



DESERT SPELLS

This section contains a collection of spells that create or manipulate sand or the sun. Some may developed by the original desert nomads with an innate connection to the desert; others may have been bestowed upon mortals by the Gods themselves.

SAND SHAPE

Transmutation Cantrip

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute
Classes: Druid, Ranger

You touch a non-magical wood or stone object no larger than 1 foot in any dimension and envelope it in magical sand. If you maintain contact with the object for the spell's full duration, you carve the object into any simple shape you choose, such as a basic key, a small weapon, or a statuette, as long as it is smaller than it was.

POCKET SAND

1st-level abjuration

Casting Time: 1 reaction, which you take when a creature within 5 feet of you makes an attack roll
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute
Classes: Artificer, Cleric, Sorcerer, Wizard

Immediately before the target makes an attack, a cloud of blinding sand sprays over the its eyes. The creature must succeed on a Dexterity saving throw or be blinded until the end of its turn.

Art Credit: [grandfailure](#) (via DepositPhotos)

CONJURE MIRAGE

2nd-level illusion

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a pinch of powdered rock)
Duration: Concentration, up to 1 minute
Classes: Bard, Druid, Ranger, Wizard

A lightly obscured magical illusory haze no larger than a 10-foot cube appears in an area you can see within range. Creatures of your choice that see the haze for the first time must make a Wisdom saving throw. On a failed save, the target sees its current greatest desire in the haze, provided it is no larger than the haze. Creatures may see different things in the haze such as food, water, an object or even a creature, and no other creature can see the desire of another creature.

The illusion is only visual and does not produce sound. If the haze appears as a creature to a target, the creature does not respond in any way. Interacting with the illusion reveals the illusion's true nature. A creature can also make a Wisdom (Perception) check against your spell save DC to recognize the illusion.

At Higher Levels: When you cast this spell using a spell slot of 4th or 5th level, the size of the mirage becomes a 30-foot cube. When you cast this spell using a spell slot of 6th or 7th level, the size of the mirage becomes a 100-foot cube. When you cast this spell using as spell slot of 8th level or higher, the size of the mirage becomes a 500-foot cube.

SANDING SMITE

2nd-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

Classes: Paladin, Ranger

The next time you hit a creature with a weapon attack before this spell ends, abrasive sand surges from the weapon as you strike, and the attack deals an extra 2d6 necrotic damage to the target. If the target is wearing armor, the armor's AC bonus is reduced by 2 (to a minimum of 0) until the spell ends.

At the end of each of its turns until the spell ends, the target can make a Constitution saving throw to end the spell early.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the extra damage increases by 1d6 for each slot level above 2nd.

SAND SPEAR

3rd-level evocation

Casting Time: 1 action

Range: Self (60-foot line)

Components: V, S, M (a bit of fur and a lump of crystallized sand)

Duration: Instantaneous

Classes: Druid, Sorcerer, Wizard

A 60-foot long and 5-foot wide stream of sand erupts from you in a direction you choose. Each creature in the line must make a Constitution saving throw. A creature takes 8d6 bludgeoning damage on a failed save, or half as much damage on a success. The sand also erodes up to 1 foot of stone or 3 feet of wood material.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

DESSICATE

4th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of salt)

Duration: Instantaneous

Classes: Warlock, Wizard

You remove moisture from a creature or object you touch. If the target is a creature, it must make a Constitution saving throw. Constructs and undead aren't affected, and plants and water elementals make this saving throw with disadvantage. On a failed save, a creature takes 6d8 necrotic damage and its hit point maximum is reduced by that amount. This reduction lasts until the creature finishes a long rest.

If the target is a corpse, you extend the time limit on raising the target from the dead. The extension is either 10 minutes or double the limit, whichever is greater.

QUICKSAND

5th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a handful of mud)

Duration: Concentration, up to 1 minute

Classes: Druid, Ranger

The ground in a 20-foot radius circle centered on a point you choose within range turns into quicksand. The circle spreads around corners and is difficult terrain.

When the area appears, each creature in it must make a Strength saving throw. On a failed save, a creature is restrained and knocked prone. If a prone creature fails this save, it also takes 2d10 bludgeoning damage as it is pulled beneath the quicksand's surface. A creature must also make this saving throw when it enters the spell's area for the first time on a turn or ends its turn there.

A restrained creature can use an action to free itself by succeeding on a Strength saving throw against your spell save DC. On a failed save, the creature remains restrained.

The quicksand is also viscous. If a creature standing in the area attempts to leap or fly, it must first make a Strength (Athletics) against your spell save DC. On a success, it flies or leaps with no issue. On a failed save, the creature remains grounded.

SAND TOMB

8th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a fistful of sand)

Duration: Concentration, up to 1 minute

Classes: Cleric, Druid, Sorcerer

A wide conical dune of burning sand surges into existence at a point you choose within range. You can make the dune up to 60 feet in diameter and up to 20 feet high. The dune lasts for the duration and is difficult terrain.

If the dune's surface is higher than a creature in the area, the creature is smothered. Until it re-emerges from beneath the sand, a smothered creature has total cover and is suffocating. Additionally, creatures touching the dune must make a Constitution saving throw at the start of each of their turns, taking 1d10 fire damage on a failed save, or half as much on a success.

A creature smothered in sand must make a successful Strength (Athletics) check against your spell save DC in order to move at all. If it fails the check, it can't move. A creature with a burrow speed automatically succeeds on this check; an undead creature has disadvantage on this check.