

# Wall of Annihilation

May 17, 2023



6th Level Evocation

Casting Time: 1 action

Range: 120 ft.

Components: V, S, M (a flat piece of obsidian)

Duration: Concentration, up to 10 Minutes

A black wall of [Oblivion](#) energy springs into existence at a point you choose within range. The wall appears in any orientation you choose, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-by-10-foot panels. Each panel must be contiguous with another panel. In any form, the wall is infinitely thin. It lasts for the duration. If the wall cuts through a creature's space when it appears, the creature takes 5d8 force damage. On a successful Dexterity save, a creature takes half damage.

Anything passing through the wall takes 5d8 force damage, including anything carried. A creature thrown or otherwise moved toward the wall against their will can make a Dexterity save for half damage. Anything reduced to 0 hit points is disintegrated. It is immune to all damage but can be dispelled by a high enough dispel magic. The wall also extends into the Ethereal Plane,

blocking ethereal travel through the wall.

---

# Untouchable Minion

May 17, 2023



2nd Level Conjuration

Casting Time: 1 action

Range: Line of Sight

Components: V, S, M (A small black bell or whistle)

Duration: 1 Hour

Attack/Save: DEX

You create a dark, intangible, and silent servant in the form of any medium or smaller creature you've encountered. While the figure can pass through solid objects, it must remain visible to you or the spell ends. The figure can move, fly, and communicate via visible motions without affecting physical objects, acting by your mental command. At any point in the spell duration, the figure can attack one target, who must make a Dexterity saving throw. A creature takes 1d6 force damage on a failed save, or no damage on a successful one. Once the figure attacks, the spell ends.

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

level above 2nd.

---

# Degrade

May 17, 2023



3rd Level Evocation

Casting Time: 1 action

Range: 5 ft.

Components: V, S, M (a small sponge)

Duration: Instantaneous

Attack/Save: Special

You use [Oblivion](#) energy to permanently degrade the structural integrity of a single non-magical item up to 50 lb or 50 lb of a larger item. The item turns black for a moment then suddenly feels lighter if carried. The target item must succeed in a save against the material Armor Class or reduce its hit points by half and the material Armor Class by 2. If that object only had 1 hit point or the AC drops below 1, the item crumbles. If the target is armor, the spell reduces the AC benefit of the armor by 2. If the target is a weapon or shield, the item becomes fragile and must save against its material's Armor Class when struck, noting the reduced AC. If the item succeeds in its save, damage is halved. The [Mending](#) cantrip can undo the effect of this spell.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, you can target one additional item or 30 additional lb. of the same item for each slot level above 3rd.

---

## Cover of Darkness

May 17, 2023



4th level Evocation

Casting Time: 1 Action

Range: Self

Components: V, S, M (An obsidian effigy of the caster valued at 50 GP)

Duration: Concentration, up to 1 Minute

Waves of darkness enclose your body until the spell ends, causing you to become heavily obscured to others. The shadows turn dim light within 10 feet of you into darkness, and bright light in the same area to dim light.

Until the spell ends, you have resistance to radiant damage and immunity to psychic damage. In addition, whenever a creature within 10 feet of you hits you with an attack, the darkness consumes the attacker, dealing it 2d8 force damage.

---

# Nullified Senses

May 17, 2023



1st Level Evocation

Casting Time: 1 Action

Range: 30 ft

Components: V

Duration: 1 minute

Attack/Save: DEX

You create a small field of darkness over the target's eyes or silence over their ears, that blinds or deafens them (your choice) for the duration. Choose one creature that you can see within range. The target must make a Dexterity saving throw. If it fails, the target is either blinded or deafened. At the end of each of their turns, the target can make a Dexterity saving throw. On a success, the spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

---

# Dark Shape

May 17, 2023



Illusion cantrip

Casting Time: 1 action

Range: 30 ft

Components: S, M (a pinch of powdered obsidian)

Duration: 1 minute

You summon a small amount of stationary [Oblivion](#) that obliterates light to the degree you choose in one location up to 10 cubic feet. The shape can be porous to create a fog or shadow effect, or completely dark and in any shape you wish. While the entire shape must fill 10 cubic feet, the shape need not be contiguous and as such can form multiple small shapes, words, etc.

