Evocation

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Gust Barrier

Evocation cantrip

Casting Time: 1 action

Range: Self

Components: S

Duration: 1 round

You spread your arms wide, allowing yourself to become enveloped by the air around you. Until the end of your next turn, any ranged attack against you is made with disadvantage. Melee attackers who successfully hit you must make a Constitution saving throw against your spell save DC. On a failure, the attacker is flung away from you up to 10 feet and is knocked prone.

Spell list: Bard, Druid, Sorcerer, Wizard

Boomering

1st-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

A dizzying ring of sparks launches from your outstretched hand and ricochets back to you moments later. Make a ranged spell attack roll against a creature within range. On a hit, you deal 3d6 radiant damage. If this attack misses, you can repeat the attack roll against the same target once.

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. If you cast this spell using a spell slot of 3rd level or higher, after the ring hits the first target, it ricochets to a second target of your choice that you can see within 30 feet of the first target, dealing damage as normal on a hit. If you cast this spell using a spell slot of 5th level or higher, the ring can ricochet to the third target of your choice that you can see within 30 feet of the second target. No matter how many creatures the ring ricochets to, you can only repeat the attack roll against one of the spell’s targets.

Halo of Flame

2nd-level evocation

Casting Time: 1 action

Range: Self (10-foot radius, 5-foot wide ring)

Components: V, S

Duration: Instantaneous

A ring of flame ignites above your head, and then springs outward, coming to rest in a burning circle. The circle is composed of a 5-foot wide line of flame, curving to form a 10-foot radius ring around you. Each creature you choose within the area must make a Dexterity saving throw. On a failed save, a creature takes 4d6 fire damage, or half as much on a successful save.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

Arc blade

Evocation cantrip

Casting Time: 1 action

Range: Self (5-foot radius)

Components: V, M (a melee weapon)

Duration: Instantaneous

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell’s range, otherwise the spell fails. On a hit, the target suffers the weapon attack’s normal effects, except that any damage dealt by the attack is lightning damage instead of its normal type. Additionally, an arc of lightning jumps to a creature you choose within 5 feet of the target, dealing 1d6 lightning damage.

This spell’s damage increases when you reach certain levels. At 5th level, the melee attack deals an additional 1d8 lightning damage and secondary damage deals an additional 1d6 lightning damage to their targets. Both damage rolls increase by one die at 11th level (2d8 and 3d6), and 17th level (3d8 and 4d6).

Burning blade

Evocation cantrip

Casting Time: 1 action

Range: Self (5-foot radius)

Components: V, M (a melee weapon)

Duration: 1 round

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell’s range, otherwise the spell fails. On a hit, the target suffers the weapon attack’s normal effects, except that any damage dealt by the attack is fire damage instead of its normal type. Additionally, embers whirl in the target’s space. Until the start of your next turn, when a creature enters the space for the first time or ends its turn there, you can use your reaction to deal 1d6 fire damage to the creature, ending the spell.

This spell’s damage increases when you reach certain levels. At 5th level, the melee attack deals an additional 1d6 fire damage to the target on a hit and the secondary damage deals an additional 1d6 fire damage to its target. Both damage rolls increase by one die at 11th level (2d6 and 3d6) and 17th level (3d6 and 4d6).

Caustic blade

Evocation cantrip

Casting Time: 1 action

Range: Self (5-foot radius)

Components: V, M (a melee weapon)

Duration: Instantaneous

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell’s range, otherwise the spell fails. On a hit, the target suffers the weapon attack’s normal effects, except that any damage dealt by the attack is acid damage instead of its normal type. If you miss by 3 or less, acid splashes on the target, and you instead deal 1d8 acid damage.

This spell’s damage increases when you reach certain levels. At 5th level, the melee attack deals an additional 1d8 acid damage to the target on a hit, and the acid damage dealt on a miss increases to 2d8. Both damage rolls increase by one die at 11th level (2d8 and 3d8) and 17th level (3d8 and 4d8).

Finger guns

Evocation cantrip (renaissance)

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 minute

You extend your forefinger and thumb, a dangerous gesture mimicking a gun. For the duration, you can use your action to make a ranged spell attack against one creature you can see within 60 feet, dealing 1d8 force damage on a hit.

Your finger gun does not require ammunition, but is considered to be a firearm for spells and effects which influence firearms.

The spell’s damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Force dart

Evocation cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a specially-prepared gauntlet worth at least 5 gp)

Duration: Instantaneous

You fling a dart of magical force at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage.

This spell’s damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Force weapon

Evocation cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, S, M (a specially-prepared gauntlet worth at least 5 gp)

Duration: 1 round

You conjure a blade of magical force in the air, which lashes out at your foes. Make a melee spell attack. On a hit, you deal 1d10 force damage. The blade remains in existence for a short time; until the beginning of your next turn, you can make a single strike with your mystical blade as an opportunity attack.

You can make 1 additional attack on your turn at 5th level (2 attacks), at 11th level (3 attacks), and at 17th level (4 attacks).

Frigid blade

Evocation cantrip

Casting Time: 1 action

Range: Self (5-foot radius)

Components: V, M (melee weapon)

Duration: 1 round

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell’s range, otherwise the spell fails. On a hit, the attack does damage as normal, except that the entire attack deals cold damage instead of its normal type. Additionally, the target is covered in a brittle frost until the start of your next turn. If the target willingly moves before then, you can use your reaction to deal 1d8 cold damage to the target, ending the spell.

At 5th level, the melee attack and secondary damage each deal an additional 1d8 cold damage. Both damage rolls increase by 1d8 at 11th level (2d8/3d8), and 17th level (3d8/4d8).

Lightning surge

Evocation cantrip

Casting Time: 1 action

Range: Self (5-foot radius)

Components: V, S, M (two bits of copper wire)

Duration: Instantaneous

You emit a dazzling array of short lightning bolts in all directions. All other creatures within 5 feet of you must succeed on a Dexterity saving throw or take 1d6 lightning damage.

This spell’s damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Phantom grapnel

Evocation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You conjure a chain and hook made of magical force, which you propel at a creature or unoccupied space you can see within range. When you target a space or a creature of Huge size or larger, your grapnel pulls you to that target in a straight line. You provoke opportunity attacks for this movement as normal. When you target a creature of Large size or smaller, you pull the target up to 10 feet towards you. A creature can make a Strength saving throw to resist this movement.

Sonic pulse

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You compress a thunderous boom into an invisible ball and project it at a creature you can see within range. The target must succeed on a Constitution saving throw, or it takes 1d8 thunder damage and is deafened until the start of your next turn.

If the spell’s target is within 10 feet of you, this spell’s damage becomes d10s, instead of d8s.

This spell’s damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Thunderous distortion

Evocation cantrip

Casting Time: 1 action

Range: Self (10-foot cone)

Components: V, S

Duration: Instantaneous

You produce a distorted wave of noise in a 10-foot cone, which can be heard up to 100 feet away. Each creature in that area must succeed a Constitution saving throw, or take 1d6 thunder damage.

An echo of this noise persists until the end of your next turn. If you cast this spell again before the end of your next turn, its damage becomes d8s, instead of d6s.

This spell’s damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).