DUALINK

Void Step

Spell



Runeterra Edition

Void Step

2nd-level conjuration

Casting Time: 1 bonus action
Range: Self
Components: S
Duration: Instantaneous

You partially phase out of reality and reappear in an unoccupied space you can see within 30 feet.

When you cast this spell, roll a d4.

On a roll of 2–4, the spell functions normally.

On a roll of 1, your position is imperfectly resolved by the Void.

On a 1, you instead appear in a space within 30 feet of your intended destination, determined randomly by the DM or by using a scatter method. If the chosen space is occupied, you appear in the nearest unoccupied space and take 1d6 psychic damage as reality snaps back into place.

Until the start of your next turn, the first attack made against you has disadvantage, as your form briefly flickers between positions.

In addition, each creature within 5 feet of the space you leave or the space you appear takes 1d6 psychic damage, as the Void momentarily intrudes upon reality.

Spell list: Eldritch Knight (Fighter), Warlock, Sorcerer, Wizard