WALROCK HOMEBREW

Codex of Technomancy

Codex of
Technomancy

Additional Spell Options

Magic is timeless and ancient, forgotten and rediscovered endlessly throughout the world's existence. But the arcane is ever-changing, evolving, and is colored by the world around it just as mortals are.

Science is similar in many regards, being fueled by the constant drive to expand the confines of the known, to classify and understand the world and all its mysteries. Where magic channels the barely-understood weave of reality, science seeks to grasp the nature of all things in full, and utilize that knowledge to great effect.

In worlds where science has become a widespread pursuit, magic finds itself not far behind, blending with technology to create an amalgam of arcane practice and scientific understanding. The result is technomancy, a novel school of magic that focuses on the manipulation, creation, and augmentation of technological devices through magical means.

Practitioners of technomagic tend to be methodical, rational thinkers, devoted to understanding the world and why it functions as it does. Technomancers can be calm and slow to act, or they can be brash and subject to fits of manic inspiration. Science progresses by both incremental, iterated improvement, and disruptive, world-changing advances, and a technomancer can epitomize either of these approaches.

Included here are a collection of spells to add technomancy to your game, being ideally suited for settings in which science is either an emerging field or has come into its own as a widely-understood practice. Still, a technomancer is by no means limited to such settings, and could be a scholar of the forgotten technology of the ancients, or an inventor with a mind full of ideas just beyond their grasp.

Ultimately, your DM is the authority on whether or not technomancy exists in your world, and how your characters can acquire such knowledge. Is technomagic readily available to any practitioner, or does it require study in a prestigious university? Can one simply crack open a tome of ancient technological wisdom and learn, or does it take a special sort of individual to grasp the truth that both science and magic, together, have to offer?

Spell Lists

The following spell lists show which of the new spells in this supplement are for which class. A spell's school of magic is noted in parentheses after its name. If a spell can be cast as a ritual, the ritual tag also appears within the parentheses.

Augmented Spells

This class is found in its own supplement, located on the DM's Guild.

1st Level
Analyze (Divination)

2nd Level
Conjure Chains (Conjuration)
Conjure Trap (Conjuration)

3RD LEVEL
Mechanus Mind (Enchantment)

4TH LEVEL
Deconstruct (Transmutation)

BARD SPELLS

CANTRIPS (0 LEVEL)
Capture Image (Conjuration)

1ST LEVEL
Analyze (Divination)

2ND LEVEL
Awaken Machine Spirit (Conjuration, ritual)

3RD LEVEL
Mechanus Mind (Enchantment)

CLERIC SPELLS

1ST LEVEL
Analyze (Divination)

2ND LEVEL
Awaken Machine Spirit (Conjuration, ritual)
Conjure Chains (Conjuration)

3RD LEVEL
Conjure Workshop (Conjuration)
Mechanus Mind (Enchantment)

4TH LEVEL
Deconstruct (Transmutation)

DRUID SPELLS

Your DM may decide that not all druids receive these spells, and instead limit them to only druids that have spent time in an urban environment.

2ND LEVEL
Awaken Machine Spirit (Conjuration, ritual)

4TH LEVEL
Deconstruct (Transmutation)

PALADIN SPELLS

2ND LEVEL
Conjure Chains (Conjuration)

3RD LEVEL
Conjure Workshop (Conjuration)
Mechanus Mind (Enchantment)

RANGER SPELLS

Your DM may decide that not all rangers receive these spells, and instead limit them to only rangers that have spent time in an urban environment.

1ST LEVEL
Analyze (Divination)

2ND LEVEL
Awaken Machine Spirit (Conjuration, ritual)
Conjure Chains (Conjuration)

Conjure Trap (Conjuration)

3RD LEVEL
Steam Vent (Evocation)

4TH LEVEL
Banishment
Blight

SORCERER SPELLS

CANTRIPS (0 LEVEL)
Capture Image (Conjuration)
Voltwire (Conjuration)

2ND LEVEL
Conjure Chains (Conjuration)

3RD LEVEL
Mechanus Mind (Enchantment)
Steam Vent (Evocation)

