

SPELLCRAFTING NOTES

HARRION'S HOOTS

3rd-level abjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a simple whistle)

Duration: Instantaneous

You install a mental warning system to target. For the next round, the target;

- Cannot be surprised
- Has +4 to Dexterity, Intelligence and Wisdom saving throws
- Has +2 to Armor

This warning causes target to use their reaction.

HARRION'S FALLOUT

6th-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

You spew forth eight balls of ice and fire to air which guides themselves to the targets you choose. On contact, each ball deals 5d8 fire or cold damage depending on the type. Targets make a Dexterity save for fire and Constitution save for cold damage and take half the damage on a successful save.

At Higher Levels: You create an two additional balls for each slot level above 6th.

HARRION'S HEAT PUMP

6th-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a flat metal plate)

Duration: Instantaneous

You put the material component for the spell on the ground which emits radial waves of cold and fire. At the start of your each turn choose the hot and cold sides. Plate pumps a heat or cold wave from those sides which deal 8d10 damage to any creature in its range of 60 feet. Creatures on the path make a Dexterity save for fire and Constitution save for cold damage and take half the damage on a successful save.

PS: Triggerlamayı bonus actionla mı yapayım yoksa her tur kendiliğinden mi triggerlansın?

HARRION'S STATIC LEASH

4th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a link of a chain)

Duration: 2 rounds

You designate an anchor point on a solid ground. Leashes are conjured from that point extending to the targets in a 30 feet radius. Targets that break the link (including planar travel) must make an Intelligence saving throw. On fail, target is stunned and take 4d8 force damage. On success, the damage is halved and the target is not stunned.

At Higher Levels: Radius increases by 10 feet and damage increases 1d8 for each slot level above 4th.

HARRION'S ICEBALL

3rd-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (horn of a white dragon)

Duration: Instantaneous

You throw an ice sphere to the location. Sphere shatters on impact and effects 20 feet radius. Targets in the area must make a Constitution saving throw. A target takes 6d6 cold damage or half as much if they succeed.

In addition, the spell also freezes the area within the sphere, making ground difficult terrain until the end of your next turn.

At Higher Levels: Damage increases 1d6 for each slot level above 3rd.

HARRION'S RUPTURE

3rd-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: S, M (any slashing / piercing weapon)

Duration: Instantaneous

You open a rupture at the side of the target. The target can close the wound by a successful Medicine check at his round and subsequent rounds. While the wound is open, target takes 2d6 slashing / piercing damage for each 5 feet travelled.

At Higher Levels: Damage increases 1d6 for each slot level above 3rd.

HARRION'S DUPLICATOR

4th-level illusion

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (sparkles)

Duration: Concentration, up to 1 minute

You create a shimmering, translucent wall on a solid surface within range. You can make the wall up to 60 feet long, 20 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. When the wall appears, each creature within its area must make a Charisma saving throw. On a failed save, a replica of the creature is created and the creature's move speed is halved. On success, move speed is halved but the replica is not produced.

The replica has the same equipment with the target and a quarter of the target's HP. Replica can only use the weapon in its hand to attack and can only attack to its original.

HARRION'S RETARDANT

2nd-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, M (a piece of mud)

Duration: Instantaneous

You cast a blob of mud to the 20 feet radius area. Movement speed of the targets that fail to make a Dexterity saving throw is decreased by 5 feet for two round or the next successfull save.

In addition, any fire damage dealt to the target is increased by one dice. Consecutive uses of this spell stack.

HARRION'S BINDING LINK

3rd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a simple elastic band)

Duration: Concentration, up to 1 minute

You create a magical link between two targets inside range. The link can be positive or negative.

A positive link provides both targets +10 feet of movement, half of any healing on one target is transferred to the other but the link fades if the distance between targets exceeds 30 feet.

A negative link limits the distance between the targets to 30 feet and causes half of any damage on one target to be transferred to the other. (Bunun save'i nasıl olacak aq?)