

# SWELLING STORM & VARIANTS

## SWELLING STORM

6th-level evocation (Druid, Sorcerer, Wizard)

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

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

You summon a column of soft rain, mist, and electrified air in a 60-foot-tall cylinder with a 30-foot radius centered on a point you choose within range that lasts until the spell ends. The area is lightly obscured and it must be oriented vertically.

Until the spell ends, on each of your turns, you can use an action to strengthen the spell with your magic. If you do, the radius of the area grows by 10 feet for the duration. This cannot extend the radius beyond 60 feet.

At the end of each of your turns while the spell lasts, lightning pulses, and each creature in the area must make a Dexterity saving throw. On a failed saving throw, a creature takes 3d8 lightning damage, or 6d8 lightning damage if you cast the spell or used your action to strengthen it this turn. On a successful saving throw, a creature takes half damage.

## ENCROACHING BLIZZARD

6th-level conjuration (Druid, Sorcerer, Wizard)

As *swelling storm*, but the Dexterity saving throw is replaced by a Constitution saving throw and the spell deals cold damage. The rain and mist are icy cold to the touch.

## PSYCHIC MAELSTROM

6th-level illusion (Sorcerer, Warlock, Wizard)

As *swelling storm*, but the Dexterity saving throw is replaced by a Wisdom saving throw, the d8s are replaced by d6s, and the spell deals psychic damage. The mist is red.

## SOLAR APPROACH

6th-level evocation (Druid, Sorcerer, Wizard)

As *swelling storm*, but the Dexterity saving throw is replaced by a Constitution saving throw, the d8s are replaced by d6s, the spell deals radiant damage, and the area is not obscured, but filled with bright light which is sunlight.

## SPREADING CINDERS

6th-level evocation (Druid, Sorcerer, Wizard)

As *swelling storm*, but the spell deals fire damage and also ignites flammable objects in the area that aren't being worn or carried. Mist and rain are replaced by ash and cinders.

## SWELLING ACID STORM

6th-level conjuration (Sorcerer, Wizard)

As *swelling storm*, but the d8s are replaced by d6s and the spell deals acid damage. The rain and mist are both acidic.

## THUNDEROUS CHORDS

6th-level evocation (Sorcerer, Wizard)

As *swelling storm*, but the Dexterity saving throw is replaced by a Constitution saving throw, the d8s are replaced by d6s, the spell deals thunder damage, and the area is not obscured. This spell can be clearly heard as a rumbling, thumping bass from up to a mile away.

## TWILIGHT DAWN

6th-level necromancy (Sorcerer, Warlock, Wizard)

As *swelling storm*, but the Dexterity saving throw is replaced by a Constitution saving throw, the spell deals necrotic damage, and the area is not obscured, but filled with violet dim light. Undead and constructs are immune.

Art Credit:

"Breakthrough"

© Wizards of the Coast