

# KIBBLES' GENERIC SPELLS

---



The missing elemental spell list 5e forgot.



## 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
1st	<i>burning hands, hellish rebuke</i>
2nd	<i>aganazzar's scorcher, flaming sphere, scorching ray</i>
3rd	<i>fireball, melf's minute meteors</i>
4th	<i>fire shield, wall of fire</i>
5th	<i>flame strike, immolation</i>

## 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.

Level	Spells
1st	<i>arctic breath<sup>K</sup>, entomb<sup>K</sup>, ice knife,</i>
2nd	<i>cold snap<sup>K</sup></i>
3rd	<i>flash freeze<sup>K</sup></i>
4th	<i>ice storm, ice spike<sup>K</sup></i>
5th	<i>cone of cold</i>

## 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
1st	<i>lightning tendri<sup>K</sup>,</i>
2nd	<i>crackle<sup>K</sup>, lightning charged<sup>K</sup></i>
3rd	<i>electrocute<sup>K</sup>, call lightning, lightning bolt</i>
4th	<i>jumping jolt<sup>K</sup> storm sphere</i>
5th	<i>skyburst<sup>K</sup></i>

## ACID

Widely feature 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
1st	<i>caustic brew</i>
2nd	<i>acid arrow</i>
3rd	<i>erode<sup>K</sup></i>
4th	<i>vitriolic sphere</i>
5th	<i>acid rain<sup>K</sup></i>

## FORCE

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

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

## THUNDER

Exclusively area of effect spells, it tends to deal d8 damage dice on a Constitution saves, often with some element of knockback.

Level	Spells
1st	<i>thunderpunch<sup>K</sup>, thunderwave</i>
2nd	<i>shatter</i>
3rd	<i>thunderpulse<sup>K</sup></i>
4th	<i>echoing lance<sup>K</sup></i>
5th	<i>sonic shriek<sup>K</sup></i>

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

## 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
1st	<i>earth tremor,</i>
2nd	<i>earth ripple<sup>K</sup></i>
3rd	<i>erupting earth</i>
4th	<i>orbital stones<sup>K</sup></i>
5th	<i>fissure<sup>K</sup></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 mass of acid. The target must make a Dexterity saving throw. On failure, the target takes 8d4 acid damage immediately and becomes 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 30-foot-radius 40-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 8d4 acid damage, and becomes covered in acid. A creature covered in acid takes 1d4 acid damage at the end of their turn for each time they have failed a saving throw against this spell.

A creature can spend an action to wipe off the acid clearing all stacks of acid damage.

## COLD

### ARCTIC BREATH

*1st-level transmutation*

**Classes:** Druid, Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** Self (30 ft 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 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 2d8 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:** V, S

**Duration:** Instantaneous.

A swirling burst of freeze 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. A creature takes 3d8 cold damage on a failed save, or half as much on a successful one.

The ground in the area is covered with slick ice, 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 fail 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.



## ICE SPIKE

*4th-level evocation*

**Classes:** Sorcerer, Wizard  
**Casting Time:** 1 action  
**Range:** 60 feet  
**Components:** V, S  
**Duration:** Instantaneous

You create lances of ice that shoot 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.

## EARTH

### FISSURE

*5th-level evocation*

**Classes:** Druid, Sorcerer, Wizard  
**Casting Time:** 1 Action  
**Range:** Self (60 foot line line)  
**Components:** V, S  
**Duration:** Instantaneous

You rend asunder the earth in a 60-foot-long 5-foot-wide line. Creatures in that line must make a dexterity save. On a failure, a creature falls into a suddenly opened crevice in the ground, falling into it before it snaps shut, crushing them. From the fall and crush, creatures that fail the saving throw take 6d10 bludgeoning damage. The creature is buried in 10 feet of rubble, and creatures without a borrowing speed require 30 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.

### 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 small to medium rocks or similar objects from within 10 feet of you, causing them to defy gravity and slowly circle you. While any stones orbit you, if you are targeted by a ranged attack or make a dexterity saving throw from an effect that originates 5 feet or more from you, roll a d4. If the result is equal to lower than the number of stones circling you, the attack hits the stone instead. The stones 20 hit points and have a damage threshold of 20 and resistance to all damage besides bludgeoning damage.

As a bonus action while at least one object remains in orbit, you can magically fling it 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 bonus action  
**Range:** Touch.  
**Components:** V, S  
**Duration:** Instantaneous

You turn your hand and forearm (or similar appendage) to stone until the start of your turn. 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.

## 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 a raw aether in your hand and expel it in a lance of raw power. 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 centered on a point. 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.



## FIELD OF STARS

*5th-level evocation*

**Classes:** Druid, Occultist, Sorcerer, Wizard

**Casting Time:** 1 Action

**Range:** Self (60 feet radius)

**Components:** V, S

**Duration:** Concentration, up to 1 minute.

You cause 5 star-like motes of light to spring forth at points you can see within range. Each mote of light must be at least 10 feet from any other mote of light. Each mote of light sheds bright light in a 10 foot radius and dim light for an additional 10 feet. If a creature moves within a 5-foot radius of a mote of light or ends their turn within 5 feet of one, the mote explodes in a brilliant flash, dealing 4d12 radiant damage to all creatures within 5-feet of that mote before fading away.

For the duration of the spell, while you have any motes of light remaining, as an action you can rearrange the remaining motes, placing them anywhere within range (this movement cannot cause them to detonate).

