

Tab 1

<><><Thord's Theories on Thorium><><>

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Radiation Damage:

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In the world of Toril, and the planes beyond, there's many materials, such as the iron in the rock, the dirt beneath your feet, and the oxygen in the air. So, with this being said, is it safe to assume that uranium and thorium are part of the deep landscape as well? Uranium is a powerful resource, so it could be harnessed for the deep web that is magic, or simply used to hit something just a tad bit harder.

In case you may be in the dark, spells and cantrips are either somatic, verbal, or both. Somatic spells need a hand movement, while verbal spells need a phrase or word said out loud. You can't use verbal spells while silenced, and you can't use somatic spells while restrained or paralyzed.

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Cantrips:

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Cellular Ray:

V, S, Line, 10 Feet,

Deal 2d4 radiation damage in a 10 foot long line. This is a verbal and somatic cantrip. Scales accordingly.

Miniscule Burst:

S, Radius, 5 Feet,

Deal 1d6 radiation damage in a 5 foot radius, which increases by 3 feet and 1d6 at levels 5, 10, 15, and 20. This is a somatic cantrip.

Rapid Decay:

S, Touch, Melee,

Channel radiation in your hand to touch a creature, breaking down their cells as their skin sloughs off their flesh. This deals 1d10 radiation damage.

Chain Reaction:

V, Target, 40 Feet

Link 3 creatures within 15 feet of each other. If one linked enemy moves more than 15 feet away from another linked creature, all creatures take 1d12 radiation damage. This has a duration of 1 minute.

Break Down:

S, Touch, Melee,

Touch a structure or object with your irradiated hand, dealing 2d12 radiation damage.

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Spells: Level 1

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Radiating Beam: Evocation

V, S, Target, 30 Feet,

Shoot a fast mote of radioactive whatever-the-hells, at a creature you deem deserving. This does 3d6 radiation damage, and has a range of 30 feet. The damage increases by 1d6 each spell level after 1.

Radioactive Rune: Conjunction

S, Touch, Duration of 24 Hours,

Place a rune with a 1 foot radius at the targeted area, so long as it's on ground. It is invisible to enemies, unless they succeed a DC 15 perception check, or they're able to see invisible creatures due to a spell or feature. The spellcaster can always see this rune. This rune lasts for 6 hours, and does 2d12 radiation damage when stepped on by ANY creature that isn't the spellcaster. Only one rune can be active at a time, and increases by 1d12 per level spell slot you use.

Charged Blast: Evocation

V, S, Target/Targeted Area, 40 Feet

As an action, form a ball of radiating energy in your hands. This is a concentration action. On your next turn, you can throw it at a target within 40 feet as a bonus action, dealing 2d12 radiation damage.

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Spells: Level 2

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Cellular Splicing: Abjuration

Self, Targets, 30 Feet,

Take 1d8 radiation damage (which bypasses immunity and resistance) to heal 2 creatures in 30 feet by the same amount.

Lesser Fusion: Transmutation

S, Targeted Area, 30 Feet, 10 minutes,

Force two creatures 5 feet from each other to have their cells screaming to be binded for 10 minutes, which causes them to be unable to move more than 10 feet away from each other. If one bounded enemy falls, and the drop is more than 10 feet, the other creature falls with them. Both creatures have advantage against being shoved or moved. The amount of creatures able to be bound increases by 1 per spell slot used above level 2, but each creature gains a +2 to checks against being shoved or moved.

Ray-diation: Conjunction

V, S, Target(s), 40 Feet,

Shoot 3 beams of uranium energy, dealing 1d10 radiation damage per beam. If all 3 beams hit an enemy, they must make a CON save equal to your spell save DC or take an additional 1d10 radiation damage. The number of beams increases by 1 per spell slot above level 2.

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Spells: Level 3

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Hollowed Ground: Conjunction

(it's spelled correctly dw)

V, S, Targeted Area, 40 Feet, 15 Foot Radius, 1 Minute,

Erupt the earth with radiation and uranium rock pillars, causing enemies in a 15 foot radius circle to fall prone on a failed STR save, and to take 6d8 radiation damage on a failed DEX save. This damage is halved on a successful save. After the initial eruption, 3 large uranium pillars erupt and last for 1 minute before falling apart. These uranium pillars deal 1d12 radiation damage to hostile creatures within 5 feet of it. The pillars count as large structures and have hit points of 8d8.

