

BONE SHIELD

1st level abjuration
(druid, ranger, warlock, wizard)

Casting Time: 1 reaction, which you take when you are hit by an attack

Range: Self

Components: V, S

Duration: Instantaneous

You manifest a barrier of shattered bones that protects you. You reduce the incoming damage by 6 and if the attacking enemy is within 10ft of you, deal 6 slashing damage to them, as the bone shield explodes.

At higher levels. When you cast this spell using a spell slot of 2nd level or higher, both the damage reduction and the slashing damage increase by 6 for each slot.

EXOSKELETON

2nd level transmutation
(druid, wizard)

Casting Time: 1 action

Range: Touch

Components: V, S, M (A turtle shell)

Duration: Concentration, up to 1 hour

You touch a willing creature that isn't wearing heavy armor. Until the spell ends, the target's skin is reinforced with bony structures and protrusions, animated by magic, increasing their AC by 2 and giving them advantage on all Strength checks and saving throws.

OSSEOUS CAGE

3rd level conjuration
(druid, warlock, wizard)

Casting Time: 1 action

Range: Self (10 feet radius)

Components: V, S

Duration: 10 minutes

You force a cage of elongated bones to erupt from the ground that surrounds a 10-foot radius area centered on you. The bones are thick and provide three-quarters cover to creatures inside and outside. You, and any others you designate, can pass through the cage at will. The osseous cage has AC 12, 100 hit points, and vulnerability to bludgeoning damage. If you cast this spell again whilst already having a cage summoned, the previous cage turns to dust.

At higher levels. When you cast this spell using a spell slot of 4th level or higher, the cage's hit point total increases by 20 per spell slot level above 3rd.

RUPTURE

2nd level evocation
(warlock, wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a piece of humanoid cartilage worth at least 5 gp)

Duration: Concentration, up to 1 minute

You focus your magic to shatter a target's body. Choose one creature within range, they must succeed a Strength saving throw or take 3d6 piercing damage, and be knocked prone on a failure. On subsequent turns, as a bonus action, you can force the target to make another saving throw, taking 3d6 piercing damage and being knocked prone on a failure. If they fail the save against this spell three times, their walking speed halved until their next long rest and the spell ends. If a creature succeed any of the saves, the spell ends early.

At higher levels. When you cast this spell using a spell slot of 3rd level or higher, the piercing damage increases by 2d6 for each spell slot level above 2nd.