

KIBBLES' GENERIC ELEMENTAL SPELLS



The missing elemental spell list 5e forgot.

GENERIC ELEMENTAL SPELLS

One of the common things I see folks at my table and across the D&D Community looking for all the time is spells that better fit elemental archetypes beyond fire. It feels as if the fire spell list was completed, and everything else got a few leftovers. This is the complete list that gives each element its own buffet.

You can simply re-flavor fire spells suit your needs - if that works for your table, great! However, in my experience over the years of doing exactly that, it tends to rob the elements of the last vestige of unique flavor, subtle differences, and as consequent the world setting which should feel deep, mysterious, and magical, starts to feel more game-like, more formulaic.

In providing this wave of new spells and their possibilities, this document can help a world have that mystifying depth of magic that represents the true scope of elemental magic and the touch of the thousands of wizards that have come before leaving behind the research, a true basis and complete system of generic elemental magic.

These are not spells that your world needs, but they are spells that it perhaps already has. These are the spells used by far flung tribes in elemental charged regions, spells used by the cultist of chromatic dragons, and spells used by Elemental Priests. How you introduce these spells is entirely up to you.

At the end of the day, this document is a tool. A reference or shortcut designed so you that you can skip the part of making the basic spells that should already exist, and get back to fleshing out your world, character, or whatever you were doing before someone sent you to this list, now armed with all the basic spells you'll need for the idea.

VERSION 2.0

This is the 2nd edition of the document, and it has nearly doubled in length since the first 1.0 version was posted, all in the name of fleshing out elemental lists with new and interesting options, as well as boring and basic options. These spells are designed to represent a magic world that has depth and detail, being far more spells than any one Wizard or Sorcerer would ever need, but giving the sense that the world of magic has few bounds on what can exist.

ELEMENTAL THEMES

The spells provided here attempt to make a consistent aspect to elemental spells of each type. These are summarized under each elemental ending below. These are not strictly followed, but simply serve to give a consistency across spells, trending toward similar saving throws and damage dice, and a collection of area of effect types that give each element enough of a list to plausible stand on its own.

BALANCE

It is not the suggestion or recommendation of this document that selecting all spells of a single type will be as potent as a variety of spells. It is not attempting to make that a good idea, merely a viable one that can make a perfectly fine character.

The spells here have been playtested in periods ranging from years to weeks, but all follow straight forward principles and are largely formulaic in their power, being mostly easily comparable to existing spells.

BEYOND THE ELEMENTS

The spells here marked with a ^K are created by KibblesTasty, are a subsection of Kibbles' Casting Compendium, a PDF and FoundryVTT module that contains nearly 200 spells and is [available for \\$3 on my patreon](#).

Kibbles' Casting Compendium is a collection of Kibbles' Generic Elemental Spells, Ranger Spells That Don't Suck, Occultist Spells, and countless Eclectic Spells I've created over the years for more classes and other content.

FEEDBACK

If you find any errors, feel free to report them in the copy edit sheet. If you have any questions or want to discuss any spell, feel free to join the Discord.

SPELL KEY, PERMISSIONS, AND LICENSES.

The following is a compilation of all Elemental Spells available in Dungeons and Dragons 5th Edition, with the following sources:

- 5e SRD marked as ^{SRD}. These spells can be used under Wizards of the Coast Fan Content Policy or Open Game License.
- Xanathar's Guide to Everything marked as ^{XGE}. These spells can be used under Wizards of the Coast Fan Content Policy.
- Generic Elemental Spells by KibblesTasty marked as ^K. These spells can be used under the following Generic Content License.

I am not a lawyer, and do your own research before using spells not marked with a ^K in your content. For spells marked with a ^K, do whatever you want, as the license below outlines.

GENERIC CONTENT LICENSE

The following spells are created by KibblesTasty (marked with ^K) on the spell table and detailed in the document below, but are released as generic and free to use content with no restrictions or requirements on their use. You can use the following spells as is in the following ways:

- You can use these spells in commercial or monetized work with or without crediting their source.
- You can import these spells into any App, VTT, or Tool of your choice for private or public use.
- Literally anything else you want to do. At this point it's probably clear I'm not a lawyer, just do whatever you want with them.

These spells are released to give a broader basis of basic elemental spells, and designed to be standard, basic, and fully compatible with D&D 5e. For permissions on other KibblesTasty content, you can find [more details here](#).

ACID

Widely features damage over time, acid deals damage with smaller initial damage and typically deals its damage in consistent d4s. Generally features Dexterity saving throws.

Level	Spells
Cantrip	<i>acid splash</i> ^{SRD} , <i>primal savagery</i> ^{XGE}
1st	<i>acid bubble</i> ^K , <i>melting glob</i> ^K
2nd	<i>acid arrow</i> ^{SRD} , <i>pseudopod slam</i> ^K
3rd	<i>acidic pit</i> ^K , <i>erode</i> ^K
4th	<i>vitriolic sphere</i>
5th	<i>acid rain</i> ^K

COLD

Cold spells deal less than other types of spells, often using d8 damage dice they tend to debuff the target, slowing them, restraining them, or leaving difficult terrain. They most often feature Constitution saves for cones and lines, and Dexterity saves for spells that burst from a point.

Level	Spells
Cantrip	<i>ray of frost</i> ^{SRD}
1st	<i>arctic breath</i> ^K , <i>entomb</i> ^K , <i>ice arrow</i> ^K , <i>ice knife</i> ^{XGE}
2nd	<i>cold snap</i> ^K , <i>shattering shield</i> ^K
3rd	<i>arctic aura</i> ^K , <i>flash freeze</i> ^K
4th	<i>ice storm</i> , <i>ice spike</i> ^K
5th	<i>cone of cold</i> ^{SRD}
6th	<i>blizzard</i> ^K , <i>form of ice</i> ^K

EARTH

In the unusual position of dealing a physical damage type (bludgeoning) this type most often uses d10 damage and targets Dexterity saves, often having secondary elements knocking targets around, creating difficult terrain, or creating obstacles and cover.

Level	Spells
Cantrips	<i>rock slam</i> ^K
1st	<i>create pit</i> ^K , <i>stone fist</i> ^K
2nd	<i>become stone</i> ^K , <i>earth ripple</i> ^K , <i>stone pillar</i> ^K
3rd	<i>instant bulwark</i> ^K , <i>seismic wave</i> ^K , <i>quicksand</i> ^K
4th	<i>orbital stones</i> ^K , <i>stone coffin</i> ^K
5th	<i>burial barrage</i> ^K , <i>fissure</i> ^K
6th	<i>avalanche</i> ^K , <i>form of stone</i> ^K , <i>volcanic burst</i> ^K

FIRE

Fire spells are largely complete in the default list, and consequently get the fewest new items. Fire spells typically deal the most damage, and typically operate with consistent d6 dice, and sometimes ignite for additional damage. Generally feature dexterity saves.

Level	Spells
Cantrips	<i>firebolt</i> ^{SRD} , <i>produce flame</i> ^{SRD}
1st	<i>burning hands</i> ^{SRD} , <i>eyes of immolation</i> ^K , <i>hellish rebuke</i> ^{SRD}
2nd	<i>become fire</i> ^K , <i>flaming sphere</i> ^{SRD} , <i>scorching ray</i> ^{SRD} , <i>unstable explosion</i> ^K
3rd	<i>fireball</i> ^{SRD} , <i>fire cyclone</i> ^K , <i>flamethrower</i> ^K
4th	<i>fire shield</i> ^{SRD} , <i>pillar of fire</i> ^K , <i>wall of fire</i> ^{SRD}
5th	<i>flame strike</i> ^{SRD} , <i>pyroclastic lance</i> ^K
6th	<i>form of fire</i> ^K , <i>melt</i> ^K

FORCE

Force damage brings the ultimate in consistency, with most spells offering no save or attack roll, but consequently dealing only moderate but consistent damage with d4s.

Level	Spells
Cantrip	<i>force bolt</i> ^K
1st	<i>magic missile</i> ^{SRD}
2nd	<i>ethereal immolation</i> ^K , <i>seeking orb</i> ^K , <i>star dust</i> ^K
3rd	<i>aether lance</i> ^K
4th	<i>force blade</i> ^K
5th	<i>aether storm</i> ^K
6th	<i>power torrent</i> ^K

LIGHTNING

Highly volatile damage spells, these often feature d12s with high variance, and sometimes come with powerful status effects, shocking targets or even stunning them, they come in a mix of Constitution and Dexterity saving throws.

