

SUPLEX

2nd level transmutation (*Cleric, Paladin, Ranger*)

Casting Time: 1 action

Range: Self (5-foot radius)

Components: S

Duration: Instantaneous

Your strength intensifies, allowing to crush your foes. As part of casting this spell make a melee weapon attack against a creature that is no more than one size larger than you. On a hit, you grab the target in front of you and slam them on an empty space 5 feet behind you. They take 3d12 bludgeoning damage and are knocked prone. They must then succeed on a Constitution saving throw, or be stunned until the start of your next turn on a failure.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d12 for each slot above 2nd. When you cast this spell at 4th level or higher you can grab a creature up to two size larger than you. Starting at 6th level you ignore any size difference.

STAMPEDING RUSH

2nd level transmutation (*Cleric, Paladin, Ranger*)

Casting Time: 1 action

Range: Self

Components: V, S, M (crushed hallucinogenic mushroom)

Duration: Instantaneous

Your flesh hardens and rage takes over you. As part of casting this spell you rush forward 30 feet in a straight line. All creatures in your path must succeed on a Strength saving throw or take 4d10 bludgeoning damage and be knocked back 10 feet in a direction perpendicular to your movement and fall prone. On a success a creature takes half as much damage and is pushed back 5 feet only. During this movement you have resistance to all damage and do not trigger attacks of opportunity.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the distance increases by 10 feet and the damage by 1d10 for each slot above 2nd.

LAW OF ATTRACTION

3rd level transmutation (*Bard, Sorcerer, Warlock, Wizard*)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a small magnet)

Duration: Concentration, up to 1 minute

You create an powerful magnetic link between two creatures that you can see within range. Target two creatures with less than 1 size category difference between them. They must both make a Dexterity saving throw. On a failure, both creature are magically attracted to each other and one of them (your decision) crashes into the other one. Each creature takes 1d6 bludgeoning damage for each 5 feet traveled. For the duration both creatures remain stuck to one another, giving them disadvantage on all attacks rolls and on Dexterity saving throws. On subsequent turns, as an action, you can increase the attraction in between the 2 creatures, inflicting 2d6 bludgeoning damage to each creature. If any of the creature succeeds on the save, the spell fails.

DEFLECTING SHIELD

5th level abjuration (*Bard, Sorcerer, Warlock, Wizard*)

Casting Time: 1 reaction which you take when you are targeted by a ranged spell attack

Range: Self

Components: V

Duration: Instantaneous

A crackling force barrier appears to deflect harmful magic. When you are targeted by a ranged spell attack from a 5th level spell or lower, you can redirect it to another creature that you can see within 60 feet of you, using the original caster's roll. If the creature casts a spell of 6th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, you can redirect the spell, on a failure, you fail to do so and are hit by the spell.

SAND BLAST

1st level evocation (*Bard, Druid, Sorcerer, Warlock, Wizard*)

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V

Duration: Instantaneous

As you hold your hands with fingers spread, a thick layer of sands shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Constitution saving throw. A creature takes 2d6 piercing damage and is blinded until the start of your next turn on a failed save, or takes half as much damage and isn't blinded on a successful save.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 and the cone's length increases by 5 feet for each slot level above 1st.

MYVRANDILL'S SPEAR

1st level evocation (*Cleric, Druid, Paladin, Ranger, Sorcerer, Warlock, Wizard*)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a dead rose flower)

Duration: Concentration, up to 10 minutes.

You shoot forth a twisted root from the Seed of Evil, which glimmers with ghastly power. Make a ranged spell attack, on a hit the creature takes 2d6 necrotic damage and has its energy drained for the next minute. During that time it rolls a d4 and subtracts the number rolled from all its attack rolls and ability checks. A creature can use its action to remove the spear by making a Strength check against your spell save DC, extracting the spear on a success.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can target an additional creature for each slot level above 1st, making an attack roll against each creature.

TEMPESTUOUS SMITE

3rd level evocation (*Paladin*)

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minutes.

The first time you hit with a melee weapon attack during this spell's duration, your weapon crackles with destructive lightning, and the attack deals an extra 2d6 lightning damage to the target. Additionally, all creatures in a 10-foot-radius centered on the target must succeed on a Dexterity saving throw or take 2d10 lightning damage, or half as much on a failure. You automatically succeed this save.

SAND BINDINGS

1st level conjuration (*Bard, Cleric, Druid, Paladin, Ranger*)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bit of sandstone)

Duration: Concentration, up to 10 minutes.

You conjure restraining bonds made of coarse sands that gets everywhere. Choose a creature within range, it must succeed on a Dexterity saving throw. On a failure, bindings appear around its wrists, for the duration attack rolls against the creature have advantage, the creature's attack rolls have disadvantage and it has disadvantage on Dexterity saving throws. In addition a target held by these bindings cannot cast spells that require somatic or material components.

Escaping the bindings requires a successful Dexterity check against your spell save DC. Breaking them requires a successful Strength check against your spell save DC.

STORM STRIKE

2nd level evocation (*Druid, Cleric, Paladin, Ranger, Sorcerer*)

Casting Time: 1 action

Range: Self (5-foot radius)

Components: V, S, M (a bit of sandstone)

Duration: Concentration, up to 10 minutes.

You unleash the divine lightning held within you. As part of casting this spell make a melee weapon attack or melee spell attack. On a hit you send the target 15 feet up in the air, before channeling divine lightning through your body, inflicting 3d6 lightning damage and 1d10 radiant damage.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the radiant damage increases by 1d10 for each slot level above 2nd.

SANDING STRIKE

2nd level evocation (*Druid, Cleric, Paladin, Ranger*)

Casting Time: 1 action

Range: Self (5-foot radius)

Components: V, S, M (a bit of sandstone)

Duration: Concentration, up to 10 minutes.

You send a creature across the floor, scraping their flesh against the rugged sand that appears under them. Make a melee weapon attack or melee spell attack, on a hit the target is knocked prone and pushed back 15 feet in a straight line, dealing 2d4 slashing damage for each 5 feet traveled this way. The movement stops early if the target runs into an obstacle or another creature.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the distance the target travels increases by 5 feet for each slot level above 2nd.