

MOVE EARTH

BARBARIAN
BARD
CLERIC
DRUID
FIGHTER
MONK
PALADIN
RANGER
ROGUE
SORCERER
WARLOCK
WIZARD

6th level transmutation

⚙ Casting Time: Action

🎯 Range: 120ft

⌚ Duration: ☉ 2 hours

Choose an area of terrain no larger than 40ft on a side within range. You can reshape dirt, sand, or clay in the area in any manner you choose for the duration. You can raise or lower the area's elevation, create or fill in a trench, erect or flatten a wall, or form a pillar. The extent of any such changes can't exceed half the area's largest dimension. So, if you affect a 40ft square, you can create a pillar up to 20ft high, raise or lower the square's elevation by up to 20ft, dig a trench up to 20ft deep, and so on. It takes 10 minutes for these changes to complete. At the end of every 10 minutes you spend concentrating on the spell, you can choose a new area of terrain to affect.

See PHB for more information.



VERBAL



SOMATIC



MATERIAL

An iron blade and a small bag containing a mixture of soils

PLAYER'S
HANDBOOK

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