulse of Trigonometry
- Unbalanced Equation
- Zeno's Arrow
- Zombie Dance
- 8- Summon Character Sheet
- 9- Calculus Blast

Spell Descriptions

Several of the below spells fall under a new school of magic, Mathementalism. In all cases, an alternate school is listed in brackets. If the DM does not desire a new school of magic in his campaign, but still wishes to use these spells, consider them as belonging to the alternate school instead.

Math damage is a new form of damage that damages physically and mentally. However, most of the damage comes from not understanding the equations that make it up. Intelligence saving throws used to avoid math damage represent figuring out the math involved intuitively before it strikes you.

Some spells used herein were adapted from 3.5 spells created for Sigil Prep by The Demented One and Duke of URL on the Giants in the Playground forums

ALBEBRA BLAST

3rd level Mathementalism [Evocation]

Casting time: 1 action

Range: Self (60 ft. cone)

Components: V, S

Duration: Instantaneous

You conjure forth a burst of swirling equations which erupt as a cone as you sketch out calculations in the air. Each creature in a 60 foot cone suffers 8d6 math damage. The equations you calculate include a variable that is difficult to pin down. Roll 1d6; the resulting number is your variable.

Creatures in the area of effect make an Intelligence saving throw. If they succeed, they only take damage from the dice that equal your variable; for instance, if your variable is 4, and your damage dice were 4, 5, 3, 4, 4, 6, 2, and 3, they suffer only 12 damage (from the three 4s) on a successful save. If the saving throw beats the DC by more than your Intelligence modifier, they take no damage.

At higher levels: If you cast this spell with a 4th level spell slot or higher, add 1d6 damage for each slot level above 3rd.

BIGBY'S DEEP TISSUE MASSAGE

4th level Evocation

Casting Time: 1 minute

Range: 30 ft.

Components: V, S, M (at least 2 ounces of fragrant oil)

Duration: one hour

You summon into existence a pair of dexterous hands made of pure force. The target of the spell must be lying face down. The hands begin kneading and working the muscles of the target. If the target submits to the massage for the full hour, they regain spent hit dice as if they had taken a long rest. (The target does not gain any benefits of a long rest except for regaining spent hit dice.)

CALCULUS BLAST

9th level Mathementalism [Evocation]

Casting Time: 1 action

Range: 120 ft.

Components: V, S

Duration: Instantaneous

By drawing equations in the air, you create a burst of raw calculus in a 40 ft. radius centered on a point within range you select. All creatures in that radius take 20d6 math damage. Keep track of the numbers rolled on each die (how many 1s, how many 2s, etc.)

Creatures in the area of effect make an Intelligence saving throw. Those that make their save remove all the 6s and 1s from the damage they take. Those whose save beat the DC by more than your Intelligence modifier or greater also remove the 5s and 2s. Creatures who beat the DC by more than twice your intelligence modifier take no damage.

CONJURE MATHEMENTAL

5th level Mathematicalism [conjunction]

Casting Time: 1 minute

Range: 90 feet

Components: V, S, M (pencil and paper)

Duration: Concentration, up to 1 hour

By mathematical calculation, you conjure forth a mathemental, a creature similar to elementals, but composed of raw mathematics. A mathemental of challenge rating 5 or less appears in an unoccupied space within range, based on your calculations in summoning it. You must make an Intelligence check when casting this spell, adding your proficiency bonus. If you beat a CR of 10, you summon either an Even Mathemental or an Odd Mathemental, depending on the number rolled (odd = odd, even = even). The Mathemental disappears when it drops to 0 hit points or when the spell ends.

If your total is 16 or 25 (or, I guess, 36 if you have super-high bonuses), you may choose instead to summon a Prime Mathemental. However, if you fail to beat the CR, you summon a Negative Odd or Negative Even Mathemental, which does not follow your commands and instead attacks you and your allies.

Unless you summon a Negative Mathemental, the Mathemental is friendly to you and your allies. Roll initiative for it; it has its own turns. It obeys any verbal commands you issue to it, which does not require an action. If you don't issue commands to the Mathemental, it defends itself but performs no further actions.

If your concentration is broken, the Mathemental disappears.

At higher levels. If you use a 6th level slot to cast this spell, you can choose to summon an Irrational Mathemental. This requires a proficient intelligence check of DC 15. If you fail the check, you summon an Imaginary Mathemental, which is hostile to you. Casting this spell with a 7th level or higher slot offers no further benefit.

CRAM SESSION

2nd level Enchantment

Casting Time: 10 minutes

Range: 30 feet

Components: V, S, M (one book which is not consumed in the casting)

Duration: 2 hours

Select a (non-magical) book, which you must study during the casting time of this spell. You and up to 2 allies within range gain proficiency in Intelligence checks used to recall information from the book in question.

