

Codex of Transmuted Magics

ASSORTED DAMAGE

Arcane Barrage

Evocation cantrip

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

You conjure an arcane projectile and fling it at a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 2d4 bludgeoning, piercing, or slashing damage (choose when you cast this spell.)

The spell creates more than one projectile when you reach higher levels: two projectiles at 5th level, three projectiles at 11th level, and four projectiles at 17th level. You can direct the projectiles at the same target or at different ones. Make a separate attack roll for each projectile.

Classes: *Artificer, Sorcerer, Warlock, Wizard*

BLUDGEONING

Hailstone Barrage

Evocation cantrip

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

You conjure a cube of frigid ice and fling it at a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 2d4 bludgeoning damage.

The spell creates more than one cube when you reach higher levels: two cubes at 5th level, three cubes at 11th level, and four cubes at 17th level. You can direct the cubes at the same target or at different ones. Make a separate attack roll for each cube.

Classes: *Artificer, Druid, Sorcerer, Warlock, Wizard*

PIERCING

Spike Barrage / Thorn Barrage

Evocation cantrip

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

You conjure a razor-sharp thorn and fling it at a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 2d4 piercing damage.

The spell creates more than one thorn when you reach higher levels: two thorns at 5th level, three thorns at 11th level, and four thorns at 17th level. You can direct the thorns at the same target or at different ones. Make a separate attack roll for each thorn.

Classes: *Artificer, Druid, Sorcerer, Warlock, Wizard*

SLASHING

Leaf Barrage

Evocation cantrip

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

You conjure a razor-sharp leaf and fling it at a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 2d4 slashing damage.

The spell creates more than one leaf when you reach higher levels: two leaves at 5th level, three leaves at 11th level, and four thorns at 17th level. You can direct the thorns at the same target or at different ones. Make a separate attack roll for each leaf.

Classes: *Artificer, Druid*

ACID

Acidic Bolt

Evocation cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You hurl a drop of acid at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 acid damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Classes: *Artificer, Sorcerer, Wizard*

ACID (continued)

Create Acidspout
Conjuration cantrip
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You create an acidspout on ground that you can see within range. Until the spell ends, the magic acidspout fills a 5-foot cube. Any creature in the acidspout's space when you cast the spell must succeed on a Dexterity saving throw or take 1d8 acid damage. A creature must also make the saving throw when it moves into the acidspout's space for the first time on a turn or ends its turn there.

The acidspout ignites flammable objects in its area that aren't being worn or carried.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Classes: Artificer, Druid, Sorcerer, Warlock, Wizard

COLD

Freezing Blade
Evocation cantrip
Casting Time: 1 action
Range: Self (5-foot radius)
Components: S, M (a melee weapon worth at least 1 sp)
Duration: 1 round

You brandish the weapon used in the spell's casting and make a melee attack with it against one creature within 5 feet of you. On a hit, the target suffers the weapon attack's normal effects and then becomes sheathed in cold energy until the start of your next turn. If the target willingly moves 5 feet or more before then, the target takes 1d8 cold damage, and the spell ends.

This spell's damage increases when you reach certain levels. At 5th level, the melee attack deals an extra 1d8 cold damage to the target on a hit, and the damage the target takes for moving increases to 2d8. Both damage rolls increase by 1d8 at 11th level (2d8 and 3d8) and again at 17th level (3d8 and 4d8).

Classes: Artificer, Sorcerer, Warlock, Wizard

Toll of the Tides
Evocation cantrip
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You point at one creature you can see within range, and the sound of a ship's bell fills the air around it for a moment. The target must succeed on a Wisdom saving throw or take 1d8 cold damage. If the target is missing any of its hit points, it instead takes 1d12 cold damage.

The spell's damage increases by one die when you reach 5th level (2d8 or 2d12), 11th level (3d8 or 3d12), and 17th level (4d8 or 4d12).

Classes: Cleric, Warlock, Wizard

FIRE

FORCE

LIGHTNING

Create Arcing Current
Conjuration cantrip
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You create an arcing current on ground that you can see within range. Until the spell ends, the magic arcing current fills a 5-foot cube. Any creature in the arcing current's space when you cast the spell must succeed on a Dexterity saving throw or take 1d8 lightning damage. A creature must also make the saving throw when it moves into the arcing current's space for the first time on a turn or ends its turn there.

The arcing current ignites flammable objects in its area that aren't being worn or carried.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Classes: Artificer, Druid, Sorcerer, Warlock, Wizard

Shocking Blade
Evocation cantrip
Casting Time: 1 action
Range: Self (5-foot radius)
Components: S, M (a melee weapon worth at least 1 sp)
Duration: 1 round

You brandish the weapon used in the spell's casting and make a melee attack with it against one creature within 5 feet of you. On a hit, the target suffers the weapon attack's normal effects and then becomes sheathed in electrical energy until the start of your next turn. If the target willingly moves 5 feet or more before then, the target takes 1d8 lightning damage, and the spell ends.

This spell's damage increases when you reach certain levels. At 5th level, the melee attack deals an extra 1d8 lightning damage to the target on a hit, and the damage the target takes for moving increases to 2d8. Both damage rolls increase by 1d8 at 11th level (2d8 and 3d8) and again at 17th level (3d8 and 4d8).

Classes: Artificer, Sorcerer, Warlock, Wizard

LIGHTNING

Shocking Bolt

Evocation cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You hurl a spark of lighting at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 lightning damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Classes: *Artificer, Sorcerer, Wizard*

Shocking Discharge

1st-level evocation

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S

Duration: Instantaneous

As you hold your hands with thumbs touching and fingers spread, a thin sheet of electrical current shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 lightning damage on a failed save, or half as much damage on a successful one.

