

## LAVINIA TAGG'S ARCANIC HOLD-UP

*3rd-level conjuration*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (A sprig of bioluminescent moss and a pinch of dirt)

**Duration:** Concentration, up to 1 minute

Three elemental sprites in the form of golden rays of light issue forth from your outstretched, glowing palm and hang in the air in front of you, pointing at a creature you designate. When you cast the spell, you issue a short, simple course of action for the targeted creature to follow (such as “put your hands in the air” or “empty your pockets”). On subsequent turns, you can use a bonus action to issue a new instruction (“now lie down on the ground”).

For the duration or until all of the rays are consumed, each time the target attempts to move or take reactions, bonus actions, or actions that do not fulfill your current instructions, one of the rays streaks forward towards the target (make a ranged spell attack). On a hit, the ray deals 2d6 fire damage and gives the target disadvantage on the attempted action or reduces their speed to half (in the case of movement).

Finally, as a bonus action on your turn, you may dismiss any remaining rays. When dismissed in this way, they fly towards the target, where they deal no damage but disperse in a cloud of smoke and dust. The cloud forms a 10-foot radius sphere around the target's location and its area is heavily obscured. The sphere lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, you create one additional ray OR you may designate one additional target for each slot level above 3rd. For example, if you cast *Arcane Hold-Up* at 5th level, you could choose to add two additional rays, one additional ray and one additional target, or two additional targets.