Level	Spells
Cantrip	<i>electric arc</i> ^K , <i>shocking grasp</i> ^{SRD}
1st	<i>electrify</i> ^K , <i>lightning tendril</i> ^K ,
2nd	<i>crackle</i> ^K , <i>lightning charged</i> ^K
3rd	<i>electrocute</i> ^K , <i>call lightning</i> ^{SRD} , <i>lightning bolt</i> ^{SRD} , <i>static field</i> ^K
4th	<i>jumping jolt</i> ^K , <i>storm sphere</i> ^{XGE}
5th	<i>sky burst</i> ^K

THUNDER

Exclusively area of effect spells, it tends to deal d8 damage dice, feature Constitution saves, and often have some element of knockback.

Level	Spells
Cantrips	<i>thunderclap</i> ^{XGE}
1st	<i>thunderpunch</i> ^K , <i>thunderwave</i> ^{SRD}
2nd	<i>shatter</i> ^{SRD}
3rd	<i>thunder pulse</i> ^K
4th	<i>echoing lance</i> ^K
5th	<i>sonic shriek</i> ^K

POISON

Offering high damage with high limitations, poison spells typically target Constitution and deal high variance d12 damage, some having a chance to poison the target for an ongoing effect.

Level	Spells
Cantrips	<i>poison spray</i> ^{SRD}
1st	<i>bad blood</i> ^K , <i>nauseating poison</i> ^K
2nd	<i>poison dart</i> ^K , <i>vicious vapors</i> ^K
3rd	<i>spider bite</i> ^K , <i>stinking cloud</i> , <i>wasp barrage</i> ^K
4th	<i>stinging swarm</i> ^K , <i>poison puff</i> ^K
5th	<i>cloudkill</i> ^{SRD}

WATER

Water spells conjure and forcefully manipulate water, using it as a medium to transfer kinetic energy, frequently moving targets or knocking them prone. They most often feature strength or dexterity saves, and use reliable d6 damage dice.

Level	Spells
Cantrips	<i>water bullet</i> ^K
1st	<i>crashing wave</i> ^K , <i>water blast</i> ^K
2nd	<i>become water</i> ^K , <i>dancing wave</i> ^K
3rd	<i>tidal wave</i> ^{XGE} , <i>water cannon</i> ^K , <i>waterspout</i> ^K
4th	<i>geyser</i> ^K
5th	<i>pressure cutter</i> ^K , <i>watery sphere</i> ^{XGE}
6th	<i>form of water</i> ^K

WIND

Spells that deal damage typically involve manipulating into intense bursts, blades of compressed force, or manipulating into creating dangerous vortexes. It tends to deal slashing damage with d8s and have Dexterity saving throws.

Level	Spells
Cantrips	<i>windborne weapon</i> ^K
1st	<i>gale bolt</i> ^K , <i>violent updraft</i> ^K
2nd	<i>become wind</i> ^K , <i>dust cyclone</i> ^K , <i>hurricane slash</i> ^K , <i>vacuum pull</i> ^K
3rd	<i>vortex blast</i> ^K
4th	<i>aero barrage</i> ^K , <i>suffocate</i> ^K
5th	<i>tornado</i> ^K
6th	<i>form of wind</i> ^K

CHROMATIC

Chromatic spells are ones that encompass all elements, and such have a wider degree of variability and few standard rules. This section only includes KibblesTasty spells, as none of the others are SRD spells.

Level	Spells
1st	<i>elemental orb</i> ^K
2nd	<i>dragon burst</i> ^K
9th	<i>form of the elements</i> ^K

ACID

ACID BUBBLE [NEW]

1st-level transmutation

Classes: Druid, Occultist, Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You create a bubble of acid that floats to the target point before bursting a shower of acid. All creatures and objects within 5 feet must make a Dexterity saving throw. On failure they take 3d4 acid damage, or half as much on a successful save.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the amount of damage blocked increases by 2d4 for each slot level above 1st.

MELTING GLOB

1st-level conjuration (arcane)

Classes: Inventor, Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 minute

You hurl a glob of acid at a creature within range, making a ranged spell attack. On hit, the creature takes 4d4 acid damage, and starts to be melted by acid. For 1 minute, at the end of each of its turns, it takes 1d4 acid damage. A creature can end the effect early by using its action to clear off the acid.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial damage increases by 2d4 for each slot level above 1st.

PSEUDOPOD SLAM [NEW]

2nd-level transmutation

Classes: Druid, Occultist, Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

You conjure a pseudopod of acidic ooze that slams a creature or object within range. Make a melee spell attack. On hit, the target takes 8d4 acid damage and is moved 5 feet in a direction of your choice.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the amount of damage blocked increases by 2d4 for each slot level above 2nd.

ACIDIC PIT [NEW]

3rd-level evocation

Classes: Druid, Occultist, Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: 120 feet.

Components: V, S

Duration: Instantaneous

You open a pit filled with acid at a point within range. All creatures within 10 feet of the point must make a Dexterity saving throw. On failure, they fall 5 feet into a pit of acid below, taking 6d4 + 6 acid damage. On success, a creature takes half as much damage from the flooding acid and it can use its reaction to move up to its movement speed to the closest point outside of the area. If it cannot take a reaction or reach a safe point, it automatically fails its saving throw.

When a creature that ends their turn in the pit takes 2d4 acid damage. The acid in the pit remains potent for 1 minute, after which it becomes simply vile sludge that deals no further damage. The pit remains filled with vile sludge until filled or cleared.

ERODE

3rd-level conjuration

Classes: Occultist, Wizard

Casting Time: 1 action

Range: 20 feet

Components: V, S

Duration: Instantaneous

You blast a target with a glob of acid. The target must make a Dexterity saving throw. On failure, the target takes 8d4 acid damage immediately and becomes covered in acid. On a success, the target takes half as much damage and is not covered in acid. While covered in acid, the target takes 2d4 acid damage at the end of each of its turns. The target or a creature within 5 feet of it can end this damage by using its action to clear away the acid.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage (both initial and later) increases by 1d4 for each slot level above 3rd.

ACID RAIN

5th-level conjuration

Classes: Druid, Occultist, Wizard

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Concentration, up to 1 minute

Acid rain begins falling within a 40-foot-radius 60-foot-high cylinder centered on a point you choose within range. When a creature moves into the spell's area for the first time on a turn or starts its turn there, the creature must succeed on a Dexterity saving throw or take 6d4 acid damage, and become covered in acid. On a successful save, a creature takes half the initial damage and is not covered in acid.

A creature takes 3d4 acid damage if it ends its turn while covered with acid. The target or a creature within 5 feet of it can end this damage by using its action to clear away the acid.

COLD

ARCTIC BREATH

1st-level conjuration

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: Self (30 foot line)

Components: V, S

Duration: Instantaneous

A line of freezing arctic wind 30 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. On a failed save, a creature takes 2d8 cold damage and their movement speed is reduced by 10 feet until the end of their next turn. On a successful save, a creature takes half as much damage and isn't slowed.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

ENTOMB

1st-level transmutation

Classes: Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You attempt to encase a Medium or smaller creature you can see within ice. The creature must make a Strength saving throw or become restrained by ice for the duration. At the end of each of its turns, the target takes 1d8 cold damage and can make another Strength saving throw. On success, the spell ends on the target.

If the creature takes more than 5 fire or bludgeoning damage from a single damage roll while restrained, the ice breaks and the target is freed, ending the spell for the target.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

ICE ARROW [NEW]

1st-level evocation

Classes: Druid, Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: 120 feet.

Components: V, S

Duration: Instantaneous

You conjure a shard of ice before hurling at a target you can see within range. On hit, the target takes 2d8 + your spell casting modifier cold damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each level above 1st.

COLD SNAP

2nd-level evocation

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: 90 ft (5 ft radius)

Components: S

Duration: Instantaneous

With a snap of your fingers a swirling burst of freezing wind erupts at a point you choose within range. Each creature in a 5-foot-radius sphere centered on that point must make a Constitution saving throw. On a failed save, a creature takes 3d8 cold damage and becomes stuck in the ice, reducing their movement speed by 10 feet until the start of your next turn. On a success, the target takes half as much damage and is not stuck in ice.