Crucible: Transmutation

S, Self, 15 Foot R, 1 Minute, Concentration,

Cause your body to erupt strong waves of radioactive energy, dealing 1d4 radiation damage to yourself and 1d6, 1d8, 1d10, 1d12, 2d8, 2d10, 2d12 onwards on subsequent turns. While under this effect, enemies within range take 3d4, 3d6, 3d8, 3d10, 3d12, 6d8, 6d10, and 6d12 radiation damage on subsequent turns. The rest of the duration will have you take 2d12 radiation damage and enemies take 6d12. **This causes an action to keep concentrating every turn.**

(I don't know if this is worded correctly so in case it isn't, you take 1d4 damage on activation, then 1d6 on the next, and so on. Enemies take triple the dice on turns they are within range.)

Fission: Transmutation
V, S, Targeted Area, 40 Feet,

Cause up to 5 targets within a 20 foot radius to have their bodies trying to meld together on a molecular level. Each target affected must make a STR save equal to your spell save DC. If a target fails, they lock onto the closest target near them, shooting to their location and taking 3d8 radiation damage for every 5 feet they travel, minimum of 3d8. Each turn, affected targets can repeat the save to cancel the effect, but on a fail will have the Slowed effect and take 3d8 radiation damage.

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Spells: Level 4  
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Conjure Thorium: Conjunction
S, Melee, 48 Hours

Create a small clump of thorium, a light radioactive metal that is used in sync with uranium. The initial action creates a 3-inch diameter 5 pound piece, which can be enlarged using another spell slot and action. If you consume the thorium while casting a Radiation spell, the spell casted acts as if you used a higher spell slot by 1 level. The thorium disintegrates soon after. This can also be placed down and lasts for the duration until destroyed. It counts as an object and has 2d4 hit points on an initial cast. The hit points increase by 3d4, the weight by 5 pounds, and the size increases by 3 inches in diameter each subsequent cast on the same object. Every 3 casts increases the size class by 1. Every day that the thorium is within 2 feet of a creature gives that creature a stage of Radiation Sickness. Explanation on the next page.

Uranium Enchantment: Transmutation
V, S, Touch, 10 Minutes,

Transmute parts of a metal weapon into specks of uranium, causing that weapon to deal an additional 2d6 radiation damage on all attacks. If an enchanted weapon misses a target, but the roll gap is no more than 2, the target you missed still takes 1d6 radiation damage.

Toxic Aura: Conjunction
V, S, Self, 10 Feet Radius, 1 Minute

Create flecks of uranium around you in a 10 foot radius that lasts for 1 minute. Enemies starting their turn within the radius must make a CON save or take 3d8 radiation damage. This damage increases by 1d8 for each subsequent turn they start within the radius. Allies are unaffected.

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Spells: Level 5  
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Tab 2

<><><><RADIATION SICKNESS><><><>

Exposure to radioactive materials can do some serious harm if you're not resilient. Immunity to diseases and ailments doesn't help when your very cells are breaking away. Objects, constructs, and structures are however immune to radiation sickness. You can make a CON save to reduce the stage, which starts at 15 for each stage, but increases by 3 for each additional stage.

Stage 1:

Exposure to radiation is starting to affect you, but can be alleviated if you take the proper care to heal. You have disadvantage on attack rolls and halved movement speed, and take 1d6 radiation damage each turn. This stage can be negated by a spell or potion that restores 10 hit points at once, or more.

Stage 2:

You feel weary as your cells break down. You have disadvantage on ability checks and attack rolls, and your movement speed is quartered. You take 2d4 radiation damage a turn, and cannot be healed by any source that heals less than 10 points in a single instance. This stage and the last can be negated by a spell or potion that restores 20 hit points or more at once.

Stage 3:

You have crossed the precipice of danger, and you will suffer majorly if you do not find a cure immediately. You have disadvantage on all ability checks, attack rolls, and saving throws, and cannot move. Your maximum hit points is decreased by 2 hit dice of your class, and you cannot move. You take 2d6 radiation damage a turn. A healing spell of the 4th level or higher will be needed to cure this sickness. A potion of any kind has no effect on you.

Stage 4:

Your body is giving its all to exile the sickness as your cells fall away. You have disadvantage on all saving throws, cannot move, take any actions, take any bonus actions, take any reactions, and your maximum hit points are reduced to 10 hit points. You make a CON save of 15, and revert to stage 1 if you succeed. You progress to stage 5 if you fail.

Stage 5:

Your cells have become so warped and decayed that nothing will ever be the same. You have the effects of stage 4 along with a permanent -2 to all stats. If you succeed a CON save of 15, the radiation vanishes away. If you fail, you die.

Path of the Crucible Barbarian

Warped Bloodline Sorcerer

Circle of the Wastes Druid

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