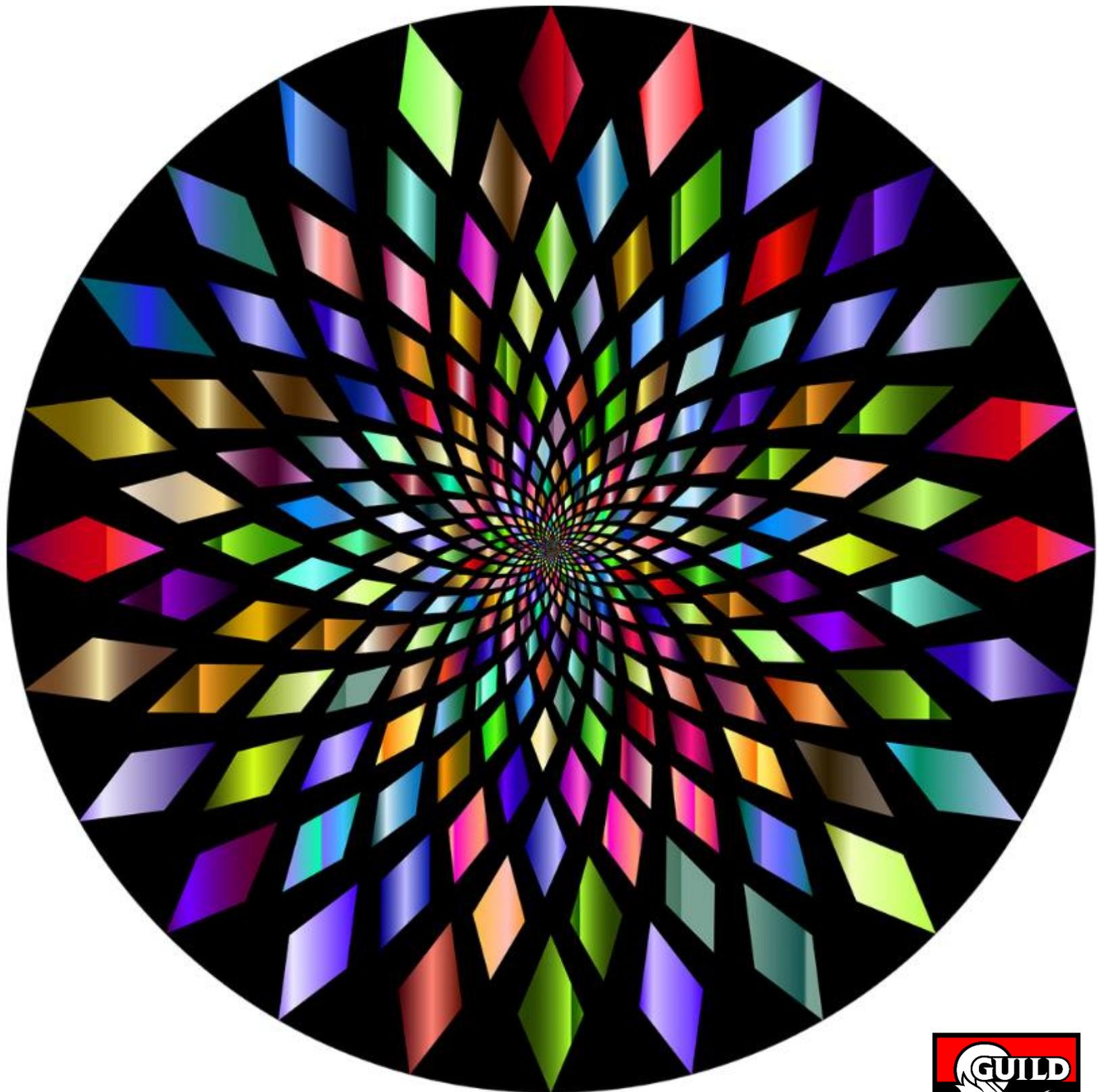


# ELEMENTAL MAGIC

**Codex Five of the Enchiridia Mysteria**



PRESENTED BY LORD RUMFISH



# ELEMENTAL MAGIC

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# ELEMENTAL MAGIC

## FOREWORD

People have been trying to make sense of the nature of reality from the beginning. This led to a series of arbitrary categorizations to group reality into (animal, vegetable, or mineral comes to mind), which made sense at the time but seem woefully anachronistic and wrongheaded now. In Western culture, one categorization we still seem to carry with us is the grouping of the elements into air, earth, fire, and water. Among the ancient Greek philosophers, Thales believed the substance that composed reality was water, Anaximenes believed it to be air, Heraclitus said the *arche* was fire.

Heraclitus was correct.

Welcome to *Codex Five of the Enchiridia Mysteria*. In this collection of **64 spells about air, earth, fire, and water** you will find new ways to express an elementally-themed character with access to these spells. Most of the spells are conjuration or evocation, but almost every school makes an appearance (sorry divination and enchantment). The spell *Drown* returns here, and *Living Statue* is inspired by the old spell *Statue* but works differently (for a spell that works similarly to the original *Statue*, check out *I am a Rock* from *Spells from Elsewhere*). *Manshoon's Xorn Talons* is inspired by a spell description given by Ed Greenwood, but was never made official. The other 61 spells are brand-new!

You might see some familiar names on some spells in this tome. Dynaheir was part of the canon party of the Bhaalspawn during the events of the Baldur's Gate games, a Rashemi woman with dark skin who was part of the Wychlaran spellcasters (her companion Minsc might be better-known). Here you can find a 2nd-level evocation she developed for spellcasters who are still waiting to acquire *Fireball*. The formidable and ever-scheming villain Manshoon developed some spells during his career as well (or at least, one of his many clones did), and a couple of them can be found in this collection. Xakitan I will leave as a mystery to be solved by the Storyteller.

Am I thanking Mom and Dad yet again in this foreword? Of course I am! I can never thank them enough. Dad is a geologist, and I'm sure he has contributed to the earth spells herein indirectly. I would also like to thank my Grandma and Papaw this time: though they are no longer with us in linear time, I have no doubt that Papaw's love of storytelling and Grandma's degree in English both assisted me in more ways than I can enumerate. My gaming friends have had their share of elemental concepts over the years, too many to list here. Special thanks to my friend James A., who has had a water mage in his lineup for going on 20 years, and to my friend Bob, who likes playing with fire magic.

To Mary, who encompasses every element, we both know that the elemental groupings are arbitrary. Despite the outdated and questionable categorizations that exist in the world, I hope we can bring a son into the world who recognizes the arbitrary nature of things yet can still enjoy them. Things don't have to make sense to be fun.

As for Gabriel, Corbin, and Ian: you know what the densest element is? *Rock*.

That's wrong, it's osmium.

# ELEMENTAL MAGIC

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# ELEMENTAL MAGIC

## SPELL LISTS

### BARD SPELLS

#### **CANTRIPS**

Clean Air  
Sand Jet  
Soften Stone  
Splash  
Torchlight

#### **1st LEVEL**

Ashfall  
Dewdrop Dance  
Don't Break the Ice  
Ignite  
Rockflesh  
Zephyr

#### **2nd LEVEL**

Cinder Swindle  
Excavate  
Rain  
Thousand-Fire Ruse  
Undertow

#### **3rd LEVEL**

Heat Wave

#### **4th LEVEL**

Healing Breeze  
No-Fire Ruse

#### **7th LEVEL**

Gifts from the Inferno  
Gifts from the Mountain  
Gifts from the Ocean  
Gifts from the Sky

#### **8th LEVEL**

Fossilize

### CLERIC SPELLS

#### **CANTRIPS**

Clean Air  
Conjure Rock  
Soften Stone  
Splash  
Torchlight

#### **1st LEVEL**

Ashfall  
Firewalking  
Rockflesh  
Stillness  
Stonestep

#### **2nd LEVEL**

Excavate  
Rain  
Wind in a Bag

#### **4th LEVEL**

Cleansing Fire  
Healing Breeze  
Iceberg

#### **5th LEVEL**

Judgment by Thunderbolt  
Waters of Life

#### **7th LEVEL**

Living Statue

#### **9th LEVEL**

Ghost Ship

### DRUID SPELLS

#### **CANTRIPS**

Clean Air  
Conjure Rock  
Sand Jet  
Snaking Flames  
Soften Stone  
Splash  
Torchlight

#### **1st LEVEL**

Acid Patch  
Ashfall  
Cloak of Fire  
Dewdrop Dance  
Don't Break the Ice  
Firewalking  
Ignite  
Razor Scree  
Rockflesh  
Stillness  
Stonestep  
Volcanic Hammer  
Zephyr

# ELEMENTAL MAGIC

## 2nd LEVEL

Cinder Swindle  
Excavate  
Rain  
Saltblast  
Thousand-Fire Ruse  
Undertow  
Wind in a Bag

## 3rd LEVEL

Heat Wave  
Manshoon's Xorn Talons  
Orb of Lava  
Static Charge

## 4th LEVEL

Cleansing Fire  
Healing Breeze  
Iceberg  
No-Fire Ruse

## 5th LEVEL

Incinerate

## 7th LEVEL

Drown  
Gifts from the Inferno  
Gifts from the Mountain  
Gifts from the Ocean  
Gifts from the Sky  
Living Statue

## 8th LEVEL

Fossilize

## 9th LEVEL

Mountaincalling  
Volcano  
Xakitan's Tornado Alley

## PALADIN SPELLS

### 1st LEVEL

Fiery Smite  
Rockflesh  
Stonestep

### 2nd LEVEL

Clobbering Smite  
Freezing Smite  
Shocking Smite

## 4th LEVEL

Anointing Smite  
Avalanche Smite  
Cleansing Fire  
Healing Breeze

## 5th LEVEL

Blazing Strikes  
Judgment by Thunderbolt  
Waters of Life

## RANGER SPELLS

### 1st LEVEL

Ashfall  
Deflect  
Dewdrop Dance  
Don't Break the Ice  
Firewalking  
Razor Scree  
Stillness  
Stonestep

### 2nd LEVEL

Cinder Swindle  
Excavate  
Rain  
Thousand-Fire Ruse  
Undertow  
Wind in a Bag

### 3rd LEVEL

Heat Wave

### 4th LEVEL

Healing Breeze  
Iceberg  
No-Fire Ruse

### 5th LEVEL

Flaming Volley

## SORCERER SPELLS

### CANTRIPS

Conjure Rock  
Sand Jet  
Snaking Flames  
Splash

# ELEMENTAL MAGIC

## 1st LEVEL

Acid Patch  
Ashfall  
Cloak of Fire  
Deflect  
Dewdrop Dance  
Don't Break the Ice  
Ignite  
Stonestep  
Volcanic Hammer  
Zephyr

## 2nd LEVEL

Dynaheir's Fireburst  
Manshoon's Ice Skewer  
Rain  
Thousand-Fire Ruse  
Undertow

## 3rd LEVEL

Manshoon's Xorn Talons  
Static Charge

## 4th LEVEL

Cascading Sparks  
Iceberg  
No-Fire Ruse  
Phoenix Fire

## 7th LEVEL

Drown  
Gifts from the Inferno  
Gifts from the Mountain  
Gifts from the Ocean  
Gifts from the Sky  
Living Statue

## 8th LEVEL

Crucible Flame  
Fossilize

## 9th LEVEL

Ghost Ship  
Mountaincalling  
Volcano  
Xakitan's Tornado Alley

## WARLOCK SPELLS

### CANTRIPS

Snaking Flames  
Torchlight

## 1st LEVEL

Acid Patch  
Ashfall  
Cloak of Fire  
Ignite

## 2nd LEVEL

Cinder Swindle  
Manshoon's Ice Skewer  
Saltblast

## 3rd LEVEL

Heat Wave  
Manshoon's Xorn Talons  
Static Charge

## 5th LEVEL

Incinerate

## 7th LEVEL

Drown  
Gifts from the Inferno  
Gifts from the Mountain  
Gifts from the Ocean  
Gifts from the Sky

## 8th LEVEL

Crucible Flame  
Fossilize

## 9th LEVEL

Ghost Ship

## WIZARD SPELLS

### CANTRIPS

Conjure Rock  
Sand Jet  
Snaking Flames  
Splash

## 1st LEVEL

Acid Patch  
Ashfall  
Cloak of Fire  
Deflect  
Dewdrop Dance  
Don't Break the Ice  
Ignite  
Stonestep  
Volcanic Hammer  
Zephyr