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the range increases by 10 feet and you create an additional star-like mote of light for each slot level about 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 will move 30 feet directly toward the creature. If the orb reaches the target, it will detonate dealing 6d4 force damage to the target and ending the spell. 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

**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 on target within reach, dealing 2d12 force damage.

## STAR DUST

*2nd-level evocation*

**Classes:** Sorcerer, Wizard

**Casting Time:** 1 Action

**Range:** Self (15-foot cone)

**Components:** V, S

**Duration:** Instantaneous

Evokes a burst of brilliant particles of force energy sweeping out in a 15-cone cube 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, is 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 the 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.

## LIGHTNING TENDRIL

*1st-level evocation*

**Classes:** Druid, Occultist, Sorcerer, Warlock, Wizard

**Casting Time:** 1 bonus action

**Range:** 15 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 lighting 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 spells 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.

## 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.

## SKYBURST

*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 point must be at least 10 feet from all other selected points. Each creature within 5 feet of the chosen points must make a Dexterity saving throw. A creature takes 4d12 damage on a failed save, or half as much on a successful one.

**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.



# THUNDER SPELLS

## ECHOING LANCE

*4th-level evocation*

**Classes:** 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 target within range. The target must make a Constitution saving throw. On failure, they take 3d8 thunder damage and becomes stunned for the duration by the intense sound. On a successful save, the target takes half as much damage and is not stunned.

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 1d8 thunder from the echoes within the mind.

## SONIC SHRIEK

*5th-level evocation*

**Classes:** Occultist, Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** Self(120-ft 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 damage if they are within 60 feet of you, or 3d8 damage if they are further than 60 feet from you. 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 1d8 for each slot level above 5th.

## THUNDERPULSE

*3rd-level evocation*

**Classes:** 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 it in shockwaves for the duration. Until the spell ends, the you can use an action emit a shockwave in a 15-foot cone. Each creature in that area must make a Constitution saving throw, taking 3d8 thunder damage and being knocked 10 feet away from you on a failed save, or half as much damage and not being knocked away on a successful one.

**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:** 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 the target. On a hit, 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 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

## POISON

### BAD BLOOD

*1st-level necromancy*

**Classes:** Druid, Occultist, Warlock, Wizard

**Casting Time:** 1 action

**Range:** 60 ft

**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 it's blood. Creatures without blood are immune to this effect. The target must make a Constitution saving throw. On failure, they take 1d12 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, Wizard

**Casting Time:** 1 bonus action

**Range:** Self

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

**Duration:** 1 round.

You shroud your hand, a weapon you are holding, or a natural weapon in dark ichorous miasma. After casting this spell, if you make a successful melee spell attack, unarmed strike or a melee weapon attack, the target takes an additional 1d12 poison damage and must make a Constitution saving throw. On a failed save, the target becomes 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.

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



## POISON DART

*2nd-level transmutation*

**Classes:** Occultist, 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 hit, the target takes 3d12 poison damage and must pass a Constitution saving throw or become poisoned until the start of your next turn.

## POISON PUFF

*4th-level transmutation*

**Classes:** Druid, Occultist, Warlock, Wizard

**Casting Time:** 1 action

**Range:** Self (30-foot cone)

**Components:** V, S

**Duration:** Instantaneous

You exhale a cloud of poison that quickly 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:** 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 within range which lasts for the duration. For the duration of the spell, the swarm is magically replenishing 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. 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 tiny magical fang of venom. Make a melee spell attack against a creature within reach. On hit, the target takes 4d12 modifier poison damage and must pass 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.

**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 a 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.



## SUPPORTED BY

Creation is made possible by generous patrons:

- Abezy
- Abyssal Knight
- Amara
- Andrew Keenan Richardson
- Andrew Valenti
- AndrewRP8023
- Angel Gomez
- Austin Fox
- Bailey Halsall
- BenPriebe
- Bigbird
- Billy Greene
- Brandon Emory Lake
- Brendan
- C. Dobb
- CovertMuffin
- Dallas blanch
- David Santistevan
- Dr. Arielpro
- Drowrin
- Elijah McGowan
- Ethan Hart
- Fencing Bucket
- FS-1414
- Garion Pankievich
- Garrí K
- Glacirus
- Glider Onair
- GMBinder
- herdsheep
- Ihileath
- Issac Dyne
- Jake Sine
- Jason Lasica
- Johannes Wieland
- Kainoa Pacro
- Kybernetes
- Larry Eger
- lastnamefirst
- Micheal Molik
- Mitchell Baltosser
- Nannette Groft
- Nicholas Sherman
- OrionSquared
- Patrick Hart
- Peter Steil
- Prussi Antique
- Robert White
- Rory Collier
- Sam B Spivey
- Seffykun
- Seranata
- SlippyGate
- Solarfed
- SonOfSofaman
- SpectreCreations
- Suliman Adel
- TheSpaniard
- Thortron

- Tony Bucher
- Verixa Okblek
- Witasmott
- WitchDoctorXera
- Wraithkin
- Zaubern

...and many more!

Want to support KibblesTasty in keeping this updated and creating more homebrew like this? You can join them here [on Patreon](#).

Thank you!

## ART CREDITS

- Cover Image that Kibbles' definitely did not recycle from Psion - Art by **Adrytia45** - Copyright KibblesTasty





THIS DOCUMENT WAS LOVINGLY CREATED  
USING [GM BINDER](#).

If you would like to support the GM Binder developers,  
consider joining our [Patreon](#) community.