---

# Nullimancy

May 17, 2023



Nullimancers have learned the secret art of tapping into and manipulating the all-consuming energy of [Oblivion](#). They can generate it and transform it to a variety of effects, all of which destroy matter or energy in some way. This results in new spells and features, and several existing spells have Nullimancy versions that use Oblivion instead of the Weave.

## Nullimancy Conversion

Starting at 2nd level, you learn to manipulate certain existing spells as nullimancy spells. When a nullimancer learns one of these spells, they learn it as a nullimancy spell instead with differences as noted:

### 1st Level Spells

- [Shield](#) Instead of invisible, the shield appears non-reflective black
- **Absorb Elements** Regardless of the incoming effect, the effect the following round is always force
- [Fog Cloud](#) The fog consists of specks of darkness, appearing like soot but otherwise intangible and functions identically to the original spell.
- [Grease](#) Instead of a layer of grease, the spell turns the surface black and nearly eliminates friction for the duration, feeling like ice. The material component is a bit of fur from a dog.
- [Mage Armor](#) The armor appears pitch black.

- [Magic Missile](#) Instead of glowing, the darts are black energy.

## 2nd Level Spells

- **Cloud of Daggers** The spinning daggers are black and cause force damage instead of slashing.
- [Darkness](#) The material component is a bit of ground obsidian.

## 3rd Level Spells

- [Tiny Hut](#) Only the caster can see through the barrier to the outside.
- [Protection from Energy](#) Force damage is another energy option.
- [Dispel Magic](#) The target seems to be enveloped with darkness for a split-second as the spell ends.
- [Nondetection](#) The material component is 25 gp worth of powdered obsidian instead of diamond dust.

## 4th Level Spells

- [Private Sanctum](#) The barrier also offers the option of resistance from psychic energy.

## 5th Level Spells

- [Modify Memory](#) Remove Curse will not reverse this, because the target's brain has been permanently modified by the Oblivion energy.

## 6th Level Spells

- [Circle of Death](#) An evocation, it causes force damage instead of necrotic damage.



- [Disintegrate](#) The beam is black, not green.
- [Globe of Invulnerability](#) The spell also protects against spell-like effects.

## 7th Level Spells

- [Arcane Sword](#) The sword is black and ignores non-magical armor.
- [Finger of Death](#) As an evocation, it causes force damage, not necrotic, and instead of producing a zombie, a target killed by this spell is disintegrated per the Disintegration spell.

## 8th Level Spells

- [Antimagic Field](#) Even magic effects created by artifacts and relics cannot function within this field, short of direct intervention by a deity.
- [Feeblemind](#) Using Oblivion energy to damage the target's mind, the target takes force damage, not psychic, but otherwise, the effects are the same.

## Oblivious Resistance

Starting at 2nd level, your manipulation of Oblivion gives you Resistance to all psychic attacks.

## Forced Oblivion

Starting at 6th level, your mastery of Oblivion manipulation allows you to cast [Counterspell](#) and [Dispel Magic](#) each once per long rest as a bonus action or reaction at 3rd level without expending spell slots.

# Anti-Psionic Sphere

Starting at 10th level, you can create an anti-psionic sphere around you with a radius in feet equal to your level once per long rest. This sphere negates all psychic abilities, including any effect described as psionic, including psionic racial and character class abilities, gem dragon spells, and any spell with a Psychic Damage/Effect. This effect lasts up to 1 minute per level.

Every time this feature is used, the you must roll 1d100. A result of 1 nullifies the psionic energy of one creature within the sphere, randomly chosen including you, causing permanent [Feeblemind](#). This effect is only reversible by a [Greater Restoration](#) or [Wish](#).

# Oblivious Mind

Starting at 14th level, your mastery of Oblivion energy, especially its negation of psychic energy, creates the effect of a permanent [Mind Blank](#) spell on only you.

