



REVISED ELEMENTAL SPELLS

ACID ARROW

2nd-level evocation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (powdered rhubarb leaf and an adder's stomach)

Duration: Instantaneous

Classes: Sorcerer*, Wizard

A shimmering green arrow streaks toward a target within range and bursts in a spray of acid. Make a ranged spell attack against the target. On a hit, the target takes 4d4 acid damage immediately and 4d4 acid damage at the end of its next turn. On a miss, the arrow splashes the target with acid for half as much of the initial damage and no damage at the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage (both initial and later) increases by 1d4 for each slot level above 2nd.

ELEMENTAL WEAPON

3nd-level transmutation

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

Classes: Artificer, Druid, Paladin, Ranger

A weapon you touch becomes bathed in elemental power. Choose one of the following damage types: acid, cold, fire, lightning, or thunder. For the duration, it deals an extra 1d4 damage of the chosen type when it hits. If the weapon you touch is a nonmagical weapon, that weapon becomes a magic weapon with a +1 bonus to attack rolls as well.

At Higher Levels. When you cast this spell using a spell slot of 5th or 6th level, the bonus to attack rolls increases to +2 and the extra damage increases to 2d4. When you use a spell slot of 7th level or higher, the bonus increases to +3 and the extra damage increases to 3d4.

FLAME ARROWS

2nd-level evocation

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

Classes: Artificer, Druid, Ranger, Sorcerer, Wizard

You touch up to twelve arrows and/or bolts. When a target is hit with a ranged weapon attack using one of these pieces of ammunition, it takes an extra 1d6 fire damage. Flammable objects that are hit are ignited. The spell's magic ends on the piece of ammunition when it hits or misses a target, and the spell ends when all of the ammunition has lost its magic.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the number of pieces of ammunition you can affect with this spell increases by two for each slot level above 3rd.

FLAME BLADE

2nd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a leaf of sumac)

Duration: Up to 10 minutes

Classes: Druid, Sorcerer

You evoke a fiery blade similar to the size and shape of a scimitar in your free hand. When you cast the spell, you may make two melee spell attacks with the blade against any creatures within your reach. On a hit, the target takes fire damage equal to $1d6 + \text{your spellcasting ability modifier}$.

The blade remains for the spell's duration. If you let go of the blade, it disappears, but you can evoke the blade again as a bonus action. You can make the two attacks with the blade again on each of your turns as an action. The flaming blade 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 4th level or higher, you may make one additional attack with the blade per action for every two slot levels above 2nd.



SNILLOC'S SNOWBALL STORM

2nd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S M (a piece of ice or a small white rock chip)

Duration: Up to 10 minutes

Classes: Druid*, Sorcerer, Wizard

You summon magic snowballs to bombard your enemies. When you cast the spell, you may make two ranged spell attacks with them against any creatures within 90 feet of you. On a hit, the target takes cold damage equal to 1d4 + your spellcasting modifier. You can form two more snowballs and repeat the attacks on each of your turns as an action.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you may make one additional snowball attack per action for every two levels above 2nd.

STORM OF VENGEANCE

9th-level conjuration

Casting Time: 1 action

Range: Sight

Components: V, S

Duration: Concentration, up to 1 hour

Classes: Druid, Sorcerer*

A churning storm cloud forms, centered on a point you can see and spreading to a radius of 360 feet. A creature moving through the area (no more than 5,000 feet beneath the cloud) must make a Strength saving throw or spend 4 feet of movement for every 1 foot it moves the area until the start of its next turn. The area is heavily obscured for creatures other than you. Ranged weapon attacks in the area are impossible unless you allow them, and the wind and rain count as a severe distraction for the purposes of maintaining concentration on spells. Gusts of strong wind (ranging from 20 to 50 miles per hour) automatically disperse fog, mists, and similar phenomena in the area, whether mundane or magical.

You may choose one of the following additional effects to occur until the start of your next turn. At the start of each of your turns, you can choose a new effect that you have not chosen yet.

You call 6 bolts of lightning from the cloud to strike 6 creatures or objects of your choice beneath it. A given creature or object can't be struck by more than one bolt.

A struck creature must make a Dexterity saving throw.

The creature takes 10d8 lightning damage on a failed save, or half as much damage on a successful one.

Hailstones rain down from the cloud. Each creature under the cloud must make a Dexterity saving throw. A creature takes 4d6 bludgeoning damage on a failed save, or half as much damage on a successful one.

Acidic rain falls from the cloud. Each creature and object under the cloud takes 3d4 acid damage.

Thunder booms in the area. Each creature under the cloud must make a Constitution saving throw. On a failed save, a creature becomes deafened for 1 minute and is stunned until the end of your next turn.



WITCH BOLT

1st-level evocation

Casting Time: 1 action

Range: 30 feet

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

Duration: Up to 1 minute

Classes: Sorcerer, Warlock, Wizard

When you cast this spell, and as an action on each of your turns for its duration, you can make a ranged spell attack that targets one creature within range. On a hit, the target takes 1d10 lightning damage, and a sustained arc of lightning forms between you and it. On each of your turns for the duration, you can use an action to automatically deal 1d10 lightning damage to one target with which you have an arc. The arc ends if the target is ever outside the spell's range or if it has total cover from you. The spell ends if you use your action to do anything other than attack or deal damage using this spell or if you are incapacitated.

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

*Spell Added to the Class's Spell List

ART CREDIT

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