



Art Credit:
"Lord of Sunlight"
By sstarkm

STORM SPEAR

7th-level evocation (Sorcerer, Wizard)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

You form lightning into a crackling spear of energy, which you use to either make one melee spell attack against a target within 5 feet of you or one ranged spell attack against a target that you can see within range. Then the spear vanishes.

On a hit, the target takes $4d8 + 15$ lightning damage, and if it isn't immune to the damage, it must make a Constitution saving throw. On a failure, it falls prone and becomes paralyzed and restrained for the duration. It repeats the saving throw at the end of each of its turns, ending the effect on a success. On a miss, the target takes half as much damage and suffers no other effects from the spell.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the damage dealt increases by $2d8$ for each slot level above 7th.

SPELL VARIANTS: STORM SPEAR

If your DM allows, these variants are also available spells:

FREEZING ICICLE

7th-level conjuration (Sorcerer, Wizard)

Changes: Deals cold damage. The spear is made of thin ice that dissolves into freezing energy when it hits the target.

WITHERING BONE CLAW

7th-level necromancy (Sorcerer, Wizard)

Changes: Deals necrotic damage, and the target cannot be paralyzed by the spell if it is immune to disease or cannot be magically aged. The spear is made of negative energy formed into spectral bone, and it reverts to negative energy when it strikes a target.

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