Please note that using this spell is considered cheating by the university. We're not saying don't use it, we're just saying please note.

CREATE COFFEE

Conjuration cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You conjure a cardboard cup of coffee into your hand. It is too strong and sort of sludgy, but it has enough caffeine to satisfy your jitters. Coffee is not a good substitute for water. This cantrip has no mechanical game effects unless you are a sorcerer with the Coffeemancer arcane origin. But you're going to be extremely popular during exams.

GEOMETRIC STRIKE

4th level Mathemamentalism [Evocation]

Casting time: 1 action

Range: 100 feet

Components: V, S

Duration: Instantaneous

You bombard a 20 ft. x 20 ft. square within range with raw mathematical energy. Roll a d12 and multiply the result by 4. Each creature in the area of effect takes damage equal to the result. Each creature can make an Intelligence saving throw; if they succeed, they instead take half damage. If the save beats the DC by more than your Intelligence bonus, they take the square root of the damage, rounded down.

At higher levels. If you cast this spell with a 6th level slot, the area of effect is hexagon 20 ft. on each side, and you multiply the d12 by 6 damage. If you use an 8th level slot, the area of effect is a 20 ft./side octagon, and you multiply the d12 by 8 for damage.

GRASP OF ALGEBRA

1st level Mathemamentalism [evocation]

Casting time: 1 action

Range: touch

Components: V, S

Duration: Instantaneous

Even a first semester Mathemamentalist needs to have a basic grasp of algebra. You make a melee spell attack to grab a target within reach. The target is bombarded with mathematical theory, taking 3d6 math damage. If the target has a negative Intelligence modifier, square the intelligence modifier and add that to the damage.

The target gets an Intelligence saving throw. If it succeeds, it doesn't take the bonus damage from having a negative intelligence modifier, and takes half damage from the dice roll. If it beats the DC by more than your Intelligence modifier, it takes no damage.

NEGATIVE SUM

3rd level Mathematicalism [abjuration]

Casting time: 1 reaction

Range: self

Components: V

Duration: Instantaneous

When you are targeted by a spell of 3rd level or less that does math damage, you forfeit your saving throw and use your reaction to rebalance the equations. Roll dice of the same number and type as the spell you are reacting to and subtract the result from the damage of the spell. You take only the damage remaining. If the sum is negative, you gain temporary hit points equal to the [absolute value of] the sum.

At higher levels. If you cast this spell with a slot above 3rd level, you can react to a math spell of up to the level of the slot you use.

PARVOR'S PURPLE PILL

1st level Transmutation

Casting Time: 1 action

Range: touch

Components: V, S, M (a bit of oyster shell)

Duration: 10 minutes (see below; if Parvor's Purple Pill lasts longer than 4 hours, see a Cleric or licensed ley healer)

Originally created to overcome... performance anxiety of the, um... interpersonal, physical variety... Parvor's Purple Pill causes a spontaneous arousal in... okay, let's just come out and say it. This spell only affects individuals with a penis. There, are you happy? (We're just going to use male pronouns for the remainder of this description for convenience.)

When cast, the target is up and ready for sexual activity for at least an hour. However, for the first 10 minutes after the spell is cast, the target has disadvantage on all Intelligence checks he attempts to make. Further, if the spell is cast in combat, the target immediately loses track of what he's doing and can't take his next action. He may make a Constitution check to avoid both the Intelligence disadvantage and the lost action.

PULSE OF TRIGONOMETRY

5th level Mathematicalism [evocation]

Casting time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

When you cast this spell, choose three targets in range, none of whom may be more than 30 feet from any other target. These targets form three points of a triangle, and any creature inside the

triangle formed are bombarded by swirling mathematical theorems. Each of the targets suffers 10d8 math damage; the creatures inside the triangle take half that.

All affected creatures can make an Intelligence saving throw. If the three targets succeed, they take half damage. Creatures in the area of effect who make their save take the square root of the initial damage roll, rounded down. If the targets beat the DC by more than your Intelligence modifier, they likewise take the square root of the damage. Creatures in the area of effect who beat the DC by more than your Intelligence modifier take no damage.

At higher levels. For each number slot above 5th that you use to cast this spell, the damage increases by 1d8.

RAY OF ARITHMETIC

Mathematicalism [evocation] cantrip

Casting time: 1 action

Range: 30 feet

Components: V, S

Duration: instantaneous

You call forth a small burst of rapid-fire equations which strike a target within range. You make a ranged spell attack to hit, and the target takes 1d10 math damage and gets disadvantage to Intelligence checks for the next round as it tries to make sense of the math that's currently harassing it. If the creature makes an Intelligence saving throw, it doesn't suffer disadvantage. If it makes the save by more than your Intelligence modifier, it suffers no damage.

The spell's damage increase to 2d10 at 5th level, 3d10 at 11th level, and 4d10 at 17th level.

