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91 Spell **Witch Lance - Gods Damn It, I Revised Witch Bolt. Are You Happy Now?** (i.redd.it)

submitted 21 days ago by [Thudnfer](#)

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WITCH LANCE

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 wound in copper wire, worth at least 15 gp.)

Duration: Concentration, up to 1 minute

Class: Cleric (Tempest), Sorcerer, Warlock, Wizard

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 1d10 lightning damage, and on each of your turns for the duration, you can use your action to deal 1d10 lightning damage to the target automatically. The spell's range only applies to the initial attack; as long as you and the target are on the same plane of existence, you can use your action to deal damage through this spell. The spell ends if you use your action to do anything else.

At Higher Levels When you cast this spell using a spell slot of 2nd level or higher, the spell's damage increases by 1d10 for each slot level above 1st.

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[\[-\] unearthedarcana_bot \[M\]](#) [score hidden] 21 days ago - stickied comment

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[–] [Flinkelinks](#) 28 points 21 days ago

Quicken dimension door next turn and keep using your action on witch lance

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[–] [DriftarFarfar](#) 21 points 21 days ago

Yeah, should not be a thing.

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[–] [Reaperzeus](#) 20 points 21 days ago

For everyone's reference, I would like to point out that the "infinite range" part is pretty much exactly the same as Heat Metal, which does 2d8 for 10 mins, uses a BA to reactivate, but has the restriction of needing to have metal on them to use. Just food for thought.

My personal fix for Witch Bolt was to make it a Cantrip. 1d8 damage, and if the target ends their turn within range they take additional damage equal to your Spellcasting Ability Modifier. Both damages scale up 1d8 at 5, 11, and 17. Non-concentration

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[–] [Hunt3rRush](#) 8 points 21 days ago

I really like this. If you have to stay in range of the target, then you have the same issues as a with the SCAGtrips GFB and BB. So it's still useful. However, the secondary effect is easy to reactivate regularly, and so it could use work. I'd say that you have to keep a hand free, stay within 20 feet, the extra damage comes at the end of their turn, or something combination of these. It might also merit a reduction to 1d6 damage if it's easy to activate the second effect.

But this doesn't give me the feeling of force lightning or the Ghost Buster beams. Based off the Caustic Brew spell. Perhaps the initial damage is 1d8, the sustained damage is each turn without an action, but they have a debuff like, "they take damage at the beginning of each turn you're within 30 feet and concentrate on the spell. Additionally, their speed is reduced to 10 and they can't leave the spell's range until they succeed on a Con save against this spell. You could combine the effects of Caustic Brew with Compel Duel and Slow, in the form of Witchbolt.

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[–] [Reaperzeus](#) 3 points 21 days ago

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That's getting more into leveled spell territory, which can be fine, just not what I was going for.

The secondary damage is pretty easy to avoid imo. It's a ranged attack still, and the target only has to end their turn out of range (default range is 30 feet, I didn't make that clear). That means they can still spend their whole turn in range and leave at the end. It's also only meant to be 1 round duration, so it's a fairly short range longbow basically, if they stay in range.

I envisioned it being used by squishier casters, like sorcerers and wizards, who are trying to keep enemies away by making it penalized to stay close.

I haven't gotten to playtest it yet though, so still needs some fine tuning

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[\[-\] Clear_Vanilla5358](#) 8 points 21 days ago

Does teleport make you move through the ethereal/astral plane or something? I'd allow saving throws to end the effect if caster not on Line of sight

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[\[-\] BullishPineapple](#) 10 points 21 days ago

Nah unlimited range is bad idea

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[\[-\] TheMightyFishBus](#) 13 points 21 days ago*

Dealing damage as long as you're on the same plane of existence is bonkers, stupidly abuseable and ruins the flavour of Witch Bolt, which is supposed to be basically force lightning.

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[\[-\] EonCore](#) 6 points 21 days ago

Somehow I never thought of it like force lightning

Weird

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[\[-\] TheMightyFishBus](#) 1 point 20 days ago

I mean, it's a short range lightning bolt which you keep zapping someone with over a period of time. The closest thing I could think of in pop culture was force lightning.

