

Spells (2 slots, 3rd level)

Counterspell

Summary: Counterspell. Nuff said.

Cast time: 1 reaction*
Range/Area: 60 ft
Components: S
Duration: Instantaneous
School: Abjuration
Attack/Save: None
Damage/Effect: Negation

You attempt to interrupt a creature in the process of casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the interrupted spell has no effect if its level is less than or equal to the level of the spell slot you used.

*which you take when you see a creature within 60 feet of you casting a spell.

Dispel Magic

Summary: Automatically dispels equal or lower. If higher, DC 10 + level.

Cast time: 1 action
Range/Area: 120 ft
Components: V/S
Duration: Instantaneous
School: Abjuration
Attack/Save: None
Damage/Effect: Control

Choose one creature, object, or magical effect within range. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you automatically end the effects of a spell on the target if the spell's level is equal to or less than the level of the spell slot you used.

Remove Curse

Summary: Cursed magic items stay cursed, but attunements can be broken.

Cast time: 1 action
Range/Area: Touch
Components: V/S
Duration: Instantaneous
School: Abjuration
Attack/Save: None
Damage/Effect: Buff

At your touch, all curses affecting one creature or object end. If the object is a cursed magic item, its curse remains, but the spell breaks its owner's attunement to the object so it can be removed or discarded.

Dissonant Whispers

Summary: This frog go crazy! and runs away while taking damage.

Cast time: 1 action
Range/Area: 60 ft
Components: V
Duration: Instantaneous
School: Enchantment
Attack/Save: Wisdom save
Damage/Effect: 5d6 Psychic

You whisper a discordant melody that only one creature of your choice within range can hear, wracking it with terrible pain. The target must make a Wisdom saving

throw. On a failed save, it takes 3d6 psychic damage and must immediately use its reaction, if available, to move as far as its speed allows away from you. The creature doesn't move into obviously dangerous ground, such as a fire or a pit. On a successful save, the target takes half as much damage and doesn't have to move away. A deafened creature automatically succeeds on the save.

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.

Thunder Step

Summary: Misty step, but a full action and it blows up.

Cast time: 1 action
Range/Area: 90 ft
Components: V
Duration: Instantaneous
School: Conjuration
Attack/Save: None
Damage/Effect: 3d10 Thunder

You teleport yourself to an unoccupied space you can see within range. Immediately after you disappear, a thunderous boom sounds, and each creature within 10 feet of the space you left must make a Constitution saving throw, taking 3d10 thunder damage on a failed save, or half as much damage on a successful one. The thunder can be heard from up to 300 feet away.

You can bring along objects as long as their weight doesn't exceed what you can carry. You can also teleport one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you cast this spell, and there must be an unoccupied space within 5 feet of your destination space for the creature to appear in; otherwise, the creature is left behind.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each slot level above 3rd.

Hellish Rebuke

Summary: You kick Miette? Death

Cast time: 1 reaction*
Range/Area: 60 ft
Components: V/S
Duration: Instantaneous
School: Evocation
Attack/Save: DEX save
Damage/Effect: 4d10 Fire

You point your finger, and the creature that damaged you is momentarily surrounded by hellish flames. The creature must make a Dexterity saving throw. It takes 2d10 fire damage on a failed save, or half as much damage on a successful one.

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.

*which you take in response to being damaged by a creature within 60 feet of you that you can see.