# ELEMENTAL MAGIC

## 2nd LEVEL

Dynaheir's Fireburst  
Excavate  
Manshoon's Ice Skewer  
Rain  
Thousand-Fire Ruse  
Undertow

## 3rd LEVEL

Manshoon's Xorn Talons  
Static Charge

## 4th LEVEL

Cascading Sparks  
No-Fire Ruse

## 7th LEVEL

Drown  
Gifts from the Inferno  
Gifts from the Mountain  
Gifts from the Ocean  
Gifts from the Sky  
Living Statue

## 8th LEVEL

Crucible Flame  
Fossilize

## 9th LEVEL

Ghost Ship  
Mountaincalling  
Xakitan's Tornado Alley

# ELEMENTAL MAGIC

## SPELLS BY SAVING THROW

### STRENGTH (7)

Avalanche Smite  
Clobbering Smite  
Freezing Smite  
Splash  
Undertow  
Xakitan's Tornado Alley  
Zephyr

### DEXTERITY (26)

Acid Patch  
Cascading Sparks  
Cloak of Fire  
Conjure Rock  
Crucible Flame  
Dewdrop Dance  
Dynaheir's Fireburst  
Fiery Smite  
Flaming Volley  
Gifts from the Inferno  
Gifts from the Sky  
Ignite  
Incinerate  
Manshoon's Ice Skewer  
Manshoon's Xorn Talons  
Orb of Lava  
Phoenix Fire  
Razor Scree  
Saltblast  
Sand Jet  
Snaking Flames  
Static Charge  
Thousand-Fire Ruse  
Volcanic Hammer  
Volcano  
Xakitan's Tornado Alley

### CONSTITUTION (10)

Ashfall  
Cleansing Fire  
Drown  
Freezing Smite  
Heat Wave  
Judgment by Thunderbolt  
Shocking Smite  
Soften Stone  
Volcano  
Xakitan's Tornado Alley

### INTELLIGENCE (1)

No-Fire Ruse

### WISDOM (0)

### CHARISMA (2)

Anointing Smite  
Cinder Swindle

# ELEMENTAL MAGIC

## SPELLS BY ELEMENT

Most of the spell inclusions here should be obvious, but a few damage types might require explanation. Acid damage has been grouped with elemental earth, lightning and thunder damage types are grouped with air, cold with water, and fire with fire. Where appropriate, some spells are grouped into multiple categories as they cross over or combine two or more elements. Sometimes other damage types will gain associations: thunder damage will rarely show up as earth, and radiant damage will often appear with fire.

This listing includes spells from this tome, the Player's Handbook (**PHB**), Xanathar's Guide to Everything (**XGtE**), Spells from Elsewhere (**SfE**, another work of mine), Mind Magic (**EM1** for Codex One of the Enchiridia Mysteria, another series of works of mine), and Matter Magic (**EM4** for Codex Four of the Enchiridia Mysteria) for reference.

### BARD

Elemental magic is not a strong focal point of the bard, which is more concerned with trickery, lore, music, mental prowess, emotions, sound, and healing. Nevertheless, you can choose some spells to give elemental

flavor to your bard, even if it is not enough to fill your entire spell list. The College of Lore can help in this regard by giving you access to more of the magic you lack.

### AIR (15 total)

Cantrips (3)  
Clean Air  
Prestidigitation (PHB)  
Thunderclap (XGtE)

1st (3)  
Feather Fall (PHB)  
Thunderwave (PHB)  
Zephyr

2nd (3)  
Shatter (PHB)  
Skywrite (XGtE)  
Warding Wind (XGtE)

3rd (3)  
Glyph of Warding (PHB)  
Horizon's Depths (SfE)  
Stinking Cloud (PHB)

4th (1)  
Healing Breeze

5th (1)  
Voice of the Godbanished (SfE)

6th (0)

7th (1)  
Gifts from the Sky

8th (0)

9th (0)

# ELEMENTAL MAGIC

## EARTH (12 total)

Cantrips (3)  
Prestidigitation (PHB)  
Sand Jet  
Soften Stone

1st (3)

Earth Tremor (XGtE)  
Invisible Pothole (SfE)  
Rockflesh

2nd (3)

Cliff Slinger (SfE)  
Excavate  
Shatter (PHB)

3rd (1)

Glyph of Warding (PHB)

4th (0)

5th (0)

6th (0)

7th (1)

Gifts from the Mountain

8th (1)

Fossilize

9th (0)

## FIRE (15 total)

Cantrips (4)  
Hot Flash (EM1)  
Instant Bake (SfE)  
Prestidigitation (PHB)  
Torchlight

1st (3)

Ashfall  
Faerie Fire (PHB)  
Ignite

2nd (4)

Cinder Swindle  
Heat Metal (PHB)  
Pyrotechnics (XGtE)  
Thousand-Fire Ruse

3rd (2)

Glyph of Warding (PHB)  
Heat Wave

4th (1)

No-Fire Ruse

5th (0)

6th (0)

7th (1)

Gifts from the Inferno

8th (0)

9th (0)

## WATER (12 total)

Cantrips (3)  
Deep Freeze (SfE)  
Prestidigitation (PHB)  
Splash

1st (3)

Dewdrop Dance  
Don't Break the Ice  
Warriors of the Waves (SfE)

# ELEMENTAL MAGIC

2nd (2)

Rain

Undertow

3rd (2)

Glyph of Warding (PHB)

Horizon's Depths (SfE)

4th (0)

5th (0)

6th (0)

7th (1)

Gifts from the Ocean

8th (1)

Silvantril's Savvy Ship (EM4)

9th (0)

# ELEMENTAL MAGIC

## CLERIC

Clerics of specific deities may have an elemental focus, but the core cleric class has sparse elemental influence. The Forge domain (XGtE) and the Light domain give options for a fire-themed cleric, the Tempest domain is ideal for an air- or water-themed cleric. The Zeal domain (Plane Shift: Amonkhet) is a curious mix of thunder and fire damage, and therefore air and fire. There is not a great option for an earth-themed domain yet; speak with your Storyteller / DM about modifying your domain or creating a new one if this is the case.

### AIR (9 total)

Cantrips (2)

Clean Air

Thaumaturgy (PHB)

1st (1)

Stillness

2nd (1)

Wind in a Bag

3rd (2)

Glyph of Warding (PHB)

Protection from Energy (PHB)

4th (1)

Healing Breeze

5th (1)

Judgment by Thunderbolt

6th (0)

7th (0)

8th (1)

Control Weather (PHB)

9th (0)

### EARTH (12 total)

Cantrips (3)

Conjure Rock

Soften Stone

Thaumaturgy (PHB)

1st (2)

Rockflesh

Stonestep

2nd (1)

Excavate

3rd (3)

Glyph of Warding (PHB)

Meld into Stone (PHB)

Protection from Energy (PHB)

4th (1)

Stone Shape (PHB)

5th (0)

6th (0)

7th (1)

Living Statue

8th (1)

Earthquake (PHB)

# ELEMENTAL MAGIC

9th (0)

Deep Freeze (SfE)  
Splash

## **FIRE (13 total)**

Cantrips (4)

Instant Bake (SfE)

Sacred Flame (PHB)

Thaumaturgy (PHB)

Torchlight

1st (2)

Ashfall

Firewalking

2nd (1)

Continual Flame (PHB)

3rd (2)

Glyph of Warding (PHB)

Protection from Energy (PHB)

4th (2)

Cleansing Fire

Whiteflame (SfE)

5th (1)

Flame Strike (PHB)

6th (0)

7th (1)

Fire Storm (PHB)

8th (0)

9th (0)

1st (2)

Create or Destroy Water (PHB)

Purify Food and Drink (PHB)

2nd (1)

Rain

3rd (4)

Create Food and Water (PHB)

Glyph of Warding (PHB)

Protection from Energy (PHB)

Water Walk (PHB)

4th (2)

Control Water (PHB)

Iceberg

5th (1)

Waters of Life

6th (0)

7th (0)

8th (1)

Control Weather (PHB)

9th (1)

Ghost Ship

## **WATER (14 total)**

Cantrips (2)

# ELEMENTAL MAGIC

## DRUID

Channeling the elements is second nature (or even first nature) to a druid, as the elements comprise parts of the natural world. While druids do not always have the same explosive magic as sorcerers and wizards, only a fool would underestimate their potential. The Circle of the Land offers the strongest elemental ties, though even more elementally-focused circles could exist in theory.

### AIR (38 total)

Cantrips (5)

Against the Wind (SfE)

Arcing Bolt (SfE)

Clean Air

Druidcraft (PHB)

Thunderclap (XGtE)

1st (6)

Absorb Elements (XGtE)

Fog Cloud (PHB)

Skystone (SfE)

Stillness

Thunderwave (PHB)

Zephyr

2nd (5)

Dust Devil (XGtE)

Gust of Wind (PHB)

Skywrite (XGtE)

Warding Wind (XGtE)

Wind in a Bag

3rd (5)

Call Lightning (PHB)

Horizon's Depths (SfE)

Protection from Energy (PHB)

Static Charge

Wind Wall (PHB)

4th (5)

Cold Current (SfE)

Conjure Minor Elementals (PHB)

Crushing Winds (SfE)

Elemental Bane (XGtE)

Healing Breeze

5th (3)

Behold the Elements (SfE)

Conjure Elemental (PHB)

Control Winds (XGtE)

6th (3)

Investiture of Wind (XGtE)

Primordial Ward (XGtE)

Wind Walk (PHB)

7th (2)

Gifts from the Sky

Whirlwind (XGtE)

8th (2)

Control Weather (PHB)

Thunderstruck (SfE)

9th (2)

Storm of Vengeance (PHB)

Xakitan's Tornado Alley

### EARTH (47 total)

Cantrips (5)

Conjure Rock

Magic Stone (XGtE)

Mold Earth (XGtE)

Sand Jet

# ELEMENTAL MAGIC

Soften Stone

1st (11)

Absorb Elements (XGtE)

Acid Patch

Earth Tremor (XGtE)

I am a Rock (SfE)

Invisible Pothole (SfE)

Razor Scree

Rock Block (SfE)

Rockflesh

Skystone (SfE)

Stonestep

Volcanic Hammer

2nd (3)

Earthbind (XGtE)

Excavate

Saltblast

3rd (6)

Boulder Toss (SfE)

Erupting Earth (XGtE)

Golem's Bane (SfE)

Manshoon's Xorn Talons

Meld into Stone (PHB)

Protection from Energy (PHB)

4th (4)

Conjure Minor Elementals (PHB)

Elemental Bane (XGtE)

Stone Shape (PHB)

Stoneskin (PHB)

5th (6)

Behold the Elements (SfE)

Conjure Elemental (PHB)

Fortification (EM4)

Transmute Rock (XGtE)

Wall of Stone (PHB)

Wrath of Nature (XGtE)

6th (4)

Bones of the Earth (XGtE)

Investiture of Stone (XGtE)

Move Earth (PHB)

Primordial Ward (XGtE)

7th (4)

Culdren's Spheres (EM4)

Gifts from the Mountain

Living Statue

Reverse Gravity (PHB)

8th (2)

Earthquake (PHB)

Fossilize

9th (2)

Mountaincalling

Volcano

## **FIRE (41 total)**

Cantrips (8)

Control Flames (XGtE)

Create Bonfire (XGtE)

Druidcraft (PHB)

Hot Flash (EM1)

Instant Bake (SfE)

Produce Flame (PHB)

Snaking Flames

Torchlight

1st (7)

Absorb Elements (XGtE)

Ashfall

Cloak of Fire

Faerie Fire (PHB)

Firewalking

# ELEMENTAL MAGIC

Ignite  
Volcanic Hammer

2nd (6)  
Cinder Swindle  
Flame Blade (PHB)  
Flaming Sphere (PHB)  
Heat Metal (PHB)  
Pyrotechnics (XGtE)  
Thousand-Fire Ruse

3rd (5)  
Flame Arrows (XGtE)  
Heat Wave  
Orb of Lava  
Protection from Energy (PHB)  
Steam Jet (SfE)

4th (5)  
Cleansing Fire  
Conjure Minor Elementals (PHB)  
Elemental Bane (XGtE)  
No-Fire Ruse  
Wall of Fire (PHB)

5th (3)  
Behold the Elements (SfE)  
Conjure Elemental (PHB)  
Incinerate

6th (3)  
Investiture of Flame (XGtE)  
Primordial Ward (XGtE)  
Sunbeam (PHB)

7th (2)  
Fire Storm (PHB)  
Gifts from the Inferno

8th (1)

Sunburst (PHB)

9th (1)  
Volcano

## **WATER (40 total)**

Cantrips (5)  
Deep Freeze (SfE)  
Druidcraft (PHB)  
Frostbite (XGtE)  
Shape Water (XGtE)  
Splash

1st (7)  
Absorb Elements (XGtE)  
Create or Destroy Water (PHB)  
Dewdrop Dance  
Don't Break the Ice  
Fog Cloud (PHB)  
Ice Knife (XGtE)  
Purify Food and Drink (PHB)

2nd (3)  
Freeze Solid (SfE)  
Rain  
Undertow

3rd (8)  
Horizon's Depths (SfE)  
Protection from Energy (PHB)  
Sleet Storm (PHB)  
Steam Jet (SfE)  
Tidal Wave (XGtE)  
Wall of Water (XGtE)  
Water Breathing (PHB)  
Water Walk (PHB)

4th (6)  
Cold Current (SfE)

# ELEMENTAL MAGIC

Conjure Minor Elementals (PHB)

Control Water (PHB)

Elemental Bane (XGtE)

Ice Storm (PHB)

Iceberg

Watery Sphere (XGtE)

5th (3)

Behold the Elements (SfE)

Conjure Elemental (PHB)

Maelstrom (XGtE)

6th (2)

Investiture of Ice (XGtE)

Primordial Ward (XGtE)

7th (2)

Drown

Gifts from the Ocean

8th (2)

Control Weather (PHB)

Tsunami (PHB)

9th (1)

Storm of Vengeance (PHB)

# ELEMENTAL MAGIC

## PALADIN

Like the cleric, paladins of specific deities may have an elemental focus, but the class doesn't offer much support. A few thematic smite attacks branch into the elements.

