

CALL LIGHTNING

BARBARIAN
BARD
TEMPEST DOMAIN
DRUID
FIGHTER
MONK
PALADIN
RANGER
ROGUE
SORCERER
WARLOCK
WIZARD

3rd level conjuration

- ⚙ Casting Time: Action
- 🎯 Range: 120ft
- ⌚ Duration: ☉ 10 minutes

A storm cloud appears in the shape of a cylinder that is 10ft tall with a 60ft radius, centred on a point you can see 100ft directly above you. The spell fails if you can't see a point in the air where the storm cloud could appear. A bolt of lightning flashes down from the cloud to a point you choose. Each creature within 5ft of that point must make a Dexterity saving throw. A creature takes 3d10 lightning damage on a failed save, or half as much damage on a successful one. On each of your turns until the spell ends, you can use your action to call down lightning in this way. If you are outdoors in stormy conditions when you cast this spell, the spell's damage increases by 1d10.

At Higher Levels: When you cast this spell using a spell slot of 4th or higher level, the damage increases by 1d10 for each slot level above 3rd.



VERBAL



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PLAYER'S
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