**Abi-Dalzim's Horrid Wilting - 8 (shot)**

In addition to the normal effect of the attack, hit or miss, the target of the attack and each creature within 30-foot cube centered on the attacked target must make a Constitution saving throw. Constructs and undead aren’t affected, and plants and water elementals make this saving throw with disadvantage. A creature takes 5d8 necrotic damage on a failed save, or half as much damage on a successful one.

**Acid arrow -2 (shot and sword)**

The attack deals an extra 2d4 acid damage immediately and 2d4 acid damage at the end of its next turn. On a miss, the acid splashes off for half as much of the initial damage and no damage at the end of its next turn.

**Blight - 4 (shot and sword)**

In addition to the normal effect of the attack, on hit, the target of the attack must make a Constitution saving throw. The target takes 8d8 necrotic damage on a failed save, or half as much damage on a successful one. This spell has no effect on undead or constructs. If you target a plant creature or a magical plant, it makes the saving throw with disadvantage, and the spell deals maximum damage to it. If you target a non magical plant that isn’t a creature, such as a tree or shrub, it doesn’t make a saving throw; it simply withers and dies.

**Deafness - 2 (shot and sword)**

In addition to the normal effect of the attack. if the target is a creature it makes a Constitution saving throw on your next hit. If it fails, the target is deafened for 1 minute. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the effect ends.

**Blindness- 2 (shot and sword)**

In addition to the normal effect of the attack. if the target is a creature it makes a Constitution saving throw on your next hit. If it fails, the target is blind for 1 minute. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the effect ends.

**Curse ability - 3 (shot and sword)**

In addition to the normal effect of the attack. the creature that makes a Constitution saving throw. If it fails, the target is Cursed for 1 minute. while cursed, the target has disadvantage on Ability Checks and Saving Throws made with that ability score.

**Curse attack - 3 (shot and sword)**

In addition to the normal effect of the attack. the creature that makes a Constitution saving throw. If it fails, the target is Cursed for 1 minute. while cursed, the target has disadvantage on Attack Rolls against you.

**Curse holding - 3 (shot and sword)**

In addition to the normal effect of the attack. the creature that makes a Constitution saving throw. If it fails, the target is Cursed for 1 minute. while cursed, the target must make a Wisdom saving throw at the start of each of its turns. If it fails, it wastes its action that turn doing nothing.

**Curse harming - 3 (shot and sword)**

In addition to the normal effect of the attack. the creature that makes a Constitution saving throw. If it fails, the target is Cursed for 1 minute. while cursed, your attacks and Spells deal an extra 1d8 necrotic damage to the target.

**Burning Hands - 1 (shot and sword)**

In addition to the normal effect of the attack. hit or miss, the target of the attack and each creature in a 15-foot cone behind the creature must make a Dexterity saving throw. A creature takes 1d6 fire damage on a failed save, or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren’t being worn or carried.

**Chain Lightning - 6 (shot and sword)**

In addition to the normal effect of the attack. Three bolts then leap from the attack target to as many as three other targets, each of which must be within 30 feet of the hit target. A target can be a creature or an object and can be targeted by only one of the bolts. targets of your bolts and attack must make a Dexterity saving throw. Targets that failed take 5d8 lightning damage, or half as much damage on a successful one.

**Chaos Bolt - 1 (shot and sword)**

The attack deals an extra the target takes 2d8 damage. Choose one of the d8s. The number rolled on that die determines the attack's damage type, as shown below.

If you roll the same number on both d8s, the chaotic energy leaps from the target to a different creature of your choice within 30 feet of it. Make a new attack roll against the new target, and make a new damage roll of 2d8 damage, which could cause the chaotic energy to leap again.

A creature can be targeted only once by each casting of this ability.

**Charm shot - 4 (Shot)**

This attack deals no damage. It must make a Wisdom saving throw, and it does so with advantage if you or your companions are fighting it, the attack that use to hit the creature does not count as aggression toward it. If it fails the saving throw, it is charmed by you for one hour or until you or your companions do anything harmful to it. The charmed creature is friendly to you. When the effect ends, the creature knows it was charmed by you.