The ground in the area is covered with slick ice and snow, making it difficult terrain until the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

SHATTERING SHIELD [NEW]

2nd-level evocation

Classes: Druid, Occultist, Sorcerer, Spellblade, Warlock

Casting Time: 1 reaction, which you can take when a creature within range is hit by a melee attack.

Range: 60 feet

Components: V, S

Duration: Instantaneous

You cause a shield of ice to erupt blocking the attack. The damage of the attack is reduced by 1d8 + your spellcasting modifier. If the attack damage is not completely blocked, the shield shatters, dealing the amount of blocked damage as cold damage to the attacking creature. If the shield is not broken, it melts away after blocking the damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the amount of damage blocked increases by 1d8 for each slot level above 2nd.

ARCTIC AURA [NEW]

3rd-level transmutation (primal)

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self (20 foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

For the duration you unleash a freezing aura. Creatures that start their turn within 20 feet of you must succeed a Constitution saving throw, or take 2d8 cold damage and have their speed reduced to 0 until the start of their next turn. Creatures that succeed their saving throw take half as much damage and their speed is reduced by half.

As a bonus action on each of your turns for the duration of the spell, you can actively control the aura, excluding a number of creatures in the area up to your spell casting modifier from the effect of the spell until the end of your next turn.

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

FLASH FREEZE

3rd-level evocation

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S

Duration: Instantaneous

A freezing wind ripples outward. Each creature in a 30-foot cone must make a Constitution saving throw. On a failed save, a creature takes 4d8 cold damage and is restrained by ice until the start of your next turn. On a successful save, the target takes half as much damage and isn't restrained.

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

ICE SPIKE

4th-level evocation

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You create a lance of ice that shoots up from the ground to impale a creature within range. The target must make a Dexterity saving throw. The target takes 4d8 piercing damage and 4d8 cold damage on a failed save. The target takes only the 4d8 cold damage on a successful save.

At Higher Levels. When you cast this spell using a spell slot of 6th or 7th level, you can create a second spike. When you cast this spell using a spell slot of 8th or 9th level, you can create a third spike. Additional spikes can target the same or different creatures.

BLIZZARD [NEW]

6th-level evocation (primal)

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

You conjure a howling blizzard of swirling clouds of ice and snow fills a 30-foot-radius, 40-foot-high cylinder centered at a point you can see within range. The area becomes heavily obscured and difficult terrain. Any creature that starts their turn within the area or enters it for the first time during the turn must make a Constitution saving throw. A creature takes 6d8 cold damage on a failed saving throw, or half as much on a successful one.

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

FORM OF ICE

6th-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You freeze over, taking on a form of elemental ice. Until the spell ends, you gain the following benefits:

- You are immune to cold damage.
- You can move across difficult terrain created by ice or snow without spending extra movement.
- The ground in a 10-foot radius around you is icy and is difficult terrain for creatures other than you. The radius moves with you.
- You can use your action to create a 30-foot cone of freezing wind extending from your outstretched hand in a direction you choose. Each creature in the cone must make a Constitution saving throw. A creature takes 4d8 cold damage on a failed save, or half as much damage on a successful one. A creature that fails its save against this effect has its speed halved until the start of your next turn.
- During your turn, if you roll cold damage, you gain temporary hit points equal to one die rolled (your choice).

EARTH

ROCK SLAM

transmutation cantrip (primal)

Classes: Druid, Occultist, Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You fling a rock at a creature you can see within range. Make a ranged spell attack. On hit, the target takes 1d10 bludgeoning damage. On a critical hit, the target is knocked prone or 10 feet backwards (your choice).

The spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

BECOME STONE

2nd-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 round

You solidify into a stone. Until the start of your next turn, you are petrified. Your AC becomes 20 and you gain 10 temporary hit points. Any remaining temporary hit points fade when the spell ends.

CREATE PIT

1st-level transmutation

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet (5 ft radius)

Components: V, S

Duration: Instantaneous

You choose a point on the ground in an area of dirt or natural stone you can see. The ground buckles and a 5-foot radius, 10-foot deep pit opens around that point. If the surface is not large enough to contain the pit, the spell fails. Creatures in the area must make a Dexterity saving throw. On success, they can move 5 feet outside the radius of the spell. Creatures that fail their saving throw fall to the bottom of the pit (taking 1d6 bludgeoning damage and falling prone). The sides of the pit are rough, and can be climbed. The pit remains until filled. If a creature saves, but cannot move 5 feet, they fall prone, hanging from the edge of the pit, and cannot stand until they move out of the pit area or fall into it.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the pit is 5-feet deeper for each slot level about 1st (to a maximum of 20 feet deep).

LIMITATIONS

The spell fails if the pit would breach another opening (such as a room or cavern below) as that would be failing to contain the pit. The GM has wide discretion on what surfaces would qualify for this spell.

STONE FIST

1st-level transmutation

Classes: Druid, Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 round

You turn your hand and forearm (or similar appendage) to stone until the start of your next turn. As part of casting the spell, you can make a melee spell attack against one creature you can reach. On a hit, the target takes 2d10 bludgeoning damage.

Until the start of your next turn, you can use your reaction when you take slashing or piercing damage from an attack to gain resistance to damage from that attack.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

EARTH RIPPLE

2nd-level transmutation

Classes: Druid, Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You cause the earth to deform and ripple, a target creature must make a Dexterity saving throw or suffer one of the following effects (your choice):

- It is pulled into the earth, taking 1d8 bludgeoning damage and reducing its movement speed to zero until a creature spends an action to dig it free.
- It is slammed 5 feet in a direction of your choice by a wave of earth, taking 2d8 bludgeoning damage and being knocked prone.
- It is impaled by a spike of earth, taking 4d8 piercing damage.

INSTANT BULWARK [NEW]

3rd-level transmutation (primal)

Classes: Druid, Occultist, Sorcerer, Wizard

Casting Time: 1 reaction, which you can take when a creature within range takes damage from a ranged attack or area of effect.

Range: 60 feet

Components: V, S

Duration: Instantaneous

You cause a 10 foot long, 10 feet tall, several inch thick wall of earth to erupt on the ground, granting full cover and blocking any damage that originates from the far side of the wall until the wall breaks. This blocks ranged attacks, and areas of effects that have a point of origin on the far side of the wall (for example, the center point of a radius spell or the source of a cone or line).

All damage the wall blocks is applied to the wall, even if that damage normally only affects creatures, but it takes the blocked damage only once, even if blocking the same damage against multiple creatures. The wall has 4d10 + your spellcasting modifier hit points, and crumbles to dust when it is reduced to 0 hit points. Any damage remaining after the wall is destroyed is dealt as normal. If the wall is not destroyed, it crumbles at the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the wall has 1d10 additional hit points and is 5 feet longer for each level above 3rd.

SEISMIC WAVE

3rd-level transmutation

Classes: Druid, Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: Self (30 foot cone)

Components: V, S

Duration: Instantaneous

You release a seismic wave, slamming the ground in front of you causing the earth to explode violently in a 30 foot cone in front of you. Creatures touching the ground in the area must make a Strength saving throw. On failure, they take 4d10 bludgeoning damage and fall prone. On success, they take half as much damage and do not fall prone. Large or larger objects and structures in the area of effect automatically fail the save and take double damage. The ground becomes difficult terrain until cleared. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each slot level above 3rd.

QUICK SAND

3rd-level transmutation

Classes: Druid, Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pinch of sand)

Duration: Concentration, up to 1 minute

You cause the ground in a 20-foot radius centered on a point you can see to turn to quicksand for the duration of the spell. A creature moving through or out of the area must spend 4 feet of movement for every 1 foot it moves. A creature that ends their turn must make a Strength saving throw. On failure, they fall prone.

ORBITAL STONES

4th-level transmutation

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You lift three inanimate Small or Medium sized rocks or similar objects from within 10 feet of you, causing them to defy gravity and slowly circle you. With all three stones orbiting, you have three quarters cover. With at least one stone remaining, you have half cover.

