

Homebrew Spells

Written and designed by Joshua Ford for Dungeons and Dragons or similar tabletop roleplaying games.

1ST LEVEL

GREATBERRY

1st-level transmutation

Casting Time: 1 Action

Range: Touch

Components: V, S, M (A sprig of mistletoe)

Duration: Instantaneous

Classes: Druid, Ranger

Up to ten berries appear in your hand and are infused with magic for the duration. A creature can use its action to eat one berry. Eating a berry restores 2 hit points, and the berry provides enough nourishment to sustain a creature for one day.

The berries lose their potency if they have not been consumed within 24 hours of the casting of this spell.

Note: this spell can only be learned from a master who already knows it.

GROSSBERRY

1st-level transmutation

Casting Time: 1 Action

Range: Touch

Components: V, S, M (A sprig of mistletoe)

Duration: Instantaneous

Classes: Druid, Ranger

Up to ten berries appear in your hand and are infused with magic for the duration. A creature can use its action to eat one berry. Eating a berry deals 1 hit point of poison damage, but the berry provides enough nourishment to sustain a creature for one day.

The berries lose their potency if they have not been consumed within 24 hours of the casting of this spell, but they will still do the damage.

SABOTAGE

1st-level alteration

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: Instantaneous

Classes: Artificer, Wizard, Rogue (Arcane Trickster)

Upon touching a mechanical object or technology, you cause something structural to go awry. This can result in a fatal flaw for the machine, or just a slight inconvenience.

This sabotage can be fixed with a simple Mending cantrip, but only if the caster knows the source of the problem.

This spell can also be used to cause dysfunction in magical spells. If you cast this on a spell, it must be less than the level cast minus two. For example, if you cast this spell at third level, you can sabotage a first level spell.

TRIP

1st-level evocation

Casting Time: 1 Reaction

Range: 30 feet

Components: S

Duration: Instantaneous

Classes: Ranger, Warlock

When a creature within range uses the Dash action on their turn, you can use your reaction to catch their feet and trip them. When they have used up to their original movement speed, they fall prone and lose their additional speed given by the Dash action.

2ND LEVEL

ADRENALINE

2nd-level evocation

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: Concentration, 1 minute

Classes: Cleric, Fighter (Eldritch Knight), Sorcerer (Divine Soul), Wizard

By surging their veins with healing magic, the caster can gain passive healing. At the end of each of your turns while this spell is active, heal 1d4 + your Constitution modifier. This spell has no effect on undead or constructs.

At Higher Levels: When cast using a spell slot of 3rd level or higher, roll an additional 1d4 for each slot level above 2nd

CATCH

2nd-level evocation

Casting Time: 1 Reaction

Range: Touch

Components: V

Duration: Concentration, 1 Round

Classes: Monk (Kensei), Ranger, Warlock (Pact of the Blade), Wizard

When an enemy within 5ft of you begins a weapon attack, and as long as you have at least one of your hands free, you can use your reaction to catch the weapon in your hand. On your next turn, you can choose to continue holding the weapon using a bonus action. Until you decide to end the spell, the attacker can no longer use the weapon for its attacks, and can no longer use its movement speed. The attacker can decide to let go of the weapon to regain its movement. While you are concentrating on this spell, you are also unable to use your movement speed.

3RD LEVEL

EMBED EXPLOSION

3rd-level evocation

Casting Time: 1 Action

Range: Touch

Components: V, M (ink and sulphur or gunpowder)

Duration: Until detonated or dispelled

Classes: Sorcerer, Warlock, Wizard

Touch a creature, object, wall, or floor and embed a magical explosive inside of it. This explosive can't be seen normally by anyone other than the caster, however it can be seen by special means such as using Detect Magic or Truesight.

When you cast this spell, you can choose from three options:

Contact: when the explosive makes physical contact with any creature, object, or spell, it detonates.

Timed: as you cast the spell, you set a time between 30 seconds and 1 hour, and when that amount of time passes, the explosive detonates, unless dispelled beforehand.

Controlled: you set the explosive to detonate only when you wish for it to: you can use a bonus action to send a charge to an embedded explosive within 120ft.

When detonated, any creature within a 15ft sphere centered on the explosive will take 3d6 fire damage and 3d8 force damage.

If a creature, or an object that a creature is holding or wearing, is detonated directly, the creature must make a Constitution saving throw to resist the detonation. On a successful save, any creatures within the explosion radius will take half damage.

At Higher Levels: When cast using a spell slot of 4th or higher, add 1d6 fire damage for each slot level above 3rd

WYRMAI'S SUFFOCATING SHADOW

3rd-level evocation

Casting Time: 1 Action

Range: 60 feet

Components: V, M (bat fur and bone dust)

Duration: Concentration, up to 1 minute

Classes: Sorcerer, Warlock, Wizard

Magical darkness spreads from a point you choose within range to fill a 15-foot-radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness. 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. Any other creature that walks through, or ends its turn in this darkness will suffocate slowly and take 1d8 necrotic damage.

At Higher Levels

At higher levels, you can choose to add an additional effect for each level above 3rd: immunize one creature you can see from the damage taken (up to 3), or increase the damage by 1d8 (up to 3 extra).

9TH LEVEL

UH-OH

9th-level conjuration

Casting Time: 1 Action

Range: Self

Components: V

Duration: Instantaneous

Classes: Sorcerer, Warlock, Wizard

As you speak aloud, you call into existence a disastrous event.

At the DM's discretion, this event can be considered as a disaster for the caster, for the caster's enemies, or even for the whole world. No matter what, the event must involve "something going terribly wrong".

This event cannot be stopped or reversed by anything less powerful than a Wish spell.

VORTEX

9th-level evocation

Casting Time: 2 Actions

Range: Self

Components: V, S

Duration: Instantaneous

Classes: Sorcerer, Wizard

You hold your open arm into the air and begin condensing the air and mana around you into a swirling mass, pushing it all into a singular point near the palm of your hand. You need to spend one round charging this mana.

On your second turn of casting this spell, you release the concentrated sphere as a forceful blast in a 35ft cone in the direction of your choice. Creatures inside the cone must make a Strength saving throw, taking 16d6 Force damage and 16d6 Bludgeoning damage on a failed save or half that on a successful one. Creatures in this damage range have to make this save: features such as Careful Spell and Evasion do not affect it.