

NEW SPELLS

ACID RAIN

5th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (Pine Needles)

Duration: Concentration, up to 1 minute

Classes: Druid, Sorcerer, Wizard,

A acid rain hit falls in a 20-foot-radius, 40-foot-high cylinder centered on a point within range. when a creature enters the spell's area for the first time on a turn or starts its turn there, it takes 4d4 acid damage and is covered in acid for the spell's duration or until a creature uses its action to scrape or wash the acid off itself or another creature. A creature covered in the acid takes 4d4 acid damage at start of each of its turns.

At Higher Levels. At Higher Levels, the initial acid damage well as the acid damage at end of each of its turns is increase by 2d4 for each slot level above 5th.

ACID WAVE

6th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (Lemon Slice)

Duration: Instantaneous

Classes: Druid, Sorcerer, Wizard,

You conjure up a wave of water that crashes down on an area within range. The area can be up to 30 feet long, up to 10 feet wide, and up to 10 feet tall. Each creature in that area must make a Dexterity saving throw. On a failure, a creature takes 6d4 bludgeoning as well as 6d4 acid damage, is knocked prone and it is covered in acid until the end of the creatures next turn or until a creature uses its action to scrape or wash the acid off itself or another creature. On a success, a creature takes half the initial damage, and isn't knocked prone or covered in acid.

A creature covered in the acid takes 6d4 acid damage at end of its turn.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the initial bludgeoning damage and acid damage well as the acid damage at end of each of its turns is increase by 2d4 for each slot level above 6th.

BINDING CHAIN

1nd-level conjuration

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S, M (A small metal lock)

Duration: 1 minute

Classes: Artificer, Paladin, Ranger, Warlock

You conjure a chain that burst from the ground in an unoccupied space of your choice that you can see within range. the chain lash out at a creature within 30 feet of it that you can see. That creature must succeed on a dexterity saving throw or binded to it.

While the creature is binded to the chain, the creature must make a Strength check against your spell save DC if it attempts to move to a space that is more than 30 feet away from chain; if it succeeds on this check, the chain no longer binds the creature.

Until the spell ends, as a bonus action on each of your turns you can direct the chain to lash out at a creature 30 feet of it that you can see. you can only have one creature binded at time.

The chain has AC 15 and 20 hit points, when it is reduced to 0 hit points, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the chain gains additional 20 hit points for each slot level above 1st.

FIREWORKS

4th-level evocation

Casting Time: 1 Action

Range: 150 feet

Components: V, S, M (A pitch of black powder)

Duration: Instantaneous

Classes: Bard, Sorcerer, Wizard, Artificer

You launch up to three pyrotechnic bolts to three points within range. They each explode, creating a 15-foot-radius sphere of light and sound that spreads out from their center point until the end of your next turn. The sphere is bright light and sheds dim light for an additional 30 feet. Any creature in the sphere when it first appears must make a Constitution saving throw or become blinded and deafened until the end of your next turn. If the creature is flying, it is also knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the spell creates one more bolt for each slot above 4th.

FROST NOVA

3th-level conjuration

Casting Time: 1 action

Range: Self (20-foot radius)

Components: V, S

Duration: Instantaneous

Classes: Wizard, Sorcerer

You cause a ring of ice and frost to expand out from you up to a 20-foot radius. Each creature other than you in that area must make a Constitution saving throw. On a failed save, a creature takes 4d8 cold damage, and until the end of your next turn, its speed is reduced by 20 and it has disadvantage on weapon attack rolls. On a successful save, a creature takes half as much damage and suffers no other effects.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 and the you may increase the radius by 5 feet for each slot level above 3th.

MOLTEN SPHERE

6th-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a smooth piece of igneous rock)

Duration: Concentration, up to 10 minutes

Classes: Druid, Sorcerer

You summon forth a huge, rolling mass of magma. A 10-foot-diameter sphere of magma appears in an unoccupied space of your choice within range. The sphere then rolls along the ground in a straight line up to 60 feet in a direction you choose before exploding. The sphere explodes early if it impacts a solid surface or falls more than 10 feet. If the sphere would strike a creature, that creature must make a Dexterity saving throw. On a failed save, the sphere strikes the target and explodes. When the sphere explodes, each creature within a 20-foot radius must succeed on a Dexterity saving throw or take 4d8 bludgeoning damage and 4d8 fire damage. Creatures who pass their save take half as much damage, and a creature hit by the sphere fails the save automatically. Any surface the sphere rolled over, or that was hit by the explosion is covered in 3-inch-thick lava until the spell ends. The lava is difficult terrain, and when a creature moves into or within the area with lava, it takes 4d4 fire damage for every 5 feet it travels. The creature also takes this damage if it ends its turn touching the lava.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the bludgeoning damage and fire damage from the explosion both increases by 1d8 for each slot level above 6th.

MUD BALL

2nd-level conjuration

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (a smooth piece of igneous rock)

Duration: Instantaneous

Classes: Druid, Ranger

You summon forth a huge, rolling mass of Mud. A 10-foot-diameter sphere of mud appears in an unoccupied space of your choice within range. The sphere then rolls along the ground in a straight line up to 60 feet in a direction you choose before exploding. The sphere explodes early if it impacts a solid surface or falls more than 10 feet. If the sphere would strike a creature, that creature must make a Dexterity saving throw. On a failed save, the sphere strikes the target and explodes. When the sphere explodes, each creature within a 10-foot radius must succeed on a Dexterity saving throw or be blinded until the end of its next turn. A creature hit by the sphere fails the save automatically. Any surface the sphere rolled over, or that was hit by the explosion is covered in 3-inch-thick mud. The mud is difficult terrain until cleared.

OVERDRIVE

5th-level transmutation

Casting Time: 1 action

Range: touch

Components: V, S, M (Strand of Horse Hair)

Duration: Concentration, up to 10 minutes

Classes: Artificer, Sorcerer, Wizard,

You touch a creature, causing it to become electrically charged. Until the spell ends, the target's speed is doubled, it has advantage on Dexterity saving throws, and all its unarmed strikes and attacks it makes with a melee weapon made of metal deal an extra 2d6 lightning damage on hit.

PUDDLE OF OOZE

3rd-level conjuration

Casting Time: 1 action

Range: 120

Components: V, S, M (A bit of slug slime)

Duration: Concentration, up to 1 minute

Classes: Sorcerer, Artificer

The ground in a 20-foot radius centered on a point within range is covered in acid Ooze. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 1d4 acid damage for every 5 feet it travels.

When the Ooze appears, each creature standing in its area must succeed on a Dexterity saving throw or fall prone and takes 3d4 acid damage. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone and takes 3d4 acid.

STATIC FIELD

2nd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (Piece of wool or copper wire)

Duration: 1 minute

Classes: Artificer, Sorcerer, Wizard,

You cause yourself to become electrically charged for the duration of the spell. Until the spell ends, whenever a creature hits you with a melee attack, you can use your reaction to discharge electricity from yourself and deal 2d6 lightning damage to the attacker.

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 3rd.