

PRIMORDIAL TIDES

7th-level evocation (Druid, Sorcerer)

Casting Time: 1 action

Range: Self (60-foot cone)

Components: V, S

Duration: 3 rounds

You release a blast of chaotic magic that washes out from you in a 60-foot cone. Until the spell ends, ground in the area is difficult terrain, and at the end of each of your turns a wave of elemental energy pulses through the area, targeting each creature in the area with a magical effect. The effect is different each round:

- **Round 1.** Targets must make a Constitution saving throw. On a failure, a target takes 7d6 cold damage and its speed is reduced by 20 feet until the next pulse. On a success, a target takes half damage and its speed is not reduced.
- **Round 2.** Targets must make a Strength saving throw. On a failure, a target takes 4d6 lightning damage and 3d6 thunder damage and is knocked prone. On a success, a target takes half damage and isn't knocked prone.
- **Round 3.** Targets must make a Dexterity saving throw. On a failure, a target takes 7d6 fire damage and is lit ablaze. Until someone takes an action to douse the fire, the target takes 1d10 fire damage at the start of each of its turns. On a success, a target takes half damage and is not lit ablaze.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the fire, cold, and lightning damage dealt all increase by 1d6 for each slot level above 7th.



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