As a bonus action while at least one stone remains in orbit, you can magically fling a stone at target within 60 feet. Make a ranged spell attack roll. On hit, the target takes 3d10 bludgeoning damage and is knocked backward 5 feet.

STONE COFFIN

4th-level transmutation

Classes: Druid, Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You cause a surge of stone to attempt to engulf a Large or smaller creature in stone. The target must make a Dexterity saving throw. On a failure, they become restrained and blinded in the stone coffin. A creature can choose to fail their save. While trapped within the coffin, they have total cover against all sources. The coffin has an AC of 15 and 50 hit points, and resistance to all damage beside bludgeoning and thunder damage. When the spell ends or the coffin is reduced to 0 hit points, it crumbles to fragments and the creature within is no longer restrained and blinded.

For the duration of the spell you can use your bonus action to attempt to crush a creature encased in the coffin, dealing 1d10 bludgeoning damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the stone coffin gains 10 additional hit points for each level above 5th.

BURIAL BARRAGE [NEW]

5th-level transmutation (primal)

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You can unearth and launch a barrage of five heavy chunks of earth or stone at targets within range. You can hurl them at one target or several. Make a ranged spell attack for each hurled object. On hit, the target takes 1d12 + 1 damage, and if it is Large or smaller, it is knocked prone. Attacks made as part of this spell have advantage against prone targets, and ignore the normal disadvantage ranged attacks made from more than 5 feet away from the target have.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can hurl one additional object.

FISSURE

5th-level transmutation

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 Action

Range: Self (60 foot line)

Components: V, S

Duration: Instantaneous

You rend asunder the earth in a 60-foot-long 5-foot-wide line, targeting an area of dirt, sand, or rock at least 10 feet deep.

Creatures in that line must make a Dexterity saving throw. On a failure, a creature falls into a suddenly opened crevice in the ground, falling into it before it snaps shut, crushing them. Creatures that fail the saving throw take 6d10 bludgeoning damage from the fall and crushing. The creature is buried in 10 feet of rubble, and creatures without a burrowing speed require 25 feet of movement to extract themselves from the loose rubble to return to where they failed the saving throw. If they end their turn while buried, they take an additional 1d10 bludgeoning damage.

AVALANCHE [NEW]

6th level transmutation (primal)

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self (60 foot line)

Components: V, S

Duration: Instantaneous

You cause the earth to ripple, triggering an avalanche of rock and stone to surge forward in a 60 foot long, 15 foot wide line. The length of the line is doubled if the cast on the surface has more than a 15 degree downward slope (a moderately steep hill). Creatures caught in the surging tumble of rocks must make a Dexterity saving throw.

Creatures that fail their save take 6d10 bludgeoning damage and are knocked prone. Creatures that fail by 5 or more are stunned until the end of their next turn, and creatures that fail by 10 or more are additionally knocked to the closest free space at the end of the line created by the spell. Creatures that pass their save take half as much damage and are not knocked prone.

The spell creates a 15 by 15 area of difficult terrain at the end of the end line created by the spell.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d10 for each slot level above 6th.

FORM OF STONE

6th-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You become made of stone. Until the spell ends, you gain the following benefits:

- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You can move across difficult terrain made of earth or stone without spending extra movement. You can move through solid earth or stone as if it was air and without destabilizing it, but you can't end your movement there. If you do so, you are ejected to the nearest unoccupied space, this spell ends, and you are stunned until the end of your next turn.
- You can use your action to call spikes of stone to raise from the ground. All creatures of your choice within 15 feet of you must make a Dexterity saving throw. A creature takes 4d8 piercing damage on a failed save, or half as much on a successful one. Their space becomes difficult terrain either way.

VOLCANIC BURST

6th-level transmutation (primal)

Classes: Druid, Warlock, Spellblade Sorcerer, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a piece of obsidian)

Duration: Instantaneous

You call fiery forces from below the earth to erupt upwards violently, causing the rocks beneath a point to melt and erupt into magma. The ground in a 10 foot radius explodes in a shower of fire and magma, raining down in a 20 foot radius. Creatures within the area must make a Dexterity saving throw. On failure, they take 4d10 bludgeoning damage and 4d6 fire damage. If a creature is within the 10-foot inner radius, then they are additionally flung 10 feet into the air, taking 1d6 bludgeoning damage and falling prone when they land. On a successful save, a creature takes half damage, and suffers no additional effects.

The center 10 foot radius becomes difficult terrain until cleared. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

FIRE

EYES OF IMMOLATION [NEW]

1st-level evocation (arcane, primal)

Classes: Druid, Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous

Your eyes glow with fiery light before focusing on a creature you can see within range, causing a beam of fire to shoot from your eyes. The target creature must make a Dexterity saving throw. On a failed save, it takes 3d6 fire damage and is set ablaze, taking 1d6 damage at the end of each of its turns until it or another creature within 5 feet of it spends an action to douse the flames. On a successful save, the creature takes half as much damage and is not set ablaze.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

BECOME FIRE

2nd-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 round

You become a burst of elemental flames. Until the start of your next turn, you gain the following benefits:

- You are resistant to fire damage and to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You can move through the space of other creatures and ignore difficult terrain. The first time you enter the space of another creature on a turn, it takes 1d6 fire damage.
- Once during your turn when you roll fire damage, you can maximize the value of one die of fire damage.

UNSTABLE EXPLOSION

2nd-level evocation (arcane)

Classes: Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 60 ft (10 ft radius)

Components: V, S

Duration: Instantaneous

You cause an unstable explosion to erupt at a point of your choice within range, rolling 3d6. For each die that rolls a 6, roll an additional d6 and the radius of the spell expands by 5 feet. Each creature within the final range of the spell must make a Dexterity saving throw. On a failed save, they take fire damage equal to the total value of the rolled dice. On a success the target takes half as much damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

FIRE CYCLONE [UPDATED]

3rd-level conjuration

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pinch of ashes from a forest fire)

Duration: Concentration, up to a 1 minute

Targeting a point on the ground you can see, you cause a cyclone made of whipping flames to fill a 10-foot-radius, 30-foot-high cylinder.

Creatures that are inside the spell when you cast it or enter it for the first time on a turn must make a Strength saving throw. On a failed saving throw, it takes 3d6 fire damage and is flung 15 feet upwards and lands 15 feet in a randomly determined horizontal direction. On a successful save, the creature takes half as much damage and is not flung.

When a creature is not entirely inside the cyclone's radius but within 30 feet of its center at the start of its turn, it still feels the intense draw of the raging cyclone, and must spend 2 feet (or 3 feet if it is flying) of movement for every 1 foot it moves away from the cyclone. If a creature starts its turn outside of the cyclone's radius but within 10 feet of its center, it must make a Strength saving throw or be pulled 5 feet toward the center of it.

For the duration of the spell, you can spend an action to move the cyclone up to 30 feet in any direction along the ground.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 and the height of the cyclone as well as the distance a creature is thrown upward increases by 5 feet for each level above 3rd.

FLAMETHROWER [NEW]

3rd-level evocation (arcane)

Classes: Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self (30 foot line)

Components: V, S

Duration: Concentration, up to 1 minute

You release a stream of fire from your hands, targeting a line that is 30 feet long and 10 feet wide, filling it with a continual stream of fire. Any creature that is in the area when you cast the spell or enters the area before the start of your next turn must make a Dexterity saving throw, taking 4d6 fire damage on a failure, or half as much on a success.

On each subsequent turn for the duration, you can use your action to release a new line of fire with the same effect.

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

PILLAR OF FIRE [NEW]

4th-level evocation (arcane)

Classes: Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

A pillar of fire in a 5-foot-radius, 30-foot-high cylinder centered on a point within range. Each creature in the cylinder in the must make a Dexterity saving throw. A creature takes 10d6 fire damage on a failed save, or half as much on a successful save.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 for each slot level above 4th.

PYROCLASTIC LANCE [NEW]

5th-level conjuration (arcane)

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You conjure a lance of blazing lava before hurling it at target within range. Make a range spell attack. On hit, the target takes 8d6 fire damage, and, hit or miss, explodes in pyroclastic ash around the target, filling and heavily obscuring a 10 foot radius around the target until the start of your next turn. Targets that start their turn with clouds of pyroclastic ash must make a Constitution saving throw. On failure, they take 4d6 fire damage and are blinded until the start of their next turn.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 for each slot level above 4th.

