

Maelstrom



A mass of 5-foot-deep water appears and swirls in a 30-foot radius centered on a point you can see within range. The point must be on ground or in a body of water. Until the spell ends, that area is difficult terrain, and any creature that starts its turn there must succeed on a Strength saving throw or take 6d6 bludgeoning damage and be pulled 10 feet toward the center.

5



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Casting Time: 1 action

Range: 120 feet

Components: V, S, M (paper or leaf in the shape of a funnel)

Duration: Concentration, up to 1 minute

Evocation