

KIBBLES' GENERIC ELEMENTAL SPELLS



The missing elemental spell list 5e forgot.

ELEMENTAL SPELLS 1.2

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

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

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

OPEN CONTENT

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This is a list of spells that do straight forward effects of the elements and only includes damaging effects. Some types of spells have control effects beyond their damaging application, but those are not recorded here, as this just focuses on an alternative to retheming the same fire spells for each damage type.

FIRE

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

Level	Spells
Cantrips	<i>create bonfire</i> ^{XGE} , <i>firebolt</i> , <i>produce flame</i>
1st	<i>burning hands</i> , <i>hellish rebuke</i>
2nd	<i>aganazzar's scorcher</i> ^{XGE} , <i>become fire</i> ^K , <i>flaming sphere</i> , <i>scorching ray</i>
3rd	<i>fireball</i> , <i>melf's minute meteors</i> ^{XGE}
4th	<i>fire shield</i> , <i>wall of fire</i>
5th	<i>flame strike</i> , <i>immolation</i> ^{XGE}
6th	<i>form of fire</i> ^K

ACID

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

Level	Spells
Cantrip	<i>acid splash</i> , <i>primal savagery</i>
1st	<i>caustic brew</i> ^{TCE}
2nd	<i>acid arrow</i>
3rd	<i>erode</i> ^K
4th	<i>vitriolic sphere</i>
5th	<i>acid rain</i> ^K

COLD

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

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

EARTH

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

Level	Spells
Cantrips	<i>magic stone</i> ^{XGE}
1st	<i>create pit</i> ^K , <i>earth tremor</i> ^{XGE} , <i>stone fist</i> ^K
2nd	<i>become stone</i> ^K , <i>earth ripple</i> ^K , <i>stone pillar</i> ^K
3rd	<i>erupting earth</i> ^{XGE} , <i>quicksand</i> ^K
4th	<i>orbital stones</i> ^K , <i>stone coffin</i> ^K
5th	<i>fissure</i> ^K
6th	<i>form of stone</i>

FORCE

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

Level	Spells
Cantrip	<i>force bolt</i> ^K
1st	<i>magic missile</i>
2nd	<i>seeking orb</i> ^K , <i>star dust</i> ^K
3rd	<i>aether lance</i> ^K
4th	<i>force blade</i> ^K
5th	<i>aether storm</i> ^K ,

LIGHTNING

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

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

THUNDER

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

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

POISON

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

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

WATER

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

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

WIND

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

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

ACID

ERODE

3rd-level conjuration

Classes: Occultist, Wizard

Casting Time: 1 action

Range: 20 feet

Components: V, S

Duration: Instantaneous

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

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

ACID RAIN

5th-level conjuration

Classes: Druid, Occultist, Wizard

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Concentration, up to 1 minute

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

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

COLD

ARCTIC BREATH

1st-level conjuration

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: Self (30-foot line)

Components: V, S

Duration: Instantaneous

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

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

ENTOMB

1st-level transmutation

Classes: Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

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

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

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

COLD SNAP

2nd-level evocation

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: 90 ft (5 ft radius)

Components: S

Duration: Instantaneous

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

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

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

FLASH FREEZE

3rd-level evocation

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S

Duration: Instantaneous

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

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

FORM OF ICE

6th-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

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

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

ICE SPIKE

4th-level evocation

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

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

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

EARTH

BECOME STONE

2nd-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 round

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

CREATE PIT

1st-level transmutation

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet (5 ft radius)

Components: V, S

Duration: Instantaneous

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

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

LIMITATIONS

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

EARTH RIPPLE

2nd-level transmutation

Classes: Druid, Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

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

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

FISSURE

5th-level transmutation

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 Action

Range: Self (60 foot line)

Components: V, S

Duration: Instantaneous

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

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

QUICK SAND

3rd-level transmutation

Classes: Druid, Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

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

Duration: Concentration, up to 1 minute

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

STONE COFFIN

4th-level transmutation

Classes: Druid, Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

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

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

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

FORM OF STONE

6th-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

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

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

ORBITAL STONES

4th-level transmutation

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

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

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

STONE FIST

1st-level transmutation

Classes: Druid, Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 round

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

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

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

FIRE

BECOME FIRE

2nd-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 round

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

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

FORM OF FIRE

6th-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

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

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

FORCE

AETHER LANCE

3rd-level evocation

Classes: Sorcerer, Wizard

Casting Time: 1 Action

Range: Self (30-foot line)

