

NEW SPELLS

These two new spells are available to use in your Fifth Edition campaigns. They came in as a request from one of my Patrons. If you are interested in having your requests made into reality, be sure to check out DMDave's Patreon page. For as little as \$3 per month, not only do you get your request made, but you get access to all of the PDFs created for the site at no charge (typically 20-30 articles per month).

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SPELL LISTS

The following spell lists show which spells can be cast by characters of each class. A spell's school of magic is noted in parentheses.

SORCERER SPELLS

7TH LEVEL

Avasculate (necromancy)

8TH LEVEL

Avascular Mass (necromancy)

WIZARD SPELLS

7TH LEVEL

Avasculate (necromancy)

8TH LEVEL

Avascular Mass (necromancy)

SPELL DESCRIPTIONS

The spells are presented in alphabetical order.

AVASCULAR MASS

8th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a short length of rope stained with blood)

Duration: Concentration, up to 1 hour

You shoot a ray of necromantic energy from your outstretched hand, causing any living creature struck by the ray to violently purge blood vessels through its skin. Make a ranged spell attack against the creature to disrupt its blood vessels. On a hit, the creature loses half its current hit points (rounded down) and the creature must make a successful Constitution saving throw or become stunned until the end of its next turn.

The purged blood vessels magically animate, creating a many-layered mass of magically strong, adhesive tissue that fills a 20-foot sphere centered on the original target that traps those caught in them.

If the avascular mass isn't anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the mass collapses on itself, and the spell ends at the start of your next turn.

Each creature that starts its turn in the mass or that enters them during its turn must make a Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the mass or until it breaks free. The original target of the spell is automatically restrained. Regardless of a creature's saving throw result, the avascular mass counts as difficult terrain when moving through it.

A creature restrained by the mass can use its action to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained.

If you have at least 5 feet of avascular mass between you and a hostile creature, it provides three-quarters cover, and if you have at least 20 feet of avascular mass between you, it provides total cover.

When your concentration ends or the spell breaks, the blood vessel mass becomes a mess of limp, decaying tissue.

AVASCULATE

7th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a drop of blood)

Duration: Instantaneous

You shoot a ray of necromantic energy from your outstretched hand, causing any living creature struck by the ray to violently purge blood vessels through its skin. Make a ranged spell attack against the creature to disrupt its blood vessels. On a hit, the creature loses half its current hit points (rounded down) and the creature must make a successful Constitution saving throw or become stunned until the end of its next turn.

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