

LIGHTNING EVOCATIONS

JOLT OF PAIN

2nd-level evocation (Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A bolt of white lightning infused with magical pain leaps from your outstretched finger to strike one creature that you can see within range. You make a ranged spell attack against the target. On a hit, the target takes 5d8 lightning damage and can't take reactions until the end of your next turn.

If damage dealt by this spell forces the target to make a saving throw to maintain concentration, the DC is increased by an amount equal to your spellcasting modifier (minimum +1), and the target has disadvantage on the saving throw.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 and you increase the DC of saving throws caused by the spell by +1 for each slot level above 2nd.

FINGERS OF LIGHTNING

5th-level evocation (Sorcerer, Wizard)

Casting Time: 1 action

Range: Self (100-foot line)

Components: V, S, M (a bit of fur; a piece of amber, glass or a crystal rod; and four copper pins)

Duration: Instantaneous

Your hands arc with electricity as you create 5 lines, each 100 feet long and 5 feet wide, emanating from you in directions of your choice. Each line has its own direction and lines can overlap, but they must all fit within a 180 degree angle from you. Each creature within the area of a line must make a Dexterity saving throw. On a failed save, a creature takes 8d6 lightning damage plus 1d6 additional lightning damage for each line's area that they are within beyond the first, or half as much damage on a successful save.

The lightning ignites flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you create an additional line of lightning for each slot level above 5th.



ELECTRIC INTERDICTION

8th-level evocation (Sorcerer, Wizard)

Casting Time: 1 reaction, taken when a creature within range moves, uses an action, bonus action, reaction, or legendary action, or interacts with an object

Range: 60 feet

Components: V, S

Duration: Instantaneous

Just before the event can occur, you blast the triggering creature with lightning, forcing it to make a Dexterity saving throw. On a failed saving throw, the target takes 10d8 lightning damage and must make a Constitution saving throw. On a successful Dexterity saving throw, the target takes half damage and no other effects.

If the target fails the Constitution saving throw, the action or effect that triggered this spell is foiled. Any spell slots or abilities that the target would have expended are still expended. Its speed is reduced to 0 feet for the rest of the turn, and if it is the target's turn, the turn ends immediately.

At Higher Levels. When you cast this spell using a spell slot of 9th level, the damage dealt increases by 2d8.

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ART CREDIT: "Stormchaser Mage" By Clint Cearley