God themed spells

Azion

Electric Arc

1st level Evocation

Casting Time: 1 Action

Range: 30 ft

Components: V, S

Duration: 1 minute.

You hurl a pair of twin motes of static electricity against two creatures, linking them with lightning.

Choose two creatures within range, they must make a Dexterity save. On a fail each creature takes 2d10 lightning damage, creating a 5 ft wide line between them. On a success (from either target) they take damage and the spell ends. Linked creatures may attempt the save again at the end of their turn.

Creatures that start their turn in the line, or enter it for the first time on a turn must succeed on a Constitution save or take 1d6 lightning damage. On a success they take no damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial

damage increases by 1d10 for each slot level above 1st.

Celandine

Path of Pain

1st level Conjuration

Casting Time: 1 Action

Range: Self

Components: V, S, M (a flower with thorns)

Duration: Concentration, up to 1 minute.

Your steps grow a field of flaming flowers which bolster your allies and hinder your enemies in battle.

Until the end of your turn you gain 20 ft of movement and any squares you pass through grow flaming flowers.

The affected area becomes difficult terrain until the spell ends. Any allies in the area gain a number of Temporary HP equal to twice your Constitution Modifier (minimum 2) at the start of their turn. An enemy takes 1d4 fire damage for every 5 ft. of movement made by them in the area.

The flowers do not spread fire and wilt once the spell ends.

Dedros

Ziggurat

1st level Transmutation

Casting Time: 1 Action

Range: 30 ft

Components: V, S, M (a gemstone worth 10 gp, which the spell consumes)

Duration: Instantaneous

You create a stone monolith or statue that fits in a 10 ft cube within range, any creatures in the area are shunted to an unoccupied space away from you and take 2d10 force damage. Any allies gain a bonus to their AC and all Saving Throws equal to your Intelligence modifier (minimum 1) while adjacent to it.

Faelloc

Ashes to Ash

1st level Necromancy

Casting Time: 1 Action

Range: 60 ft

Components: V, S, M (An hourglass worth 50 gp)

Duration: Instantaneous

You attempt to siphon away part of a creatures lifetime, sending them to an early grave.

Choose a number of creatures up to your Wisdom modifier within range. They must make a Constitution Save. On a fail they take 1d10 necrotic damage and are stunned until the start of their next turn. On a success they take half damage and are not stunned.

At Higher Levels. When you cast this spell with a 2nd level slot or higher, for each level above 1st you may choose to deal an extra 1d10 cold damage or target 1 more creature.

Kyborh

Fateweave

1st level Illusion

Casting Time: 1 Action

Range: 30 ft

Components: S, M (a spool of thread)

Duration: Instantaneous

You spin a web of fate to ensnare a creature within range with visions and delusion, but fate is a double edged blade.

Make a ranged spell attack against a creature within range. On a hit the creature takes 1d8 psychic damage and is restrained until the start of your next turn. At the start of their turn, the target may attempt an Insight check contested by your Deception or Performance, if the creature succeeds it is freed and you become stunned until the end of your next turn.

At Higher Levels. When you cast this spell with a slot of 2nd level or higher you may choose one of the following:

* You make the attack with advantage.
* The creature makes the Insight check with disadvantage.
* The creature takes an extra 1d8 psychic damage per level above 1st.

L’zanes

Cleansing Rain

1st level Transmutation

Casting Time: 1 Action

Range: Self (20 ft cylinder)

Components: V

Duration: Instantaneous

You call forth a cleansing rain to wash away the worries and ailments afflicting you.

A calm drizzle washes over you in a 20 ft radius cylinder from the sky. Any conditions you may have are removed and transferred to all other creatures in the area. If you are below your max HP by less than your level, that damage is also transferred.

Naros

Gender Fluid

1st level Transmutation

Casting Time: 1 hour

Range: Touch

Components: V,S,M (A healer’s kit, herbalism kit or alchemist’s supplies)

Duration: Permanent (cannot be dispelled, but can override itself)

You and a willing creature work together to create a potion that will reshape their body into one which more closely match their gender identity, the creature then consumes the potion and is transformed according to their desires over the course of a day. The creature cannot change type through this, meaning a humanoid remains humanoid, a giant remains giant, a dragon remains dragon etc.

