

# Catapult

*1st-Level Transmutation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** S

**Duration:** Instantaneous

Choose one object weighing 1 to 5 pounds within range that isn't being worn or carried. The object flies in a straight line up to 90 feet in a direction you choose before falling to the ground, stopping early if it impacts against a solid surface. If the object would strike a creature, that creature must make a Dexterity saving throw. On a failed save, the object strikes the target and stops moving. When the object strikes something, the object and what it strikes each take 3d8 bludgeoning damage.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, the maximum weight of objects that you can target with this spell increases by 5 pounds, and the damage increases by 1d8, for each slot level above 1st.

**Spell Lists:** Sorcerer, Wizard, Artificer

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Revision #1

Created 19 May 2025 16:54:34 by Admin

Updated 19 May 2025 16:54:34 by Admin