

Glitch Mage Spell Descriptions

Glitch Bolt:

- Dimension cantrip
- Casting Time: 1 action
- Range: 80 ft
- Components: V, S, *M(Terminal) Duration: Instantaneous
 - You flick your wrist, releasing a quick burst of error at your target. Make a ranged spell attack against the target. On a hit, the target takes 1d8 damage with no damage type.
 - This spell's damage increases by 1d8 when you reach 6th level (2d8), 11th level (3d8), and 17th level (4d8).

Minor Error:

- Dimension cantrip
- Casting Time: 1 action
- Range: Touch
- Components: V, *M(Terminal) Duration: 5 minutes
 - You touch an object smaller than 1 ft in any direction and cause it to begin glitching for the duration. Physical beings/objects cannot make contact with the object during the duration. However, magic can still contact the item. This can only work on a maximum of 5 objects at a time.

Zip File:

- Dimension cantrip
- Casting Time: 1 action
- Range: 20 ft
- Components: V, S, *M(Terminal)
- Duration: 12 hours
 - You reach out and crash the air in your hand, causing the items before you to somehow disappear. All items within 5 ft cube within range are compressed into a .zip folder and stored on the Terminal. The items can be unzipped at any time, but will automatically unzip after the duration. Items on any person are not affected. You can have up to three .zip folders at any time. Items not completely enclosed are not affected.

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Ray of Corruption:

- 1st-level dimension
- Casting Time: 1 action
- Range: 40 ft
- Components: V, S, *M(Terminus)
- Duration: Instantaneous
 - With a horizontal swipe of your hand, you cause errors within your targets. Targets within 20 ft of a point within range make a dexterity saving throw against your spell save DC. On a failure, a target takes 1d4 damage without a damage type.
 - On Higher Levels: 2nd -- 1d8, 3rd -- 2d8, 4th -- 2d10, 5th -- 2d12

Profitable Error:

- 1st-level dimension
- Casting Time: 1 action
- Range: Touch
- Components: V, *M(Terminus)
- Duration: 10 minutes
 - Give the target proficiency in a skill for the duration. If they already have proficiency with the skill, give them expertise for half of the duration. This effect can only be done once at a time.

Major Error:

- 2nd-level dimension
- Casting Time: 1 action
- Range: 30 ft
- Components: V, S, *M(Terminus)
- Duration: 5 minutes
 - You point towards an object within range. All of that object within a 10 ft cube begins to glitch for the duration. Physical beings/objects cannot make contact with the affected area for the duration. However, magic can still contact the affected area. This can only work on one area at a time.

(Glitch Mage Spell Descriptions Cont. 2)

Enchanter's Glitch:

- 2nd-level dimension
- Casting Time: 1 action
- Range: Touch
- Components: V, *M(Terminal)
- Duration: Concentration, up to 5 minutes
 - You cause a slight change in the properties of an weapon. For the duration, the affected weapon deals an extra 1d8 damage with no damage type on a hit.
 - On Higher Levels: 4th - 1d12, 6th - 2d8

Glitch Shield:

- 3rd-level dimension
- Casting Time: 1 action
- Range: Self
- Components: V, S, *M(Terminal)
- Duration: Concentration
 - While this spell is active, you cannot take more than 5 damage at a time. When you take 5 damage, this spell ends.

Malicious Program:

- 3rd-level dimension
- Casting Time: 1 action
- Range: 10 ft
- Components: V, S, *M(Terminal)
- Duration: Instantaneous
 - You forcefully push your hand towards your target. Your target and entities within 5 ft of the original target make a dexterity saving throw against your spell save. On a success, a target is pushed 5 ft away from you and takes 1d6 damage without a damage type. On a failure, a target is pushed 10 ft away from you and takes 2d6 damage without a damage type.