4TH LEVEL
Deconstruct (Transmutation)
Modron March (Conjuration)

5TH LEVEL
Animate Construct (Transmutation)
Fantastic Machine (Conjuration)

7TH LEVEL
Iron Body (Transmutation)

WARLOCK SPELLS

CANTRIPS (0 LEVEL)
Voltwire (Conjuration)

1ST LEVEL
Analyze (Divination)

2ND LEVEL
Conjure Chains (Conjuration)

3RD LEVEL
Mechanus Mind (Enchantment)
Steam Vent (Evocation)

4TH LEVEL
Deconstruct (Transmutation)
Modron March (Conjuration)

6TH LEVEL
Wall of Gears (Conjuration)

WITCH SPELLS

This class is found in its own supplement, located on the DM's Guild.

2ND LEVEL
Awaken Machine Spirit (Conjuration, ritual)
Conjure Trap (Conjuration)

4TH LEVEL
Deconstruct (Transmutation)

Wizard Spells

Cantrips (0 Level)
Capture Image (Conjuration)
Voltwire (Conjuration)

1st Level
Analyze (Divination)

2nd Level
Conjure Chains (Conjuration)
Conjure Trap (Conjuration)

3rd Level
Conjure Workshop (Conjuration)
Mechanus Mind (Enchantment)
Steam Vent (Evocation)

4th Level
Deconstruct (Transmutation)
Modron March (Conjuration)

5th Level
Animate Construct (Transmutation)
Fantastic Machine (Conjuration)

6th Level
Wall of Gears (Conjuration)

7th Level
Iron Body (Transmutation)

8th Level
Reprogram (Enchantment)

Technomancy Elsewhere
While the spells included here are extensive, they are not the limits of what can be considered technomagic. Spells exist in the game, currently, that can also fall into this category.

The following may also be classified as technomagic. If the spells have a source other than the *Player's Handbook*, it is included along with them in parenthesis.

Cantrips: *lightning lure* (SCAG)
1st Level: *grease*
2nd Level: *arcane lock, find traps, heat metal, knock, shatter*
3rd Level: —
4th Level: *fabricate*
5th Level: *animate objects, creation, passwall*
6th Level: —
7th Level: *simulacrum*
8th Level: *clone*
9th Level: —

Artificer Spells
Though not a complete class as of the creation of this supplement, artificers are nevertheless a cornerstone for technomancy, having as their focus shaping and imbuing powerful quasi-scientific creations.

Regardless of what form the artificer may take in the future, it can be considered to have all of the spells in this supplement on its spell list, if they are of a level which the artificer can cast.

Spell Descriptions

The spells are presented in alphabetical order.

Analyze
1st-level divination

Casting Time: 1 action
Range: 120 feet
Components: S, M (a magnifying glass)
Duration: Instantaneous

As a part of casting this spell, choose an object of any size within range. You immediately learn whether or not the object is magical (but not its properties), what the object is made of, and approximately how old the object is. If the object has a monetary worth, you learn that, as well. You also learn if the object is trapped, and what types of damage, if any, the object is vulnerable, immune, or resistant to.

If the object is actually a creature (such as an awakened armor or a rug of smothering), you learn that it is a creature, but gain no other information.

Animate Construct
5th-level transmutation

Casting Time: 1 hour
Range: Touch
Components: V, S, M (a construct body worth at least 500 gp)
Duration: 24 hours

This spell requires a vaguely human-shaped, Medium sized, non-living target, such as a suit of armor, a scarecrow, or a specially-constructed golem body. Non-living plant materials can be a part of the target's construction, but not flesh and bone.

Once this spell is cast, the target comes alive as an animated construct, the statistics of which are included here. The target has no will of its own, and instead must be mentally or verbally commanded to take actions with a bonus action on your turn while the construct is within 120 feet of you. You can command it to take either a general course of action, or you can specifically decide where it moves and what it does within its next turn. The construct acts on its own turn in initiative order.

The construct continues to follow given orders until it is commanded to stop or change what it is doing. If given no commands, the construct takes no actions, neither defending itself or removing itself from harm unless instructed to do so.