Just about every paladin oath has a light elemental dabble (1 to 3 spells), but not enough to build a character around. Speak with your Storyteller / DM about modifying your oath or creating a new one.

### AIR (6 total)

1st (1)

Thunderous Smite (PHB)

2nd (1)

Shocking Smite

3rd (1)

Elemental Weapon (PHB)

4th (1)

Healing Breeze

5th (2)

Destructive Wave (PHB)

Judgment by Thunderbolt

### EARTH (6 total)

1st (2)

Rockflesh

Stonestep

2nd (1)

Clobbering Smite

3rd (1)

Elemental Weapon (PHB)

4th (1)

Avalanche Smite

5th (1)

Destructive Wave (PHB)

### FIRE (6 total)

1st (2)

Fiery Smite

Searing Smite (PHB)

2nd (1)

Branding Smite (PHB)

3rd (1)

Elemental Weapon (PHB)

4th (1)

Cleansing Fire

5th (1)

Blazing Strikes

### WATER (6 total)

1st (1)

Purify Food and Drink (PHB)

2nd (1)

Freezing Smite

3rd (2)

Create Food and Water (PHB)

Elemental Weapon (PHB)

4th (1)

Anointing Smite

5th (1)

Waters of Life

# ELEMENTAL MAGIC

## RANGER

Despite their similarities to druids, the core ranger spell list offers little in terms of the basic elements.

Rangers are more concerned with subtlety, living things, movement, and magical archery than with the natural elements. Beyond the PHB however, many more options exist.

### AIR (12 total)

1st (5)

Absorb Elements (XGtE)

Deflect

Fog Cloud (PHB)

Stillness

Zephyr Strike (XGtE)

2nd (1)

Wind in a Bag

3rd (4)

Horizon's Depths (SfE)

Lightning Arrow (PHB)

Protection from Energy (PHB)

Wind Wall (PHB)

4th (1)

Healing Breeze

5th (1)

Steel Wind Strike (XGtE)

### EARTH (12 total)

1st (6)

Absorb Elements (XGtE)

Invisible Pothole (SfE)

Razor Scree

Rock Block (SfE)

Skystone (SfE)

Stonestep

2nd (2)

Cliff Slinger (SfE)

Excavate

3rd (1)

Protection from Energy (PHB)

4th (1)

Stoneskin (PHB)

5th (2)

Fossilizing Arrow (SfE)

Wrath of Nature (XGtE)

### FIRE (10 total)

1st (3)

Absorb Elements (XGtE)

Ashfall

Firewalking

2nd (2)

Cinder Swindle

Thousand-Fire Ruse

3rd (3)

Flame Arrows (XGtE)

Heat Wave

Protection from Energy (PHB)

4th (1)

No-Fire Ruse

5th (1)

Flaming Volley

# ELEMENTAL MAGIC

## WATER (11 total)

1st (4)

Absorb Elements (XGtE)

Dewdrop Dance

Don't Break the Ice

Fog Cloud (PHB)

2nd (2)

Rain

Undertow

3rd (4)

Horizon's Depths (SfE)

Protection from Energy (PHB)

Water Breathing (PHB)

Water Walk (PHB)

4th (1)

Iceberg

5th (0)

# ELEMENTAL MAGIC

## SORCERER

The traditional arcane casters have access to a wide range of magic, and elemental damage is almost an expectation of sorcerers. The majority of sorcerous origins are elemental in nature or have a strong tie to an elemental type such as through draconic ancestry. Sorcerer is the only class that might have stronger elemental ties than druid.

### AIR (42 total)

Cantrips (5)

Against the Wind (SfE)

Arcing Bolt (SfE)

Prestidigitation (PHB)

Shocking Grasp (PHB)

Thunderclap (XGtE)

1st (10)

Absorb Elements (XGtE)

Chromatic Orb (PHB)

Deflect

Feather Fall (PHB)

Fog Cloud (PHB)

Gust (XGtE)

Skystone (SfE)

Thunderwave (PHB)

Witch Bolt (PHB)

Zephyr

2nd (6)

Dragon's Breath (XGtE)

Dust Devil (XGtE)

Gust of Wind (PHB)

Levitate (PHB)

Shatter (PHB)

Warding Wind (XGtE)

3rd (8)

Fly (PHB)

Gaseous Form (PHB)

Horizon's Depths (SfE)

Lightning Bolt (PHB)

Protection from Energy (PHB)

Static Charge

Stinking Cloud (PHB)

Thunder Step (XGtE)

4th (4)

Cascading Sparks

Cold Current (SfE)

Crushing Winds (SfE)

Storm Sphere (XGtE)

5th (3)

Cloudkill (PHB)

Control Winds (XGtE)

Voice of the Godbanished (SfE)

6th (2)

Chain Lightning (PHB)

Investiture of Wind (XGtE)

7th (2)

Gifts from the Sky

Whirlwind (XGtE)

8th (1)

Thunderstruck (SfE)

9th (1)

Xakitan's Tornado Alley

### EARTH (42 total)

Cantrips (5)

Acid Splash (PHB)

Conjure Rock

# ELEMENTAL MAGIC

Mold Earth (XGtE)  
Prestidigitation (PHB)  
Sand Jet

1st (10)  
Absorb Elements (XGtE)  
Acid Patch  
Chromatic Orb (PHB)  
Earth Tremor (XGtE)  
I am a Rock (SfE)  
Invisible Pothole (SfE)  
Rock Block (SfE)  
Skystone (SfE)  
Stonestep  
Volcanic Hammer

2nd (7)  
Burden of the World Turtle (SfE)  
Cliff Slinger (SfE)  
Dragon's Breath (XGtE)  
Earthbind (XGtE)  
Maximilian's Earthen Grasp (XGtE)  
Shatter (PHB)  
Spider Climb (PHB)

3rd (5)  
Boulder Toss (SfE)  
Erupting Earth (XGtE)  
Golem's Bane (SfE)  
Manshoon's Xorn Talons  
Protection from Energy (PHB)

4th (2)  
Stoneskin (PHB)  
Vitriolic Sphere (XGtE)

5th (2)  
Fortification (EM4)  
Wall of Stone (PHB)

6th (2)  
Investiture of Stone (XGtE)  
Move Earth (PHB)

7th (4)  
Culdren's Spheres (EM4)  
Gifts from the Mountain  
Living Statue  
Reverse Gravity (PHB)

8th (2)  
Earthquake (PHB)  
Fossilize

9th (3)  
Meteor Swarm (PHB)  
Mountaincalling  
Volcano

## **FIRE (40 total)**

Cantrips (7)  
Control Flames (XGtE)  
Create Bonfire (XGtE)  
Hot Flash (EM1)  
Instant Bake (SfE)  
Fire Bolt (PHB)  
Prestidigitation (PHB)  
Snaking Flames

1st (7)  
Absorb Elements (XGtE)  
Ashfall  
Burning Hands (PHB)  
Chromatic Orb (PHB)  
Cloak of Fire  
Ignite  
Volcanic Hammer

2nd (6)

# ELEMENTAL MAGIC

Aganazzar's Scorchers (XGtE)  
Dragon's Breath (XGtE)  
Dynaheir's Fireburst  
Pyrotechnics (XGtE)  
Scorching Ray (PHB)  
Thousand-Fire Ruse

3rd (5)  
Fireball (PHB)  
Flame Arrows (XGtE)  
Melf's Minute Meteors (XGtE)  
Protection from Energy (PHB)  
Steam Jet (SfE)

4th (4)  
No-Fire Ruse  
Phoenix Fire  
Wall of Fire (PHB)  
Whiteflame (SfE)

5th (2)  
Flame Strike (PHB)  
Immolation (XGtE)

6th (2)  
Investiture of Flame (XGtE)  
Sunbeam (PHB)

7th (3)  
Delayed Blast Fireball (PHB)  
Fire Storm (PHB)  
Gifts from the Inferno

8th (3)  
Crucible Flame  
Incendiary Cloud (PHB)  
Sunburst (PHB)

9th (2)  
Meteor Swarm (PHB)

Volcano

## **WATER (38 total)**

Cantrips (6)  
Deep Freeze (SfE)  
Frostbite (XGtE)  
Prestidigitation (PHB)  
Ray of Frost (PHB)  
Shape Water (XGtE)  
Splash

1st (7)  
Absorb Elements (XGtE)  
Chromatic Orb (PHB)  
Dewdrop Dance  
Don't Break the Ice  
Fog Cloud (PHB)  
Ice Knife (XGtE)  
Warriors of the Waves (SfE)

2nd (6)  
Dragon's Breath (XGtE)  
Freeze Solid (SfE)  
Manshoon's Ice Skewer  
Rain  
Snilloc's Snowball Swarm (XGtE)  
Undertow

3rd (8)  
Horizon's Depths (SfE)  
Protection from Energy (PHB)  
Sleet Storm (PHB)  
Steam Jet (SfE)  
Tidal Wave (XGtE)  
Wall of Water (XGtE)  
Water Breathing (PHB)  
Water Walk (PHB)

4th (4)

# ELEMENTAL MAGIC

Cold Current (SfE)

Ice Storm (PHB)

Iceberg

Watery Sphere (XGtE)

5th (2)

Cone of Cold (PHB)

Shadowfrost Burst (SfE)

6th (1)

Investiture of Ice (XGtE)

7th (2)

Drown

Gifts from the Ocean

8th (1)

Silvantril's Savvy Ship (EM4)

9th (1)

Ghost Ship

# ELEMENTAL MAGIC

## WARLOCK

The elements are a natural force, and warlock magic is inherently unnatural. Warlocks focus their magic on dark powers, necrotic damage, extraplanar magic, aberrant or infernal creatures, and the like. There are still some options to give elemental flavor to your warlock, although some of it will be twisted or corrupt in some way. As far as pacts go, a Celestial pact warlock expands the fire spell options, but the Fiend is even better. From Unearthed Arcana, the Seeker is probably best for an air theme, while the Raven Queen may be best for water. Hexblade expands water spells a little as well.

