

CYCLONE STRIKE

2nd-level transmutation (Ranger, Wizard)

Casting Time: 1 action

Range: 10 feet

Components: V, M (one or two weapons)

Duration: 1 round

Slicing wind swirls around you in a cyclone as you make a magical spinning strike. You make a melee attack with a weapon that you are holding against each creature of your choice within the spell's range. If you are holding two weapons that you can use for two-weapon fighting, you can make an attack with each of those weapons against each target, using two-weapon fighting rules to determine each attack's damage.

For these attacks, the weapons count as magical for the purposes of overcoming resistance and their reach is the spell's range. After the attacks, the wind disperses gas or vapor and extinguishes unprotected flames that are torch-sized or smaller within 20 feet of you.

Until the start of your next turn, any ranged weapon attacks made against you have disadvantage.

GALE WEAPONS

2nd-level transmutation (Ranger, Wizard)

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

One or two weapons that you are holding are enveloped in small whirlwinds. For the duration, the weapons are magical if they weren't already, and they also have a +1 bonus to damage rolls. This effect is suppressed for a weapon while you aren't holding it.

In addition, if you use an affected weapon to make a weapon attack on your turn, the attack gains benefits based on whether it is melee or ranged.

Melee. The attack's reach is tripled, but it counts as both a melee weapon attack and a ranged spell attack if it is made outside the weapon's normal reach.

Ranged. The attack ignores disadvantage caused by long-range, being underwater, or the effects of wind, and the weapon returns to one of your free hands at the end of your turn if it has the thrown property.



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