FORM OF FIRE

6th-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You become elemental fire, shedding bright light in a 30-foot radius and dim light for an additional 30 feet. Until the spell ends, you gain the following benefits:

- You are immune to fire damage.
- You can move through the space of other creatures and ignore difficult terrain. The first time on your turn you enter the space of another creature, it takes 1d6 fire damage.
- If a creature within 5 feet hits you with a melee attack, it takes 1d6 fire damage.
- You can use your action to create a line of fire 30 feet long and 5 feet wide extending from you in a direction of your choice. Each creature in the line must make a Dexterity saving throw. A creature takes 6d6 fire damage on a failed save, or half as much damage on a successful one.
- During your turn, if you roll fire damage, you can maximize one die of the fire damage dealt.

MELT [NEW]

6th-level transmutation (arcane)

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You point at a creature or Large or smaller object that is not being worn or carried within range, and attempt to make it melt into a puddle of slag. If the target is a creature, it makes a Constitution saving throw. On a failure, it takes 10d10 fire damage. On a success, it takes half as much damage.

If the target is an object, it takes 20d10 fire damage. If this reduces it to 0 hit points, it is melted into a puddle of slag.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d10 for each slot level above 6th.

FORCE

FORCE BOLT

evocation cantrip

Classes: Sorcerer
Casting Time: 1 action
Range: 120 ft.
Components: V, S
Duration: Instantaneous

You hurl a mote of arcane energy at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 2d4 force damage.

This spell's damage increases by 2d4 when you reach 5th level (4d4), 11th level (6d4), and 17th level (8d4).

ETHEREAL IMMOLATION [NEW]

2nd-level evocation (arcane)

Classes: Occultist, Sorcerer
Casting Time: 1 Action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 minute

You shroud a target in visible ethereal power that reacts violently to the presence of magic. For the duration of the spell, if the target casts a spell, it takes 1d12 force damage per level of spell slot spent (1d12 for cantrips). If the target ends their turn while concentrating on a spell, they take 1d4 force damage.

SEEKING ORB [UPDATED]

2nd-level evocation

Classes: Sorcerer, Wizard
Casting Time: 1 action
Range: 5 feet
Components: V, S
Duration: Concentration, up to 1 minute

You create a Tiny orb of pure arcane energy that hovers within range, and designate a target creature within 120 feet. For the duration of the spell, at the end of each of your turns, the orb grows larger and moves 30 feet directly toward the creature. If the orb reaches the target, it will detonate dealing 6d4 force damage and an additional 2d4 damage for each round since you cast the spell to the target up to a maximum of 10d4. The spell ends after it deals damage. If the orb does not reach the target before the spell ends, it fades away without dealing damage.

STAR DUST

2nd-level evocation

Classes: Sorcerer, Wizard
Casting Time: 1 action
Range: Self (30-foot cone)
Components: V, S
Duration: Instantaneous

You evoke a burst of brilliant particles of force energy sweeping out in a 30-foot cone originating from you. Creatures in the radius take 3d4 force damage and the next attack roll made against them before the start of your next turn has advantage.

AETHER LANCE

3rd-level evocation

Classes: Sorcerer, Wizard
Casting Time: 1 Action
Range: Self (30-foot line)
Components: V, S
Duration: Instantaneous

You gather raw aether in your hand and expel it in a lance of power forming a line 30 feet long and 5 feet wide. Each creature in a line takes 8d4 force damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d4 for each slot level above 3rd.

FORCE BLADE

4th level evocation

Classes: Sorcerer, Wizard
Casting Time: 1 bonus action
Range: Self (10 feet)
Components: V, S
Duration: Concentration, up to 1 minute

You create an oversized blade of pure scintillating force energy in your hand. For the duration of the spell, as an action, you can sweep the blade through up to two creatures within reach, dealing 2d12 force damage to each.

At Higher Levels. When you cast it using a 5th- or 6th-level spell slot, the damage increases to 3d12. When you cast it using a spell slot of 7th level or higher, the damage increases to 4d12.

AETHER STORM [UPDATED]

5th-level evocation (arcane)

Classes: Sorcerer, Wizard
Casting Time: 1 Action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 minute

You conjure a storm of aether erupting from a point of your choice within range. The aether storm fills a 10-foot radius, 40-foot-high cylinder. When the storm appears, each creature within its area takes 8d4 force damage. Moving through the storm deals 2d4 force damage per 5 feet moved, and if a creature ends their turn in the storm it takes an additional 8d4 force damage.

On each subsequent turn for the duration of the spell as a bonus action, you can move the storm 15 feet in any direction and cause it to fling forth a hail of force bolts that seek out up to 3 targets of your choice within 15 feet of the storm. Each creature targeted takes 3d4 + 3 force damage from the force bolts.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage of the storm and bolts increases by 1d4 for each slot level above 5th.

POWER TORRENT [NEW]

6th-level evocation (arcane)

Classes: Sorcerer
Casting Time: 1 Action
Range: Self (60 foot line)
Components: V, S
Duration: Instantaneous

You unleash a massive torrent of raw arcane energy, blasting a line 60 feet long and 15 feet wide with overwhelmingly raw power. This spell passes through all obstacles, walls, and all other non-magical barriers. All creatures in the area take 4d12 + 4 force damage.

All spells of 1st level are lower on creatures that take this damage are dispelled, immediately ending for the creature taking the damage, and Constitution saving throws to maintain concentration on spells triggered by this damage are made with disadvantage.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage of the storm and bolts increases by 1d12 + 1 for each slot level above 6th.

LIGHTNING

ELECTRIC ARC [NEW]

evocation cantrip

Classes: Occultist, Sorcerer, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You shoot a jolt of lightning at a creature you can see within range. Make a range spell attack against the target. On hit, the target takes 1d8 lightning damage and an arc of lightning jumps from the target to another creature within 15, using the same attack roll, dealing 1d4 lightning damage on hit.

This spell's damage increases by 1d8 primary and 1d4 secondary damage when you reach 5th level (2d8 and 2d4), 11th level (3d8 and 3d4)

CRACKLE

2nd-level evocation

Classes: Druid, Occultist, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You create three arcs of lightning striking targets in range. You can direct them at one target or several.

Make a ranged spell attack for each arc. On a hit, the target takes 1d12 lightning damage. If three or more arcs hit a single target, they must make a Constitution saving throw or become shocked, stunning them until the start of their next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you create one additional arc for each slot level above 2nd.

ELECTROCUTE

3rd-level evocation

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

A massive arc of lightning leaps from your hand to a target you can see within range. The target must make a Constitution saving throw. On a failed save, the target takes 4d12 lightning damage and is stunned until the start of your next turn. On a successful save, the target takes half as much damage and isn't stunned.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d12 for each slot level above 3rd.

ELECTRIFY

1st-level evocation

Classes: Occultist, Ranger, Sorcerer, Wizard
Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: 1 round

You channel lightning into your hands. The next time you hit a creature with a melee attack (including a melee spell attack) before the start of your next turn, the target takes 1d12 lightning damage and must make a Constitution saving throw. On a failed save, the target becomes shocked, stunning them until the start of their next turn.

The spell ends after dealing damage, or at the start of your next turn, whichever occurs first.

LIGHTNING CHARGED

2nd-level evocation

Classes: Inventor
Casting Time: 1 action
Range: Touch
Components: V, S, M (a piece of metal once used in a lightning rod)
Duration: 10 minutes

You channel lightning energy into a creature. The energy is harmless to the creature, but escapes in dangerous bursts to other nearby creatures.

Every time that creature strikes another creature with a melee attack, a spell with a range of touch, is struck by another creature with a melee attack, or ends their turn while grappling or being grappled by another creature, they deal 1d6 lightning damage to that creature.

Once this spell has discharged 6 times (dealing up to 6d6 damage), the spell ends.

At Higher Levels. The spell can discharge damage 2 additional times (dealing 2d6 more total damage) before the spell ends for each slot level above 2nd.