Once each day, the construct can be repaired to full hit points by either an hour's worth of effort by a creature using and proficient in artisan's tools, or a casting of the *mending* spell. A repaired construct cannot be repaired again for 24 hours.

Once this spell's duration expires, the construct returns to its inanimate state. You can prolong the spell's duration by an additional 24 hours by casting the spell again while the construct is still active, using a spell slot of at least the level used in the spell's initial casting. Cast in this way, this spell has an instantaneous casting time.

Regardless, you cannot have more than one construct animated by this spell at any time unless otherwise specified.

At Higher Levels. When you cast this spell with a slot of 7th level or higher, you can choose to make the construct sized Large, if the construct body targeted is of the appropriate size. A Large construct created by this spell has a hit point maximum of 75 (9d10 + 25), a Strength and Constitution score of 20, a movement speed of 35 feet, and can make an additional third attack when it uses its Multiattack ability.

When you cast this spell with a slot of 8th level or higher, you can choose to make the construct self-aware if it is sized Medium, increasing its Intelligence score to 12 and its Charisma score to 11. You can issue orders to a self-aware construct without a bonus action, but the construct is not obligated to obey them, and will act independently in its own self interest.

Self-aware constructs do not count against the limit on the number of constructs this spell can animate, and remain animated past the duration of this spell, until they are reduced to 0 hit points.

When you cast this spell with a 9th level spell slot, you can make the construct both Large sized and self-aware, granting it the bonuses from both.

Animated Adventurers

Having one player character create another is a tempting prospect with plenty of story potential. With the DM's approval, an 8th level or higher casting of *animate construct* can create a Medium-sized warforged player character with a number of class levels of the DM's choosing. The type of those class levels should be discussed between the player creating the character, and the player that will be playing that character. A warforged player character can only be created with this spell once every 300 days.

Should casting with an 8th level spell slot be outside the scope of the game, the following item can be included. If the *Traders and Merchants* supplement (found on the DM's Guild) is being used, this item can be found on an excellent quality Mechanical Contraptions merchant, costing 5,000 gp.

Manual of Warforged Creation
Wondrous item, rare

This tome details the creation of warforged, and the arcane methods of imbuing them with life and intelligence. To decipher and use this manual, you must be a spellcaster with at least two 5th-level spell slots.

To create a warforged takes 60 days of labor, working for 8 hours each day with this manual in hand, and costs 5,000 gp in materials. Once the warforged is complete, the book is consumed in eldritch flames, and the warforged is awakened.

The warforged is an animate, intelligent creature predisposed to obey your commands, but in no way compelled to do so. If the warforged is under the DM's control, use the statistics for an animated construct, made self-aware as if created by an 8th level casting of *animate construct*.

If the warforged is under the control of another player, however, your DM determines how many class levels they have, and they are treated as a new player character with warforged as their race.

Animated Construct

Medium construct, unaligned

Armor Class 17
Hit Points 51 (5d10 + 23)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	6 (−2)	11 (+0)	7 (−2)

Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical attacks that are not adamantine
Damage Immunities poison
Condition Immunities charmed, exhausted, frightened, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages one language of your choice that you know
Challenge 2 (450 XP)

Immutable Form. The construct is immune to any spell or effect that would alter its form.

Actions

Multiattack. The construct makes two strike attacks.

Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning, piercing, or slashing damage, of a type appropriate to the construct.

Awaken Machine Spirit
2nd-level conjuration (ritual)

Casting Time: 1 minute
Range: 60 feet
Components: S, M (a drop of oil and a pinch of incense)
Duration: Concentration, up to 24 hours

Targeting a simple non-magical mechanism within range, you awaken the benign spirit of that machine. For this purpose, a simple mechanism is something no more complex than the hinges on a door, a compass, a scale, a rope and pulley, a ship's wheel, the wheels on a wagon, or the latch on a window.

For the duration of this spell, the machine spirit responds to any commands you give it as a bonus action while you are within 120 feet of it, as if a creature with a Strength score of 25 was operating that machine. You can tell the spirit to open or close a door, window, or unlocked chest; lower or raise a rope in a pulley; or weigh down a scale, as examples.

