Calcified Bond

3rd level transmutation
(sorcerer, warlock, wizard)

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (A magnetized bone splinter)
Duration: Instantaneous

You designate two creatures within range that within 30 feet of one another. Their skeleton enter in resonance, attracting the two creatures together. Choose one creature and make a check with your spellcasting ability contested by the creature's Strength check. If you win the contest, you move the creature in the space of the other at high velocity. The impact causes the high velocity creature to take 2d6 bludgeoning damage for each 5 feet traveled and to fall prone, while the other creature takes half as much damage and doesn't fall prone.

At Higher Levels. When you cast this spell using a spell slot 4th level of or higher, the damage increases by 1d6 for every two slot levels above the 3rd.

Wall of Bones

5th level conjuration
(sorcerer, warlock, wizard)

Casting Time: 1 action
Range: 60 feet
Components: V, S, (a calcified egg shell)
Duration: Concentration, up to 10 minutes

A grim wall of fractured bones appears at a point you choose within range. The wall appears in any orientation you choose: horizontally, vertically, or diagonally. It must rest on a solid surface. The wall can be up to 60 feet long, 10 feet high, and 5 feet thick. The wall blocks line of sight, and creatures can't pass through it. The wall has AC 15, 150 hit points and immunity to poison and psychic damage. Reducing it to 0 hit points destroys it.

When the wall appears, each creature in its area must make a Dexterity saving throw. On a failed save, a creature takes 4d8 bludgeoning damage, and it is pushed to the first available free space. On a successful save, it takes half as much damage but is still pushed.

Until the spell ends, you can use an action to summon a Minotaur skeleton with a murderous killing intent from the wall by sacrificing 20 hit points from the wall. The creature appears in a space of your choice adjacent to the wall. When you summon a Minotaur Skeleton in this way, designate a creature you can see within 60 feet of it, it becomes the sole enemy of the summoned creature that will try to kill it in any way, it is immune to charms and doesn't listen to orders you issue, only attacking its target. Once its target is dead, it vanishes in a pile of dust.

You can have a maximum of 3 summoned creatures by this spell at once.

Hammer

conjuration cantrip
(cleric, druid, sorcerer, warlock, wizard)

Casting Time: 1 action
Range: 5 feet
Components: V, S
Duration: Instantaneous

You summon the mightiest of osteomantic spells, the hammer, famed for its ability to shatter bones. Make a melee spell attack roll, on a hit you deal 1d10 bludgeoning damage to the target, and knock them back 5 feet. In addition you carve in their minds your mighty magical powers.

At higher levels: This spell's damage increases by 1d10 when you reach 5th Level (2d10), 11th level (3d10), and 17th level (4d10).

Osteoporosis

4th level necromancy
(bard, warlock, wizard)

Casting Time: 1 action
Range: 10 feet
Components: V, S
Duration: Concentration, up to 1 minutes

You whisper corrupted words that corrupt the very essence of a creature, weakening it to incoming attacks. You choose a creature within range, it must succeed a Wisdom Saving throw or become afflicted by your spell, giving it vulnerability to slashing, piercing and bludgeoning damage for the duration, and reducing its movement speed by 10 feet. An afflicted creature can repeat the Wisdom saving throw every time after it takes damage, ending the effect on a success.

At Higher Levels. If you cast this spell using a spell slot of 5th Level or higher, the Duration is Concentration, up to 10 minutes. If you use a spell slot of 7th Level or higher, the Duration is 8 hours. If you use a spell slot of 8th level or higher, the Duration is 24 hours. If you use a 9th level spell slot, the spell lasts until it is dispelled.

Using a spell slot of 8th Level or higher grants a Duration that doesn't require Concentration.