

HOW I RUN IT's DWEOMER DAY: OLD SPELLS MADE NEW

AGON'S HAMMER

4th-level evocation

Casting Time: 1 action

Range: 90 feet

Target: A creature or object of your choice that you can see within range

Components: S, V

Duration: Instantaneous/Concentration (up to one minute – see below)

You make a ranged spell attack to direct an invisible blast of bone-shattering force at a single creature or object within range that you can see. There must be an unobstructed path to your target; if there is an obstruction, Agon's hammer will strike that instead of the desired target. On a successful hit, the blast inflicts 9d6 force damage and a Large size or smaller target must make a Strength saving throw or be stunned until the end of its next turn and is pushed back a number of feet depending on its size: Large is pushed back 5 feet, Medium is pushed back 10 feet, and Small (or smaller) is pushed back 15 feet. Creatures pushed back into a solid object take an additional 1d6 hit points of bludgeoning damage per five full feet of movement and immediately stop.

If the target is an inanimate object, if and how much it moves should be determined by the DM based on its size, weight, and if it is affixed to anything (and how). Objects over 750 lbs cannot be moved, but might, for example, topple over.

The blast of force does double damage against objects and structures.

On a miss, there are two possible outcomes. If Agon's Hammer misses due to the target being behind cover, the blast of force strikes the cover instead and deals damage to it. If it is a total miss, the hammer dissipates and reconstitutes adjacent to you and you can then attack with it again as an action on a subsequent turn. The hammer can only be maintained this way while you maintain Concentration or until it successfully strikes a creature or object.

This spell has no effect on a target within five feet of you, instead it dissipates harmlessly and the spell is lost.

At Higher Levels. When you cast this spell using a spell slot of 5th Level or higher, for each slot level above 4th the base damage increases by 1d6 and the target is potentially pushed back an additional five feet. Thus using a 6th level slot, for example, the target would take 11d6 damage and, if they fail their Strength saving throw, are pushed back 15 to 25 feet depending on size.