The spirit will take no actions that would bring obvious harm to their machine, such as slamming a window so hard it shatters. Further, a spirit can be commanded to follow a certain course of action, such as only opening a door for specified creatures.

This machine spirit is invisible, intangible, and immune to all damage, but destroying their mechanism causes the spirit to die, and the spell to end.

If this spell is cast on the same mechanism every day for one year, the spell's effects become permanent and no longer require concentration, though you can still only command a machine spirit while within 120 feet of its mechanism.

Capture Image
Conjuration cantrip

Casting Time: 1 action
Range: Self
Components: S, M (a piece of paper, an empty box with a lid and a small hole)
Duration: Instantaneous

When you cast this spell, place a piece of paper within the box used as a material component, and point the box with the hole facing what you wish to capture an image of. You must be holding the box to use this spell.

Casting this spell creates a still image on the paper of whatever the box was pointed at, from the perspective of the box. This image appears on the paper at the beginning of your next turn, and is accurate, detailed, and realistic, and lasts indefinitely.

Invisible creatures and those on the ethereal plane also appear in images created by this spell. Casting this spell does not allow you to see these creatures in any form other than the image the spell produces.

CONJURE CHAINS
2nd-level conjuration

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a single link from a chain)
Duration: Concentration, up to 1 minute

Target a Large or smaller creature within range, and a point on the ground within 5 feet of that creature. The creature must succeed a Strength saving throw, or become wrapped in spectral chains that tether the creature to the point chosen.

A creature affected by this spell is unable to take reactions and cannot move more than 10 feet away from the point indicated. Any forced movement that would move the creature out of this radius instead moves the creature to its edge.
On its turn, the creature can attempt to break the chains by using an action to make a Strength (Athletics) check with disadvantage against your spell save DC, ending this spell on a success.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, this spell can target a creature of Huge size or smaller, or Gargantuan or smaller with a slot of 6th level of higher.

CONJURE TRAP
2nd-level conjuration

Casting Time: 1 minute
Range: 120 feet
Components: S, M (a tripwire and a small handful of cogs)
Duration: 8 hours

You conjure a trap in a 10 foot cube at a location you see that you choose within range. This trap can be your choice of either a flame trap or a spike trap. At your DM's option, you may be able to make other types of traps with this spell, but they have the final say on what this spell can and cannot make.

Additionally, you decide when you cast this spell if the trap triggers when a creature enters the trap's area, when a door or chest in or adjacent to the area is opened, or when a similar condition is met that you specify with your DM. The trap cannot discern friendly creatures from hostile creatures, nor can it tell creatures apart by type or any other characteristics.

When the trap is triggered, creatures in its area must make a Dexterity saving throw. If a creature fails, it takes 3d8 fire or piercing damage, if the trap is a flame or a spike trap, respectively. If the creature succeeds, it takes half this damage. You know immediately that the trap has been triggered, and this spell ends.

The trap is nearly invisible, and creatures that suspect a trap is in an area can make an Intelligence (Investigation) check against your spell save DC to attempt to find it. A located trap can be disarmed by a creature adjacent to its area with a successful Intelligence (Arcana) or Dexterity (Thieves' Tools) check made against your spell save DC. A successful disarm check or a casting of *dispel magic* (or similar) ends this spell, but you do not inherently know that the trap was disarmed.

At Higher Levels. When cast with a spell slot of 3rd level or higher, you choose to either increase area of the trap's cube by 5 feet, or increase the damage it deals by 1d8, for each slot level above 2nd. You can choose individually, for each slot level above 2nd, which of these benefits applies to the trap.

In addition to these benefits, a trap created with a 5th level slot or higher can instead have a duration of permanent. Such traps are still removed when they are triggered, disarmed, or affected by *dispel magic* or similar. You cannot have more than five permanent traps at any one time, and conjuring a new trap after reaching this limit dispels the oldest permanent trap you conjured with this spell.

CONJURE WORKSHOP
3rd-level conjuration

Casting Time: 10 minutes
Range: 120 feet
Components: S, M (a set of artisan's tools)
Duration: 24 hours

You conjure all the tools found in an workshop associated with the artisan's tools you used as a part of this spell's casting. This can be a forge and casting molds for smith's tools, a glass furnace for glassblower's tools, a full kitchen with a stove and oven for chef's utensils, or similar.

