

NEW AREA AEROMANCIES

WIND FUNNEL

4th-level transmutation (Artificer, Druid, Ranger, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: Self (60-foot cone)

Components: V, S, M (an empty bottle with stopper)

Duration: Instantaneous

You unleash a powerful torrent of swirling wind that pulls in a roaring cyclone toward you, creating a 60-foot cone emanating from you. Each other creature in the area must make a Strength saving throw. On a failed saving throw, a creature takes 3d8 thunder damage and 3d8 bludgeoning damage, and it is pulled 30 feet closer to you and knocked prone. On a successful saving throw, a creature takes half damage and isn't pulled or knocked prone.

Unsecured objects that are completely within the area of effect are automatically pulled 30 feet closer to you by the spell's effect.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the bludgeoning damage dealt increases by 1d8 and the distance a creature or object is pulled increases by 10 feet for each slot level above 4th.

SONIC BOOM

5th-level evocation (Bard, Druid, Sorcerer, Wizard)

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: Instantaneous

A bead of thunderous force rockets from your fingertips toward a point you can see within range, where it explodes into a wave of sound that expands to a 20-foot radius sphere centered on that point. Each creature within the area must make a Constitution saving throw. On a failed saving throw, a creature takes 5d10 thunder damage, it is deafened until the end of your next turn, and it is pushed 20 feet away from the center of the area and knocked prone. On a successful saving throw, a creature takes half damage and is not knocked prone, pushed, or deafened.

Unsecured objects that are completely within the area of effect are automatically pushed 20 feet away from the center of the area by the spell's effect.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the thunder damage dealt increases by 1d10 and the distance a creature is pushed increases by 5 feet for each slot level above 5th.

