

SPIKE GROWTH

BARBARIAN
BARD
NATURE DOMAIN
DRUID
FIGHTER
MONK
PALADIN
RANGER
ROGUE
SORCERER
WARLOCK
WIZARD

2nd level transmutation

- ⚙ Casting Time: Action
- 🎯 Range: 150ft
- ⌚ Duration: © 10 minutes

The ground in a 20ft radius centred on a point within range twists and sprouts hard spikes and thorns. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5ft it travels. The transformation of the ground is camouflaged to look natural. Any creature that can't see the area at the time the spell is cast must make a Wisdom (Perception) check against your spell save DC to recognize the terrain as hazardous before entering it.



VERBAL



SOMATIC



MATERIAL

Seven sharp thorns
or seven small twigs,
each sharpened