

De-Arm

Level 2

V.S.M

Range: 60 feet

Casting time: 1 action

A magical force conjures and flings a targets item out of there hand

Features: a target must make a successful strength-saving throw or their weapon will be flung thirty feet. If they are duel-wielding they get a disadvantage on the saving throws or can put all their strength into one weapon instantly failing one check and not having a disadvantage on the other. For each spell level Increase the weapon gets flung an extra twenty feet.

Call item

Level 2

S.M

Range: 30 feet

Components: 1ft piece of any type of rope or chain

The string expands wrapping around an item of your choice and pulling it towards you. The range increases by 20 feet per spell slot level increase

Death punch

9th level

S

Range: touch

Casting time: 1 action

You muster all your strength into a punch turning your fist turning void black and speeding up your punch by massive amounts of speed.

Make an unarmed strike using advantage. If the attack succeeded the target takes 50d6 damage

Bouncing lighting

Cantrip

S.M

Range 60 feet

Casting time: 1 action

Lighting lashes out and connects to conductors bouncing 1d4 times to the closest conductor dealing 1d6 lighting damage each time. A conductor is a player, monster, water, or metal object. (your DM can decide if anything else is a conductor.) The lighting can not bounce between the same conductor twice in a row. It can bounce up to 20 feet

Damage increases to 1d6 at level 5, 1d8 at level 11, 1d12 at level 17

Burn

Level 5

V.S.M

Component: a small piece of sulfur

Casting time: 1 action

Lights any one item of your choice on fire within 40 feet. The fire will spread to any burnable items nearby. Spreading 10 feet per turn. It does not matter if they are being worn or carried.

Fire whip

Cantrips

S

Range: 15 feet

Casting time: 1 action

Duration: 10 minutes

Forms a fiery whip which each turn you can take a melee attack with. Dealing 3d4 damage
Damage increases by 2d4 at levels 4,6,12,18

Magic fingers

1st level

S.M

Range: 75 feet

Casting time: 1 action

Duration: 10 minutes

Components: your hands

You point your finger out, a colorful energy surrounds your finger. With each turn you maintain concentration, you may use an action to fire colorful spectral energy from your finger dealing 1d6 damage. The damage type is determined by the table below. You're able to fire two spectral blasts per turn as long as you have both hands being used. But then you may not hold another item.

For each spell level slot increase, you may fire the blasts 2 more times per turn.

Color	Damage type
Blue	cold
Red	Fire
Lime	Poison
Yellow	Lighting
Purple	force
Green	Acid

Gold	Radiant
Black	Necrotic
Brown	Thunder

Projectile Shield

3rd level

S.M

Range: 5-foot circle radius

Casting time: 1 action

Components: Small piece of glass

Duration: 5 minutes or 50 damage

A spectral shield forms around you with a five-foot radius. Creatures can pass through this but projectiles can not.

Freeze Ray

2nd level spell

V.S.M

range:30 ft line

Casting time: 1 action

Components: A small piece of ice or a piece of metal from the mephostolies lair,

Features: The ice turns into rays going around enemies in a five-foot wide thirty-foot line. If there is a person in the line the ray must travel five feet before being able to go there again. 3d6 cold damage and freezes them for 1d4 turns

Shatter Bones

7th level

Components: Hammer

Range: 20 feet.

Casting time: 1 action

You conjure up a force when a dark ball of energy comes and hits a target. If they fail a con save, 1d6 of their bones shatter of your choice. If important bones are destroyed they may not do things like walk or pick up items.

Kill

9th level

V.S.M

Components: skull

Casting time: 1 turn

Range: 45 feet

A bright green light emerges dissolving the skull and blasting toward a target of your choice. If they have under 250 health they may make a Dexterity saving throw. If they succeed it has no effect. If they fail they make a successful 12 constitution save or they will die if they have less than 250 health. If they have more than 250 health they take 300 damage

Wrapping vine

Cantrip

S

Casting Time: 1 action

Vines erupt out of the ground entangling a target. The vines initially deal 2d4 piercing damage and make a target's movement speed 0. For each turn that you maintain concentration on the spell, the vines will deal an extra 1d4 of damage. For a target to escape, they must make a successful strength saving throw against your spell save DC. For each turn, the vines tighten the strength saving throw goes up by 1.

large creatures get advantage on the saving throw and huge creatures and larger can not be affected.

small creatures get a disadvantage on saving throws, and tiny creatures get a disadvantage and get a minus five on the roll.

The damage increase is changed to 2d4 at level 11

Air run

2nd level

S,M (any feather)

Casting time: 1 action

Duration: 10 minutes

as you take a step your foot stops on air and you're running through the air. This allows you to use your movement speed as flying speed. You can go up or down on a turn you have to stay moving or you will fall taking the fall damage. If you get knocked prone you will also fall down.

Stun

3rd level

S,M

Casting time: 1 action

A white light shoots out into the air. As it strikes the target they fall down to the ground unable to move.

Make a spell attack up to 25 feet. if it is above ten then the spell hits. When the spell hits the target falls to the ground and is knocked prone, their movement speed becomes zero, they instantly fail all checks they try to do. Some armor classes make it so that the

enemy must be hit multiple times by the spell to fall down.(table below) The stun lasts for 1d6 minutes.

Each time the target is hit they take 1d6 damage.

For each spell slot level the damage increases by 1d6 and the armor class requirement goes down 2.

Armour class	Stuns required
<13	1
13-15	2
16-17	3
18-19	4
20	5
21-24	6
25 and up	Does not work

Torture

5th level

S, M

Duration: up to 10 minutes

Casting time: 1 minute

A red light emerges and hits an enemy. The target falls to the ground in terrible pain. Screaming as they shake on the ground trying to crawl away.

Make a spell attack from up to 10 feet away. If the attack succeeds the target falls to the floor and becomes prone. It can not affect gargantuan creatures. The target's movement speed is reduced to five feet. Each turn the target takes 4d10 damage. On your choice you may do less damage of either 1,2,or 3d10) If the target is reduced of all of their health they do not die. Instead they gain insane conditions. Each turn the target may make a wisdom save against your spell save DC. Every two rounds the check i increases by one to a max of 23. To keep the spell going you must maintain concentration. If the target is under the spell for the full ten minutes then they also gain the longterm madness

At a level seven spell slot, the check goes up one each turn and the damage is 5d10. Using a level 9 spell slot the damage is now up to 7d0 each turn. You may also choose to kill the target if they reach zero hit points or have been under the spell for ten minutes.