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[–] [Thudnfer](#) [S] 6 points 21 days ago

This doesn't have a PDF link because it's just text, but I may as well include a link to my [Spell Workshop \(tm\)](#) since this spell is included in it.

"Why does it deal 1d10 damage now?"

With the changes I've made already (infinite range after initial cast and damage scaling that affects the entire spell), making it also a 1d12 spell might make it a little OP.

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[–] [A30LUSwastaken](#) 10 points 21 days ago

I feel giving infinite range after the initial attack seems a bit powerful but also somewhat redundant. Whilst the normal range was bad it required planning but at the same time, a creature is unlikely to escape from a room without using teleportation or some other means... just a thought

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[–] [Jeshuo](#) 1 point 20 days ago

1 more average point of damage per turn isn't going to imbalance your spell. The big problem with witch bolt is that it does cantrip damage at the cost of a spell slot and your action every turn. This doesn't fix that, even though it fixed the range problem. I also think you need to reintroduce the full cover clause in the original spell. Being able to teleport to the other side of the world and maintain that bolt of lightning breaks suspension of disbelief, even if it is a bit of an unlikely circumstance.

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[–] [Aryc0110](#) 2 points 20 days ago

Okay, so first: Requiring line of sight and changing that unlimited distance to a new, second range that's longer than the range of the first spell would really help fix this. Needing to be within 30 feet for the initial cast and to remain within, say, 90 feet for the maintained effect would massively increase the potential of the spell without inspiring alarm in so many people.

Additionally, I think the part that makes Witchbolt kinda lackluster is that its upcasting isn't exactly the best. It gets absurdly outclassed as a use for both your action and your concentration as early as 5th level.

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Hmm. I dont Like it. This still seems VERY weak unless you are trying to abuse it. But mostly, its almost totally unusable to Low Level characters who may Not have the Funds to purchase the material components.

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[\[-\] schm0](#) 1 point 21 days ago

As long as you can see the creature would set up some interesting tactical situations. I'd avoid anything with unlimited distance, especially cast at higher levels.

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[\[-\] SirRaiuKoren](#) 1 point 21 days ago

As written, it doesn't require line-of-sight to cast or maintain. That's pretty crazy for a first-level spell.

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[\[-\] intrepidhero13](#) 1 point 20 days ago

This is perfect for a Hag based skill challenge I wanted. Very Force Lightning. Thank you!

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[\[-\] Weekly_Bench9773](#) 1 point 20 days ago

So, you can deal 10d10 lightning after 10 rounds with a 1st level spell, & it has no save that can stop/reduce the damage? Nope, nothing broken about that. I mean it's not like the GM could give this spell to their NPCs or anything.

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[\[-\] CapCece](#) 1 point 20 days ago

My man. Heat Metal does 20d8 after 10 rounds with no save against the damage for a second level slot and you don't even need to roll for an attack roll.

It doesn't matter because no fight lasts longer than a minute. 1d10 damage per round is *nothing*

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[\[-\] Weekly_Bench9773](#) 1 point 20 days ago

Heat metal also requires the target to be wearing/made of metal. Now, I don't know about you, but none of my direwolves are wearing metal thongs. Also, all of my players splashed Barbarian, except the cleric, who splashed monk.

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[\[-\] CapCece](#) 2 points 20 days ago

And this requires you to land an attack roll. Now, I don't know about you, but not all of my big attacks land when I need them to land.

Not that this matter, because spending an action every turn and your concentration to deal 1d10 damage per turn is a *laughably* bad use of action economy. A well-placed usage of concentration spell can end a fight before it begin, not plinking away rolling d10s

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[\[-\] Weekly_Bench9773](#) 1 point 20 days ago

Except that's not how spell concentration works at all. You wouldn't loose any actions, as concentration is automatic unless you take damage or cast another conversation spell. Even then, it doesn't take any action to make or fail the Concentration save. Also, taking off metal armor in a fight is a full-round action, but last time I checked, you can't take off a successful attack. Plus, when it comes to "action economy" nobody beats the DM, who has as many attacks as they do NPCs. Which is all of them. So, I'm reminded of great advice given by one Matthew Mercer - "Never create a Hombrew spell that you wouldn't want your DM to cast on you."

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[\[-\] CapCece](#) 1 point 19 days ago

Have you even read the spell at all lol? In fact, have you ever played DnD 5e at all?

