

NEW ELEMENTAL SPELLS

ACID RAIN

5th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a few pine needles)

Duration: Concentration, up to 1 minute

Classes: Druid, Sorcerer, Wizard,

Acidic rain falls in a 20-foot-radius, 40-foot-high cylinder centered on a point within range. When a creature enters the spell's area for the first time on a turn or starts its turn there, it takes 4d4 acid damage and is covered in acid for the spell's duration or until a creature uses its action to scrape or wash the acid off itself or another creature. A creature covered in the acid takes 4d4 acid damage at start of each of its turns.

At Higher Levels. The initial acid damage well as the acid damage at end of each of acid covered creature's turns is increase by 1d4 for each slot level above 5th.

Each creature other than you in that area must make a Constitution saving throw. On a failed save, a creature takes 4d8 cold damage, and until the end of your next turn, its speed is reduced by 20 and it has disadvantage on weapon attack rolls. On a successful save, a creature takes half as much damage and suffers no other effects.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 and the you may increase the radius by 5 feet for each slot level above 3th.

ACID WAVE

6th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a lemon slice)

Duration: Instantaneous

Classes: Druid, Sorcerer, Wizard,

You conjure up a wave of acid that crashes down on an area within range. The area can be up to 30 feet long, up to 10 feet wide, and up to 10 feet tall. Each creature in that area must make a Dexterity saving throw. On a failure, a creature takes 6d4 bludgeoning and 6d4 acid damage, is knocked prone and is covered in acid until the end of its next turn or until a creature uses its action to scrape or wash the acid off itself or another creature. On a success, a creature takes half the initial damage and isn't knocked prone or covered in acid.

A creature covered in the acid takes 6d4 acid damage at the end of its turn.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the initial acid damage, initial bludgeoning damage, and the acid damage taken at the end of an acid covered creature's turn are all increased by 2d4 for each slot level above 6th.

FROST NOVA

3th-level evocation

Casting Time: 1 action

Range: Self (20-foot radius)

Components: V, S

Duration: Instantaneous

Classes: Wizard, Sorcerer

You cause a ring of ice and frost to expand out from you up to a 20-foot radius.





OVERDRIVE

5th-level transmutation

Casting Time: 1 action

Range: touch

Components: V, S, M (a strand of horse hair)

Duration: Concentration, up to 10 minutes

Classes: Artificer, Sorcerer, Wizard,

You touch a creature, causing it to become electrically charged. Until the spell ends, the target's speed is doubled, it has advantage on Dexterity saving throws, and all its unarmed strikes and attacks it makes with a melee weapon made of metal deal an extra 2d6 lightning damage on hit.

PUDDLE OF OOZE

3rd-level conjuration

Casting Time: 1 action

Range: 120

Components: V, S, M (a bit of slug slime)

Duration: Concentration, up to 1 minute

Classes: Sorcerer, Artificer

The ground in a 20-foot radius centered on a point within range is covered in acidic ooze. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 1d4 acid damage for every 5 feet it travels.

When the ooze appears, each creature standing in its area must succeed on a Dexterity saving throw or fall prone and take 3d4 acid damage. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone and take 3d4 acid.

STATIC FIELD

2st-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a piece of wool or copper wire)

Duration: 1 minute

Classes: Artificer, Sorcerer, Wizard,

You cause yourself to become electrically charged for the duration of the spell. Until the spell ends, whenever a creature hits you with a melee attack, you can use your reaction to discharge electricity from yourself and deal 2d6 lightning damage to the attacker.

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

ART CREDIT

- Alden - Heroes of Camelot, Gaea Mobile
- Sprinting Warbrute - Lake Hurwitz, Wizards of the Coast