### AIR (12 total)

Cantrips (2)  
Prestidigitation (PHB)  
Thunderclap (XGtE)

1st (1)  
Witch Bolt (PHB)

2nd (1)  
Shatter (PHB)

3rd (4)  
Fly (PHB)  
Gaseous Form (PHB)  
Static Charge  
Thunder Step (XGtE)

4th (1)  
Elemental Bane (XGtE)

5th (1)  
Voice of the Godbanished (SfE)

6th (1)  
Investiture of Wind (XGtE)

7th (1)  
Gifts from the Sky

8th (0)

9th (0)

### EARTH (14 total)

Cantrips (2)  
Magic Stone (XGtE)  
Prestidigitation (PHB)

1st (1)  
Acid Patch

2nd (4)  
Earthbind (XGtE)  
Saltblast  
Spider Climb (PHB)  
Shatter (PHB)

3rd (1)  
Manshoon's Xorn Talons

4th (1)  
Elemental Bane (XGtE)

5th (0)

6th (2)  
Flesh to Stone (PHB)  
Investiture of Stone (XGtE)

# ELEMENTAL MAGIC

7th (2)  
Culdren's Spheres (EM4)  
Gifts from the Mountain

8th (1)  
Fossilize

9th (0)

## **FIRE (16 total)**

Cantrips (5)  
Create Bonfire (XGtE)  
Hot Flash (EM1)  
Prestidigitation (PHB)  
Snaking Flames  
Torchlight

1st (4)  
Ashfall  
Cloak of Fire  
Hellish Rebuke (PHB)  
Ignite

2nd (1)  
Cinder Swindle

3rd (1)  
Heat Wave

4th (1)  
Elemental Bane (XGtE)

5th (1)  
Incinerate

6th (1)  
Investiture of Flame (XGtE)

7th (1)

Gifts from the Inferno

8th (1)  
Crucible Flame

9th (0)

## **WATER (12 total)**

Cantrips (2)  
Frostbite (XGtE)  
Prestidigitation (PHB)

1st (1)  
Armor of Agathys (PHB)

2nd (1)  
Manshoon's Ice Skewer

3rd (1)  
Hunger of Hadar (PHB)

4th (1)  
Elemental Bane (XGtE)

5th (1)  
Shadowfrost Burst (SfE)

6th (1)  
Investiture of Ice (XGtE)

7th (2)  
Drown  
Gifts from the Ocean

8th (1)  
Silvantril's Savvy Ship (EM4)

9th (1)  
Ghost Ship

# ELEMENTAL MAGIC

## WIZARD

By their very nature, wizards have a plethora of elemental spells due to their unending spell research and unearthing of ancient magics. They can tap into natural forces just as easily as unnatural forces, so it is simply a matter of collecting the right spells for your spellbook.

### AIR (52 total)

Cantrips (6)

Against the Wind (SfE)

Arcing Bolt (SfE)

Gust (XGtE)

Prestidigitation (PHB)

Shocking Grasp (PHB)

Thunderclap (XGtE)

1st (9)

Absorb Elements (XGtE)

Chromatic Orb (PHB)

Deflect

Feather Fall (PHB)

Fog Cloud (PHB)

Skystone (SfE)

Thunderwave (PHB)

Witch Bolt (PHB)

Zephyr

2nd (7)

Dragon's Breath (XGtE)

Dust Devil (XGtE)

Gust of Wind (PHB)

Levitate (PHB)

Shatter (PHB)

Skywrite (XGtE)

Warding Wind (XGtE)

3rd (9)

Fly (PHB)

Gaseous Form (PHB)

Glyph of Warding (PHB)

Horizon's Depths (SfE)

Lightning Bolt (PHB)

Protection from Energy (PHB)

Static Charge

Stinking Cloud (PHB)

Thunder Step (XGtE)

4th (6)

Cascading Sparks

Cold Current (SfE)

Conjure Minor Elementals (PHB)

Crushing Winds (SfE)

Elemental Bane (XGtE)

Storm Sphere (XGtE)

5th (5)

Cloudkill (PHB)

Conjure Elemental (PHB)

Control Winds (XGtE)

Steel Wind Strike (XGtE)

Voice of the Godbanished (SfE)

6th (3)

Chain Lightning (PHB)

Guards and Wards (PHB)

Investiture of Wind (XGtE)

7th (2)

Gifts from the Sky

Whirlwind (XGtE)

8th (3)

Control Weather (PHB)

Illusory Dragon (XGtE)

Thunderstruck (SfE)

9th (1)

# ELEMENTAL MAGIC

Xakitan's Tornado Alley

## EARTH (52 total)

Cantrips (5)

Acid Splash (PHB)

Conjure Rock

Mold Earth (XGtE)

Prestidigitation (PHB)

Sand Jet

1st (10)

Absorb Elements (XGtE)

Acid Patch

Chromatic Orb (PHB)

Earth Tremor (XGtE)

I am a Rock (SfE)

Invisible Pothole (SfE)

Rock Block (SfE)

Skystone (SfE)

Stonestep

Volcanic Hammer

2nd (9)

Burden of the World Turtle (SfE)

Cliff Slinger (SfE)

Dragon's Breath (XGtE)

Earthbind (XGtE)

Excavate

Maximilian's Earthen Grasp (XGtE)

Melf's Acid Arrow (PHB)

Shatter (PHB)

Spider Climb (PHB)

3rd (7)

Boulder Toss (SfE)

Erupting Earth (XGtE)

Glyph of Warding (PHB)

Golem's Bane (SfE)

Manshoon's Xorn Talons

Protection from Energy (PHB)

Wall of Sand (XGtE)

4th (5)

Conjure Minor Elementals (PHB)

Elemental Bane (XGtE)

Stone Shape (PHB)

Stoneskin (PHB)

Vitriolic Sphere (XGtE)

5th (5)

Conjure Elemental (PHB)

Fortification (EM4)

Passwall (PHB)

Transmute Rock (XGtE)

Wall of Stone (PHB)

6th (3)

Flesh to Stone (PHB)

Investiture of Stone (XGtE)

Move Earth (PHB)

7th (4)

Culdren's Spheres (EM4)

Gifts from the Mountain

Living Statue

Reverse Gravity (PHB)

8th (3)

Fossilize

Illusory Dragon (XGtE)

Mighty Fortress (XGtE)

9th (2)

Meteor Swarm (PHB)

Mountaincalling

## FIRE (45 total)

Cantrips (7)

Control Flames (XGtE)

# ELEMENTAL MAGIC

Create Bonfire (XGtE)  
Fire Bolt (PHB)  
Hot Flash (EM1)  
Instant Bake (SfE)  
Prestidigitation (PHB)  
Snaking Flames

1st (7)  
Absorb Elements (XGtE)  
Ashfall  
Burning Hands (PHB)  
Chromatic Orb (PHB)  
Cloak of Fire  
Ignite  
Volcanic Hammer

2nd (8)  
Aganazzar's Scorcher (XGtE)  
Continual Flame (PHB)  
Dragon's Breath (XGtE)  
Dynaheir's Fireburst  
Flaming Sphere (PHB)  
Pyrotechnics (XGtE)  
Scorching Ray (PHB)  
Thousand-Fire Ruse

3rd (6)  
Fireball (PHB)  
Flame Arrows (XGtE)  
Glyph of Warding (PHB)  
Melf's Minute Meteors (XGtE)  
Protection from Energy (PHB)  
Steam Jet (SfE)

4th (6)  
Conjure Minor Elementals (PHB)  
Elemental Bane (XGtE)  
Fire Shield (PHB)  
No-Fire Ruse  
Wall of Fire (PHB)

Whiteflame (SfE)

5th (2)  
Conjure Elemental (PHB)  
Immolation (XGtE)

6th (2)  
Investiture of Flame (XGtE)  
Sunbeam (PHB)

7th (2)  
Delayed Blast Fireball (PHB)  
Gifts from the Inferno

8th (4)  
Crucible Flame  
Illusory Dragon (XGtE)  
Incendiary Cloud (PHB)  
Sunburst (PHB)

9th (1)  
Meteor Swarm (PHB)

## **WATER (46 total)**

Cantrips (6)  
Deep Freeze (SfE)  
Frostbite (PHB)  
Prestidigitation (PHB)  
Ray of Frost (PHB)  
Shape Water (PHB)  
Splash

1st (7)  
Absorb Elements (XGtE)  
Chromatic Orb (PHB)  
Dewdrop Dance  
Don't Break the Ice  
Fog Cloud (PHB)  
Ice Knife (XGtE)

# ELEMENTAL MAGIC

Warriors of the Waves (SfE)

2nd (6)

Dragon's Breath (XGtE)

Freeze Solid (SfE)

Manshoon's Ice Skewer

Rain

Snilloc's Snowball Swarm (XGtE)

Undertow

3rd (8)

Glyph of Warding (PHB)

Horizon's Depths (SfE)

Protection from Energy (PHB)

Sleet Storm (PHB)

Steam Jet (SfE)

Tidal Wave (XGtE)

Wall of Water (XGtE)

Water Breathing (PHB)

4th (7)

Cold Current (SfE)

Conjure Minor Elementals (PHB)

Control Water (PHB)

Elemental Bane (XGtE)

Fire Shield (PHB)

Ice Storm (PHB)

Watery Sphere (XGtE)

5th (3)

Cone of Cold (PHB)

Conjure Elemental (PHB)

Shadowfrost Burst (SfE)

6th (3)

Investiture of Ice (XGtE)

Otiluke's Freezing Sphere (PHB)

Wall of Ice (PHB)

7th (2)

Drown

Gifts from the Ocean

8th (3)

Control Weather (PHB)

Illusory Dragon (XGtE)

Silvantril's Savvy Ship (EM4)

9th (1)

Ghost Ship

# ELEMENTAL MAGIC

## SPELLS (64 TOTAL)

### ACID PATCH

*1st level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** 1 minute

You cover an area of ground in acid, damaging those who dare to tread there. A 5-foot square is covered in acid. Any creature that starts its turn in the acid or that enters it for the first time on a turn must make a Dexterity saving throw. On a failure, the creature takes 2d8 acid damage.

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

### ANOINTING SMITE

*4th level evocation*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V

**Duration:**

Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack during this spell's duration, your weapon is sheathed in icy holy water, and the attack deals an extra 4d8 cold damage to the target,

plus an additional 2d6 radiant damage if the target is a fiend or undead.

Additionally, if the target is a fiend or undead the target must succeed on a Charisma saving throw or be incapacitated until the end of its next turn.

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

### ASHFALL

*1st level conjuration*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a pinch of ashes)

**Duration:** 1 minute

A 40-foot cube within range is lightly obscured by falling ashes and thin smoke until a wind of



# ELEMENTAL MAGIC

at least 10 miles per hour blows it away, or the spell ends.

Creatures in the area or that enter the area must make a Constitution saving throw, and on a failure have disadvantage on saving throws against effects that cause fire damage, or on effects that create poison gas like *Stinking Cloud* or *Cloudkill*. This effect persists whenever they are within this spell's area.

## AVALANCHE SMITE

*4th level evocation*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V

**Duration:** Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack during this spell's duration, your weapon rumbles like falling rocks, and the attack deals an extra 3d10 bludgeoning damage to the target. Additionally, the target must succeed on a Strength saving throw or be pushed 15 feet, knocked prone, and be restrained by earthen debris until the spell ends.

The attack also creates an adjacent cone 30 feet long of difficult terrain, which must include the square the target was originally standing in. The difficult terrain lasts until the spell ends.

A creature restrained by this spell can spend an action to make a Strength saving throw. On a successful save, it is no longer restrained, and can then stand up from prone as normal.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, the bludgeoning damage increases by 1d10 for every slot level above 4th.

## BLAZING STRIKES

*5th level evocation*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V

**Duration:** 10 minutes

Flames wreath your hands and any weapons you wield as you incant this spell. For the duration, you are unable to make smite attacks or cast any spell with Smite in the name, but in exchange all of your melee weapon attacks deal an additional 4d6 fire damage.

## CASCADING SPARKS

*4th level evocation*

**Casting Time:** 1 action

**Range:** 60 feet (cone)

**Components:** V, S

**Duration:** Instantaneous

You create a spray of cascading, dancing sparks of electricity that jump across all creatures within. Creatures in the cone must make Dexterity saving throws. On a success, they take half damage.

You begin with a pool of 40d8 lightning damage. This damage is divided evenly across all creatures, except that no individual creature can take more than 25 lightning damage (12 damage if it made its saving throw). Any excess damage from the pool strikes the ground or nearby objects.

If damage would be divided to less than 1, creatures in the area take at least 1 lightning damage on a failed save.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, the lightning

# ELEMENTAL MAGIC

damage pool increases by 10d8 and the damage threshold for a single creature increases by 5 for every slot level above 4th.

## CINDER SWINDLE

*2nd level abjuration*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a cinder from a fire)

**Duration:** 8 hours, or until expended

You ward yourself against fire damage, ready to play a nasty trick against your attacker. The next time you are subjected to fire damage, reduce that damage by up to 10.

If a creature caused the fire damage and the attack's originator is within 10 miles of you, that creature must make a Charisma saving throw or take the full amount of damage you prevented, or half as much on a successful save.

Once this spell has prevented fire damage to you, the spell ends.

**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, the amount of fire damage reduced increases by 10 for every slot level above 2nd.

