Evocation Spell List (EverQuest & DnD Wizard-Themed for Decennium Descent)

Theme: Pure destructive magic. Fire, lightning, frost, and arcane energy used to devastate single targets and crowds alike. Very few summons, almost no utility. All about overwhelming elemental power.

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🎓 Cantrips (Level 0) – 8 Spells Known

1. Arcane Ray – 1d6 force damage.

2. Sparkbolt – 1d4 lightning; causes minor visual flicker.

3. Freezing Touch – 1d4 cold; target has -5 ft movement next turn.

4. Flame Lash – 1d6 fire melee range, ignites flammable objects.

5. Soundburst – 5-ft AoE, CON save or 1d4 thunder + deafened 1 round.

6. Minor Combustion – Light a torch or small object instantly.

7. Force Needle – 1d6 piercing, ignores cover.

8. Arcane Echo – Next damaging cantrip can be cast again as bonus action.

📕 Level 1 Spells – 8 Known

1. Fireburst – 2d6 fire in 10-ft radius; DEX save halves.

2. Frost Arrow – 2d8 cold, target slowed 10 ft.

3. Chain Jolt – Hit 2 targets for 1d8 lightning each.

4. Force Spike – 3d6 force, knocks prone if target fails STR save.

5. Magic Missile Storm – 3 missiles, each 1d4+1; auto-hit.

6. Thunder Clap – 15-ft cone, 2d6 thunder, DEX save halves.

7. Arcane Shield Shatter – Dispel shield spells; deals 1d8 arcane damage.

8. Ignition Bolt – 1d10 fire bolt with 5-ft splash zone.

📕 Level 2 Spells – 4 Known

1. Scorching Raystorm – Fire 3 rays, each 2d6 fire damage.

2. Lightning Pulse – 20-ft line, 3d6 lightning, CON save halves.

3. Frost Nova – 15-ft burst; 2d8 cold and freeze (speed 0) on failed save.

4. Arcane Implosion – Target takes 4d6 force damage; CON save or stunned 1 round.

📕 Level 3 Spells – 4 Known

1. Flame Geyser – 5x5 vertical AoE; 5d6 fire, launches target upward.

2. Chain Lightning Jr. – Hits 3 targets, 4d6 lightning each.

3. Shardstorm – Cone of arcane ice shards: 5d4 piercing + 5 cold.

4. Arc Flash – Blinds enemies in 20-ft radius, 3d6 lightning.

📕 Level 4 Spells – 4 Known

1. Inferno Wave – 60-ft line, 6d6 fire and ignites ground.

2. Orb of Annihilation – Single target, 8d8 force; DEX save halves.

3. Freezing Rain – 30-ft radius, 4d6 cold/round, slippery terrain.

4. Voltaic Detonation – Point detonation: 6d8 lightning + 1 turn stunned.

📕 Level 5 Spells – 4 Known

1. Flame Typhoon – 60-ft radius whirlwind, 6d10 fire, pulls enemies inward.

2. Frozen Tomb – Target frozen solid, CON save or paralyzed 2 rounds + 5d8 cold.

3. Meteor Spear – Impale line of enemies, 8d6 fire + 3d6 bludgeoning.

4. Arc Surge – All enemies within 40 ft take 6d8 lightning.

📕 Level 6 Spells – 4 Known

1. Solar Flare – Flashbang effect, blind all enemies in 60 ft and deal 8d6 fire.

2. Absolute Zero – One creature frozen in time: 10d6 cold, CON save negates all.

3. Arcane Mortar – Summon a repeating arcane cannon, fires 3 rounds at 5d6 force.

4. Sonic Collapse – Thunder AoE: 8d8 thunder and causes collapse in weak structures.

📕 Level 7 Spells – 4 Known

1. Lightning Grave – Mark enemy with lightning seal: 10d8 if they move or act.

2. Pyroclasm – Massive 20-ft burst: 10d6 fire + burning ground.

3. Frost Reaver – Target takes 8d8 cold and is slowed until healed.

4. Arcbolt Singularity – Create a core of lightning; arcs to 6 enemies for 5d6.

📕 Level 8 Spells – 4 Known

1. Elemental Devastation – 20-ft radius: 10d10 elemental damage (roll per enemy).

2. Supernova Lance – 100-ft line: 12d6 fire + push back 20 ft.

3. Absolute Silence – 30-ft zone where thunder spells are doubled; no speech or sound.

4. Crystalline Flash – Exploding prism: 8d10 radiant or cold; causes blindness.

📕 Level 9 Spells – 8 Known

1. Meteor Swarm – Four 20-ft spheres: each 10d6 fire + 10d6 bludgeoning.

2. Arcane Apocalypse – 60-ft radius: 12d10 force damage, structures obliterated.

3. Thunder Wrath – Storm cloud strikes 5 times per round for 6d6 lightning.

4. Hellstorm – Rain of fire over 100 ft, 8d10/round for 3 rounds.

5. Frozen Eternity – Time stop for 1 target; no action for 3 rounds (WIS save ends).

6. Arc Furnace – Forge of energy: allies' spell damage +50% in zone.

7. Starfire Core – Nuclear burst of arcane and fire: 15d10, terrain permanently scorched.

8. Final Spark – Sacrifice self: 200 damage in 60-ft radius, unavoidable.