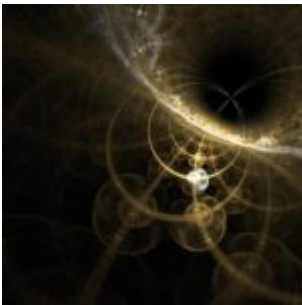
# Nullimancy Spells

- [Carve](#)
- [Cover of Darkness](#)
- [Dark Messenger](#)
- [Dark Shape](#)
- [Degrade](#)
- [Exploding Devastation](#)
- [Nullified Senses](#)
- [Oblivious Movement](#)

- [Plague of Darkness](#)
  - [Sinkhole](#)
  - [Sphere of Annihilation](#)
  - [Touch Oblivion](#)
  - [Untouchable Minion](#)
  - [Wall of Annihilation](#)
- 

# Andovir Planes of Existence

May 17, 2023



The Planes of Existence in the Andovir campaign follow the [Great Wheel cosmology](#), including the quasi-elemental inner planes, Feywild/Shadowfell and the Far Realm, and any number of demiplanes, but lacking the Temporal Plane and mirror planes. These planes are inhabited by all manner of corresponding creatures, including beings of great power known in other campaign worlds as gods. In Andovir, these beings are known by some sages, but they generally remain in their own planes and have little influence if any on the Material Plane, preferring to pursue lives on their home planes and interact with the gods of Andovir, whose power far exceeds these other beings.

The exceptions are the [fiends](#) and celestials, which take a more active role in the lives of mortals, acting as servants of the gods, though most fiends see themselves as serving the

principles of the Twilight Pantheon but not the gods themselves, whereas the celestials gladly bow to the Lords of Light. While most mortals have never seen a fiend nor a celestial, the former constantly seek entrance onto the Material Plane, and the latter come when sent for a specific purpose.

In addition to these planes, two more planes separate the Great Wheel from the Far Realm: the Psychic Plane and Oblivion.

## Psychic Plane

The Psychic Plane is the source of intellect, creativity, and the energy that forms the substance of the soul. While only the gods could ever visit this plane without an immediate overload of mental energy and dying or falling into complete irrevocable tortured catatonia, this plane also serves as the source of all psionic ability.

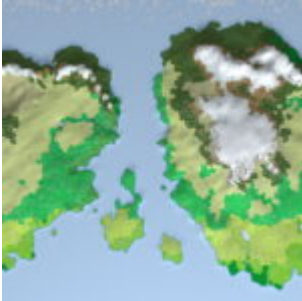
## Oblivion

Also known as the Plane of Annihilation or simply the Void, Oblivion is the plane of destruction and negation. Not just emptiness, Oblivion is an actively destructive black energy that obliterates anything that it touches. Certain wizards known as [nullimancers](#) have learned to tap into and manipulate the destructive energy, manipulating it to destroy matter or nullify magic or energy, but most nullimancers eventually lose control of the powerful force and destroy themselves. Even so, dark conclaves continue to train wizards in these dangerous arts.

---

# Andovir

May 17, 2023



Amndovir is a high fantasy accesspunk world that accounts for disabled, neurodivergent, and mentally ill beings throughout its design, a realm where accessibility and universal design flourish, shaping a world of limitless possibilities. In the layered city of Duneport, [devils](#) and [djinn](#) vie with [dragons](#) for control. Beyond its walls, in the Hollow Sea, the iridescent-shelled abaloi dwell, their spiraling homes piercing the coral desert sand. The [goblins](#) of the United Hordes of Kluid are renowned trainers of [service animals](#), including [unicorns](#), [velociraptors](#), and [pseudodragons](#), while their [wheelchair cavalry](#) strikes awe and fear. Shathun [dwarves](#), orcs, and clockwork [tinkerlings](#) explore the oceans in ships and underwater immersives. Arcanowrights combine magic and invention to create prosthetics, clockwork servants, and culinary wonders while the [paladins](#) of the Order of the Silver Lance safeguard the marginalized, and an ancient cabal of wizards manipulates governments across the continent. Within this vibrant realm, the arcane currents of the Flow propel airships and arcane skimmers while casters manipulate it to altruistic and nefarious ends.