The conjured workshop fits within a 10 foot cube centered on a point you choose within range, and comes complete with all the fuel or materials it would require to operate. The conjured workshop does not include a roof or shelter, however, and is open to the air unless it is conjured indoors.

While within this workshop, a creature that has proficiency in the associated set of artisan's tools adds double their proficiency bonus instead of their normal bonus to checks made with those tools. Further, every day of labor to craft items in a conjured workshop counts as up to three days of labor, and only requires you expend 1/2 the normal materials cost for however much labor you do. If a workshop is conjured in the same location every day for a year, it becomes permanent.

DECONSTRUCT
4th-level transmutation

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a rusted nail)
Duration: Instantaneous

Target a construct creature or an object within range. Your spell attempts to tear the target to its constituent pieces, magically removing bolts, screws, and any other conjoining pieces from the target's construction.

If the target is a creature, it makes a Constitution saving throw, ignoring any advantage the creature has on saves against magic. This spell also ignores abilities that make a target creature's form immune to being altered.

A creature that fails this saving throw or an object targeted by the spell takes 10d6 piercing damage that cannot be lessened or ignored, and reduces its hit point maximum by half the amount of damage taken, lasting until a creature's next long rest or until an object is repaired for at least 1 hour. A creature that succeeds this saving throw takes half this amount of damage, which can be lessened or ignored normally, and suffers no other effects.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 2d6 for each slot level above 4th.

FANTASTIC MACHINE
5th-level conjuration

Casting Time: 1 minute
Range: Self
Components: S, M (a blueprint of the machine created, 50 gp worth of cogs and machine parts which the spell consumes)
Duration: 24 hours

You conjure into being an impossibly complex machine, laden with gears, wheels, arms, legs, and myriad other parts composing its design. You decide the machine's appearance, but it is always size Large.

When you create the machine, give it a purpose that you can express in 10 words or less, that cannot be violent in nature. The machine will attempt to carry out this purpose (to the letter) to the best of its abilities, and will not stop performing this function until the purpose is complete, or until the spell's duration expires.

Some examples of purposes for this machine could be: "carry us to the next town," "build a new house," "dig a trench 50 feet long," "collect every chicken you can find," or "cause a huge distraction." If a machine is given a purpose that would cause obvious harm to others, it will stay motionless until a different purpose is given. A machine will attempt to carry out a purpose that would require a skilled artisan ("forge 20 steel swords," for example), but the results will not be ideal.

The machine is a construct with a Strength score of 20, an AC of 19, 50 hit points, and a movement speed of 60 feet. When you create the machine, you can choose to give the machine either a flying speed of 20 feet, a burrow speed of 30 feet, or a swimming speed of 30 feet. In combat, the machine acts on your initiative, but can not attack.

IRON BODY
7th-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S, M (a small iron component of a large machine)
Duration: Concentration, up to 1 minute

This spell temporarily transforms a willing creature you touch into a construct version of themselves, greatly increasing their durability. For the duration, an affected creature counts as a construct in addition to any other creature types they may have, the creature's weight quadruples, and the creature sinks if in water.

While under the effects of this spell, a creature gains the following benefits:

- The creature gains an AC of 19, unless its AC is greater.
- The creature gains 30 temporary hit points. If any of these remain when the spell ends, they are lost.
- The creature gains resistance to nonmagical bludgeoning, piercing, and slashing damage.
- The creature has advantage on all Strength and Constitution saving throws.
- The creature is immune to poison damage and the charmed, frightened, and poisoned conditions.
- The creature no longer needs to breathe.

If a creature is subject to any condition this spell would make it immune to when the spell is cast, that condition is suppressed for the duration of the spell.

MECHANUS MIND
3rd-level enchantment

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

A willing creature touched as a part of this spell gains extreme mental clarity, becoming immune to being charmed or frightened for the duration, and ending these conditions if they are currently affected by them.