LIGHTNING TENDRIL

1st-level evocation

Classes: Druid, Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 bonus action

Range: Self (20 feet)

Components: V, S, M (a twig from a tree that has been struck by lightning)

Duration: Concentration, up to 1 minute

Crackling beams of blue energy leap from your hands. For the duration of the spell, as an action, you can direct them toward a creature within range, dealing 1d12 lightning damage to that creature.

At Higher Levels. When you cast this spell using a 3rd- or 4th-level spell slot, the damage increases to 2d12 and the range increases to 30 feet. When you cast it using a 5th- or 6th-level spell slot, the damage increases to 3d12 and the range increases to 60 feet. When you cast it using a spell slot of 7th level or higher, the damage increases to 4d12 and the range increases to 120 feet.

STATIC FIELD [NEW]

3rd-level transmutation (arcane)

Classes: Inventor, Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

A visible field of crackling static energy crackles to life in a 20 foot radius around a point you can see within range. Each time a creature moves more than 5 feet or takes an action while within the area of effect, it takes 1d12 lightning damage.

JUMPING JOLT

4th-level evocation

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You release an arc of lighting at a creature within range. Make a ranged spell attack roll against the target. On hit, the target takes 4d12 lightning damage, and you can cause the spell to jump to another target within 20 feet of the first target making a new attack roll for each target. The spell cannot hit the same target twice, or jump to a target out of the spells range. The spell can jump a maximum of five times.

On a miss, the target takes half as much damage and the spell does not jump to a new target.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the starting damage increases by 1d12 for each slot level above 4th.

SKY BURST [UPDATED]

5th-level evocation

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Five bolts of lightning strike five points of your choice that you can see within range. Each creature within 5 feet of the chosen points must make a Dexterity saving throw. A creature takes 4d12 + 4 lightning damage on a failed save, or half as much on a successful one. A creature in the area of more than one lightning burst is affected only once.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can call down an additional bolt of lightning targeting another point within range for each slot level above 5th.

POISON

BAD BLOOD

1st-level necromancy

Classes: Druid, Occultist, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a piece of rotten meat)

Duration: Concentration, up to 1 minute

Targeting a creature you can see within range, you attempt to corrupt its blood. Creatures without blood are immune to this effect. The target must make a Constitution saving throw. On failure, they take 1d12 poison damage and become poisoned for the duration.

At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends on the target, on failure; they take an additional 1d4 poison as the poison continues to ravage them.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional target for each slot level above 2nd. The targets must be within 30 feet of each other when you target them.

NAUSEATING POISON

1st-level necromancy

Classes: Druid, Occultist, Warlock

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 round

You shroud your hand, a weapon you are holding, or a natural weapon in dark ichorous miasma. The next time you hit a creature with a melee attack (including a melee spell attack) before the start of your next turn, the attack deals an extra 1d12 poison damage and the target must succeed on a Constitution saving throw or be poisoned until the end of your next turn.

The spell ends after dealing damage, or at the start of your next turn, whichever occurs first.

POISON DART

2nd-level transmutation

Classes: Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 60 ft

Components: V, S

Duration: Instantaneous

You conjure a dart of pure poison and hurl it at a creature you can see within range. Make a ranged spell attack. On a hit, the target takes 3d12 poison damage and must succeed a Constitution saving throw or become poisoned until the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d12 for each slot level above 2nd.

VICIOUS VAPORS [UPDATED]

2nd-level transmutation (arcane, primal)

Classes: Druid, Occultist, Warlock, Wizard

Casting Time: 1 action

Range: Self (30 feet)

Components: V, S

Duration: Concentration, up to 1 minute

You conjure a swirling poisonous miasma around yourself. For the duration of the spell, you are lightly obscured. When you cast the spell, and as a bonus action on each subsequent turn, you can cause the vapors to surge out and swirl around up to three creatures of your choice within range. Each creature must make a Constitution saving throw. On a failed save, it takes 1d12 poison damage and becomes poisoned until the start of your next turn. On a successful save, it takes half as much poison damage and is not poisoned.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d12 for each slot level above 2nd.

SPIDER BITE

3rd-level transmutation

Classes: Druid, Occultist, Warlock, Wizard

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You prick a target with a tiny magical fang of venom. Make a melee spell attack against a creature within reach. On a hit, the target takes 4d12 poison damage and must succeed on a Constitution saving throw or becoming poisoned for 1 minute. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the target is no longer poisoned.

If you miss your melee attack roll, you can concentrate (as if concentrating on a spell) to maintain the attack for another attempt until the end of your next turn. (You may make subsequent attempts until you hit or lose concentration)

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d12 for each slot level above 3rd.

WASP BARRAGE [NEW]

3rd-level conjuration (primal)

Classes: Druid, Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self (40 foot cone)

Components: V, S

Duration: Instantaneous

You conjure a swarm of magical wasps zip out to sting creatures of your choice within a 40 foot cone. Make a ranged spell attack against the target. On a hit, the target takes 1 piercing damage + 4d12 poison damage. After they attack, the magic wasps fade away.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d12 for each second slot level above 3rd.

POISON PUFF

4th-level transmutation

Classes: Druid, Occultist, Warlock, Wizard

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S

Duration: 1 round

You exhale a cloud of poison that magically expands to fill a 30 foot cone. Creatures in that area must make a Constitution saving throw. On a failure, they take 4d12 poison damage and become poisoned until the start of their next turn. On a success, the target takes half as much damage and is not poisoned.

The area is lightly obscured until the start of your turn, and any creature that ends their turn within the area takes 2d4 poison damage.

STINGING SWARM [UPDATED]

4th-level conjuration

Classes: Druid, Occultist, Warlock, Wizard

Casting Time: 1 action

Range: 60 ft

Components: V, S

Duration: Concentration, up to 1 minute

You conjure a magical swarm of flying insects that fill a 5 foot cube within range. For the duration of the spell, the swarm is magically replenished and cannot be destroyed. As a bonus action, you can direct the swarm to move up to 30 feet. If the swarm enters another creature's space, it stops and swarms them, stinging repeatedly, and cannot be moved until the start of your next turn. The creature takes 2d4 piercing damage and must make a Constitution saving throw, taking 6d4 poison damage on failure.

THUNDER SPELLS

THUNDER PUNCH

1st-level evocation

Classes: Bard, Sorcerer, Wizard

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You charge your hand (or similar appendage) with thunder power. Make a melee spell attack against a creature. On a hit, there is a thunderous crash audible from up to 300 feet of you and the target takes 3d8 thunder damage, and is knocked 10 feet away from you.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

THUNDER PULSE

3rd-level evocation

Classes: Bard, Sorcerer, Wizard

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S

Duration: Concentration, up to 1 minute

You gather sonic energy and can expel as a shockwave in a 15 foot cone. Each creature in that area must make a Constitution saving throw. On a failed save, a creature takes 3d8 thunder damage is knocked 10 feet away. On a successful save, the creature takes half as much damage and not being knocked away.

You can create a new shockwave as your action on subsequent turn until the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

ECHOING LANCE

4th-level evocation

Classes: Bard, Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You emit a targeted burst of intense sonic energy at a creature within range. The target must make a Constitution saving throw. On a failure, they take 3d8 thunder damage and become stunned for the duration by the intense sound. On a successful save, the target takes half as much damage and isn't stunned.

At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends, on failure, they take an additional 1d8 thunder from the echoes within their mind.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the initial damage increases by 1d8 for each slot level above 4th.

SONIC SHRIEK

5th-level evocation

Classes: Bard, Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: Self (120-foot cone)

Components: V, S

Duration: Instantaneous

You emit a sonic blast covering a huge area. Each creature in a 120-foot cone must make a Constitution saving throw. On a failed save, a creature takes 6d8 thunder damage. On a successful save, a creature takes half as much damage. A creature automatically succeed on its saving throw if it is more than 60 feet from you.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

WATER

WATER BULLET [NEW]

conjuration cantrip

Classes: Druid, Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

You create a compressed bead of water and fire it at a creature you can see within range. Make a ranged spell attack. On hit, the target takes 1d6 + your spell casting modifier piercing damage.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

BECOME WATER

2nd-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 round

You become a burst of elemental water. Until the start of your next turn, you gain the following benefits:

- You are resistant to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You can move through the space of other creatures and ignore difficult terrain; the first time you move through a Large or smaller creature on a turn, it must pass a Strength saving throw or be knocked prone.

