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Create or destroy water 5e ice

Select a spell from the list to view it here Edit content of the Create or Destroy Water page. Create water: Create up to 10 litres of clean water within range in an open container. Alternatively, the water falls as rain in the 30-bed cube is within reach and shuts down the exposed flames in the area. Destroy water: destroy up to 10 litres of water in an open container within range. Alternatively, you can destroy the fog in a 30-metre cube in range. At higher levels: When you cast this spell using a 2nd degree spell or higher, create or destroy 10 additional gallons of water, or the size of the cube increases by 5 feet for each slot level above 1st. Higher spell Slot Desc When you cast this spell using a spell slot 2. level 2 or higher, sing, or unistite 10 additional gallons of water, or the size of the cube increase by 1.5 m for each level of the slot above 1st. Material Drop of water, u case the creatures water and a pair of grains of sand, but that is unistiTe NameThe it is a case that rules how it is written do not speak nishta - i leave it to DM. But DM has good tools to solve. In DMG, there is a table on page 284 that gives the expected damage after the spelling level.... Create/Destroy Water is 1. which is 2d6. So, Fathomer saves vs. the spell saved by DC. Con seems appropriate. Damage 2d6, halved at storage, +1d to the additional level. I'll reproduce three lines of table: Spell one more level of cantrip targets 1d1O 1d6 1st 2d10 2d6 2nd 3d10 4d6 Limits If you find it too strong (it's about the same damage as Magic Missile), drop it to 2d4 or 1d6. If he feels too weak, the best magic spell on the first level is around 1d10+2d6... Ice knife. The direct damage to d10 is to hit the roll, and is lower than the top, while the effect of the area to save by half, and is 2d6... The expected injury average should be above 5.5 (cantrip level) and below 16.5 (level 2 for single target, i 3.5 i 14 for multi-target. Level 1 Transmutation Casting Time: 1 actionRange: 30 feetComponents: V, S, M (stroke of water, if water is found, or a pair of grains of sand if destroyed)Duration: Currently you have to svorite or destroy water. Create water: Create up to 10 litres of clean water within range in an open container. Alternatively, the water falls as rain in the 30-bed cube is within reach and shuts down the exposed flames in the area. Destroy water: destroy up to 10 litres of water in an open container within range. Alternatively, you can destroy the fog in a 30-metre cube in range. At higher levels: When you cast this spell using a 2nd degree spell or higher, create or destroy 10 additional gallons of water, or the size of the cube increases by 5 feet for each level of the slot above 1. Specifically, destroy part of the spell. Destroy the water. Destroy to gallons of water in an open container within range... One of my players asked me if he could kill with this spell, because most of the corpses of most creatures are filled with water. I decided that because A) the creature is not a container, and B) the creature is certainly not open (at least initially i either way) can not immediately kill every humanoid it encounters with it. What are your thoughts? Sign in or register to remove this ad I think you made the right call. There's nothing in this spell to suggest he's behind an attack like this. It's a lot of water elements, of course. I'd let him work on a cape of ice creature damage... It's like real ice, not just from a cold apartment. Exubering humanoids, no. Terrible Wilting, on the other hand... bwa ha ha. You're right. The creature is not an open container. Open containers include a bucket, a sink, a bathtub, a swimming pool. What if you stab someone in a breath and then pour water into the wound to mix with their blood and stuff? What if you stab someone in a breath and then pour water into the wound to mix with their blood and stuff? You'd destroy the water you just poured in? If they had to be killed, wouldn't the inhalation stab you out was effective enough? What if you put a lock in the wound to become a container? There's a lot a reasons why you were right not to let that happen. Among them, in addition to the above, you could add that the fluids in the creature's body are not water, there are solutions that contain some water. Blood is not water and the spell specifically sets out to create or destroy water, not create or destroy water solutions. What if you turn a person's body into wood, turn organs and bones into melting ice and rate it as a container? But I'd decide that if you cut your head off, cut the skull, remove the brain, replace it with water, and then destroy the water that could kill your victim. But I'd let the con save. But I'd decide that if you cut your head off, cut the skull, remove the brain, replace it with water, and then destroy the water that could kill your victim. But I'd let the con save. But at a disadvantage, right? What if you turn a person's body into wood, turn organs and bones into melting ice and rate it as a container? Bonus XP for creativity and just perseverance... But no, I wouldn't change my decision. What if you put a lock in the wound to become a container? If I could get to this point face-to-face, I'd forbid you to have a coffee table... In an organized game, I would ask the coordinator to remove you for disruption. In other words, no. Page 2, when you got to this point face-to-face, I'd have banned you from the table... In an organized game, ask the coordinator to remove you for disruption. In other words, no. Not if I glued my feet to a chair and bribed every coordinator in your area. We're going to turn a human being into a container and then destroy the water in it. It's me who says I am! Sign up or register to remove this ad back in my youth we used 1e version of this spell to kill monsters. We were young and it was fun. Bonus XP for creativity and just perseverance... But no, I wouldn't change my decision. I don't know. If the container guild rated it as a container, I think the answer is pretty clear. I'm more worried that it's usually full of blood, not water. So the spell wouldn't kill him. He's already dead! That's what you get for letting the humor out of his body. Next time you send him to the barber, he skips the blood clotting. [video] /video] Specifically, destroys part of the spell. One of my players asked me if he could kill with this spell, because most of the corpses of most creatures are filled with water. I decided that because A) the creature is not a container, and B) the creature is certainly not open (at least initially i either way) can not immediately kill every humanoid it encounters with it. What are your thoughts? I'd say no, too. If the player persists, then the next NPC party they encounter: all clerics, armed with creating/destroying water spells. Have fun. Why don't you throw them in your mouth? I'm pretty sure that the mouth contains things (and is technically open through the nasal cavity). There's a lot a reasons why you were right not to let that happen. Among them, in addition to the above, you could add that the fluids in the creature's body are not water, there are solutions that contain some water. Blood is not water and the spell specifically sets out to create or destroy water, not create or destroy water solutions. Which raises perhaps a more relevant tangential question: can a spell destroy the water component of an open bucket, for example, whisky? Or ketchup? Or mud? This can destroy salt water, we know that, but salt water is not clean water by any means... At what point does the spell hit the purity line beyond which it won't work? I have long since decided that Destroy Water has no effect if it is directed at or inside a living being, albeit for purely game-mechanical reasons (this should not be an insta-kill effect); And I wanted it to still work if it was delivered to the body, so that we could more or less provide immediate mumisification. I don't know. If the container guild rated it as a container, I think the answer is pretty clear. I'm more worried that it's usually full of blood, not water. Reminds me of that. Our line was at a time when someone new turned out to be a broom: Nice. New blood. Still in the container. What if i had a water element in a human suit? A man who was a great guy, so the water was hiding in human society? Specifically, destroy part of the spell. One of my players asked me if he could kill with this spell, because most of the corpses of most creatures are filled with water. I decided that because A) the creature is not a container, and B) the creature is certainly not open (at least initially i either way) can not immediately kill every humanoid it encounters with it. What are your thoughts? So your player wants to deal with a 1st degree spell, such as Abi Dalzim's level 8 Horrid Wilting? You know, like DMs, we have tools for situations like this. They're called rocks falling, you die, tarrasque eats your bones. Bone.