

(Glitch Mage Spell Descriptions Cont. 3)

System Error:

- 4th-level dimension
- Casting Time: 1 action
- Range: 100 ft
- Components: V, S, *M(Terminal)
- Duration: 5 minutes
- With a snap of your fingers, a large area begins to glitch for the duration. An area you specify no larger than 100 ft in any direction and within range glitches for the duration. No physical beings/objects can make contact with the affected area for the duration. However, magic can contact the affected area.

*Note for Error spells excluding Profitable Error -- If someone/thing is within the affected area when the spell wears off, they are moved to a safe location outside of the affected area. Also, magic technically does not work within the affected area due to the fact that the magic usually cannot be in the middle of an object. If a spell has a way around this, though, it could work.

Detect Anomalies:

- 4th-level dimension
- Casting Time: 1 minute
- Range: 50 ft
- Component: V, *M(Terminal)
- Duration: Concentration, up to 1 hour
- Set a conditional. Everything that falsifies that conditional is detected.

(Glitch Mage Spell Descriptions Cont. 4)

Glitch Cloak:

- 5th-level dimension
- Casting Time: 1 action
- Range: Self
- Components: V, *M(Terminal)
- Duration: Concentration
 - You cannot take more than 7 damage at a time while this spell is active. When you take 7 damage at once, this spell ends.

Virus Upload:

- 6th-level dimension
- Casting Time: 1 action
- Range: 20 ft
- Components: V, S, *M(Terminal)
- Duration: 1 hour
 - With a snap of your fingers, a target within range becomes infected with a digital virus. While this spell is active, the target makes a constitution saving throw at the beginning of each of their turns against your spell save. On a success, they take 1d10 damage and the spell ends. On a failure, they take 1d10 damage and the spell continues. The spell ends after the duration if it hasn't ended beforehand.

(Glitch Mage Spell Descriptions Cont. 5)

Firewall:

- 7th-level dimension
- Casting Time: 1 action
- Range: 20 ft
- Components: V, S, *M(Terminal)
- Duration: Concentration, up to 1 hour
- Putting up an arm as if to guard from something will trigger a wall of letters and numbers 40 ft by 40 ft. While concentration is held, to pass the wall in any way (or damage it), there must be a saving throw (type determined by DM) against your spell save. 15 points of damage will break the wall.

Network Crash:

- 8th-level dimension
- Casting Time: 1 minute
- Range: 200 ft
- Components: V, *M(Terminal)
- Duration: Instantaneous
- If successfully cast without interruption, all creatures deemed as the caster's enemies within range must make an intelligence saving throw against your spell save. On a success, a target must take 2d12 damage without a damage type. On a failure, a target must take 3d12 damage without a damage type and be knocked prone. This spell can only be cast when there is an active initiative value.