## CLEAN AIR

*Transmutation cantrip*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

You cause a 5-foot cube of air to become clean, free of poisonous or diseased gases, and removing fog and smoke. This can prevent an enclosed area from running out of oxygen or

killing creatures with carbon dioxide. If you target a section of an ongoing spell like *Cloudkill*, that section is gone and does not regenerate.

This spell's number of affected 5-foot cubes increases by one when you reach 5th level (two 5-foot cubes), 11th level (three 5-foot cubes), and 17th level (four 5-foot cubes).

## CLEANSING FIRE

*4th level abjuration*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

You bathe a target creature in cleansing fire, either purging harmful diseases and other effects from its system or killing it.

An unwilling creature may attempt a Constitution saving throw when targeted, and on a success takes half of the damage and no other effects.

On a failure (or if the creature is willing), the target takes 4d12 fire damage. Diseases are burned out of its body, as well as poisons, removing the poisoned condition. Nonmagical foreign objects lodged in the target's body are removed and destroyed (such as an arrow, or a piece of food blocking the creature's air passage). Any bleeding wounds the target has are cauterized shut. If the target was trapped in ice, the target is instantly freed.

Finally, any creature in a grapple with the target takes fire damage equal to half of the total unless they can spend their reaction to let go (some creatures may not be able to let go so easily, such as stirges that attach to the target).

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



## CLOAK OF FIRE

*1st level evocation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a bit of phosphorus and a small square of woolen cloth)

**Duration:** 10 minutes

Thin and wispy flames form a cloak you wear for the duration, shedding dim light for 10 feet.

The flames reduce all cold damage you take by 2 for the duration.

In addition, whenever a creature within 5 feet of you hits you with a melee attack, the cloak erupts with flame. The attacker takes 1d4 fire damage. Creatures that end their turn in a grapple with you also take 1d4 fire damage.

Finally, you can expend the spell as an action to take off the cloak and throw it, creating a 15-foot cone of fire. Creatures in the cone must make Dexterity saving throws or take 2d4 fire damage, or half damage on a successful save.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, the amount of cold damage reduced increases by 2 and the fire damage of the cone increases by 2d4 for every slot level above 1st.

## CLOBBERING SMITE

*2nd level evocation*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V

**Duration:** Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack during this spell's duration, your weapon takes on a stony appearance, and the attack deals an extra 3d6 bludgeoning damage to the target. Additionally, the target must succeed on a Strength saving throw or be knocked prone.

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

## CONJURE ROCK

*Conjuration cantrip*

**Casting Time:** 1 action

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**Range:** 15 feet

**Components:** V, S

**Duration:** 1 hour

You conjure a rock, which can weigh no more than 14 pounds but can take on a variety of shapes, such as a rough flat disc, a crude sphere, an oval, or whatever the Storyteller allows. It can appear in your hand as a crude but effective club or dagger.

If you conjure the rock above a creature in midair, it must make a Dexterity saving throw to avoid the rock, taking 1d6 bludgeoning damage on a failure. If you were already higher than the creature (on a cliff, on a castle wall, flying, etc.), the rock deals 1d6 bludgeoning damage for every 10 feet it drops, but the creature has advantage on its saving throw to avoid the rock against DC 10.

You may only have three instances of this spell active at a time; casting it again causes the first rock to disappear.

This spell's number of active instances increases by one when you reach 5th level (4 rocks), 11th level (5 rocks), and 17th level (6 rocks).

## CRUCIBLE FLAME

*8th level evocation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a piece of slag and a lump of metal)

**Duration:** 24 hours

You direct intense flames at a single creature or object. If the target is a creature or an object being held or carried by a creature, that creature can make a Dexterity saving throw to take half damage. On a failure, the target takes 10d12 fire damage. This effect is instantaneous.

During the next 24 hours, if you take 50 or more points of fire damage from a single source instantaneously, and that damage was not reduced or prevented to below 50 (such as from immunity or resistance to fire), you gain an 8th level spell slot, and this spell ends.

## DEFLECT

*1st level abjuration*

**Casting Time:** 1 reaction, which you take when you are about to be struck by a ranged weapon attack

**Range:** Self

**Components:** V

**Duration:** Instantaneous

You use a sudden gust of wind to knock a projectile off course. You gain +10 AC against the triggering ranged weapon attack. If it is a critical hit, you gain resistance to the damage dealt by that attack.

## DEWDROP DANCE

*1st level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** S

**Duration:** 10 minutes

After you perform a few whimsical fey-like dance steps, you are imbued with the magic of morning dew.

You gain the ability to move across liquid as if it were solid ground, as long as you do not cross more than 15 feet of liquid, and do not end your turn there. Lava still deals damage from its heat.

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Additionally, every drink you set to your lips is purified and rendered free of poison and disease. This only affects the fluid you drink, not what is left in the container.

You can expend the spell as an action to cover a 20-foot radius of ground within 60 feet of you in slippery dewdrops until the beginning of your next turn, making it difficult terrain. When a creature enters the spell's area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw. On a failed save, it falls prone.

## DON'T BREAK THE ICE

*1st level transmutation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a tiny hammer or ice pick)

**Duration:** Instantaneous

You create up to four 10-foot square sections of thin ice within the spell's area on open water, or you can cause existing ice to become thin ice. The ice can form over fast-moving current if it is anchored to something but crashing waves on the ocean may destroy thin ice.

Thin ice is a wilderness hazard described on p. 111 of the *Dungeon Master's Guide*, reprinted here for your convenience:

Thin ice has a weight tolerance of 3d10 x 10 pounds per 10-foot square area. Whenever the total weight on an area of thin ice exceeds its tolerance, the ice in that area breaks. All creatures on broken ice fall through.



Creatures may make a Wisdom (Survival) check against your spell save DC to identify patches of thin ice in otherwise stable ice. Otherwise, creatures are unaware until they step on the ice and either hear it creaking or fall through.

Creatures trapped beneath thin ice can use an action to make a Strength check (DC 10) to break through the ice from below.

While this spell can be used to bridge across water or to create treacherous ice for your foes, the spell was originally developed by a young Waterdhavian noble who would freeze over pools or ponds in the summer and then see who among their friends could cross it safely. The spell became a fad for a time, making its way into many dilettantes' spellbooks and eventually to wider distribution.

## DROWN

*7th level conjuration*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (six tablespoons of water, roughly 1/3rd of a cup)

**Duration:** Concentration, up to 1 minute

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A target creature you can see begins suffocating as water is conjured directly into its lungs. The creature can remain conscious for a number of rounds equal to its Constitution modifier (minimum 1 round). During this time the creature is choking and cannot speak or use verbal components of spells and is treated as poisoned.

At the beginning of the target's turn each round, the target must make a Constitution saving throw, and on a success the spell ceases to affect them as they cough up the water. Another creature can attempt a Wisdom (Medicine) check as an action to clear the water from the target's lungs, DC equal to your spell save DC.

Once the target has been affected for rounds equal to its Constitution modifier (minimum 1 round), at the start of its next turn it drops to 0 HP and is dying. It can't regain hit points or be stabilized until it can breathe again.

If your concentration is interrupted, the target automatically coughs up the water and begins breathing again as long as they have access to air.

## DYNAHEIR'S FIREBURST

*2nd level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a small piece of candle wick that has burned before)

**Duration:** Instantaneous

You create an explosion of fire within range centered on a point in space and erupting into a 15-foot radius burst. Creatures within the area must make Dexterity saving throws or take 3d6 fire damage, or half damage on a successful save.

**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, you deal an additional 1d6 fire damage for every slot level above 2nd.

## ELEMENTAL FUSION

*5th level abjuration*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** 1 minute

You ward a target creature against elemental damage, and if they take 2 or more damage types, they can release a fusion bolt of all the damage types they have been subjected to.

The target creature gains resistance to the first instance each of the damage types acid, cold, fire, lightning, and thunder. Once a damage type has been resisted, it stores as an elemental charge.

Once the target has been subjected to at least two different damage types listed here, the target can spend an action to release 2 or more elemental charges into a fusion bolt. The bolt deals 2d10 damage per elemental charge.

Once each resistance and elemental charge has been used, the spell ends.

For example, if a target took fire, acid, and cold damage, those resistances would be gone, and the target could release a fusion bolt that deals 6d10 damage – 2d10 fire, acid, and cold, respectively. They could not release another fusion bolt unless they took lightning and thunder damage to gain 2 elemental charges.

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## EXCAVATE

*2nd level transmutation*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** S, M (a fragment of pottery)

**Duration:** Concentration, up to 1 minute

You begin excavating a 5-foot cube of soil, sifting magically for objects of interest.

Every round that you concentrate, the spell excavates six inches of soil, including mud or clay, but not solid rock. Objects in the soil weighing 40 pounds or less move through the air and arrange themselves on a surface of your choice by order of the location and depth they were found at.

The soil can either return to the 5-foot cube it came from, or it can be piled in another square. A 5-foot pile of loose dirt counts as difficult terrain. The excavation occurs too slowly to drop a creature into the pit or cause any damage.

This spell was originally developed for archaeological digging, but it has seen countless other uses. Clerics use this spell in funeral rites to bury the dead, for instance.

**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, you may target another 5-foot cube of soil for every slot level above 2nd. If you excavate deeper than 5 feet, the duration of concentration extends by 1 minute per additional 5 feet of depth.

## FIERY SMITE

*1st level evocation*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V

**Duration:** Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack during this spell's duration, your weapon is sheathed in pulsating fire, and the attack deals an extra 2d6 fire damage to the target.

Additionally, creatures hostile to you that are adjacent to the target must succeed on a Dexterity saving throw or take 1d4 fire damage.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, the fire damage increases by 1d6 for the primary target and 1d4 for adjacent foes for every slot level above 1st.

## FIREWALKING

*1st level abjuration*

**Casting Time:** 1 bonus action

**Range:** 30 feet

**Components:** V, S

**Duration:** 10 minutes

This spell wards a target creature against fire, allowing them to move safely through burning nonmagical fires. For the duration, the target can be exposed to nonmagical fire without taking damage, as long as the fire damage does not exceed a maximum damage roll of 40 (4d10 has a maximum roll of 40 and would be a safe amount but wading into lava would not be safe).

In addition, the target gains resistance to magical fire damage if it causes damage upon beginning your turn in the area, entering the area, or ending your turn in the area. This does not apply to other fire damage, such as being on fire from *Ignite* or being in the area of a *Fireball*.

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**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, the nonmagical fire damage threshold increases by 20 and you may target an additional creature for every slot level above 1st.

## FLAMING VOLLEY

*5th level conjuration*

**Casting Time:** 1 action

**Range:** 150 feet

**Components:** V, S, M (one piece of ammunition or one thrown weapon, which is on fire)

**Duration:** Instantaneous

You fire a burning piece of nonmagical ammunition from a ranged weapon or throw a burning nonmagical weapon into the air and choose a point within range.

Hundreds of duplicates of the ammunition or weapon fall in a fiery volley from above and then disappear. Each creature in a 40-foot-radius, 20-foot-high cylinder centered on that point must make a Dexterity saving throw. A creature takes 8d6 fire damage on a failed save, or half as much damage on a successful one.

Creatures who failed the save catch on fire, along with the other flammable objects in the area. Burning creatures take 1d6 fire damage at the beginning of their turn every round.

An affected creature may spend an action to attempt a Dexterity saving throw to put out the flames on itself or on one object. Otherwise, the fire continues to burn and may spread until it runs out of fuel.

Other effects and mundane conditions may extinguish the flames, such as being immersed in water, being in the area of *Gust of Wind*, or being in the area of rainfall from *Create or Destroy Water*.

## FOSSILIZE

*8th level transmutation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** S

**Duration:** Instantaneous

You gesture towards a creature within range, turning it to stone. If the target has 75 hit points or fewer, it is petrified. Otherwise, the spell has no effect.



# ELEMENTAL MAGIC

## FREEZING SMITE

*2nd level evocation*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V

**Duration:** Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack during this spell's duration, your weapon is sheathed in frost, and the attack deals an extra 1d6 cold damage to the target. Additionally, the target must succeed on a Constitution saving throw or be restrained until the spell ends.

A creature restrained by this spell makes a Strength saving throw at the end of each of its turns. On a successful save, it is no longer restrained.

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

## GHOST SHIP

*9th level necromancy*

**Casting Time:** 1 minute

**Range:** 1 mile

**Components:** V, S, M (a cursed magic item or an imprisoned soul, plus 1,000 gp worth of black pearls; the spell consumes the components)

**Duration:** 30 days

You call to the netherworld and bring forth a dark, ghostly sailing ship with tattered black sails and jagged holes in the hull. Despite the ship's appearance, it is seaworthy and, if desired, can carry you and your companions safely. Once the vessel has arrived, you do not have to stay within range of it.

