

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

WITCH BOLT

1st-level Evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a twig from a tree that has been struck by lightning)

Duration: Concentration, up to 1 minute

A beam of crackling, blue energy lances out toward a creature within range, forming a sustained arc of lightning between you and the target. Make a ranged spell attack against that creature. On a hit, the target takes 1d12 lightning damage, and on each of your turns for the duration, you can use a bonus action to deal 1d12 lightning damage to the target automatically. The spell ends if you do not use your bonus action in this way each round.

You must keep one hand free and pointed at the target throughout the spell's duration or else the spell ends.

In order for the target to move further than 30 feet from you they must make a Strength saving throw. If so, the spell automatically ends. The spell also ends if the target ever has total cover from you.

Lastly, while the arc of lightning moves and flicks to avoids hitting other creatures if you or an affected target move, anyone who moves deliberately through the arc takes 1d12 points of lightning damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial damage increases by 1d12 for each slot level above 1st.