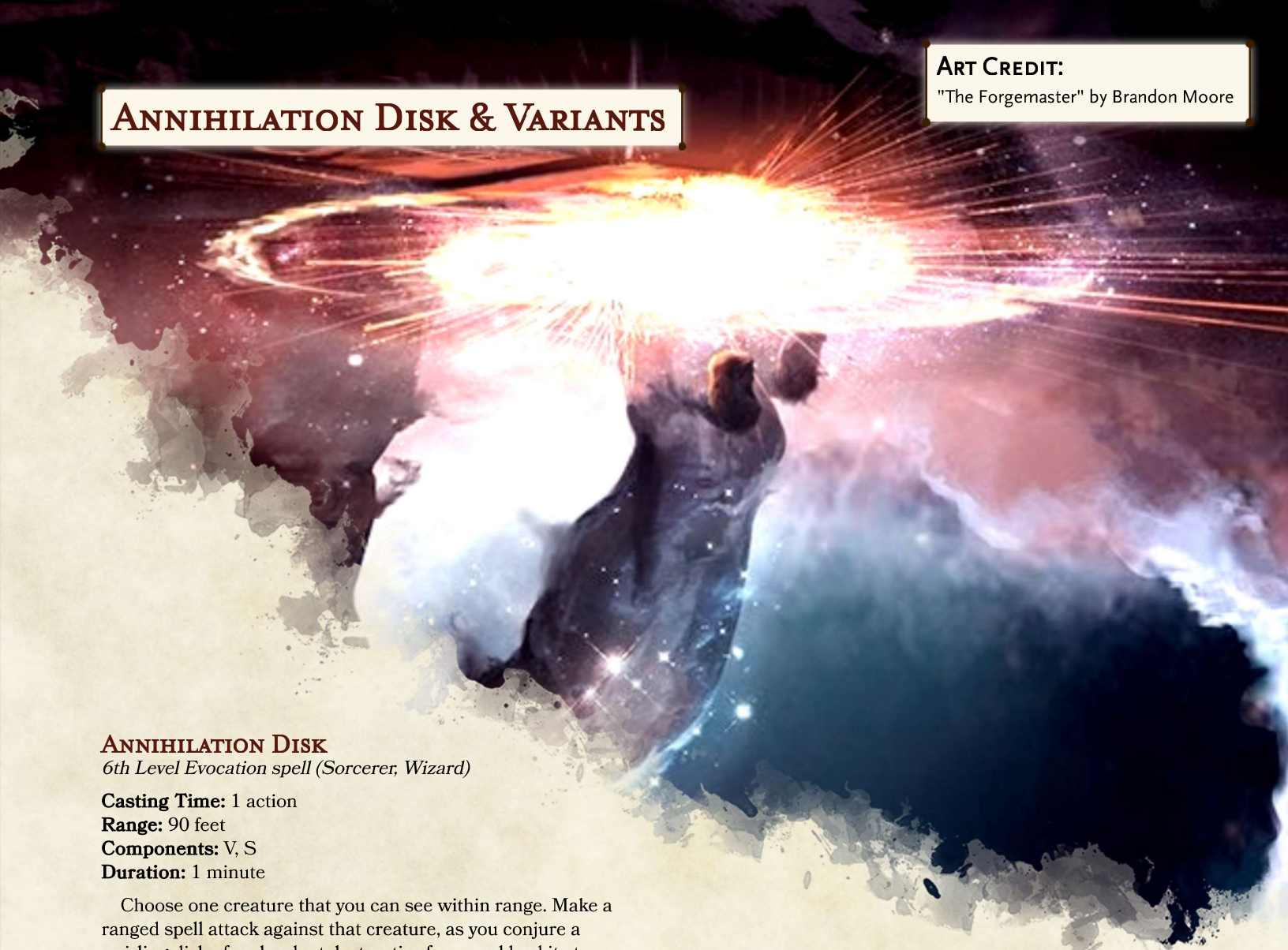


ANNIHILATION DISK & VARIANTS



ANNIHILATION DISK

6th Level Evocation spell (Sorcerer, Wizard)

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: 1 minute

Choose one creature that you can see within range. Make a ranged spell attack against that creature, as you conjure a swirling disk of malevolent destructive force and hurl it at them. On a hit, the target takes 12d6 force damage. This damage ignores resistance. If a creature is vulnerable to slashing damage they are also vulnerable to the damage caused by this spell.

On a miss, the disk flies past the target and begins flying through the air on its own, seeking out another target. Make note of the space that your initial target was in when you cast the spell. At the start of your next turn, you must repeat the spell attack (no action) against the creature that is now closest to that space, up to a maximum range of 90 feet, possibly attacking even yourself.

If this attack misses or has no target, repeat this process using the space of the last creature attacked by this spell, continuing to make an attack each round until the spell ends.

The disk uses blindsight to find its targets, not vision. Subsequent attacks after the first do not suffer disadvantage if you cannot see the target, because the disk is seeking targets rather than you controlling it. However, if multiple creatures are tied for being the closest to the disk when you repeat the attack, you choose which one the disk attacks.

Once this spell hits a target, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage dealt increases by 2d6 for each slot level above 6th.

BLAZING EAGLE

6th Level Evocation spell (Sorcerer, Wizard)

As *annihilation disk*, but the spell deals fire damage.

RAVENOUS ACID WYRM

6th Level Conjunction spell (Sorcerer, Wizard)

As *annihilation disk*, but the spell deals acid damage.

STORM SERPENT

6th Level Evocation spell (Sorcerer, Wizard)

As *annihilation disk*, but the spell deals lightning damage.