

# Celandine's Codex of Malleable Magics

## 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

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, Sorcerer, Warlock, Wizard

## 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

---

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

---

## **COLD (continued)**

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 (continued)

Shocking Bolt

Evocation cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You hurl a spark of lightning 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

---

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

Glooming 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 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.

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).

Classes: Artificer, Sorcerer, Warlock, Wizard

## POISON

## PSYCHIC

## RADIANT

Knell the Departed

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 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.

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

Starflame

Conjuration cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 10 minutes

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.

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.

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

Classes: Cleric, Druid

## **RADIANT (continued)**

Radiant Bolt

Evocation cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

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.

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

Classes: Artificer, Cleric, Sorcerer, Wizard

## **THUNDER**

## **MISCELLANEOUS AND VARIED**

Shinescale's Claw

5th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a draconic scale and a leather glove)

Duration: Concentration, up to 1 minute

You create a Large claw of shimmering, translucent force in an unoccupied space that you can see within range. The claw lasts for the spell's duration, and it moves at your command, mimicking the movements of your own hand.

The claw is an object that has AC 20 and hit points equal to your hit point maximum. If it drops to 0 hit points, the spell ends. It has a Strength of 26 (+8) and a Dexterity of 10 (+0). The claw doesn't fill its space.

When you cast the spell and as a bonus action on your subsequent turns, you can move the claw up to 60 feet and then cause one of the following effects with it:

- **Slashing Claw.**

The claw strikes one creature or object within 5 feet of it. Make a melee spell attack for the claw using your game statistics. On a hit, the target takes 4d8 force damage.

- **Forceful Claw.**

The claw attempts to push a creature within 5 feet of it in a direction you choose. Make a check with the claw's Strength contested by the Strength (Athletics) check of the target. If the target is Medium or smaller, you have advantage on the check. If you succeed, the claw pushes the target up to 5 feet plus a number of feet equal to five times your spellcasting ability modifier. The claw moves with the target to remain within 5 feet of it.

- **Grasping Claw.**

The claw attempts to grapple a Huge or smaller creature within 5 feet of it. You use the claw's Strength score to resolve the grapple. If the target is Medium or smaller, you have advantage on the check. While the claw is grappling the target, you can use a bonus action to have the claw crush it. When you do so, the target takes bludgeoning damage equal to 2d6 + your spellcasting ability modifier.

- **Interposing Claw.**

The claw interposes itself between you and a creature you choose until you give the claw a different command. The claw moves to stay between you and the target, providing you with half cover against the target. The target can't move through the claw's space if its Strength score is less than or equal to the claw's Strength score. If its Strength score is higher than the claw's Strength score, the target can move toward you through the claw's space, but that space is difficult terrain for the target.

At Higher Levels.

When you cast this spell using a spell slot of 6th level or higher, the damage from the slashing claw option increases by 2d8 and the damage from the grasping claw increases by 2d6 for each slot level above 5th.

Classes: Artificer, Sorcerer, Wizard