Due to the ship's ghostly nature, it has resistance to all forms of damage except for radiant damage. The ship also travels at an unnatural speed of 6 miles per hour, blown by the cold winds of Hades. It is otherwise functionally identical to a sailing ship. The ship is armed with ballistae or cannons, as appropriate, with enough ammunition to last for the duration.

The cabins are furnished (though the furnishings are a bit ancient and with occasional barnacles), and the galley contains sufficient foodstuffs and preparation equipment to serve three full meals per day to up to 20 people. The food tastes stale and salty and the water brackish, but it is otherwise nourishing.

A crew of the undead serve your telepathic commands. The vessel is captained by a **wraith**, the quartermaster is a **banshee**, two **wights** fill in as boatswains, and the rest of the crew is 16 **skeletons**. The undead crew are considered proficient with Tools (Water Vehicles), and the wraith, banshee, and wights are proficient with Tools (Navigator's Tools). The crew cannot go further than 100 feet from the ship.

The crew can operate and navigate the ship entirely on their own but will not set a new course without your instructions. The undead crew can follow open-ended instructions, such as "Get my companions to the Isle of Doom alive by whatever means necessary."

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## GIFTS FROM THE INFERNO

*7th level evocation*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

**Duration:** 1 hour

You hold your hand out towards the nearest fire or volcano as you politely ask the elemental flames for help, and when you pull your hand back you are holding four marble-sized orbs of red energy.

While the duration continues, you or a creature you hand one or more orbs to can create one of the following effects by spending an action and destroying the orb. All effects use the caster's ability score modifier and proficiency bonus regardless of the creature using them.

- *Burn.* Make a ranged spell attack against a target within 60 feet. If the attack hits, the target takes 8d6 fire damage and takes an additional 4d6 fire damage at the end of the target's next turn. If the target is flammable, it will catch on fire and burn further.
- *Conflagration.* Throw the orb to strike the ground within 60 feet. A 30-foot cube around that point becomes engulfed in fire for 1 minute. Creatures who are caught in the area initially or that enter it or end their turn there must make a Dexterity saving throw, taking 4d6 fire damage on a failure or half damage on a success. A creature who failed their save also catches on fire, burning for 2d6 fire damage at the beginning of their turn every round. The creature may spend an action to attempt a Dexterity saving throw to put out the flames, or they

will keep burning until there is no fuel left.

- *Fire Portal.* A creature can crush the sphere in its hand to absorb the power of teleporting through fire. A creature can either perform a single long teleport, or a series of short teleports. On a long teleport, the creature enters an adjacent source of fire (or great heat such as lava) as a bonus action and emerges from another source within 50 miles. If you are choosing an unfamiliar fire, you can specify a distance and direction and hope for the best. For shorter teleports, for a duration of 1 minute, the creature can enter an adjacent source of fire (or great heat such as lava) as a bonus action and emerge from another fire within 300 feet. In either case, the creature can safely enter and exit the fire and heat without adverse effects.
- *Thoughts Aflame.* A creature can consciously absorb the sphere for knowledge. Until the duration of this spell ends, the creature forgets any 1st level spells it has prepared for one class and replaces them with the following list: *Ashfall*, *Cloak of Fire*, *Firewalking*, *Hellish Rebuke* (PHB), *Ignite*.

Any unused orbs disappear when the duration ends.

**At Higher Levels:** When you cast this spell using a spell slot of 8th level or higher, the number of orbs increases by 2 for every slot level above 7th.

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## GIFTS FROM THE MOUNTAIN

7th level evocation

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

**Duration:** 1 hour

You hold your hand down towards the ground as you politely ask the earth and mountains for help, and when you pull your hand back you are holding four marble-sized orbs of grey energy.

While the duration continues, you or a creature you hand one or more orbs to can create one of the following effects by spending an action and destroying the orb. All effects use the caster's ability score modifier and proficiency bonus regardless of the creature using them.

- *Earth Passage.* A creature can crush the sphere in its hand to absorb the power of climbing and moving through rock. For 10 minutes, the creature can climb at a speed of 60 feet. Once during the duration, the creature can choose to pass through earth and stone on their next move action in any direction

without disturbing the material. If they have not reached an open area at the end of the movement, they are shunted to the nearest open space taking 1d10 force damage per 10 feet of distance.

- *Rock in Role.* A creature can consciously absorb the sphere for knowledge. Until the duration of this spell ends, the creature forgets any 1st level spells it has prepared for one class and replaces them with the following list: *Acid Patch*, *Razor Scree*, *Rockflesh*, *Stonestep*, *Volcanic Hammer*.
- *Sickening Acid.* Make a ranged spell attack against a target within 60 feet. If the attack hits, the target takes 10d6 acid damage and is poisoned until the end of the target's next turn.
- *Stabilize Terrain.* Throw the orb to strike the ground within 60 feet. Areas of difficult terrain in a 40-foot cube become normal terrain, and any checks a creature makes to travel through the terrain gain advantage (scaling a cliff, jumping over a chasm, etc.). Treacherous areas of thin terrain, such as the crust over a geothermal vent or thin dirt over a natural hole, thicken to become safe to traverse. Earthquakes do not affect the stabilized area for a duration of 1 minute.

Any unused orbs disappear when the duration ends.

**At Higher Levels:** When you cast this spell using a spell slot of 8th level or higher, the number of orbs increases by 2 for every slot level above 7th.

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## GIFTS FROM THE OCEAN

*7th level evocation*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

**Duration:** 1 hour

You hold your hand out towards the nearest large body of water as you politely ask the oceans for help, and when you pull your hand back you are holding four marble-sized orbs of deep blue-green energy.

While the duration continues, you or a creature you hand one or more orbs to can create one of the following effects by spending an action and destroying the orb. All effects use the caster's ability score modifier and proficiency bonus regardless of the creature using them.

- *Freeze in Place.* Make a ranged spell attack against a target within 60 feet. If the attack hits, the target takes 10d6 cold damage and is restrained until the end of the target's next turn.
- *Ice Over.* Throw the orb to strike a body of water or liquid that is within 60 feet (not including water-based creatures). The liquid freezes to a depth of 6 inches over an area 30 feet square. This ice lasts for 1 minute. Creatures that were swimming on the surface of frozen water are trapped in the ice. A trapped creature can use an action to make a Strength check against your spell save DC to break free.
- *Swim.* A creature can crush the sphere in its hand to absorb the power of swimming. Until the duration of this spell ends, the

creature can swim at a speed of 60 feet and breathe water in addition to its normal respiration.

- *Through the Whirlpool.* A creature can consciously absorb the sphere for knowledge. Until the duration of this spell ends, the creature forgets any 1st level spells it has prepared for one class and replaces them with the following list: *Armor of Agathys (PHB)*, *Create or Destroy Water (PHB)*, *Dewdrop Dance*, *Don't Break the Ice*, *Purify Food and Drink (PHB)*.

Any unused orbs disappear when the duration ends.

**At Higher Levels:** When you cast this spell using a spell slot of 8th level or higher, the number of orbs increases by 2 for every slot level above 7th.

## GIFTS FROM THE SKY

*7th level evocation*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

**Duration:** 1 hour

You raise your hand up as you politely ask the sky for help, and when you bring your hand back down you are holding four marble-sized orbs of light blue energy.

While the duration continues, you or a creature you hand one or more orbs to can create one of the following effects by spending an action and destroying the orb. All effects use the caster's ability score modifier and proficiency bonus regardless of the creature using them.

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- *Disperse Vapors.* A creature can throw the sphere into a cloud. The sphere soaks up fog, smoke, poison gas, and any other effect that can be dispersed by strong wind, leaving a 20-foot radius area free of such effects.
- *Flight.* A creature can crush the sphere in its hand to absorb the power of flight. For a 1-minute duration, the creature can fly at a speed of 60 feet.
- *Mighty Gust.* Make a ranged spell attack against a target within 60 feet. If the attack hits, the target creature or object, if Huge size or smaller, is hurled 3d6 × 10 feet directly away and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 1d6 bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a Dexterity saving throw or take the same damage and be knocked prone.
- *Winds of Change.* A creature can consciously absorb the sphere for knowledge. Until the duration of this spell ends, the creature forgets any 1st level spells it has prepared for one class and replaces them with the following list: *Deflect*, *Feather Fall (PHB)*, *Fog Cloud (PHB)*, *Thunderwave (PHB)*, *Zephyr*.

Any unused orbs disappear when the duration ends.

**At Higher Levels:** When you cast this spell using a spell slot of 8th level or higher, the number of orbs increases by 2 for every slot level above 7th.



## HEALING BREEZE

*4th level evocation*

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

You create a 40-foot cube where a gentle, warm wind blows in from the south. Allied creatures in the breeze may spend a hit die as a free action once per turn to heal themselves. The breeze suppresses stronger wind effects in the area for the duration, whether natural or magical, if the winds do not originate from a spell of higher level.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, the amount of healing your allies receive per hit die spent increases by +3 for every slot level above 4th.

## HEAT WAVE

*3rd level evocation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a tiny hand fan)

**Duration:** Instantaneous

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You cause creatures within a 40-foot cube to experience an intense heat wave. Affected creatures must make a Constitution saving throw, and on a failure take 1d12 fire damage and take one level of exhaustion. This damage comes from heat and will not set anything on fire.

Creatures who are resistant or immune to fire do not suffer exhaustion.



## ICEBERG

*4th level conjuration*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** 8 hours

You conjure a 15 ft. by 15 ft. by 15 ft. cube of ice, which you can place floating on the surface of a body of water as long as no creatures occupy those squares and the water is sufficiently deep. The cube has 540 hit points, 5 AC, typical object characteristics such as immunity to poison and psychic damage, is made of fresh clean water, weighs roughly 96 tons, and floats.

While this can make a formidable obstacle, it was originally developed for transportation and shipping to float along the current for a day's worth of travel.

You may only have one instance of this spell active at a time; casting it again causes the first cube to disappear.

## IGNITE

*1st level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

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

**Duration:** Instantaneous

You cause up to two creatures or unattended nonmagical flammable objects to catch on fire. Creatures may make Dexterity saving throws, and on a success suffer no ill effects.

A burning creature or object takes 1d6 fire damage at the start of its turn (unattended objects burn on initiative count 20). A burning object will deal 1d6 fire damage to a creature touching it if the creature ends its turn in contact with the burning object.

An affected creature may spend an action to attempt a Dexterity saving throw to put out the flames on itself or on one object. Otherwise, the fire continues to burn and may spread until it runs out of fuel.

Other effects and mundane conditions may extinguish the flames, such as being immersed in water, being in the area of *Gust of Wind*, or

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being in the area of rainfall from *Create or Destroy Water*. The flames are too strong to be extinguished by *Druidcraft* or *Prestidigitation*.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, you may target an additional creature or object for every slot level above 1st.

## INCINERATE

*5th level evocation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (ashes)

**Duration:** Instantaneous

Crimson flames briefly engulf a target that you can see within range. A creature targeted by this spell must make a Dexterity saving throw. On a failed save, the target takes 10d10 fire damage. If this damage reduces the target to 0 hit points, it is burnt to a pile of ashes.

A creature destroyed this way and everything it is wearing and carrying, except magic items, are reduced to a pile of ashes. The creature can be restored to life only by means of a *True Resurrection* or a *Wish* spell.

This spell automatically burns up a Large or smaller nonmagical object. If the target is a Huge or larger object, this spell burns up a 10-foot-cube portion of it. A magic item is unaffected by this spell.

**At Higher Levels:** When you cast this spell using a spell slot of 6th level or higher, the damage increases by 2d10 for each slot level above 5th.

## JUDGMENT BY THUNDERBOLT

*5th level evocation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

You send up a prayer to your deity, calling for swift judgment against a foe in the form of lightning and thunder. First, you entreat your deity with a Charisma (Persuasion) check against a DC equal to 10 + one-half of the target creature's Challenge Rating (CR). The Storyteller will decide if favorable circumstances would grant you advantage on this check, or even remove the need for a check if the target is part of a divine quest from your church.



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If your check succeeds, a boom of thunder can be heard up to 1,000 feet away as lightning lances down from the heavens. The target must make a Constitution saving throw. On a failure, the target takes 7d12 lightning damage and is stunned until the beginning of your next turn. On a success, the target takes half damage and is not stunned.

