

ZAPPING MARK

2nd-level abjuration

Casting Time: 1 minute

Range: Touch

Components: S, M (two bits of fuzz)

Duration: 8 hours

You mark a metal object or surface a creature is not holding or wearing in range with a mark of zapping. The next time a creature touches the object, it takes 3d12 lightning damage. The mark can be found with an Intelligence (Investigation) check against your spell save DC.

At higher levels. When you cast this spell using a spell slot of 3rd level or higher, the extra damage increases by 1d12 for each slot level above 2nd.

Spell Lists. Artificer, Bard, Druid, Ranger, Sorcerer, Warlock, Wizard