

SPELL ASSETS PACK *(Part Three)*

Thanks so much for downloading this assets pack! If you are reading this now you have access to the third part of the Spell Assets packs I made to act as spell effect markers for in-game play (or to add as circumstantial map flairs when needed).

Assuming you're familiar with the other assets I've made previously, this pack is a little bit different because while most assets I make are used to help build a map from and are therefore at least semi-permanent, these aren't! Instead, these are generally intended to be used for online games where they can be 'dropped in' on the fly to show the exact area of effect for that *Incendiary Cloud*, precisely how many squares your *Blade Barrier* can reach, or to be reminded of continuous effect spells like *Evard's Black Tentacles*.

Need-to-know's

A couple of other elements I want to highlight for you as you're using these assets:

- While Parts One and Two are more 'template-like' in their appearance by covering basic areas-of-effect in different themes, each of the assets here in Part Three are more unique per spell. This may make them a little more difficult to organize, find quickly, or less versatile in alternate circumstances, but also gives you the perfect niche asset for your wizard's *Bigby's Hand* or your cleric's *spiritual weapon*.
- Because this edition of the Spell Assets covers more niche areas, you will almost certainly want to combine this set with Parts One & Two to cover tons of other broader-use themes like fire, lightning, psychic, shadow, and much, much more.
- All of the spells visualized here come directly and *only* from the fifth edition *Player's Handbook*, no spells from other modules (officially or otherwise) have been covered here.

Thank you for your interest and happy playing!

