

## OSSEOUS IMPALEMENT

3rd level conjuration  
(sorcerer, warlock, wizard)

**Casting Time:** 1 action  
**Range:** 60 feet  
**Components:** V, S, M (a calcified bamboo stick)  
**Duration:** Concentration, up to 1 minute

Massive bone spikes sprout under up to 4 creatures on the ground of your choice within range. They must succeed a Dexterity saving throw, or take 3d10 piercing damage and be impaled by the spike and restrained 10 feet in the air. A creature restrained in this way takes 1d10 piercing damage at the start of each of their turn and can try to break the bone spike restraining them as an action by making an Athletics check contested by your spell save DC, breaking free on a success.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the both damage increase by 1d10 for each slot level above 3rd.

## CRUSH

7th level evocation  
(sorcerer, warlock, wizard)

**Casting Time:** 1 action  
**Range:** 60 feet  
**Components:** V, S, M (bone powder)  
**Duration:** Instantaneous

You target one creature within range. It must succeed a Strength Saving throw or be trapped in a field of gravity that compresses it and forces it to fold in on itself, taking 12d10 bludgeoning damage, falling prone and having its speed reduced to 0 until the start of your next turn as it reels from the pain.

**At Higher Levels.** When you cast this spell using a spell slot of 8th level or higher, you can target one additional creature within range for each slot level above 7th.

## GRAVITY WHIP

Evocation Cantrip  
(sorcerer, warlock, wizard)

**Casting Time:** 1 action  
**Range:** 10 feet  
**Components:** S  
**Duration:** Instantaneous

Make a melee spell attack against a creature within range, on a hit it takes 1d4 bludgeoning damage and is pushed 10 feet in a straight line in any direction of your choice. In addition its speed is reduced by 10 feet until the start of your next turn.

**At Higher Levels.** This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

## FALL

1st level transmutation  
(sorcerer, warlock, wizard)

**Casting Time:** 1 action  
**Range:** 10 feet  
**Components:** V, M (an elastic band)  
**Duration:** Instantaneous

As an action you can temporarily change which way is down for you, and immediately start falling in that direction until you hit a solid surface or have traveled 200 feet. You take fall damage as if normally falling upon hitting a solid surface

Fall is often called an emergency panic button. The problem with this panic button, is that it's messy, hard to control, and leaves blood stains everywhere. I really don't understand why they still teach it at the academy.

## DAMPEN GRAVITY:

3rd level transmutation  
(sorcerer, warlock, wizard)

**Casting Time:** 1 action  
**Range:** Self (30 feet radius)  
**Components:** V, S  
**Duration:** 1 minute

You focus your powers to lessen the call of gravity around you in a 30 feet radius around you. For the duration, creatures of your choice in the radius have their jump distance doubled, their movement speed increases by 10 feet they have advantage on all acrobatics checks and they ignore fall damage if they finish their fall in the radius.