For this duration, a creature under the effects of this spell also gains advantage on any Intelligence checks or Wisdom or Intelligence saving throws they make, but suffers disadvantage on Charisma checks, as the spell aligns their thoughts to run purely on logic while neglecting emotion.

MODRON MARCH
4th-level conjuration

Casting Time: 1 minute
Range: 120 feet
Components: V, S, M (two perfect circles of transparent glass)
Duration: Concentration, up to 1 minute

Choose two points up to 60 feet apart that you can see within range, both of which must be on a flat surface, and that can be walked between in a straight line without venturing into hazards other than difficult terrain.

A portal opens at each point, and a 10 foot wide line of modron monodrones and duodrones marches between them in a direction you indicate. The modrons ignore all conversation and interaction, even if attacked, and focus only on making their way to their destination. The line of marching modrons provides half cover to creatures behind or in it against attacks and effects made from sources on the other side of the line, and the line itself is considered difficult terrain.

If a creature is in the line of marching modrons when it is conjured, or if a creature moves into that area on their turn, they must make a Dexterity saving throw. If they fail, they take 4d10 bludgeoning damage and are pushed 10 feet in the direction the line is marching. If pushed to the end of the line, a creature is not pushed through the portal, which allows only modrons to pass through.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage dealt by the line of modrons increases by 1d10 for each slot level above 4th.

REPROGRAM
8th-level enchantment

Casting Time: 1 action
Range: Touch
Components: V, S, M (a black diamond disc worth at least 500 gp)
Duration: Instantaneous

This spell targets a construct, attempting to reconfigure its directives, thoughtforms, or programming to be friendly to you and your allies.

The construct you touch must make its choice of either a Constitution or Charisma saving throw. If it fails, it is charmed by you (even if it is immune to this condition), and you can designate what other creatures the construct considers to be its allies or enemies.

This spell can be ended by a casting of *dispel magic*, *remove curse*, or similar. At the end of each 24 hours, the construct repeats the saving throw, ending this effect on a success.

STEAM VENT
3rd-level evocation

Casting Time: 1 action
Range: Self (30-foot cone)
Components: S, M (a metal valve)
Duration: Instantaneous

A torrent of scalding steam surges from your fingertips. Every creature in a 30-foot cone originating from you must make a Constitution saving throw. A creature that fails takes 5d8 fire damage and is pushed 10 feet in a line directly away from you. Creatures that succeed take half this damage, and are not pushed.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage dealt increases by 1d8 for each slot level above 3rd.

VOLTWIRE
Conjuration cantrip

Casting Time: 1 action
Range: Self
Components: S, M (a length of copper wire)
Duration: Concentration, up to 1 minute

You conjure an electrified wire in a 20 foot by 5 foot line leading away from you in a direction you choose. When a creature starts its turn in or moves into an area occupied by the wire, that creature must succeed on a Dexterity saving throw or take 1d8 lightning damage.

After a creature takes damage in this way or if you lose concentration on the spell, the wire dissipates and the spell ends.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

WALL OF GEARS
6th-level conjuration

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a small cog)
Duration: Concentration, up to 10 minutes

You conjure from Mechanus a wall of whirling cogs and mechanical parts on a solid surface within range. The wall is 1 foot thick and is composed of ten 10-foot-by-10-foot panels. Each panel must be contiguous with at least one other panel.

If the wall cuts through a creature's space when it appears, the creature within its area is pushed to one side of the wall of its choice and must make a Dexterity saving throw. On a failed save, the creature takes 8d8 bludgeoning damage, or half as much damage on a successful save.

The wall is an object that can be damaged and thus breached. It has AC 19 and 20 hit points per 10-foot section. Reducing a 10-foot section of wall to 0 hit points destroys it, returning the substance of the wall to Mechanus.

The wall is covered with extruding, moving

mechanisms that present a hazard to any creatures near it. Any creature that starts its turn within 5 feet of the wall or moves into this area on its turn must make a Dexterity saving throw. A creature that fails this save takes 4d8 bludgeoning damage, or half this amount on a success. A creature need only make this save once on each of its turns, regardless of how many segments it is adjacent to.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, all damage dealt by the wall increases by 1d8 for each slot level above 6th.