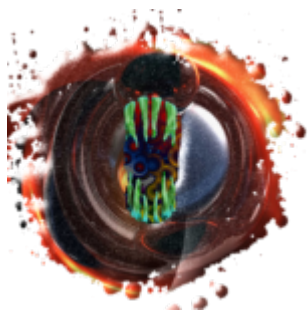
- [Wheelchair Cavalry Goblin](#)
- [Andovir](#)
- [Andovir Planes of Existence](#)
- [Mer \(Language\)](#)

- [Abaloi \(Language\)](#)
- [Miniature Tyrannosaurus](#)
- [Languages of Andovir](#)
- [Kisashi \(Language\)](#)
- [Felioni \(Language\)](#)
- [Fstuuian \(Language\)](#)
- [Shathun \(Language\)](#)
- [Tiggywinkle \(Language\)](#)
- [Jasper Pincushion](#)
- [Minotaur \(Ancestry\)](#)
- [Anurian](#)
- [Avanari](#)
- [Tiggywinkle](#)
- [Lizardfolk \(Ancestry\)](#)
- [Homthun](#)
- [Felioni](#)
- [Lubin](#)
- [Gnoll \(Ancestry\)](#)
- [Chelunen](#)
- [Tinkerling](#)
- [Stoneharbor](#)
- [The Gods of Andovir](#)
- [Ardent](#)

---

# Voidspawn Residue

May 17, 2023



Large ooze, chaotic neutral

**Armor Class** 8

**Hit Points** 75 (10d10 + 20)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	6 (-2)	14 (+2)	2 (-4)	6 (-2)	1 (-5)

**Damage Resistances** fire

**Damage Immunities** acid, cold, lightning, psychic, thunder

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, prone, stunned, unconscious

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 8

**Languages** understands Deep Speech

**Challenge** 5 (1,800 XP)

**Amorphous.** The residue can move through a space as narrow as 1 inch wide without squeezing.

**Cosmic Hunger.** Once per turn, the residue can make a bite attack

against a creature it has grappled. On a hit, the target takes 11 (2d10) piercing damage and 13 (3d8) necrotic damage. If this damage reduces the target to 0 hit points, the target is absorbed by the residue and is considered dead. The residue regains 22 (5d8) hit points.

**Spider Climb.** The residue can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Grappler.** The residue has advantage on attack rolls against any creature grappled by it.

## Actions

**Pseudopod.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage plus 9 (2d8) psychic damage. A Large or smaller creature is also grappled by it (escape DC 14).

**Cacophonous Vibration (1/Day).** The residue's cilia begin to vibrate in a chaotic, discordant rhythm, causing a horrifying sensation in those nearby. All creatures within 30 feet of the ooze must make a DC 16 Wisdom saving throw or take 27 (5d10) psychic damage and become frightened for 1 minute. On a successful save, the creature takes half damage and isn't frightened. Creatures that are immune to being frightened automatically succeed on the saving throw. Additionally, if a creature takes damage from this ability, it must roll a d20. On a roll of 1-5, the creature's body vibrates uncontrollably for 1 minute, causing it to have disadvantage on all attack rolls, ability checks, and saving throws that involve concentration. This effect can be ended early by a Lesser Restoration or Greater Restoration spell.

A massive, amorphous blob with a shimmering, translucent body,



the voidspawn residue's body seems to pulse and undulate in a way that's almost mesmerizing to watch. Its surface is covered in tiny cilia that writhe and move like tiny tentacles, and its center is dominated by a gaping maw filled with rows of razor-sharp teeth.

The Voidspawn Residue is a creature born from the convergence of countless planes of existence. Its existence is a paradox, as it simultaneously touches every plane and none at all. Its cilia vibrate with an eerie rhythm that seems to resonate with the underlying fabric of reality itself, and those who get too close can feel the unsettling sensation of their very existence being perforated by multiple planes simultaneously.

Scholars speculate that the voidspawn residue may be a remnant of a long-forgotten cosmic event, or perhaps the creation of some malevolent being who sought to transcend the boundaries of the multiverse. Regardless of its origins, encountering the voidspawn residue is a harrowing experience that leaves a lasting impression on all who witness its otherworldly form.