REMOVE VARIABLE

4th level Mathematicalism [abjuration]

Casting time: 1 reaction

Range: 60 ft.

Components: V, S

Duration: Instantaneous

You cast this spell in reaction to a spell that does damage of any type. Roll a die of the same size as the damage dice of the spell. The number you roll becomes a variable you erase from the mathematical equation of the spell. Remove all dice that rolled that same number from the damage of the spell. For instance, if your variable die comes up 4, all damage dice that came up 4 are removed from the total.

RESIST MATH

3rd level Abjuration

Casting time: 1 action

Range: touch

Components: V, S

Duration: concentration, up to 1 hour

One willing creature you touch has resistance to math damage for the duration.

This spell does not let you get out of the algebra requirement for your major.

SUMMON CHARACTER SHEET

8th level Divination

Casting time: 1 minute

Range: 180 feet

Components: V, S, M (a blank piece of paper)

Duration: one hour

Select one creature, whose name you know, that you can see within range. The paper used in casting this spell becomes a document listing all of that creature's relevant information in numerical values you can understand, including strength, dexterity, constitution, intelligence, wisdom and charisma scores, relative toughness in terms of hit points, a summary of his useful abilities as determined by class and race, items presently on his person, languages he speaks, and a crudely drawn sketch of the person (or a piece of cribbed art used without the artist's permission that sort of looks like the person). In short, all the information that would be recorded on the creature's character sheet, but that doesn't parse as an in-game explanation, so ignore this sentence.

After one hour, this sheet becomes ruined by coffee stains and is unreadable.

UNBALANCED EQUATION

5th level mathematicalism [abjuration]

Casting time: 1 reaction

Range: 200 ft.

Components: V, S

Duration: Instantaneous

Cast as a reaction when you are about to take math damage from a spell. In an instant, you find a fatal flaw in the caster's calculations. If the spell is 5th level or lower, regardless of whether they are in the area of effect, the caster takes the damage you were about to take instead. The caster may still make any applicable saving throws.

At higher levels. If you cast this spell at a level above 5th, you may redirect damage from a spell with a level equal to the spell slot you used.

WALL OF GEOMETRY

4th level mathematicalism [evocation]

Casting time: 1 action

Range: 120 feet

Components: V, S

Duration: concentration, up to 10 minutes

You create a wall composed of swirling mathematical equations. The wall is 1 foot thick, and can be either a straight line 40 feet wide and 10 feet high, or a perfect square 10 feet on each side and 20 feet high. Nothing can physically pass through the barrier and it is immune to all damage (although it can be dispelled by *dispel magic*). The wall extends into the ethereal plane and can block ethereal creatures.

If a creature can understand the equations making up the wall, it becomes inconsequential to them. Creatures attempting to pass through make an Intelligence saving throw; on a successful save, they are able to pass through freely, although they suffer 4d6 math damage when they do so. If they beat the save by more than your intelligence modifier, they take no damage.

At higher levels. When you cast this level at higher levels, the size and shape of the wall increases by 10 feet (straight line), or one side (i.e., at 5th level, you create a pentagon 10 feet to a side, at 6th level a hexagon, at 7th level a heptagon, etc.) Likewise, the damage for passing through the barrier increases by 1d6 for each level slot over 4th you use to cast the spell.

ZENO'S ARROW

5th level mathematicalism [transmutation]

Casting time: 1 action

Range: 90 feet

Components: V, S

Duration: one round

By disproving the possibility of movement mathematically within a split second, you make it impossible for arrows to move for one round. All attacks with bows and crossbows within range between the time you cast the spell and your next action hang in the air exactly where they started. At the beginning of your next turn, the arrows fling forward exactly as if just fired, but if the target has moved since, it automatically misses.

If, however, another creature is now in the space previously targeted, the arrow's shooter must make an attack roll against that new target.

If someone bothers to use their move to pull or push the arrow at least halfway to its target, it will finish propelling itself from there.

ZOMBIE DANCE

5th level necromancy

Casting Time: 1 action

Range: 120 ft.

Components: V, S, M (a single, bedazzled glove)

Duration: 5 minutes, 57 seconds

When you cast this spell, all physical undead with a CR of 1/2 or less in a 50 ft. radius must make a Wisdom saving throw. (For the purposes of this spell, make a single saving throw roll and compare it to each applicable undead.) As a royalty free sound-alike of *Thriller* plays ethereally from thin air, the undead that fail their roll begin dancing in unison for the duration of the spell. It's really well-choreographed and very engaging. If any undead are attacked before the duration is over, the spell ends instantly and the undead resume whatever they were doing before the dance (although they are likely to retaliate against the attacker).

At higher levels. Cast with a 7th level slot, this spell also affects physical undead with a CR of 1. With a 9th level slot, it affects undead up to CR 2.