

## EYE RIPPER

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**2nd level necromancy** (*Bard, Sorcerer, Warlock, Wizard*)

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Up to 1 minute

You force a creature within range to make a Constitution saving throw. On a failed save, one of the eyes of the creature turns jet black, as an agonizing pain fills the target. They take 2d6 necrotic damage, and have disadvantage on all attack rolls for the duration of the spell. An affected creature can repeat the save at the end of each of its turns, ending the effect on a success or taking another 2d6 necrotic damage on a failure.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

## TEAR REALITY

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**6th level evocation** (*Sorcerer, Warlock, Wizard*)

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** S

**Duration:** Instantaneous

Select a point within range. All creatures in a 30-foot-radius centered on that point must succeed on a Strength saving throw or take 5d10 force damage, be ripped from their location and thrown 90 feet in a straight line in a direction of your choice, they do not suffer additional fall damage. On a success a creature takes half as much damage and doesn't suffer any additional effects. The sphere spreads around corners. This spell deals double damage against structure and objects.

**At higher level:** When you cast this spell using a spell slot of 7th level or higher, the thrown distance increases by 20 feet and the damage increases by 1d10 for each slot level above 6th.

## ABERRANT TRANSFORMATION

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**2nd level transmutation** (*Sorcerer, Warlock, Wizard*)

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a small tentacle)

**Duration:** 1 minute

You twist your shape into something different, improving your senses. Choose one of the following abilities, you can these benefits for the duration. You can choose to gain multiple benefits, if you do so, you take 1d10 necrotic damage for each additional ability you select.

- You can see any invisible creature within 60 feet of you, provided it isn't behind total cover. Your eyes turning black.
- Your body, along with any equipment you are wearing or carrying, becomes slimy and pliable. You can move through any space as narrow as 1 inch without squeezing, and you can spend 5 feet of movement to escape from nonmagical restraints or being grappled.
- A tendril sprouts from your arm, allowing to grasp those who escape you. As a bonus action you can attempt to grapple a creature within 10 feet of you, you can use your spellcasting ability for the roll, instead of your Strength.

## DISPLACING PROTECTION

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**2nd level abjuration** (*Sorcerer, Warlock, Wizard*)

**Casting Time:** 1 action

**Range:** Self

**Components:** S, M (a shard of glass)

**Duration:** Concentration, up to 1 minute

You cover yourself in an unstable magical ward. For the duration, you have advantage on concentration saving throws and each time you take damage, as a reaction, you can teleport up to 20 feet to any point that you can see.