

Level-1 evocation



Cure Wounds



Touch



A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

Level-2 transmutation

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Conc, 10 mins

Spike Growth



The ground in a 20-foot radius centered 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 5 feet 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.

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Level-1 transmutation

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Longstrider

1 act.





You touch a creature. The target's speed increases by 10 feet until the spell ends. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

1 per day without a slot

Ranger DC 14 Mod +6

Level-2 abjuration



Pass without Trace







A veil of shadows and silence radiates from you, masking you and your companions from detection. For the duration, each creature you choose within 30 feet of you (including you) has a +10 bonus to Dexterity (Stealth) checks and can't be tracked except by magical means. A creature that receives this bonus leaves behind no tracks or other traces of its passage.

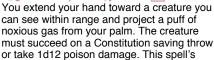
1 per day without a slot

Ranger DC 14 Mod +6

Conjuration cantrip







damage increases by 1d12 when you reach

V,S

5th level (2d12), 11th level (3d12), and 17th level (4d12).

Wood Elf DC 14 Mod +6

Hail of Thorns

1 bonus action Concentration, 1 min (V) Lvl 1

The next time you hit a creature with a ranged weapon attack before the spell ends, this spell creates a rain of thorns that sprouts from your ranged weapon or ammunition. In addition to the normal effect of the attack, the target of the attack and each creature within 5 feet of it must make a Dexterity saving throw. A creature takes 1d10 piercing damage on a failed save, or half as much damage on a successful one.

Wood Elf DC 14 Mod +6

Hunter's Mark

1 bonus action 90 feet Concentration, 1 hour (V) Lvl1

You choose a creature you can see within range and mystically mark it as your quarry. Until the spell ends, you deal an extra 1d6 damage to the target whenever you hit it with a weapon attack, and you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to mark a new creature.

Wood Elf DC 14 Mod +6