CRASHING WAVE

1st-level conjuration

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: Self (20 foot cone)

Components: V, S

Duration: Instantaneous

A wave of water sweeps out from you. Each creature in a 20-foot cone must make a Strength saving throw. On a failed save, a creature takes 2d6 bludgeoning damage and is knocked 10 feet away from you. If a creature is knocked into a wall, another creature, or fails by 5 or more, it is additionally knocked prone. On a successful save, the creature takes half as much damage and is not knocked back. If there is a source of water of at least 5 cubic feet within 5 feet of you when you cast the spell, you can displace that water, increasing the range of the spell to a 25 foot cone.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each level above 1st.

WATER BLAST

1st-level conjuration

Classes: Druid, Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You conjure a ball of water before hurling it at a target. Make a ranged spell attack against the target. On a hit, the target takes 3d6 bludgeoning damage and if it is Large or smaller must make a Strength saving throw or be knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each level above 1st.

DANCING WAVE [UPDATED]

2nd-level conjuration

Classes: Druid, Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You summon a surging mass of water into existence at a point on the ground within range. The mass of water remains cohesive filling a 5 foot radius, though only rises 3 feet from the ground. The area is difficult terrain for any creature without a swimming speed.

For the duration of the spell, as a bonus action you can move the wave of water up to 30 feet along a surface in any direction. The first time the wave enters any creature's space during a your turn, they must make a Strength saving throw or take 2d6 bludgeoning damage and be knocked prone. A creature automatically fails this saving throw if they are prone.

WATER CANNON

3rd-level evocation

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: Self (40-foot line)

Components: V, S

Duration: Instantaneous

You unleash a spout of water that blasts out in a line 60-foot-long and 5 foot-wide-line. Creatures in the area must make a Strength saving throw, or take 6d6 bludgeoning damage and be pushed to an open space at the end of the line away from you. If there is no open space to move to (for example they would move into a wall or another creature), they are pushed to the closest space and take an additional 2d6 bludgeoning damage and are knocked prone. On a successful save, they take half as much damage and are not pushed.

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

WATERSPOUT [New]

3rd level conjuration

Classes: Druid, Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You conjure a large mass of water and form it into a whirling funnel around a point on the ground you can see. The whirling funnel fills a 10-foot-radius, 30-foot-high cylinder. Once per turn, when a creature's space becomes fully engulfed by the waterspout it must make a Strength saving throw. On a failure, it takes 2d8 bludgeoning damage, and becoming blinded, deafened, and cannot speak. At the start of its turn, it is expelled from the water to the nearest empty space. On success, they take half as much damage and suffer no effects.

On your turn, you can move the waterspout up to 20 feet in any direction along the ground, engulfing any creatures in its path. Creatures who fail their save after being engulfed by the waterspout in this way are carried along with its movement until they are ejected at the start of their turn as normal.

If the center point of this spell is over a Huge or larger body of water, the size of the waterspout is doubled.

GEYSER

4th-level conjuration

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You cause a massive eruption of water to blast upwards from the ground at a point within range. Creatures within 10 feet of the point must make a Dexterity saving throw or take 4d6 bludgeoning damage and be knocked 60 feet into the air. On a successful save, creatures take half as much damage, and are instead knocked their choice of 10 feet away from the point or 10 feet upward.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 for each level above 4th.

PRESSURE CUTTER

5th-level conjuration

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: Self (60 foot line)

Components: V, S

Duration: Instantaneous

You unleash a blast of highly pressurized water in a 60-foot-long 15-foot-wide line, slashing through everything in its path. Each creature in the line must make a Dexterity saving throw, taking 10d6 slashing damage on a failure. On a successful save, a creature takes half as much damage.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d6 for each level above 5th.

FORM OF WATER

6th-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You become a surge of elemental water. Until the spell ends, you gain the following benefits:

- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You can move through the space of other creatures and ignore difficult terrain; the first time you move through a Large or smaller creature, it must pass a Strength saving throw or be knocked prone.
- You can use your action to unleash a blast of water 15 feet long and 5 feet wide extending from you in a direction your choice. Each creature in the line must make a Strength saving throw. A creature takes 5d6 bludgeoning damage and is knocked prone on a failed save, or half as much and isn't knocked prone on a successful one.

WIND

WINDBORNE WEAPON

transmutation cantrip

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a piece of ammunition or weapon with the thrown property worth at least 1 cp)

Duration: Instantaneous

Make an attack using this spell's material component as part of the action used to cast this spell, turning it into a ranged spell attack. This attack ignores cover. On hit, it deals 1d8 damage of the weapon's damage type.

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

GALE BOLT

1st-level evocation

Classes: Druid, Occultist, Ranger, Sorcerer, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

A blast of concentrated wind streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 bludgeoning damage and if it is Large or smaller is knocked 10 feet away from you.

At Higher Levels. When you cast this spell using a spell lot of 2nd level or higher, the damage increases by 1d8 for each level above 1st.

VIOLENT UPDRAFT

1st-level transmutation (primal)

Classes: Druid, Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You create a violent upburst of wind attempting to toss a Large or smaller creature into the air. The target must make a Strength saving throw, which it can choose to fail. On failure they are knocked 20 feet straight up into the air. If the target cannot hold onto anything or fly, they immediately fall taking 2d6 bludgeoning damage and falling prone.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the target is knocked one additional foot higher second slot level above 1st.

BECOME WIND

2nd-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 round

You become a burst of elemental wind until the start of the next turn. You gain resistance to lightning damage and bludgeoning, piercing, and slashing damage from nonmagical attacks. Additionally; you gain flying speed of 30 feet, can move through the space of other creatures, and ignore difficult terrain, but will fall at the start of your next turn if not held aloft.

DUST CYCLONE

2nd-level conjuration

Classes: Druid, Ranger, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet (5 foot radius)

Components: V, S, M (a pinch of dust)

Duration: Concentration, up to 1 minute

Choose a target point on the ground that you can see within range. A small cyclone whips up at the target point with a radius of 5 feet and a height of 30 feet.

Any creature that starts its turn within the radius of the dust devil or enters its radius for the first time during its turn must make a Strength saving throw. On a failed save, the creature takes 1d12 bludgeoning damage is pushed 5 feet away from the center. On a successful save, the creature takes half as much damage isn't pushed.

As a bonus action, you can move the dust devil up 30 feet in any direction. The first time you pass the dust devil's radius through a creature, that creature must make the saving throw against the dust devils's damage and are pushed out its way on failure. You can continue to move the dust devil, but its strength is exhausted until the end of your turn and subsequent creatures an unaffected by it passing through them.

If the dust devil moves over sand, dust, loose dirt, or small gravel, it sucks up the material and heavily obscures its radius until the start of your next turn.

HURRICANE SLASH

2nd-level evocation

Classes: Druid, Occultist, Ranger, Sorcerer, Wizard

Casting Time: 1 action

Range: Self (30-foot line)

Components: V, S

Duration: Instantaneous

You condense wind into a razor sharp blast that shreds a 30-foot-long 5-foot-wide line. Creatures in the area must make a Dexterity saving throw. A creature takes 3d8 slashing damage on a failed save or half as much on a success.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can create an additional line of effect. A creature in the area of more than one slash is affected only once.

VACUUM PULL

2nd-level evocation

Classes: Druid, Occultist, Ranger, Sorcerer, Wizard

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You cause a sudden savage burst of wind to howl toward you, attempting to pull a Huge or smaller creature within range that you can see toward you. The target must succeed a Strength saving throw or be yanked off their feet and flung toward you, landing within 5 feet of you and falling prone. Flying creatures make the Strength save with disadvantage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the range of the spell increases by 10 feet.

VORTEX BLAST

3rd-level evocation

Classes: Druid, Occultist, Sorcerer, Wizard

Casting Time: 1 Action

Range: Self (30-foot cone)

Components: V, S

Duration: Instantaneous

You create a sudden violent vortex that blasts outwards in a 30-foot cone, tossing characters and objects within the area. Creatures in the area take 4d6 bludgeoning damage and must succeed a Strength saving throw or be knocked 30 feet backward and 30 feet upward.

