

## **Pre-tense**

### *1<sup>st</sup>-level Divination*

**Casting Time:** 1 Minute

**Range:** Self

**Components:** S, M (a bird feather, burned/destroyed as part of casting)

**Duration:** 1 Day

you take a momentary glimpse into the future. roll 1d20 and record the number rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with this roll. You must choose to do so before the roll, and you can replace a roll in this way only once per turn.

the roll can be used only once. When you finish a long rest or when you cast this spell again, you lose the Pre-tense roll.

## **Boneshaker**

### *1<sup>st</sup>-level Necromancy*

**Casting Time:** 1 Action

**Range:** 120 ft.

**Components:** V, S, M (human-shaped fetish made of bones)

**Duration:** Instantaneous

By using a bone fetish like a marionette, you take control of a target creature's skeleton. This has a variety of effects depending on whether the target is living or undead. A living creature has its skeleton rattle within its flesh, causing it grievous harm. The target takes 3d6 necrotic damage and can't use actions on its next turn. A successful Strength saving throw halves the damage and negates the effect.

An undead creature does not lose its action. Instead, you manipulate the undead, forcing it to immediately use its reaction to either move up to its speed (provoking attacks of opportunity as normal) or make a single attack against a creature of your choice in its range (your choice). Either of these is the most basic version of the action the creature can take (it doesn't activate any special abilities that it could apply to the movement or attack, such as a grapple).

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

## **Bird's Bane**

### *2<sup>nd</sup>-level Evocation*

**Casting Time:** 1 Action

**Range:** 240ft

**Components:** V, S

**Duration:** Instantaneous

You create a discus made of some solid material and then hurl it at a target within range. Make a ranged spell attack, on a hit, the target takes 3d10 bludgeoning damage, if the target has a fly speed it takes an extra 3d10 bludgeoning damage

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage (both initial and fly speed) increases by 1d10 for each slot level above 2nd.

## **Illusionary Fireball/Lighting Bolt**

*3<sup>rd</sup>-level Illusion*

**Casting Time:** 1 Action

**Range:** 150ft

**Components:** S

**Duration:** Instantaneous

When casting this spell, you can choose to either cast Illusionary Fireball or Illusionary Lightning Bolt. Regardless of which version you cast, any creature that attempts to counter this spell must make an insight check vs the spells DC or the attempt to counter automatically fails as they believe the spell is an actual fireball or Lightning Bolt

### **Fireball**

A bright streak flashes from your pointing finger to a point you choose within 150ft and then blossoms with a low roar into an explosion of illusionary flame. Each creature in a 20-foot-radius sphere centered on that point must make an Intelligence saving throw. A target takes 6d6 Psychic damage on a failed save, or half as much damage on a successful one.

### **Lightning Bolt**

A stroke of illusionary lightning forming a line 100 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make an Intelligence saving throw. A creature takes 6d6 Psychic damage on a failed save, or half as much damage on a successful one.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

## **Brain Bulwark**

*4th-level Abjuration*

**Casting Time:** 1 Action

**Range:** 30ft

**Components:** V

**Duration:** 8 Hours

For the duration, you or one willing creature you can see within range has resistance to psychic damage, as well as Immunity to conditions that require a wisdom or intelligence saving throws, such as a succubus's charm ability or the fear spell.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th. The creatures must be within 30 feet of each other when you target them.

## Arcane Anchor

*4<sup>th</sup>-level Conjuration*

**Casting Time:** 1 Action

**Range:** 360ft

**Components:** V, S, M (a small weighted object)

**Duration:** Concentration, up to 1 minute

You attempt to conjure and attach an intangible arcane weight to one creature that you can see within range. The target must succeed on a Strength saving throw or they are immediately pulled 100ft straight downward to ground level. If the creature is brought to ground level, it takes half the usual falling damage, and is forced prone. While prone the target loses all fly and hover speed but gains a 15 ft crawl speed.

At the end of each of its turns, the target can make another strength saving throw. On a success, the target is able to fly despite the attached weight, but the spell does not end and their fly and hover speeds are halved until the end of their next turn or this spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th.

## Sonic Boom

*5<sup>th</sup>-level Evocation*

**Casting Time:** 1 Action

**Range:** 150ft

**Components:** V, S, M (a balloon you pop as part of casting)

**Duration:** Instantaneous

A small orb, the same color as the balloon used for casting the spell, appears at a point you choose within range then expands with a loud crack into an explosion of force. Each creature in a 20-foot radius must make a Strength saving throw. A target is pushed up to 30 feet away from the center and dealt 6d8 thunder damage on a failed save, or half as much damage and half the movement on a

successful one. The sound wave is stopped by significant structures like stone walls. It moves objects in the area that aren't being worn or carried.

***At Higher Levels.*** When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

## **Witch Storm**

*5<sup>th</sup>-level Evocation*

**Casting Time:** 1 Action

**Range:** 90ft

**Components:** V, S, M (a twig from a tree that has been struck by lightning)

**Duration:** 1 Minute

A cloud appears above the target area sending beams of crackling, blue energy lances out toward all creatures within range, forming a sustained arc of lightning between it and the targets. Each creature in a 20-foot radius, 40-foot-high cylinder centered on a point within range must make a Dexterity saving throw. A target takes 4d12 lightning damage on a failed save, or half as much damage on a successful one. regardless of succeeding or failing the save, on each of your turns for the duration, including the turn you cast this spell, you can use your bonus action to deal 1d12 lightning damage to all the targets automatically. The spell ends on a target if they ever have total cover from you. when there are no targets affected by this spell or one minute passes the cloud fades.

***At Higher Levels.*** When you cast this spell using a spell slot of 6th level or higher, the initial damage increases by 1d12 for each slot level above 5th.