Components: V, S

Duration: Instantaneous

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

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

AETHER STORM

5th-level evocation

Classes: Sorcerer, Wizard

Casting Time: 1 Action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

You conjure a storm of aether erupting from a point of your choice within range. The aether storm fills a 10-foot radius, 40-foot-high cylinder. When the storm appears, each creature within its area takes 8d4 force damage.

A creature takes 1d4 force damage for each 5 feet they move through the storm, and if a creature ends their turn within the aether storm, they take 8d4 force damage. On your turn, you can move the storm 10 feet in any direction as a bonus action.

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

SEEKING ORB

2nd-level evocation

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a Tiny orb of pure arcane energy that hovers within range, and designate a target creature within 120 feet. For the duration of the spell, at the end of each of your turns, the orb grows larger and moves 30 feet directly toward the creature. If the orb reaches the target, it will detonate dealing 6d4 force damage and an additional 1d4 damage for each round since you cast the spell to the target. The spell ends after it deals damage. If the orb does not reach the target before the spell ends, it fades away without dealing damage.

FORCE BOLT

evocation cantrip

Classes: Sorcerer

Casting Time: 1 action

Range: 120 ft.

Components: V, S

Duration: Instantaneous

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

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

FORCE BLADE

4th level evocation

Classes: Sorcerer, Wizard

Casting Time: 1 bonus action

Range: Self (10 feet)

Components: V, S

Duration: Concentration, up to 1 minute

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

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

STAR DUST

2nd-level evocation

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S

Duration: Instantaneous

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

LIGHTNING

SHOCKED

Shocked is a pseudo condition used in many Lightning spells that stuns a target until the *start* of their next turn. This effectively means they cannot take reactions, are incapacitated (interrupting some effects such as concentration), automatically fail Strength and Dexterity saves, and attacks against them have advantage.

This is a very powerful condition, but far less powerful than stunning them until the end of the turn, which also makes them lose their action.

Shocked will always be described inline (as "shocking the target, stunning them until the start of the next turn").

CRACKLE

2nd-level evocation

Classes: Druid, Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

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

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

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

ELECTROCUTE

3rd-level evocation

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

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

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

ELECTRIFY

1st-level evocation

Classes: Occultist, Ranger, Sorcerer, Wizard

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 round

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

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

LIGHTNING CHARGED

2nd-level evocation

Classes: Inventor

Casting Time: 1 action

Range: Touch

Components: V, S, M (a piece of metal once used in a lightning rod)

Duration: 10 minutes

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

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

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

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

LIGHTNING TENDRIL

1st-level evocation

Classes: Druid, Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 bonus action

Range: Self (20 feet)

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

Duration: Concentration, up to 1 minute

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

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

JUMPING JOLT

4th-level evocation

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

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

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

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

SKY BURST

5th-level evocation

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

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

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

POISON

BAD BLOOD

1st-level necromancy

Classes: Druid, Occultist, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

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

Duration: Concentration, up to 1 minute

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

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

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

NAUSEATING POISON

1st-level necromancy

Classes: Druid, Occultist, Warlock

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 round

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

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

POISON DART

2nd-level transmutation

Classes: Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 60 ft

Components: V, S

Duration: Instantaneous

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

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

POISON PUFF

4th-level transmutation

Classes: Druid, Occultist, Warlock, Wizard

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S

Duration: 1 round

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

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

STINGING SWARM

4th-level conjuration

Classes: Druid, Occultist, Warlock, Wizard

Casting Time: 1 action

Range: 60 ft

Components: V, S

Duration: Concentration, up to 1 minute

You conjure a magical swarm of flying insects that fill a 5 foot cube within range. For the duration of the spell, the swarm is magically replenished and cannot be destroyed. As a bonus action, you can direct the swarm to move up to 30 feet. If the swarm enters another creature's space, it stops and swarms them, stinging repeatedly, and cannot be moved until the start of your next turn. The creature takes 2d4 piercing damage and must make a Constitution saving throw, taking 2d12 poison damage on failure.

