DUALINK

Void Fracture

Spell



Runeterra Edition

Void Fracture

3rd-level conjuration

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You attempt to tear and overwrite spatial alignment between yourself and another creature.

Choose one creature you can see within range. The target must make a Charisma saving throw.

On a failed save, you and the target swap positions. When the swap occurs, the target takes 3d10 psychic damage as its sense of self is violently displaced.

On a successful save, the spell fails and no positions are exchanged. Instead, you take 1d10 psychic damage as the Void recoils against you.

The target creature can willingly choose to fail the Charisma saving throw. If it does so, it takes only half of the psychic damage.

This spell fails if either destination space cannot safely contain the creature that would appear there.

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