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

AERO BARRAGE

4th-level transmutation

Classes: Sorcerer, Wizard

Casting Time: 1 Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You create four lances of rapidly spinning condensed wind and hurl them at targets within range. You can hurl them at one target or several.

Make a ranged spell attack for each lance. On a hit, the target takes 2d8 slashing damage and is knocked 10 feet backwards.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you create one additional lance for each slot level above 4th.

SUFFOCATE

4th-level transmutation

Classes: Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a whirling sphere of air around a creature that causes them to struggle to breathe. The target must make a Constitution saving throw. On a failure, the target loses 5d8 hit points due to lack of air, has disadvantage on all ability checks, and cannot speak. On a success, the target takes half as much damage and suffers no other effects. For the duration, as an action, you can force the creature to make a saving throw against the ability again.

If a target fails their saving throw against this spell 3 times in a row, they become incapacitated until they succeed on a save or the spell ends. If you don't use your action to force the target to make a save, it counts as a success.

A creature that does not need to breathe is unaffected by this spell.

TORNADO

5th-level transmutation

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

A whirling tornado erupts, filling a 20-foot-radius, 40-foot-high cylinder centered on a point within range.

Any creature that starts its turn within the tornado must make a Strength saving throw. On a failed save, the creature takes 4d8 bludgeoning damage and is pushed 10 feet away and 40 feet up. On a successful save, the creature takes half as much damage and isn't pushed.

As a bonus action, you can move the tornado up to 30 feet in any direction. Any ranged weapon attack against a target within 20 feet of the tornado has disadvantage, and any ranged attack that passes through it automatically misses.

FORM OF WIND

6th-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You become a gust of elemental wind. Until the spell ends, you gain the following benefits:

- You have a flying speed of 60 feet.
- You can move through and occupy the space of other creatures, and you ignore difficult terrain.
- You are invisible.
- You can use your action to unleash a powerful blast of wind in a 30-foot cone. Each creature in the cone must make a Strength saving throw. A creature takes 4d8 bludgeoning damage, is knocked 15 feet away from you on a failed save, or takes half as much damage and isn't knocked backward on a successful one.

OTHER

ELEMENTAL ORB [NEW]

1st-level evocation (arcane)

Classes: Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

You form an orb of power, forming it into an element of your choice. Select an element damage type from acid, cold, fire, lightning, or poison. Make a ranged spell attack against a target you can see within range. On hit, the target takes 3d8 damage of the selected elemental damage type.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

DRAGON SURGE [NEW]

2nd-level transmutation (primal)

Classes: Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You channel elemental power to form draconic wings, selecting an element from acid, cold, fire, lightning, or poison. All creatures within 10 feet of you must make a Dexterity saving throw as the wings manifest in a surge of elemental power, taking 2d8 damage of that elemental type selected on a failed saving throw, or half as much on a successful save. You gain a flying speed of 30 until the end of your turn, after which the wings fade away once more.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 and the flying speed increases by 10 feet for each slot level above 2nd.

FORM OF THE ELEMENTS

9th-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

For the duration of the spell, you gain the benefits of the *form of fire*, *form of ice*, *form of stone*, *form of water*, and *form of wind* spells.

CHANGE LOG

1.1

For 1.0 version, [click here](#).

- Added "Become Element" spells
- Added "Form of Element" spells

1.1.1

- Sweeping editing changes.
- Elemental Avatar renamed Form of the Elements.

1.1.2

- Quickstand, Stone Coffin, and Create Pit added.
- Added Vacuum Pull and Dust Cyclone

2.0

- Added 32 new spells

CREDITS

FAN CONTENT POLICY

Portions of work is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

ART CREDIT

All art is copyright KibblesTasty.

- Cover Image that Kibbles' definitely did not recycle from Psion - Art by **Adrytia45** - Copyright KibblesTasty

PATREON CREDITS

This is made possible by generous patrons:

- lAlice_Demencia
- 5health
- Abeezy
- Adam Goodman
- Aleph
- Alex Adler
- Alex Wick
- Alice Eli Westman Österdahl
- Andrew Etsell
- Andrew Keenan Richardson
- Andrew Valenti
- AndrewRP8023
- Angel Gomez
- Another Player
- Anthony Currier-Reagor
- Aren Harper
- Arianrhod
- Austin Fox
- Austin Widdershoven
- Azrael Sinclair
- Basil Not The Herb
- Benjamin
- Bradley Green
- Brandon
- Brandon
- Brandon Miller
- Brandon Purcer
- Bucket
- C. Dobb
- Caleb Jamison
- Cameron McGrath
- Chelsea Ash
- Chreng
- Chris Skidmore
- Colin Reilly
- Colton Weakley
- Connor Meislahn
- Conor McLaughlin
- CovertMuffin
- Craig Biddulph
- Curtis Geddes
- Dabi
- Daklor
- Dan Schmidt
- Danilo Sebben
- Danny
- Darcy Austin
- Darrell
- David Andrews
- David Capodici
- Dejan Maramu
- DigitalLucas
- Dr.arielpro
- Drowrin
- dutifulpoo
- Dylan Mcmanis
- Elijah McGowan
- Elric Edge
- Em
- Embey
- Erin Wolsleben
- Fantajikuri
- Florian Seiler
- FOE Kelly
- FS-1414
- Garion Pankievich
- Glacirus
- Glenn Stark
- Glider Onair
- GM Binder
- God Particle
- Grady Hamilton
- Gwynblaedd
- harbinger85
- Herdsheep
- Ihileath
- Ileleana
- Issac Dyne
- Jack Inacker
- Jackson Hall
- Jacob
- Jacob Herrera
- Jason Lasica
- Jason White
- Jeffrey Kramer
- Jenna
- Joey Rener
- John R
- Jon Tinney
- Jonah
- Jonathan Kennedy
- Joseph Holloway
- Joseph Paternoster
- Josh Sitton
- JR Biche
- KarashiGensai
- Kelselaia
- Kenneth Bellamy
- Khae
- KhoasBunny
- Kit Ivimey
- Krumru
- Kye Zee
- Kyle
- Larry Eger
- Lennox0122
- LeoHere
- Litchalope
- Logan McConaughy
- Logan Olson
- Louis.
- Mahtaran
- MangoPudding
- Manil Hmd
- martin sorensen
- Mason
- masterofastra
- Matt Jones
- Matthew Dunn
- Matthew Reed
- Matthew Terilli
- Mechana
- Michael Hoefert
- Michael Molik
- Michael Perry
- Michael Ramage
- Michael Nitter Weinmann-Wighammer
- Mitchell Baltosser
- Mitchell Stevenson
- Mr. PR
- MSN2012
- Nannette Groft
- Nathan Clarke
- Nathan Perkins
- Nathaniel Schnebly
- Nicholas Gerrity
- Nick
- nili 30000
- Nomatron
- omegasuspekt
- orionSquared
- Oscar Flores
- Palvo
- Patrick
- Patrick Hart
- Patrick Moore
- Phillip
- Presto Majesto
- PrussiAntique (Antiqua)
- PurblyDurbly
- Red Mammoth
- RedemptionOmega
- Rezu -
- Richard
- Rory Collier
- RSilver
- Ryan
- Ryan Rupper
- Sam
- Sam B. Spivey
- Sam Williams
- Scott Avery
- Scott Wilson
- Seffykun
- Seranata
- Simon Arr
- SixAughtFive
- SonOfSofaman
- Spectre Creations
- StarKnight 75
- Storm Melon
- SubSammiches
- Suliman Adel
- Sutekh
- SwampPie
- Tambel
- The Hat
- TheIronMonitor
- TheNavalRadar
- Thomakaze
- Thomassen Honnor
- Thortron
- TimChappy
- TJ
- Tomek Prussak
- Tristan
- Trumpet Skeleton
- Tuquane Stevens
- Twksoccer
- Tyler
- Tyler Davis
- Tyler Stribley
- varunasi
- Venera
- Verixa Okblek
- Violet King-Martellock
- WADDLE
- Wagner Wagon
- Wes Robinson
- Weston
- Witasmott
- Wraithkin
- WWMustachelord5
- Zach Knox
- Zeromanex
- zldress
- Zou Zou
- ZRose

...and many more!

Want to support KibblesTasty in keeping this updated and creating more homebrew like this? You can join them here [on Patreon](#).

Thank you!