

## SAND SPELLS

### SAND CLOUD

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*3rd-level Conjuraton*

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** S, M (a pinch of sand)

**Duration:** 10 minutes

**Classes:** Druid, Sorcerer, Warlock, Wizard

You conjure a cloud of sand that fits within a 5-foot space. The cloud levitates 5 feet above the ground, has an AC of 8 + your spellcasting Modifier + your Proficiency Bonus and 40 Hit Points and immunity to poison and psychic damage. It can carry up to 400 pounds of weight or 1 Medium-sized creature or 2 Small-sized creatures.

As a bonus action on your turn, you can choose to move the Sand Cloud up to 45 feet.

When the spell ends or when the cloud is reduced to 0 hit points, it vanishes. Any items or creatures it carried fall to the ground, unless they can stop the fall.

**At higher levels:** When you cast this spell using a spell slot of 4th level or higher, the cloud's Hit Points increase by 20 for each spell level above the 3rd.

### QUICKSAND

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*4th-level Transmutation*

**Casting Time:** 1 action

**Range:** 120 feet (25-foot radius)

**Components:** V, S

**Duration:** 1 minute, Concentration

**Classes:** Druid, Sorcerer, Wizard

You change the earth around you. Choose a point on the ground within range. A 25-foot radius circular area originating from that point instantly shifts with transmutation magic, turning into quicksand. If any creature starts its turn or moves within the quicksand, their movement speed is halved. In addition, if a creature starts its turn within the area for its second turn in a row, it is grappled and can use its action to make a Strength (Athletics) check against your Spell Save DC to escape the grapple. If a creature starts its turn within the area for its third time in a row, it is restrained for the duration and cannot break the restrain in any way other than by teleporting out of the area.

## DESERT SPEARS

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*5th-level Evocation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a relic or piece of jewelry originating in the desert)

**Duration:** 1 round

**Classes:** Sorcerer, Warlock, Wizard

You call upon the soul of the desert, forming 3 spears of thirsting sand and hurling them at targets within range. You can hurl them at one target or several. Make a ranged spell attack for each spear. On a hit, a spear deals 6d8 piercing damage and remains stuck in the target's body. If the target's body contains water, the spear drains it at the start of the creature's turn, inflicting an additional 4d8 necrotic damage, before vanishing. If the target's body doesn't contain water the spear vanishes without dealing additional damage.

### SAND BURIAL

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*3th-level Conjuraton*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Sorcerer, Warlock, Wizard

Devouring sand leaps from your fingers. Choose a creature within range. Sand begins rushing towards them, forming into a shell. The creature must make a Strength saving throw. On a failure, the creature is engulfed by the sand, before it eventually contracts, crushing the body on the inside. The creature takes 7d10 bludgeoning damage.