

Ever-changing Grove

2nd level transmutation (*Druid, Ranger*)

Casting Time: 1 action

Range: self (15-foot circle)

Components: V, S, M (a rose's seed)

Duration: Concentration, up to 1 minute.

You create a magical grove of lush vegetation that erupts from the earth beneath your feet. While you are on the ground, the ground within 15 feet of you shapes itself to your will for the duration. As part of casting this spell, and at the start of each of your subsequent turns, choose one of the following effects to happen within the grove. The grove can only have one effect active at a time:

- **Thick Overgrowth:** A hostile creature moving through the area must spend 3 feet of movement for every 1 foot it moves.

- **Nature's Fury:** When a creature enters the spell's area for the first time on a turn or starts its turn there, they must succeed on a Dexterity saving throw or take 2d6 bludgeoning damage, as various branches and stones attack them. On a successful save a creature takes half as much damage.

- **Tripping Roots:** Powerful roots attempt to trip your foes. When a creature enters the spell's area for the first time on a turn or starts its turn there, they must succeed on a Strength saving throw or be knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the radius of the spell increases by 5 feet for every slot level above the 2nd.

Defensive Vine

2nd level evocation (*Cleric, Druid, Paladin, Ranger*)

Casting Time: 1 reaction (which you take when a creature within range is targeted by an attack roll)

Range: 30 feet

Components: V, S

Duration: Instantaneous

You can pull your allies back to safety. A vine emerges from you, wrapping itself around your target and pulling them to an unoccupied space within 5 feet of you. If no such space is available, or the target is not willing, the spell fails. This can cause the triggering attack to fail if the target leaves its range.

Taunting Shout

2nd level evocation (*Bard, Paladin*)

Casting Time: 1 bonus action

Range: Self (20-foot radius)

Components: V

Duration: Concentration, up to 1 minute

You unleash a loud roar which attracts the attention of your foes. Each hostile creature within 20 feet of you must succeed a Wisdom saving throw. On a failed save, the creature is angered by you. For the duration, it has disadvantage on attack rolls against creatures other than you. Creatures who are immune to being charmed are immune to this spell.

Each time a creature that failed its save deals damage to you, it can repeat the saving throw, ending the effect on itself on a success.

3rd Level Spells

Emerald Bow

3rd-level conjuration (*Druid, Ranger, Warlock*)

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You evoke a bow made of flowing acid in your free hand. The bow is similar in size and shape to a longbow. It counts as a simple ranged weapon with which you are proficient and lasts for the duration. It deals 6d4 acid damage on a hit, it possesses the heavy, ranged (150/600) and two-handed properties. If you let go of the bow, it disappears, but you can evoke the bow again as a bonus action.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 2d4 for every two slot levels above 3rd.

4th Level Spells

Acid Blast

4th-level evocation (*Druid, Sorcerer, Warlock, Wizard*)

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Instantaneous

A powerful blast of emerald acid detonates within a 30-foot-radius sphere centered on a point you choose within range. Each creature in the spell's area must succeed on a Dexterity saving throw or take 5d4 acid damage, be pushed back 10 feet in a straight line, and become covered in acid. On a successful save, a creature takes half as much damage and is not covered in acid nor pushed back.

A creature takes 3d4 acid damage if it ends its turn while covered with acid. The target or a creature within 5 feet of it can end this damage by using its action to clear away the acid.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage (both initial and later) increases by 1d4 for each slot level above 4th.