If your check failed, you gain one level of exhaustion and the target must make a Constitution saving throw. On a failure, the target takes 5d12 lightning damage. On a success, the target takes half damage. No thunder accompanies the strike from a failed check.

**At Higher Levels:** When you cast this spell using a spell slot of 6th level or higher, the lightning damage increases by 1d12 for every slot level above 5th.

## LIVING STATUE

*7th level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 12 hours

You touch a willing creature and it transforms into living rock, becoming a mobile statue. The target's armor class cannot be less than 20. It gains resistance to bludgeoning, piercing, and slashing damage.

Unfortunately, being made of stone comes with some drawbacks. The target's speed cannot be greater than 15 feet in any movement form, and they have disadvantage on Acrobatics checks and checks made for swimming. The target can walk along the bottom of bodies of water as if weighted.

The target gains advantage on checks made to resemble a statue, such as hiding with Stealth in a sculpture garden, disguising as a famous statue, or on a Deception check when someone investigates more closely.

## MANSHOON'S ICE SKEWER

*2nd level evocation*

**Casting Time:** 1 action

**Range:** 100 feet (line)

**Components:** V, S

**Duration:** Instantaneous

You launch a vicious spear of ice meant to skewer one or more foes in a line. The first creature in the line must make a Dexterity saving throw, taking 9d4 cold damage on a failure and none on a success. If any die rolls maximum damage, the line continues to the next creature.

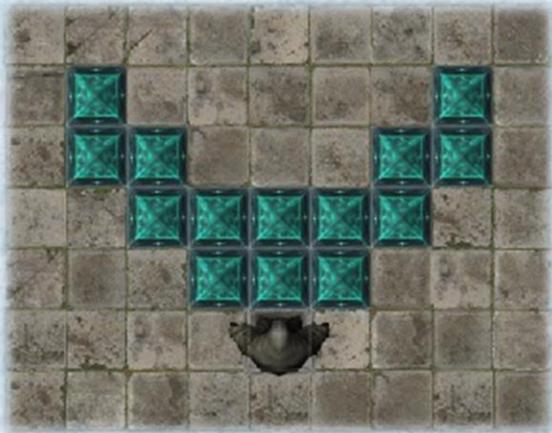
The second affected creature, if any, must make a Dexterity saving throw, and on a failure takes cold damage equal to the number of dice that rolled maximum against the first creature (for example, if you rolled three 4's against the first creature struck, the second creature would take 3d4).

If any dice rolled maximum against the second creature, the line continues in the same pattern, with every subsequent creature that fails a Dexterity saving throw taking d4's of cold damage equal to the number that rolled maximum against the creature before it.

If a creature avoids the spell, the next creature in line risks taking the effect, until a creature is struck or there are none left in the line's range.

**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, you deal an additional 2d4 cold damage for every slot level above 2nd.

# ELEMENTAL MAGIC



## MANSHOON'S XORN TALONS

*3rd level conjuration*

**Casting Time:** 1 action

**Range:** 20 feet (crescent-shaped area)

**Components:** V, S, M (a piece of xorn flesh)

**Duration:** 1 minute

This spell, also known as stony hands, creates a crescent-shaped area in front of the caster, where any creature passing through is clawed and grabbed at by taloned stone arms that erupt from the ground. These appendages resemble the three upper limbs of xorn from the Elemental Plane of Earth.

The area created is in the shape of an outward-facing crescent moon (see the visual aid). On a map grid, start by imagining an area 10 feet long by 35 feet wide next to the caster. Push the 5-foot wide areas on each end forward by 10 feet, then push the next 5-foot wide area forward by 5 feet, so that the outer edges of the rectangle have formed a crescent shape.

The spell's area becomes difficult terrain. A creature that is in the spell's area when first cast, or that enters the area for the first time on a turn must make a Dexterity saving throw or take 2d8 magical slashing damage and become grappled. On a successful save, the creature takes half damage and is not grappled.

A grappled creature can use an action to make a Strength (Athletics) or Dexterity (Acrobatics) check against your spell save DC. On a success, they are no longer grappled.

A 5-foot square of talons can be destroyed by normal means (AC 19, HP 35, immune to poison and psychic damage), or the entire area can be undone by the spell *Transmute Rock*.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, you deal an additional 1d8 magical slashing damage and the talons gain 20 additional HP for every slot level above 3rd.

## MOUNTAINCALLING

*9th level conjuration*

**Casting Time:** 1 minute

**Range:** 3 miles

**Components:** V, S, M (one piece each of sedimentary, igneous, and metamorphic rocks, whose combined value is at least 5,000 gp; the spell consumes the items)

**Duration:** Instantaneous

A mountain of stone erupts from a circular area of ground of your choice that you can see. The radius of the mountain is 500 feet, and you can specify whether the mountain is tall and craggy, shorter with a wide ridgeline, or any other natural shape such as a plateau. The area must not have any buildings or other structures on it. Any creatures in the area are harmlessly lifted up as the mountain rises.

The stone composition of the mountain is similar to the terrain that was beneath it, but it has no deposits of ore or gemstones for any material with a value equal to silver or greater by weight.

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You can specify any section of the mountain to qualify as difficult terrain, and some areas may only be scalable by climbing speed or with a Strength (Athletics) check.

The mountain is permanent and cannot be dispelled.

## NO-FIRE RUSE

*4th level illusion*

**Casting Time:** 1 action

**Range:** Sight

**Components:** V, S

**Duration:** 12 hours

You mask all light sources within a 1,000-foot radius centered on a point of your choice. Within that radius the light sources function normally, but creatures beyond the radius cannot see the illumination, nor feel the heat of fires, nor see or smell their smoke.

If a creature has some reason to doubt the illusion, they may attempt an Intelligence saving throw to disbelieve the illusion when interacting with it, and on a success, they can see past it as a hazy dome in the air.

Villages and towns become nearly invisible at night on the surface or underground when masked by this spell, and the size of an approaching army can be hidden. Part of the reason this spell is so effective is because creatures that might otherwise see through the illusion only do so when they get close to it.

You may only have one instance of this spell active at a time; casting it again causes the previous area to appear as normal.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, the radius increases by 1,000 feet for every slot level above 4th.

## ORB OF LAVA

*3rd level conjuration*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a chip of igneous rock)

**Duration:** Instantaneous

You throw an orb of liquid lava at a target within range. Make a ranged spell attack, and on a hit, you deal 3d10 fire damage to the target.

If the target is a creature, on its turn it may spend an action to try to scrape off the lava with a Dexterity saving throw, and on a success the effect ends. If the target is still affected at the end of their turn, they take 3d10 fire damage and then the lava hardens into rock and breaks off.

If the target takes 30 or more cold damage while affected by this spell, the lava hardens into rock and breaks off, ending the effect.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, you deal an additional 1d10 fire damage both initially and at the end of the target's round for every slot level above 3rd.



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## PHOENIX FIRE

*4th level evocation*

**Casting Time:** 1 action

**Range:** 200 feet

**Components:** V, S

**Duration:** Instantaneous

You launch a blast of the eternal flame of the mythical phoenix. Fire in the shape of a phoenix flies out and explodes at the target point in a 20-foot radius burst, dealing 6d6 fire damage. Creatures in the radius must make Dexterity saving throws, and on a success take half damage.

If the damage you roll is 18 or less, the spell slot you used to cast this spell is not expended.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, you deal an additional 1d6 fire damage and the damage threshold for retaining your spell slot increases by 3 for every slot level above 4th.

## RAIN

*2nd level conjuration*

**Casting Time:** 1 action

**Range:** 300 feet

**Components:** V, S, M (a drop of water)

**Duration:** 1 minute

A 100-foot-tall, 40-foot radius cylinder centered on a point you choose is lightly obscured by heavy rain. Exposed flames in the area are doused. Creatures in the area have disadvantage on Wisdom (Perception) checks that rely on sight or hearing.

## RAZOR SCREE

*1st level conjuration*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a tiny piece of scree)

**Duration:** Concentration, up to 1 minute

A 30-foot square at a location you choose on the ground is covered in sharp rock scree, a type of formation found on the slopes of weathering mountains, volcanoes, and similar terrain.

The area becomes difficult terrain. Any creature that travels across 15 feet of the scree on a single turn must succeed on a Dexterity saving throw or stop moving and take 1 slashing damage.

## ROCKFLESH

*1st level transmutation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a pebble)

**Duration:** 8 hours

You transform the flesh of two target creatures to become harder and more rocklike. The targets each gain +1 AC for the duration, or until the next time a target is struck by an attack roll. Being successfully struck causes the spell to end for that creature.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, you may target two additional creatures for every slot level above 1st.

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## SALTBLAST

*2nd level conjuration*

**Casting Time:** 1 action

**Range:** 20 feet (cone)

**Components:** V, S

**Duration:** Instantaneous

You create a blast of raw elemental salt that sprays out forcefully in a 20-foot cone. Creatures in the area must make Dexterity saving throws or take 2d10 magical slashing damage and be blinded until the beginning of your next turn. Creatures who successfully save take half damage and are not blinded.

Oozes and slug-like creatures suffer vulnerability to the damage done by this spell.

**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, you deal an additional 1d10 magical slashing damage for every slot level above 2nd.



## SAND JET

*Conjuration cantrip*

**Casting Time:** 1 action

**Range:** 10-feet (line)

**Components:** V, S

**Duration:** 1 round

This spell creates a jet of sand, which sprays out forcefully to blind and flay your enemies. Creatures in the line must make Dexterity saving throws, and on a failure they each take 1d4 slashing damage and are blinded until the beginning of your next turn.

This spell's slashing damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

## SHOCKING SMITE

*2nd level evocation*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V

**Duration:** Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack during this spell's duration, your weapon is sheathed in electricity, and the attack deals an extra 1d8 lightning damage to the target.

Additionally, the target must succeed on a Constitution saving throw or be stunned until the end of its next turn.

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

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## SLAKING FLAMES

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** 15 feet (moldable area)

**Components:** V, S

**Duration:** Instantaneous

This spell creates curling, slithering tendrils of fire that burst out and wind across the area you specify. The area begins in one 5-foot square adjacent to you, then you can affect up to two additional 5-foot squares. Each affected square must be adjacent to at least one other square.

Creatures in an affected square must make a Dexterity saving throw, and on a failure take 1d6 fire damage.

It is believed that this spell was originally developed by a yuan-ti sorceress.

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

## SOFTEN STONE

*Transmutation cantrip*

**Casting Time:** 1 bonus action

**Range:** 30 feet

**Components:** V, S

**Duration:** 1 minute

You make stone easier to break, cut, and carve for the duration. You target a stone that fits within a 5-foot cube, or a 5-foot section of rock. Creatures who make an attack or check against the stone add +1 to their roll, and if dealing damage add +1 to the damage dealt.

You can target a creature made of stone with this spell. The creature resists with a Constitution saving throw, and on a failure,

creatures attacking it gain the bonuses mentioned above.

You may have up to three instances of this spell active at one time. Casting it again causes the oldest spell to end.

This spell's bonuses to attacks, checks, and damage increase by 1 when you reach 5th level (+2), 11th level (+3), and 17th level (+4).

## SPLASH

*Conjuration cantrip*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

You splash a target with a substantial quantity of water, enough to damage it and knock it off balance. The target must make a Strength saving throw, and on a failure takes 1d4 bludgeoning damage and is knocked prone.

If you target a creature that is submerged in liquid, it is pushed back 20 feet instead of being knocked prone.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

## STATIC CHARGE

*3rd level evocation*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S, M (a piece of wool)

**Duration:** 1 minute

You become a generator for magical lightning, causing blue sparks to jump across you. When you first cast this spell and at the beginning of

# ELEMENTAL MAGIC

your turn every round, you gain a 1d8 static charge die.

You also gain another 1d8 static charge die the first time you take lightning damage every round.

Whenever a creature makes a melee attack against you or tries to grapple you, your static charge dice are all expended as lightning damage against the attacker. That creature must make a Dexterity saving throw, taking half damage on a success.

You can also use your action to make a melee spell attack as long as you have at least 1 static charge die. On a successful attack, you expend all of your static charge dice as lightning damage.

Any static charge dice that remain when the spell ends are lost. You can only be affected by one casting of this spell at a time.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, you gain an additional static charge die when you first cast this spell for every slot level above 3rd.

## STILLNESS

*1st level abjuration*

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V

**Duration:** 10 minutes

You cause the air within a 30-foot cube to become utterly still. Winds that are strong or weaker are quelled for the duration if they come from natural sources.