The electrical current ignites any flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Classes: *Sorcerer, Wizard*

Lightning Burst

3rd-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a bit of fur and an amber, crystal, or glass rod)

Duration: Instantaneous

A bright streak flashes from your pointing finger to a point you choose within range and then blossoms with a low roar into an explosion of electricity. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 lightning damage on a failed save, or half as much damage on a successful one.

The lightning spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Classes: *Sorcerer, Wizard*

Delayed Burst Lightning

7th-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a bit of fur and an amber, crystal, or glass rod)

Duration: Concentration, up to 1 minute

A beam of blue light flashes from your pointing finger, then condenses to linger at a chosen point within range as a glowing bead for the duration. When the spell ends, either because your concentration is broken or because you decide to end it, the bead blossoms with a low roar into an explosion of electricity that spreads around corners. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A creature takes lightning damage equal to the total accumulated damage on a failed save, or half as much damage on a successful one.

The spell's base damage is 12d6. If at the end of your turn the bead has not yet detonated, the damage increases by 1d6.

If the glowing bead is touched before the interval has expired, the creature touching it must make a Dexterity saving throw. On a failed save, the spell ends immediately, causing the bead to erupt in electricity. On a successful save, the creature can throw the bead up to 40 feet. When it strikes a creature or a solid object, the spell ends, and the bead explodes.

The electricity damages objects in the area and ignites flammable objects that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the base damage increases by 1d6 for each slot level above 7th.

Classes: *Sorcerer, Wizard*

NECROTIC	RADIANT
<p>Glooming Blade <i>Evocation cantrip</i> Casting Time: 1 action Range: Self (5-foot radius) Components: S, M (a melee weapon worth at least 1 sp) Duration: 1 round</p> <p>You brandish the weapon used in the spell's casting and make a melee attack with it against one creature within 5 feet of you. On a hit, the target suffers the weapon attack's normal effects and then becomes sheathed in necrotic energy until the start of your next turn. If the target willingly moves 5 feet or more before then, the target takes 1d8 necrotic damage, and the spell ends.</p> <p>This spell's damage increases when you reach certain levels. At 5th level, the melee attack deals an extra 1d8 necrotic damage to the target on a hit, and the damage the target takes for moving increases to 2d8. Both damage rolls increase by 1d8 at 11th level (2d8 and 3d8) and again at 17th level (3d8 and 4d8).</p> <p>Classes: <i>Artificer, Sorcerer, Warlock, Wizard</i></p>	<p>Knell the Departed <i>Evocation cantrip</i> Casting Time: 1 action Range: 60 feet Components: V, S Duration: Instantaneous</p> <p>You point at one creature you can see within range, and the sound of a celestial bell fills the air around it for a moment. The target must succeed on a Wisdom saving throw or take 1d8 radiant damage. If the target is missing any of its hit points, it instead takes 1d12 radiant damage.</p> <p>The spell's damage increases by one die when you reach 5th level (2d8 or 2d12), 11th level (3d8 or 3d12), and 17th level (4d8 or 4d12).</p> <p>Classes: <i>Cleric, Warlock, Wizard</i></p>
<p>Withering Gaze <i>1st-level evocation</i> Casting Time: 1 reaction, which you take in response to being damaged by a creature within 60 feet of you that you can see Range: 60 feet Components: V, S Duration: Instantaneous</p> <p>You point your finger and glare, and the creature that damaged you is momentarily surrounded by necrotic energies. The creature must make a Dexterity saving throw. It takes 2d10 necrotic damage on a failed save, or half as much damage on a successful one.</p> <p>At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.</p> <p>Classes: Warlock</p>	<p>Radiant Bolt <i>Evocation cantrip</i> Casting Time: 1 action Range: 120 feet Components: V, S Duration: Instantaneous</p> <p>You hurl a spark of divine energy at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 radiant damage. A flammable object hit by this spell ignites if it isn't being worn or carried.</p> <p>This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).</p> <p>Classes: <i>Artificer, Cleric, Sorcerer, Wizard</i></p>
<p>POISON</p>	<p>Starflame <i>Conjuration cantrip</i> Casting Time: 1 action Range: Self Components: V, S Duration: 10 minutes</p> <p>A flickering starflame appears in your hand. The starflame remains there for the duration and harms neither you nor your equipment. The starflame sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The spell ends if you dismiss it as an action or if you cast it again.</p> <p>You can also attack with the starflame, although doing so ends the spell. When you cast this spell, or as an action on a later turn, you can hurl the starflame at a creature within 30 feet of you. Make a ranged spell attack. On a hit, the target takes 1d8 radiant damage.</p> <p>This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).</p> <p>Classes: <i>Cleric, Druid</i></p>
<p>PSYCHIC</p>	

THUNDER

Crooning Blade

Evocation cantrip

Casting Time: 1 action

Range: Self (5-foot radius)

Components: S, M (a melee weapon worth at least 1 sp)

Duration: 1 round

You brandish the weapon used in the spell's casting and make a melee attack with it against one creature within 5 feet of you. On a hit, the target suffers the weapon attack's normal effects and then becomes sheathed in supernatural feysong until the start of your next turn. If the target willingly moves 5 feet or more before then, the target takes 1d8 thunder damage, and the spell ends.

This spell's damage increases when you reach certain levels. At 5th level, the melee attack deals an extra 1d8 thunder damage to the target on a hit, and the damage the target takes for moving increases to 2d8. Both damage rolls increase by 1d8 at 11th level (2d8 and 3d8) and again at 17th level (3d8 and 4d8).

Classes: *Artificer, Sorcerer, Warlock, Wizard*