

RESTRAINING VINES

Level 4 transmutation
(Druid, Ranger)

Casting Time: 1 bonus action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minutes

You conjure vines that sprout from the ground in an unoccupied space of your choice that you can see within range. When you cast this spell, you can direct the vines to lash out at a creature within 20 feet of them that you can see. That creature must succeed on a Dexterity saving throw or be pulled up to 20 feet directly toward the vines and be restrained by them. Until the spell ends, you can direct the vines to lash out at the same creature or another one as a bonus action on each of your turns. The vines can restrain up to 5 creatures. If they are restraining that many creatures they cannot lash out at others.

A restrained creature, or an ally of that creature within 5 feet of it, can use an action to make Strength (Athletics) check against your spell save DC, allowing escape from the vines on a success.

LAND WAVE

6th level transmutation
(Druid)

Casting Time: 1 action
Range: 100 feet
Components: V, S
Duration: Concentration, up to 4 rounds

A wall of stone raises from the earth at a point you choose within range. You can make the wall up to 120 feet long, 120 feet high, and 20 feet thick. The wall lasts for the duration.

When the wall first appears and at the start of each of your subsequent turns, the wall, along with any creatures in front it, moves 30 feet away from you. Any Huge or smaller creature in front of the wall or whose space the wall enters when it moves must succeed on a Strength saving throw or take 4d8 bludgeoning damage. A creature can take this damage only once per round. At the end of the turn, the wall's height is reduced by 30 feet, and the damage creatures take from the spell on subsequent rounds is reduced by 1d8. When the wall reaches 0 feet in height, the spell ends.

A creature caught by the wall must make a successful Strength (Athletics) check against your spell save DC in order to move at all. If it fails the check, it can't move. A creature that moves out of the area falls to the ground.

CAGE OF THORNS

3rd level transmutation
(Druid, Ranger, Warlock)

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

Sharp thorns rise from the ground, ready to envelop a target. Choose a creature that you can see on the floor within range. The target must succeed on a Strength saving throw, on a failed save it takes 5d6 piercing damage and is restrained for the duration. This spell has no effect on Plants. At the end of each of its turns, the target can make another Strength saving throw. On a success, the spell ends on the target, on a failure the thorns dig deeper in its body, inflicting an additional 3d6 piercing damage.

At higher levels. When you cast this spell using a spell slot of 4th level or higher, the initial and recurring damage both increase by 1d6 for each slot level above 3rd.

EXHILARATION:

2nd level enchantment
(Bard, Cleric, Druid, Ranger)

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (some henbane's petals)
Duration: up to 3 rounds

You plunge the mind of a willing creature within range into a numbing battle frenzy. Each time the target takes damage for the duration, it gains an equal amount of temporary hit points. It can gain a total of 15 temporary hit points from the spell. When the spell ends the target loses all temporary hit points remaining.

If a creature is affected by that spell again before it has the time to take a short or long rest, it gains 1 level of exhaustion when the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the target's maximum hit points it can gain increase by an additional 7 for each slot level above 2nd.