Burning Hands

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| Level: 1  Evocation | Range: Self(15’ cone) | Duration: Instantaneous | Casting Time: 1 action | Save: Dexterity |
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| General | As you hold your hands with thumbs touching and fingers spread, flames shoots forth from your outstretched fingertips.  Any creature in the flames must make a Dexterity saving throw to determine  The fire ignites any flammable objects in the area that aren’t being worn or carried. |

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| Manifestation | Roll 1d4: (1-2) Caster’s eye’s glow crimson; (3) Flame’s shoot out in a whirlwind pattern; (4) the flames have an unusual color (caster’s choice). |
| Corruption | Roll 1d4: (1-2) skin on caster’s face appears charred; (3) the caster’s hair burns off and won’t grow back; (4) the caster constantly appears sweaty. |
| Misfire | Roll 1d4: (odd) Reroll, the spell inflicts half damage on the caster and no one else (even) Reroll, the range of the spell is doubled. |

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| 1 | Lost, failure, and worse! Roll 1d6 modified by Charisma: (0 or less) Corruption & Misfire; (1-3) Corruption; (4+) Misfire. |
| 2-11 | Lost. Failure. |
| 12-25 | Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one. |
| 26-34 | Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 4d6 fire damage on a failed save, or half as much damage on a successful one. |
| 35+ | Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 5d6 fire damage on a failed save, or half as much damage on a successful one. |

Detect Magic

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| Level: 1  Divination (ritual) | Range: Self | Duration: Concentration, up to 10 rounds (min) | Casting Time: 1 action | Save: None |
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| General | For the duration, you sense the presence of magic around you.  The spell can penetrate most barriers, but walls block it. |

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| Manifestation | Roll 1d4: (odd) Each magic presence appears as a faint aura around the magic source; (even) Each magic presence appears as a glowing sigil below the magic source. |
| Corruption | Roll 1d4: (1-2) Minor Corruption; (3) Major Corruption; (4) Greater Corruption |
| Misfire | Roll 1d4: (odd) You loose your connection to magic, until the end of your next turn all of your spells misfire; (even) all magic within 10ft of you ceases to operate until the end of your next turn. |

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| 1 | Lost, failure, and worse! Roll 1d6 modified by Charisma: (0 or less) Corruption & Misfire; (1-3) Corruption; (4+) Misfire. |
| 2-11 | Lost. Failure. |
| 12-17 | For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic.  The spell applies only to line of sight. |
| 18-23 | For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.  The spell can penetrate most barriers, but walls block it. |
| 24-29 | For the duration, you sense the presence of magic within 60 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.  The spell can penetrate most barriers, but walls block it. |
| 30+ | For the duration, you sense the presence of magic within 60 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.  The spell can penetrate all barriers. |

Magic Missile

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| Level: 1  Evocation | Range: 120ft | Duration: Instantaneous | Casting Time: 1 action | Save: None |
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| General | You create glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. The darts all strike simultaneously, and you can direct them to hit one creature or several. |

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| Manifestation | Roll 1d4: the color of the darts is (1) red; (2) yellow; (3) green; (4) blue. |
| Corruption | Roll 1d8: (1-4) the caster’s hands and forearms change a color per the list under Manifestation; (5) the caster’s eyes turn chalky white (6) fingertips turn translucent and nearly invisible, as if composed of pure force energy (7) from now on, every time he cast’s *Magic Missile*, the caster turns invisible for 1d6 rounds (min). (8) Once per day, whether prepared or not the caster might randomly casts *Magic Missile* hitting the nearest creatures either friend or foe. |
| Misfire | Roll 1d4: (odd) three darts strike your three nearest allies for half damage; (2) caster shocks one randomly determined ally with necromantic energy for 1d4 damage (3-4) caster sends a blast of necromantic energy into the nearest corpse, animating it as an undead zombie with 1d6 hit points (if no nearby corpse, no effect). |