**Circle of Death - 4 (shot)**

In addition to the normal effect of the attack, the target of the attack and each creature 30-foot-radius sphere centerd on the attacked creature must make a Constitution saving throw. A target takes 4d6 necrotic damage on a failed save, or half as much damage on a successful one.

**Cloudkill - 5 (shot)**

In addition to the normal effect of the attack, hit or miss you create a 10-foot-radius Sphere of poisonous, yellow-green fog centered on the target of your attack. The fog spreads around corners. It lasts for 10 minutes or until strong wind disperses the fog, ending the effect. Its area is heavily obscured. When a creature enters the area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. The creature takes 3d8 poison damage on a failed save, or half as much damage on a successful one. Creatures are affected even if they hold their breath or don’t need to breathe. The fog moves 10 feet away from you at the start of each of your turns, rolling along the surface of the ground. The vapors, being heavier than air, sink to the lowest level of the land, even pouring down openings.

**Compelled Duel - 1 (sword)**

In addition to the normal effect of the attack the attacked creature must make a Wisdom saving throw. The creature fails the saving throw automatically if it hasn't been the target of harmful effects from creatures friendly to you within the last hour. On a failed save, the creature is drawn to you, compelled by your divine demand. For 1 minute, it has disadvantage on attack rolls against creatures other than you, and must make a Wisdom saving throw each time it attempts to move to a space that is more than 30 feet away from you; if it succeeds on this saving throw, this effect doesn’t restrict the target’s movement for that turn.

The effect ends early if you attack any other creature, if you cast a spell that targets a hostile creature other than the target, if a creature friendly to you damages the target or casts a harmful spell on it, or if you end your turn more than 60 feet away from the target.

**Cone of Cold- 5 (shot and sword)**

In addition to the normal effect of the attack. hit or miss the target of the attack and each creature in a 30 -foot cone behind the creature must make a Constitution saving throw. A creature takes 4d8 cold damage on a failed save, or half as much damage on a successful one. A creature killed by this spell becomes a frozen statue until it thaws.

**Confusion 4 (shot and sword)**

In addition to the normal effect of the attack, on hit the creature must succeed on a Wisdom saving throw or be affected by it.

An affected target can't take Reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn.

1: The creature uses all its Movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.

2-6: The creature doesn't move or take Actions this turn.

7-8: The creature uses its action to make a melee Attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.

9-10: The creature can act and move normally.

At the end of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this Effect ends for that target.

**Crown of Madness 2 (shot and sword)**

In addition to the normal effect of the attack, on hit if the target is a creature it must succeed on a Wisdom saving throw or become charmed by you for 1 minute. While the target is charmed in this way, a twisted crown of jagged iron appears on its head, and its eyes glow with madness. A creature with an Intelligence score of 4 or less isn’t affected. On each of its turns, the charmed target must move up to it's speed and use its action to make a melee attack against a creature other than itself that you mentally choose. The target can act normally on its turn if you choose no creature. The charmed creature won't move into obviously dangerous hazards.

On your subsequent turns, you must use your action to maintain control over the target, or the spell ends. Additionally, the target can make a Wisdom saving throw at the end of each of its turns, ending the effects of the spell on a success

**Dark Star (shot) 8**

In addition to the normal effect of the attack, hit or miss you creaute a sphere centered on a point centered on the target of your attack. The sphere can have a radius of up to 20 feet. The area within this sphere is filled with magical darkness and crushing gravitational force.

For the duration, the spell's area is difficult terrain. A creature with darkvision can't see through the magical darkness, and non magical light can't illuminate it. No sound can be created within or pass through the area. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there.

Any creature that enters the spell's area for the first time on a turn or starts its turn there must make a Constitution saving throw. The creature takes 4d10 force damage on a failed save, or half as much damage on a successful one. A creature reduced to 0 hit points by this damage is disintegrated. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust.

