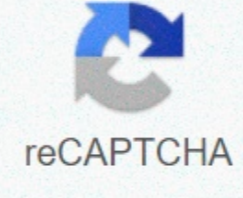




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Elemental spells 5e

With the DnD Spells List, you can create your own spell book for your character! Click the Create Spell Book red button at the top of the table to enter the spelling in the selection mode. Once you're in, you can select the spells you want by clicking the checkbox to the left of the table spell, this way it will be added to your spell book in this part of the page. Roll the initiative and have fun! Edit the contents of the page You invite an elemental servant. Select an air, land, fire, or water area that fills within range of a 10-foot cube. The element of challenge rating 5 or below the range you selected is displayed in unmanned mode 10 feet from it. For example, the fire element rises from the fire, and the Earth element rises from the ground. The element disappears when it drops to 0 Hit Points or when the spell ends. The element is friendly to you and your partners for a duration. Roll Initiative for the originals, who have their own shifts. It follows all the verbal commands you grant it (nothing you need to do). If you do not give commands to the element, it will defend itself from hostile creatures, but otherwise do nothing. If your concentration is broken, the element will not disappear. Instead, you lose elemental control, become hostile to you and your partners, and it can attack. You can't abandon an uncontrolled element, and it disappears an hour after you called it Statistics.At. Higher spell position Desc When you do this spell using the spelling place, which is 6. Material Burning incense burning to the air, soft clay on land, sulfur and phosphorus for fire or water and sand for water Target 10 feet cube area If you're casting a spell filler that can cast spells on a particular theme, you can use the lists below to quickly see what might be suitable spells. This should save you time if you create the manyth elemental wizard or something. Consider pruning your choice as needed: for example, the bones of the earth could be considered uniquely druid spells, and the flame attack could be considered divine: so consider omitted them if your class is a timid charmer. Cantrips[edit] Water. acid splash, frostbite [EE], frost beam, shape water [EE] Earth. magic stone [EE], mold earth [EE] Fire. steering flames [EE], created a fire [EE], a fire bolt, a green flame blade [SCAG], produce flame Air. gust [EE], thunderstorm [EE] Lightning. shocking grip, lightning lure [SC] Metal. sword puncted Organic. poison spray, spike whippersia 1. level[edit] 2. level[edit] Water. Melfi acid arrow. snowball swarm [EE] Earth. earthbind [EE]. Maximilian's earthy grip [EE] Fire. Aganazzari's, continuous flame, flame blade, flaming ball, burning beam air .dust pick [EE], gust of wind Lightning. break metal. dagger cloud, thermal metal Organic. barkskin, locate animals or plants. peak growth 3. sleet storm, tidal wave [EE], water wall [EE], water breathing, water walk on Earth. erupting ground, sand wall [EE], Melt stone fire. fireball, flame arrows Air. gaseous shape, smelly cloud, wind wall Lightning. Call lightning, lightning arrow, lightning metal. Organic. plant growth, talk to plants 4th Level[edit] 5th Level[edit] 6th Level[edit] 7th Level[edit] 8th Level[edit] 9th Level[edit] Water. Earth. Fire. meteor shower Air. Flash. Metal. Organic. Back to main → 5e Homebrew → Other transmutation level: 3 Drainage time: 1 Operating range: Touch components: V, S Duration: Concentration, up to 1 hour The non-imaginary weapon you touch turns into a magic weapon. Select one of the following types of damage: acid, cold, fire, lightning or thunder. For the duration, the weapon has a +1 bonus for attacking the attack rollers and gives the selected type an extra 1d4 damage when hit. At a higher level, when you cast this spell using spell slot 5. or 6. When you use the spelling place, which is 7. Page: 237 player manual A Paladin, spell Create and save your own spell books, sign up now! Looking for a new spell? Visit the spell list << Good day, your breweries! I've been running campaigns in my own campaign world for about 22 years now, and I've decided I want to try to write my own source book. To do this, I felt, partly because four elements play a huge role in my world, that elemental spells were slightly lacking. I spent the last few weeks casting on six elements. (Air, Earth, Fire, Water, Cold, Lighting) I just wanted to see it. I want people who aren't me to study them because of the similarity of imbalance (both up and down) to other spells (overlaps) and other inconsistencies. I'd like feedback on both positive and negative spells I've created. I used DMG's instructions on how to damage spells and put it off to a level or two if they offered other benefits. Every spell school has a concept behind itFire: Damage! (it just really does damage) Cold: Damage + Status - slightly less damage due to steering. Spells here may need damage. Lightning: Does a little less damage, but you can choose your target better than Fire while making multiple enemies. Country: Dominates the battlefield A few accidents. I thought it would be fun to have a wizard's underclass spinning to hit his spells, and this is where I thought it would go. Tell me what you think. Air: More buff-based utility class but still gets damage there. Water: Defensive spell class with a little damage. I also have sub-class ideas for wizards, and I'd like to get them here too, to see how this goes. I'd definitely like all your thoughts. all these spells are conceptual spells that if it feels like they could be edited to make their representation in the game stronger by changing things around, feel free. The things I'm most concerned about:Spelling level right? Write components as a balancing factor? Do the ranges look right? Is the damage okay? Is any school far away? Are there buff/Debuffs that either don't respond or need to be available only to a higher level? Are there any Buffs/debuffs that would be better suited to the same level/close to the level spell? The spells are here: again for searching! Looking!

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