Ondir

Coral

1st level Abjuration

Casting Time: 1 Action

Range: Touch

Components: S, M (a piece of coral worth 50 gp)

Duration: Concentration, up to 1 minute.

You touch another creature, coating them in an armor of brine, barnacles and coral.

The creature gains Temp HP equal to your Constitution score. While the Temp HP remains the creature is coated in sea water, and is immune to fire damage and vulnerable to lightning damage.

Resplandecencia

Glimmer

1st level Abjuration

Casting Time: 1 Action

Range: Touch

Components: V, S, M (a holy symbol worth 100 gp, which the spell consumes)

Duration: Instantaneous

You touch a willing creature, imbuing them with holy light and potential.

Until the end of the creature’s next turn all damage they suffer is also taken by the source of the damage, ignoring all resistances or immunities.

If they drop to 0 HP they are restored to 1 HP.

Sin

Prophecy

1st level Enchantment

Casting Time: 1 Action

Range: Self

Components: V

Duration: Instantaneous

You delve deep into darkness and return with a glimpse of the future.

Roll a d20 and record that number and give it to the DM. You may substitute the result of any roll made until the next dawn with it, once you do, take that much psychic damage.

Teancri

Shadow

1st level Illusion

Casting Time: 1 Action

Range: Self

Components: S, M (a cloud of smoke)

Duration: 8 hours

You create a ghostly apparition from smoke to do your bidding.

The apparition is medium or small sized, has AC 10 and 1 HP, but otherwise your stats. It cannot attack. If it drops to 0 Hit Points, the spell ends.

It obeys your orders, which you can issue as a bonus action, and does it’s best to complete tasks given.

As a reaction to being hit by an attack you may swap places with it, the triggering attack is rerolled against the apparition.

Thanagolth

Animate Fallen

1st level Necromancy

Casting Time: 1 reaction (to a creature being killed in range)

Range: 30 ft

Components: V

Duration: Instantaneous

You extend a shard of life to a killed creature, allowing it one last rampage.

You briefly reanimate the corpse of a creature that was killed, forcing its body to make an attack against a target of your choice. The corpse continues attacking its designated target once per turn. The spell ends if the corpse misses or the target dies.

Vansol

Armistice

1st level Enchantment

Casting Time: 1 Action

Range: Self (30 ft sphere)

Components: V, S, M (a white cloth)

Duration: Instantaneous

You shout a command to disarm and cease fighting.

All creatures (including you) within a 30 ft radius must succeed on a Wisdom Save or drop their weapons.

At Higher Levels. When you cast this spell with a 3rd level slot or higher, creatures a size category larger than yourself make the save at disadvantage.

Xybus

Trickshot

1st level Conjuration

Casting Time: 1 Action

Range: Self

Components: V, M (a piece of ammunition or a thrown weapon)

Duration: Instantaneous

You whisper a prayer for luck on a difficult shot.

As part of this spell, make a ranged weapon attack, ignoring any cover the target may have. On a hit, in addition to the weapon damage the target takes 2d10 thunder damage.

Zathor

Four Seasons

1st level Evocation

Casting Time: 1 Action

Range: 30 ft.

Components: V, S, M (a teacup)

Duration: 1 minute.

You summon the winds of change upon a 15 ft cube within range. The area is covered in spectral depictions of the effects.

A creature is subject to the effects if it starts its turn in the area or when entering it for the first time in a round. The effects last until the end of the creature’s turn.

Choose one of the following:

Spring Allergies: Creatures in the area must make a Constitution save or be poisoned.

Summer Heat: Creatures in the area must make a Constitution save or be stunned.

Autumn Harvest: Creatures in the area gain 1d12 Temp HP.

Winter Blizzard: Creatures in the area must make a Constitution save or take 3d4 cold damage.