**Darkness (Shot) 2**

In addition to the normal effect of the attack, hit or miss Magical darkness spreads from a point centered on the target of your attack to fill a 10-foot-radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can’t see through this darkness, and non magical light can’t illuminate it. If any of this spell’s area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

**Dawn (Shot)5**

In addition to the normal effect of the attack, hit or miss light of dawn shines down on a location of the attack target. Until the spell ends, a 15-foot-radius.20-foot-high cylinder of bright light glimmers there. This light is sunlight. When the cylinder appears, each creature in it must make a Constitution saving throw, taking 2d10 radiant damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw whenever it ends its turn in the cylinder. If you’re within 60 feet of the cylinder, you can move it up to 60 feet as a bonus action on your turn.

**Destructive Wave 5 (sword)**

in addition to the normal effect of the attack, when hit the target hit, a burst of divine energy that ripples outward from the target. Each creature you choose within 15 feet of the target must succeed on a Constitution saving throw or take 3d6 thunder damage, as well as 3d6 radiant or necrotic damage (your choice), and be knocked prone. A creature that succeeds on its saving throw takes half as much damage and isn’t knocked prone.

**Disintegrate 6 (shot and sword)**

The attack deals an extra 5d6 + 20 force damage. If this damage reduces the target to 0 hit points, it is disintegrated. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a true resurrection or a wish spell. This spell automatically disintegrates a Large or smaller nonmagical object or a creation of magical force. If the target is a Huge or larger object or creation of force, this spell disintegrates a 10-foot-cube portion of it. A magic item is unaffected by this spell.

**Dispel Magic 3 (shot and sword)**

When you hit a target, Any spell of 3rd level or lower on the target ends.

**Dissonant Whispers 1 (shot and sword)**

In addition to the normal effect of the attack, on it hit if the target is a creature it must succeed on a Wisdom saving throw, On a failed save, it takes 1d6 psychic damage and must immediately use its reaction, if available, to move as far as its speed allows away from you. The creature doesn’t move into obviously dangerous ground, such as a fire or a pit. On a successful save, the target takes half as much damage and doesn’t have to move away. A deafened creature automatically succeeds on the save.

**Divine Favor 1 (sword)**

For 1 minute, your weapon attacks deal an extra 1d4 radiant damage on a hit.

**Earth Tremor 1 (sword)**

Each creature within 5 feet of you when you make the attack must make a Dexterity saving throw. On a failed save, a creature takes 1d6 bludgeoning damage and is knocked prone. If the ground in that area is loose earth or stone, it becomes difficult terrain until cleared, with each 5-foot-diameter portion requiring at least 1 minute to clear by hand.

**Earthbind 2 (shot and sword)**

In addition to the normal effect of the attack, on it hit if the target is a creature it must succeed on a Strength saving throw, or its flying speed (if any) is reduced to 0 feet for the 1 minute. An airborne creature affected by this spell safely descends at 60 feet per round until it reaches the ground or the spell ends.

**Elemental Weapon 3 (sword)**

A weapon you coat becomes a magic weapon if it is not already.

Choose one of the following damage types: acid, cold, fire, lightning, or thunder. For 1 minute, the weapon has a +1 bonus to attack rolls and deals an extra 1d4 damage of the chosen type when it hits.

**Enemies Abound 3 (shot and sword)**

In addition to the normal effect of the attack, on hit if the target is a creature it must make an Intelligence saving throw. A creature automatically succeeds if it is immune to being frightened. On a failed save, the target loses the ability to distinguish friend from foe, regarding all creatures it can see as enemies until the for 1 minute. Each time the target takes damage, it can repeat the saving throw, ending the effect on itself on a success.

Whenever the affected creature chooses another creature as a target, it must choose the target at random from among the creatures it can see within range of the attack, spell, or other ability it’s using. If an enemy provokes an opportunity attack from the affected creature, the creature must make that attack if it is able to.