The spell in question here requires you to maintain concentration to keep its effect *and then* use an action every turn to trigger the damage. If you use your action for something else, the spell itself ends. Additionally, it takes a full minute to remove *light armor*. 5 minutes to remove heavy armors. Removing your armor in-combat is flat out not an option unless you have the magical variants are designed specifically for easy don/doff.

Here's a tip: Crit role isn't the best place to learn DnD. Go and actually read the phb or something first

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[\[-\] Weekly_Bench9773](#) 1 point 19 days ago

So you've never heard of casting a spell as a bonus action? Because that's a thing. Also, putting on light armor takes 1 minute to put on & 1 minute to take off. But Heat metal only works on metal & the only part of studded leather that's metal is the studs. Which, unless Wizards threw out all common sense, means that just removing 1 peice of armor should be sufficient.

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[\[-\] CapCece](#) 2 points 19 days ago

I'm gonna let you in on something absolutely crazy, you ready? You can do something useful with your action, bonus action, *and* concentration slot! I know, fucking crazy, right? So I can use my action to cast a cantrip that will do anywhere between 1d10 and 4d10 damage, then I can use my bonus action to, idk, cast Expeditious Retreat and run away or something. Sky's the limit when you're not wasting your action and conc on useless garbages.

Second, I don't know why you found it necessary to on a tangent about light armor when heat metal specifically work on metal weapons (so most weapons unless you are fighting a druid circle) or a suit of **medium or heavy** armor. Any caster with half a brain swimming inside their skull would target the chest piece, which has the most coverage and is hardest to remove. Even if they remove the affected piece of equipment, what then? Either lose a huge chunk of AC or disarm themselves and settle for dealing a measly 1+strength mod on attacks (which incidentally is probably still bigger damage than a d10).

Seriously mate you are so hilariously uninformed on basic dnd shit it's not even funny. Literally go and look at a wiki or something for maybe 5 minutes lol

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[\[-\] Weekly_Bench9773](#) 1 point 19 days ago*

Your 1st point was wrong, so now your trying to overcorrect by being even more wrong? Do you even

play, because I run & I completely understand how the action economy works. A player can use their bonus action to remove the affected piece of armor (only if it's Studded leather, but light armor was your distinction, not mine) and either cast a spell or take a defensive action (like disengage) with their action. And speaking of running the game, I started out by saying "never make homebrew that you wouldn't want your DM using against you". Well this is because the DM controls all of the NPCs, and can even add more NPCs, because DM's privilege is real, & it's beautiful.

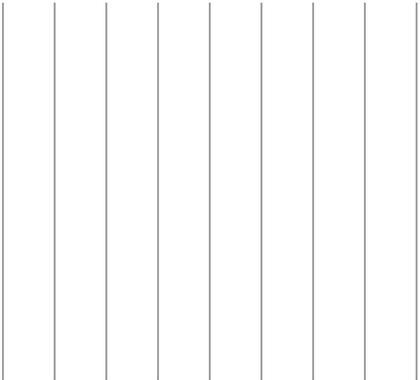
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[\[-\] CapCece](#) 1 point 19 days ago

What the actual fuck are you talking about? I didn't say jack about studded leather, the only reason I mentioned light armor is because they are the easiest armor type to put on. Are you so fucking blind that instantly latch onto the first thing you read like some kind of illiterate barnacle? Here, let me spell it out for you: Light armor takes 1 minute (10 rounds) to remove. Medium armor takes the same amount of time. Heavy armor takes 5 minutes. None of this can be reasonably accomplished in a fight.

I don't care what crazy stupid homebrew trash you put in your goddamn shamble of a game. There's nothing that allows you to use a bonus action to toss off a chest piece in the middle of combat. Which, let me repeat, is the go-to target for heat metal because it's big, obvious, has a lot of surface area, and hard to remove.

And yes, I heard you the first time. Except this *isn't* a spell I wouldn't want to be turned against me. In fact, I would love for all of my enemies to



start casting this spell because it's only slightly less of a complete waste of time and conc like the original witch bolt was. If some idiot's to cast this on me, they would be within 30ft, so I would simply just walk up and bash their skull in, breaking their conc in the process.

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