Eerie calm and quiet accompany this spell, and creatures in the area have advantage on Perception checks made to listen.

If the winds you try to quell came from a 1st level or lower spell, that spell is dispelled. For each wind spell of 2nd to 4th level, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends. On a failed check, this spell ends. Wind spells of 5th level or higher are unaffected.

## STONESTEP

*1st level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 10 minutes

You transform your feet into living stone. Every round, you may treat one 5-foot square of difficult terrain as though it was normal terrain for you. This does not negate any damage or other effects caused by the terrain.

Additionally, you can walk across caltrops with no risk, and you can choose to sink in water at the rate of 60 feet per round if you wish. You can also choose to walk along the bottom of a body of water as if anchored with weights.

You can expend the spell as an action to kick a creature or object by making a melee spell attack. If you hit, you deal 2d10 + your spellcasting ability modifier magical bludgeoning damage. If you are trying to kick open a door or move an object, you can use your spellcasting ability modifier in place of your Strength modifier for the check; this does not require an attack roll but also expends the spell.

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

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## THOUSAND-FIRE RUSE

*2nd level evocation*

**Casting Time:** 1 action

**Range:** 300 feet

**Components:** V, S, M (a firefly)

**Duration:** 12 hours

You create a number of campfires within range equal to a roll of 1d8 plus your spellcasting ability modifier. You cannot place more than one campfire per 20-foot square, but fires can be adjacent at edges and corners of 20-foot squares. The campfires can be seen from many miles away, including their smoke trails.

The original purpose of this spell is as a military deception to create the illusion of having more troops. When you cast this spell, you can make a Deception or Intimidation check opposed by the enemy commander's Insight check, and if you succeed the enemy believes you have additional troops based on the positioning of your campfires and will change their plans accordingly, perhaps retreating.

Each fire occupies a 5-foot square. It burns as if fueled by wood or another natural fuel source of your choice. Those nearby can hear the crackle of wood and see ashes and cinders in the smoke.

Any creature in a campfire's space when you cast the spell must succeed on a Dexterity saving throw or take 1d6 fire damage. A creature must also make the saving throw when it moves into a campfire's space for the first time on a turn. A creature can only take this damage once per turn, no matter how many campfires they enter.

Some effects and mundane conditions may extinguish the flames, such as being immersed in water, being in the area of *Gust of Wind*, or being in the area of rainfall from *Create or*

*Destroy Water*. The flames can also be extinguished by *Druidcraft* or *Prestidigitation*.

You may only have one instance of this spell active at a time; casting it again causes the previous campfires to disappear.

**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, you create 1d8 additional campfires for every slot level above 2nd.

## TORCHLIGHT

*Evocation cantrip*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V

**Duration:** 10 minutes

You create a brilliant flame in your hand equivalent to a torch, shedding 20 feet of bright light and an additional 20 feet of dim light.

You can replace your normal melee attack with a melee spell attack. On a hit, you deal 1d6 fire damage. You can cast this spell multiple times until you are holding a flame in every hand. The flames can be used in a dual-wield attack



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or a multiattack, or to attack multiple times if you have an ability like the Extra Attack class feature.

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

## UNDERTOW

*2nd level transmutation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a piece of coral)

**Duration:** 1 minute

You cause up to two target creatures to experience the same problems as fighting underwater as they suddenly feel bogged down. Targeted creatures must make a Strength saving throw, and on a success suffer no ill effects.

On a failure, a creature suffers the effects on weapon attacks listed below. At the end of a creature's turn, it makes another Strength saving throw, and on a success the spell ends for that creature.

When making a melee weapon attack, if the creature doesn't have a swimming speed it has disadvantage on the attack roll unless the weapon is a dagger, javelin, shortsword, spear, or trident.

A ranged weapon attack automatically misses a target beyond the weapon's normal range. Even against a target within normal range, the attack roll has disadvantage unless the weapon is a crossbow, a net, or a weapon that is thrown like a javelin (including a spear, trident, or dart).

**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, you may target an additional creature for every slot level above 2nd.

## VOLCANIC HAMMER

*1st level conjuration*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a pinch of brimstone)

**Duration:** 1 minute

A 5-foot hammer head of glowing volcanic stone appears floating in an unoccupied space and lasts for the duration. Any creature that ends its turn within 5 feet of the hammer must make a Dexterity saving throw. The creature takes 1d4 fire damage on a failed save, or half as much damage on a successful one.

As a bonus action, you can move the hammer as follows: when the hammer first appears or after it has stopped, you can move it 5 feet in any direction, including through the air. If the hammer was in motion on the previous round, you can move it up to double that speed on the following round: up to 10 feet on the 2nd round, up to 20 feet on the 3rd round, up to 40 feet on the 4th round, to a maximum of 80 feet on the 5th round.

If you ram the hammer into a creature, that creature must make a Dexterity saving throw against the hammer's damage (1d4 fire damage and 1d4 magical bludgeoning damage for every round the hammer has been in motion, up to a maximum of 5d4 fire and 5d4 magical bludgeoning), and the hammer stops moving this turn.

The hammer ignites flammable objects not being worn or carried, and it sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d4 fire – both for creatures that end their next to the hammer or for those struck – for each slot level above 1st.

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## VOLCANO

9th level conjuration

**Casting Time:** 1 action

**Range:** 3 miles

**Components:** V, S

**Duration:** Concentration, up to 1 minute



A sudden explosion of rock and rumbling eruption of ash heralds the emergence of a volcano, centered on a point you can see and spreading to a radius of 200 feet. Each creature within the radius when it appears must make a Dexterity saving throw. On a failed save, a creature takes 4d6 bludgeoning damage as they are struck by pyroclastic ejecta.

Each round you maintain concentration on this spell, the volcano produces additional effects on your turn.

- **Round 2.** Ash and poisonous gases blanket the area. The area becomes heavily obscured, and each creature that begins its turn in the ash cloud must make a Constitution saving throw or take 2d6 poison damage and become poisoned for 5 minutes. The poisonous ash cloud continues for the duration. Most winds do not disperse the cloud, although massive wind effects like a hurricane, tornado, *Storm of Vengeance* or *Xakitan's Tornado Alley* do.

- **Round 3.** You create three streams of lava that begin flowing away from the central eruption point at a speed of 30 feet per round. You can direct their flow, but the lava cannot flow uphill. A creature in its path must make a Dexterity saving throw. The creature takes 6d10 fire damage on a failed save, or half as much damage on a successful one. A creature that falls prone while in a lava flow must make a Dexterity saving throw, taking 18d10 fire damage on a failure, or half as much on a success. The lava continues to flow another 30 feet every round.
- **Round 4.** In addition to the ash cloud and lava, an earthquake tremor passes through the area. The ground in the area becomes difficult terrain. Each creature on the ground that is concentrating must make a Constitution saving throw. On a failed save, the creature's concentration is broken. Each creature on the ground in the area must make a Dexterity saving throw. On a failed save, the creature is knocked prone.
- **Round 5-6.** The poisonous ash cloud and lava flows continue.
- **Round 7.** Another earthquake tremor strikes the area. Refer to Round 4.
- **Round 8-10.** The poisonous ash cloud and lava flows continue.

If your concentration is interrupted, usually the effects dissipate, but there is a 1 in 20 chance that the volcanic eruption gets worse and becomes a true volcano.

# ELEMENTAL MAGIC

## WATERS OF LIFE

*5th level conjuration*

**Casting Time:** 1 action

**Range:** 5 feet

**Components:** V, S, M (a droplet of pure spring water)

**Duration:** 1 hour

You create a silver ewer (a wide-mouthed pitcher) of water, which appears in your hands or on a surface within range. The ewer can produce 1 gallon of water per round, and when a creature partakes of the water it is cured of all diseases as well as the blinded, deafened, paralyzed, and poisoned conditions.

Additionally, the first time during the duration a creature drinks the water and has any wounds, that creature is healed for 1d4 + your spellcasting ability modifier hit points.

When the spell ends, the ewer disappears. Any water left remains, but it loses its magical properties.

## WIND IN A BAG

*2nd level conjuration*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a bag or sack)

**Duration:** 1 hour

A bag you are holding puffs out as it fills with air. For the duration, any creature holding the bag can spend an action to put the bag up to their mouth and breathe fresh air. This aids in swimming underwater, passing through poison gas, or being trapped in a small enclosed area.

A creature can also spend an action to turn the bag inside-out. Doing so ends the spell but creates fresh air in a 20-foot radius and stops strong winds for 1 round. If any air contaminants or winds came from a 2nd level or lower spell, that spell is dispelled.

## XAKITAN'S TORNADO ALLEY

*9th level evocation*

**Casting Time:** 1 action

**Range:** 1 mile

**Components:** V, S, M (a brick that has straw driven into it from a tornado)

**Duration:** Concentration, up to 10 minutes

You call down the wrath of the sky, forming a wall of tornadoes that begin wandering away from their initial formation. You create four tornadoes that begin side-by-side, each forming a cylinder 2,000 feet high and with a 20-foot radius area for the central funnel cloud. At the beginning of your turn every round, each tornado wanders from its initial position 2d10 x 5 feet in a random direction (you can assign directions to a 1d8 roll to determine direction). Tornadoes will not enter the area of another tornado, but they can be adjacent.

You can use a bonus action on your turn to direct a single tornado to move up to 100 feet in a direction of your choice. Tornadoes that move beyond the range of your spell continue to move for 1d6 minutes without your control. Similarly, if your concentration is interrupted all the tornadoes continue for 1d6 minutes with no control possible.

A creature must make a Strength saving throw - with disadvantage if it is flying - the first time on a turn that it enters a tornado or that the tornado enters its space, including when the tornado first appears. A creature takes 6d6 bludgeoning damage on a failed save, or half as much damage on a successful one. In addition, a Huge or smaller creature - or a Gargantuan flying creature - that fails the save becomes restrained in the tornado until the spell ends. When a creature starts its turn restrained by a tornado, it takes 6d6 bludgeoning damage and the creature is pulled 10 feet higher inside it, unless the creature is at the top.

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A restrained creature moves with the tornado and falls when the spell ends, unless the creature has some means to stay aloft. A restrained creature can use an action to make a Strength or Dexterity check against your spell save DC. If successful, the creature is no longer restrained by the tornado and is hurled 3d6 × 10 feet away from it in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 1d6 bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a Dexterity saving throw or take the same damage and be knocked prone.

The tornado sucks up any Huge or smaller objects – or Gargantuan flying objects - that aren't secured to anything and that aren't worn or carried by anyone.

Ranged attacks that pass through a funnel cloud automatically miss, and ranged attacks have disadvantage if the attack crosses an area within 40 feet of a funnel cloud. Attempting to cast a spell or concentrate on a spell requires a Constitution saving throw, or else the spell is lost. Wisdom (Perception) checks made to listen automatically fail within 40 feet of a funnel cloud and have disadvantage within 200 feet. Fires are automatically extinguished in a funnel cloud and within 40 feet of it.

## ZEPHYR

*1st level evocation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 1 minute

You bolster your ability to jump and fall with a helpful wind. You add 5 feet to the distance of

your long and high jumps, even without a running start. You also gain resistance to damage caused by falling, and you always land on your feet.

You can expend the spell as an action to create a strong gust of wind until the beginning of your next turn. A strong wind 60 feet long and 10 feet wide blasts from you in a direction you choose. Each creature that starts its turn in the line must make a Strength save or be pushed 15 feet away in the line's direction.

Any creature in the line must spend 2 feet of movement for every 1 foot when moving closer to you.

The gust disperses gas or vapor, and it extinguishes unprotected flames. Protected flames have a 50 percent chance of being extinguished.

## REDUCING DICE ROLLS, AND REAL TORNADOES

The spell *Xakitan's Tornado Alley* is a fun example of nature being difficult to control, but the spell calls for a lot of dice rolls. My first suggestion to a prospective user is to pre-generate the random movement dice rolls for the tornadoes. You could put them on note cards and shuffle them into a deck or have a list you check your way down through.

My second suggestion: let the Storyteller move the rogue funnel clouds. It'll be *fun*.

As for real tornadoes, they are massive forces of nature that go beyond the scope of this spell. They can have a diameter that measures in miles and carry or fling objects scores of miles away from where they were picked up, even including objects as large as cars.

If you want to model a realistic tornado in your game, you can start with the tornado in this spell, increase its radius to 200 feet, and have it move about 250 feet per round with less randomness. Just being near a tornado would draw a character towards it, Strength save to resist.