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| 1 | Lost, failure, and worse! Roll 1d6 modified by Charisma: (0 or less) Corruption & Misfire; (1-3) Corruption; (4+) Misfire. |
| 2-11 | Lost. Failure. |
| 12-13 | You create three darts and each deals 1d4 + 1 force damage to its target. |
| 14-17 | You create five darts and each deals 1d4 + 1 force damage to its target. |
| 18-19 | As above *or* you create three darts and each deals 1d4 + 1 force damage to its target. Each target is pushed 10ft. |
| 20-23 | As above *or* you create three darts and each deals 1d6 + 1 force damage to its target. |
| 24-27 | As above *or* you create five darts and each deals 1d6 + 1 force damage to its target. |
| 28-29 | As above *or* you create three darts and each deals 1d6 + 1 force damage to its target. Each target is pushed 10ft. |
| 30+ | As above *or* you direct the missiles within, releasing an burst of energy from you that deals 1d6 + 1 force damage to all creatures within 10ft of you and pushing them 10ft. |

Ray of Frost

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| Level: 1 | Range: 60’ | Duration: Instantaneous | Casting Time: 1 action | Save: Dexterity |
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| General | A frigid beam of blue-white light streaks toward a creature within range. |

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| Manifestation | Roll 1d4: (1) caster’s breath becomes visible as he casts; (2) caster’s eyes appear as ice; (3+) caster’s hands freeze while casting. |
| Corruption | Roll 1d4: (odd) caster’s skin adopts a bluish hue and is cold to the touch; (eben) the whites of the caster’s eyes become an icy blue. |
| Misfire | Roll 1d4: (odd) caster hit’s himself with the frost, taking 1d4 cold damage per spellcaster level (even) hit’s the nearest ally with the frost, taking 1d4 cold damage per spellcaster level. |

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| 1 | Lost, failure, and worse! Roll 1d6 modified by Charisma: (0 or less) Corruption & Misfire; (1-3) Corruption; (4+) Misfire. |
| 2-11 | Lost. Failure. |
| 12-25 | The target takes 1d8 cold damage, and it’s speed is reduced by 10 feet until the start of your next turn. |
| 25-35 | The target takes 2d8 cold damage, and it’s speed is reduced by 15 feet until the start of your next turn. |
| 36+ | The target takes 3d8 cold damage, and it’s speed is reduced by 20 feet until the start of your next turn. |

Sleep

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| Level: 1  Enchantment | Range: 90’ | Duration: 1 round (min) | Casting Time: 1 action | Save: Constitution |
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| General | This spell sends creatures into a magical slumber.  Undead and creatures immune to being charmed aren’t affected by this spell. |

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| Manifestation | Roll 1d4: (1) a green aura surrounds the caster’s weapon; (2) leaves sprout from the caster’s weapon; (3) vines grow from the ground and tightly wrap the caster’s weapon; (4) the caster’s hands appear skeletal. |
| Corruption | Roll 1d4: (1) skin on caster’s face takes on the appearance of tree bark; (2) skin on caster’s hands takes on the appearance of tree bark; (3) caster permanently sprouts small leaves from their body; (4) the caster’s weapon bonds to their hand. |
| Misfire | Roll 1d4: (1) caster’s weapon becomes brittle like driftwood for the duration, if used with in this state the caster must pass a DC 8 to save the weapon from breaking in half. (2) The nearest tree becomes sentient and will attack any creature friend or foe of the caster (3-4) Reroll, the spell instead is cast on the nearest enemy. |

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| 1 | Lost, failure, and worse! Roll 1d6 modified by Charisma: (0 or less) Corruption & Misfire; (1-3) Corruption; (4+) Misfire. |
| 2-11 | Lost. Failure. |
| 12-25 | Creatures within 20 feet of a point you choose within range may be affected (including allies). Roll 5d8; the total is how many hit points of creatures this spell can affect.  Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature’s hit points from the total before moving on to the creature with the next lowest hit points. A creature’s hit points must be equal to or less than the remaining total for that creature to be affected.  As an action on their next turn, the caster can attempt to extend the spell for another round all creatures sleeping as a result of the caster’s spell make a Constitution saving throw with Disadvantage against the caster’s |
| 26+ | As above, but creatures within 30 feet are affected and you roll 7d8. |