

NEW SAND GEOMANCIES

SAND CLOAK

3rd-level conjuration (Artificer, Druid, Ranger, Sorcerer)

Casting Time: 1 action

Range: Self (15 feet)

Components: V, S

Duration: Concentration, up to 10 minutes

You create a swirling cloak of sand and dust that extends 15 feet out from you and lasts for the duration. The area moves with you. It is difficult terrain and lightly obscured for other creatures. You can use a bonus action to reduce or increase the radius of the area, up to a maximum of 15 feet.

When a creature other than you enters the area for the first time on a turn or starts its turn there, it is buffeted by sand and dust. It must succeed on a Constitution saving throw or be blinded until the start of its next turn.

SANDSTORM

7th-level conjuration (Druid, Sorcerer, Wizard)

Casting Time: 1 action

Range: 500 feet

Components: V, S, M (a bit of sand and a dried scorpion tail)

Duration: Concentration, up to 1 hour

You call down a swirling sand cloud to fill a 150-foot-radius, 100-foot-high cylinder centered on a point you can see within range. Until the spell ends, the area is difficult terrain and heavily obscured. Creatures in the area are deafened by the howling storm, and any ranged weapon attacks that pass in or out of the area are made with disadvantage. The sand disperses any vapor, gas, and fog that can be dispersed by strong wind, and it extinguishes unprotected flames if they're Large-sized or smaller.

If you're within range of the cylinder, you can move it up to 60 feet as a bonus action on your turn.

At Higher Levels. If you cast this spell using a spell slot of 8th level, the range is 1 mile. If you use a spell slot of 9th level, the range is Sight.



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