EVERY SPELL HERE IS HOMEBREW AND MAY NOT BE USED BY DEFAULT ANYWHERE WITHOUT DIRECT DM PERMISSON. ALL SPELLS ARE DESIGNED IS SAOGHAL SETTING AND MAY NOT FIT ANYWHERE ELSE THEMATICALLY.

ALL SPELLS HERE ARE IN BETA AND ~~are op as duck~~ CAN BE CHANGED IN FUTURE!

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**Shackles of pain (pbbly op af, just a scroll for now)**

Components: V, S, M (small rat skull and a gem (cost pending))

Range: 30 ft

Duration: instantaneous

Moving your hands in ‘s’ alike shape, you materialize ethereal black chains trying to bind your body to targeted creature. The target must make Constitution save vs you spell cast mod. If it fails, its hp is now bound to theirs. Whenever you take dmg you deal same dmg and type of dmg to bound creature.

**Sporadic poison (level 3 spell)**

Components: V, S, M (any fungus)

Range: 30ft

Duration: instantaneous

Crushing a fungus in you hand you materialize 10ft diameter sphere of spores at targeted location. A breathing creature must make Constitution saving throw vs you spell cast mod. On a failed throw a creature takes 3d8 poison dmg and is poisoned, taking 1d8 poison dmg at the start of its turn. At the end of creature’s turn, it may repeat saving throw to end poisoned state.

**Unmake them (Level 4 spell, may be buffed/nerfed later)**

Components: V, S

Range: 60 ft

Duration: instantaneous

Releasing your clenched fist, you try to tear the skin of a target creature. A target creature must make DC Constitution saving throw vs your spell cast mod. On a failed throw target creature takes 4d12 slashing magic dmg (this means that resistances do not apply vs this spell) and has disadvantage on attack rolls for next 3 rounds.

**Land of life (Scroll only)**

Components: V, S, M (a small piece of flesh, **you cannot use your focus aka arcane orb, magic staff etc.**)

Range: 60 ft

Duration: instantaneous

At a targeted location in 10 ft diameter sphere you transform earth and all organics into flesh creature, a flesh creature’s stats are determined by the amount of material transformed. Flesh creature has its own will and is not controlled by you by default.

**Chaotic mutation (Scroll only, as it may be too much math to do for a single cast)**

Component: V, S

Range: 60 ft

Duration: concentration up to 1 minute

Target creature makes DC Const Wisdom save vs your cast mod. Ona failed save you it swaps its 2 random stats. (For example Dex and Con, or Int and Str) The change only affects combat.