SPIDER BITE

3rd-level transmutation

Classes: Druid, Occultist, Warlock, Wizard

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

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

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

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

VICIOUS VAPORS

2nd-level transmutation

Classes: Druid, Occultist, Warlock, Wizard

Casting Time: 1 action

Range: 60 ft

Components: V, S

Duration: Concentration, up to 1 minute

You fill the air with poisonous vapors in a cube 5 feet on each side. A creature must make a Constitution saving throw when it enters the spell's area for the first time on their turn or starts its turn there. On a failed save, they take 1d12 poison damage and become poisoned until the end of their next turn. On a successful save, they take half as much damage and do not become poisoned.

You can move the cloud of vapors up to 20 feet as a bonus action during your turn.

THUNDER SPELLS

ECHOING LANCE

4th-level evocation

Classes: Bard, Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

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

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

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

SONIC SHRIEK

5th-level evocation

Classes: Bard, Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: Self (120-foot cone)

Components: V, S

Duration: Instantaneous

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

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

THUNDER PULSE

3rd-level evocation

Classes: Bard, Sorcerer, Wizard

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S

Duration: Concentration, up to 1 minute

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

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

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

THUNDER PUNCH

1st-level evocation

Classes: Bard, Sorcerer, Wizard

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

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

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

WATER

BECOME WATER

2nd-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 round

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

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

CRASHING WAVE

1st-level conjuration

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: Self (20 foot cone)

Components: V, S

Duration: Instantaneous

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

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

DANCING WAVE

2nd-level conjuration

Classes: Druid, Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

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

For the duration of the spell, as a bonus action you can move the wave of water up to 30 feet along a surface in any direction. The first time the wave enters any creature's space during a your turn, they must make a Strength saving throw or take 1d6 bludgeoning damage and be knocked prone. A creature automatically fails this saving throw if they are prone.

FORM OF WATER

6th-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

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

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

GEYSER

4th-level conjuration

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

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

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

PRESSURE CUTTER

5th-level conjuration

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: Self (60 foot line)

Components: V, S

Duration: Instantaneous

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

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

WATER BLAST

1st-level conjuration

Classes: Druid, Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

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

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

WATER CANNON

3rd-level evocation

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: Self (40-foot line)

Components: V, S

Duration: Instantaneous

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

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

WIND

AERO BARRAGE

4th-level transmutation

Classes: Sorcerer, Wizard

Casting Time: 1 Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

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

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

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

BECOME WIND

2nd-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 round

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

DUST CYCLONE

2nd-level conjuration

Classes: Druid, Ranger, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet (5 foot radius)

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

Duration: Concentration, up to 1 minute

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

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

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

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

GALE BOLT

1st-level evocation

Classes: Druid, Occultist, Ranger, Sorcerer, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

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

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

WINDBORNE WEAPON

transmutation cantrip

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: 150 feet

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

Duration: Instantaneous

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

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

HURRICANE SLASH

2nd-level evocation

Classes: Druid, Occultist, Ranger, Sorcerer, Wizard

Casting Time: 1 action

Range: Self (30-foot line)

Components: V, S

Duration: Instantaneous

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

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

FORM OF WIND

6th-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

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

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

SUFFOGATE

4th-level transmutation

Classes: Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

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

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

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

TORNADO

5th-level transmutation

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

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

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

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

VACUUM PULL

2nd-level evocation

Classes: Druid, Occultist, Ranger, Sorcerer, Wizard

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S

Duration: Instantaneous

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

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

VORTEX BLAST

3rd-level evocation

Classes: Druid, Occultist, Sorcerer, Wizard

Casting Time: 1 Action

Range: Self (30-foot cone)

Components: V, S

Duration: Instantaneous

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

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

OTHER

FORM OF THE ELEMENTS

9th-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

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

CHANGE LOG

1.1

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

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

1.1.1

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

1.1.2

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

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