

NEW STEAM SPELLS & VARIANTS

STEAM STRIKE

4th Level Conjuraton spell
(Druid, Sorcerer, Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You launch a blast of scalding hot steam that curls and billows in the direction of one creature or object that you can see within range. Make a spell attack against the target. On a hit, the target takes 11d4 fire damage and must make a Constitution saving throw, becoming blinded on a failure. At the end of each of its turns, it can repeat the Constitution saving throw, ending the blindness on a success. On a miss, the target takes half damage and is not blinded.

Hit or miss, the target's space is filled with steam and mist that makes it lightly obscured until the end of your next turn.

SUN STRIKE

4th Level Evocation spell (Druid, Sorcerer, Wizard)

As *steam strike*, but the spell deals radiant damage instead of fire damage, and the target's space is filled with dim light, not lightly obscured.

VITRIOLIC SPRAY

4th Level Conjuraton spell (Druid, Sorcerer, Wizard)

As *steam strike*, but the spell deals acid damage instead of fire damage.

SCALDING SPHERE

6th Level Conjuraton spell (Druid, Wizard)

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a boiled frog)

Duration: Concentration, up to 1 minute

You conjure a sloshing globe of magical water around one creature that you can see within range and instantly heat the water to boiling temperatures. The globe of water attempts to

enclose the target when summoned, swirling around the target to envelop it in a bubble of boiling water with an outer film of cold water that feels nearly rock solid to the touch.

The target must make a Dexterity saving throw. On a failed saving throw, the target is encased in the boiling bubble, takes 4d8 fire damage, and is restrained, as the bubble lifts into the air and holds them aloft 20 feet above the ground. On a successful saving throw, the target is not restrained or lifted by the boiling sphere and takes only half damage.

While restrained by this spell, the target is submerged completely in water and it cannot maintain concentration on any effects. The target does not fall while restrained by the watery orb since the orb is holding it aloft. When a creature ends its turn inside the sphere, it takes 4d8 fire damage.

A creature restrained by this spell can use its action to make a Strength or Dexterity check (its choice) against your spell save DC. On a success, it frees itself from the watery orb and falls if it cannot fly, causing the spell to end.

The spell ends when a creature succeeds on a saving throw against its effects or escapes the sphere. When the spell ends, the conjured water instantly vanishes.

ART CREDIT: "WATER WIZARD"

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