

New Spells

Spells here will be described as being parts of themed lists (Arcane, Divine, Nature, Lyrical), rather than being assigned to specific classes. This is intended for flexibility in granting them to future classes.

Only spells listed as being unique to a single class are exclusive to that spell list (these can still be learned from feats or features that let you learn from another spell casting list).

Example:

Arcane	Wizard, Warlock, Sorcerer, Artificer
Divine	Cleric, Paladin
Nature	Druid, Ranger
Lyrical	Bard

Cantrips

Arcane Missile

Evocation Cantrip

Casting Time: 1 action

Range: 120 feet

Target: A creature or object within range

Components: V, S

Duration: Instantaneous

Spell Lists: Wizard Unique

You fire a seeking missile of arcane energy that can only be avoided by casting the Shield spell. Your target takes 1d4 plus your intelligence modifier in force damage.

At Higher Levels. The spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4). You still only add your intelligence modifier once to the damage.

Chains of Perdition

Necromancy Cantrip

Casting Time: 1 action

Range: 60 feet

Target: A creature you can see within range

Components: V, S

Duration: Instantaneous

Spell Lists: Divine

You cause chains of light to restrain your target. Choose a target in range, they must succeed a Dexterity saving throw or take 1d10 radiant or necrotic damage (your choice) and their speed is reduced by 10 feet until the start of your next turn.

At Higher Levels. The spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Chaos Chain

Evocation Cantrip

Casting Time: 1 action

Range: 120 feet

Target: Creatures within range

Components: V, S

Duration: Instantaneous

Spell Lists: Sorcerer Unique

You create a chaotic chain of energy between your enemies. Roll a d4 and then select up to that many unique targets. Make a ranged spell attack against each target. On a hit, that target takes 2d8 force damage.

At Higher Levels. At 5th level, the attack deals an extra 1d8 damage to any target hit (3d8). This damage increases by 1d8 at 11th level (4d8) and again at 17th level (5d8).

Divine Hand

Necromancy Cantrip

Casting Time: 1 action

Range: Touch

Target: A creature or object within your reach

Components: S

Duration: Instantaneous

Spell Lists: Divine

You channel elemental deific energy and strike a creature within your reach. Make a melee spell attack against a creature you can reach. On a hit, the target takes 1d12 radiant or necrotic damage (your choice).

At Higher Levels. The spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

Elemental Bolt

Evocation Cantrip

Casting Time: 1 action

Range: 120 feet

Target: A creature or object within range

Components: V, S

Duration: Instantaneous

Spell Lists: Arcane, Nature

You fire a bolt of elemental damage at a target within range. Make a ranged spell attack against a target within range. On a hit, the target takes 1d10 damage of an element of your choice (fire, cold, lightning, acid).

At Higher Levels. The spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Elemental Grasp

Evocation Cantrip

Casting Time: 1 action

Range: Touch

Target: A creature or object within your reach

Components: S

Duration: Instantaneous

Spell Lists: Arcane, Nature

You channel elemental energy and strike a creature within your reach. Make a melee spell attack against a creature you can reach. On a hit, the target takes 1d12 damage of an element of your choice (fire, cold, lightning, acid).

At Higher Levels. The spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

Gravity Weapon

Evocation Cantrip

Casting Time: 1 action

Range: The range of the weapon used

Target: A creature within your weapon's range

Components: S, M (a weapon)

Duration: Instantaneous

Spell Lists: All

You brandish the weapon used in the spell's casting and make an attack with it against one creature within its range. During this attack, the weapon deals magical damage, even if it was not a magic weapon.

At Higher Levels. At 5th level, the attack deals an extra 1d8 damage to the target on a hit (this is the same kind of magical damage as what the weapon would deal). This damage increases by 1d8 at 11th level (2d8) and again at 17th level (3d8).

Ring The Bell

Evocation Cantrip

Casting Time: 1 action

Range: 60 feet

Target: A creature within range

Components: V

Duration: Instantaneous

Spell Lists: Lyrical

The target must succeed on a Wisdom saving throw or take 1d10 Thunder damage and have disadvantage on the next attack roll it makes until the start of your next turn.

At Higher Levels. The spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

1st Level

2nd Level

3rd Level

4th Level

5th Level

6th Level

7th Level

8th Level

9th Level