DUALINK

Void Anchor

Spell



Runeterra Edition

Void Anchor

2nd-level transmutation

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You bind a creature's position to a fixed point in reality, weighted down by Void pressure.

One creature you can see within range must make a Strength saving throw.

On a failed save, the creature is anchored for the duration. While anchored, the creature:

- The target's speed becomes 0 for the duration of the spell.
- Cannot teleport or use planar travel.
- Cannot be forcibly moved more than 5 feet at a time.
- Takes 1d8 psychic damage at the end of each of its turns.

On a successful save, the creature is not anchored but still takes 1d8 psychic damage as the Void brushes against it.

A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

At 4th level or higher you can cast this spell as a bonus action.

Spell list: Arcane Trickster (Rogue), Warlock, Sorcerer, Wizard