

Choose one creature you can see within range. Yellow strips of magical energy loop around the creature. The target must succeed on a Strength saving throw, or its flying speed (if any) is reduced to 0 feet for the spell's duration. An airborne creature affected by this spell safely descends at 60 feet per round until it reaches the ground or the spell ends.

EARTH TREMOR

1st-level evocation

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

You cause a tremor in the ground within range. Each creature other than you in that area must make a Dexterity saving throw. On a failed save, a creature takes 1d6 bludgeoning damage and is knocked prone. If the ground in that area is loose earth or stone, it becomes difficult terrain until cleared, with each 5-foot-diameter portion requiring at least 1 minute to clear by hand.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

ELEMENTAL BANE

4th-level transmutation

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 minute

Choose one creature you can see within range, and choose one of the following damage types: acid, cold, fire, lightning, or thunder. The target must succeed on a Constitution saving throw or be affected by the spell for its duration. The first time each turn the affected target takes damage of the chosen type, the target takes an extra 2d6 damage of that type. Moreover, the target loses any resistance to that damage type until the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th. The creatures must be within 30 feet of each other when you target them.

ENEMIES ABOUND

3rd-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

You reach into the mind of one creature you can see and force it to make an Intelligence saving throw. A creature automatically succeeds if it is immune to being frightened. On a failed save, the target loses the ability to distinguish friend from foe, regarding all creatures it can see as enemies until the spell ends. Each time the target takes damage, it can repeat the saving throw, ending the effect on itself on a success.

Whenever the affected creature chooses another creature as a target, it must choose the target at random from among the creatures it can see within range of the attack, spell, or other ability it's using. If an enemy provokes an opportunity attack from the affected creature, the creature must make that attack if it is able to.

ENERVATION

5th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

A tendril of inky darkness reaches out from you, touching a creature you can see within range to drain life from it. The target must make a Dexterity saving throw. On a successful save, the target takes 2d8 necrotic damage, and the spell ends. On a failed save, the target takes 4d8 necrotic damage, and until the spell ends, you can use your action on each of your turns to automatically deal 4d8 necrotic damage to the target. The spell ends if you use your action to do anything else, if the target is ever outside the spell's range, or if the target has total cover from you.

Whenever the spell deals damage to a target, you regain hit points equal to half the amount of necrotic damage the target takes.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

ERUPTING EARTH

3rd-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a piece of obsidian)

Duration: Instantaneous

Choose a point you can see on the ground within range. A fountain of churned earth and stone erupts in a 20-foot cube centered on that point. Each creature in that area must make a Dexterity saving throw. A creature takes 3d12 bludgeoning damage on a failed save, or half as much damage on a successful one. Additionally, the ground in that area becomes difficult terrain until cleared. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d12 for each slot level above 3rd.

FAR STEP

5th-level conjuration

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

You teleport up to 60 feet to an unoccupied space you can see. On each of your turns before the spell ends, you can use a bonus action to teleport in this way again.



FIND GREATER STEED

FIND GREATER STEED

4th-level conjuration

Casting Time: 10 minutes

Range: 30 feet

Components: V, S

Duration: Instantaneous

You summon a spirit that assumes the form of a loyal, majestic mount. Appearing in an unoccupied space within range, the spirit takes on a form you choose: a griffon, a pegasus, a peryton, a dire wolf, a rhinoceros, or a saber-toothed tiger. The creature has the statistics provided in the *Monster Manual* for the chosen form, though it is a celestial, a fey, or a fiend (your choice) instead of its normal creature type. Additionally, if it has an Intelligence score of 5 or lower, its Intelligence becomes 6, and it gains the ability to understand one language of your choice that you speak.

You control the mount in combat. While the mount is within 1 mile of you, you can communicate with it telepathically. While mounted on it, you can make any spell you cast that targets only you also target the mount.

The mount disappears temporarily when it drops to 0 hit points or when you dismiss it as an action. Casting this spell again re-summons the bonded mount, with all its hit points restored and any conditions removed.

You can't have more than one mount bonded by this spell or *find steed* at the same time. As an action, you can release a mount from its bond, causing it to disappear permanently.

Whenever the mount disappears, it leaves behind any objects it was wearing or carrying.

FLAME ARROWS

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

You touch a quiver containing arrows or bolts. When a target is hit by a ranged weapon attack using a piece of ammunition drawn from the quiver, the target takes an extra 1d6 fire damage. The spell's magic ends on a piece of ammunition when it hits or misses, and the spell ends when twelve pieces of ammunition have been drawn from the quiver.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the number of pieces of ammunition you can affect with this spell increases by two for each slot level above 3rd.

FROSTBITE

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You cause numbing frost to form on one creature that you can see within range. The target must make a Constitution saving throw. On a failed save, the target takes 1d6 cold damage, and it has disadvantage on the next weapon attack roll it makes before the end of its next turn.

The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

GUARDIAN OF NATURE

4th-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

A nature spirit answers your call and transforms you into a powerful guardian. The transformation lasts until the spell ends. You choose one of the following forms to assume: Primal Beast or Great Tree.

Primal Beast. Bestial fur covers your body, your facial features become feral, and you gain the following benefits:

- Your walking speed increases by 10 feet.
- You gain darkvision with a range of 120 feet.
- You make Strength-based attack rolls with advantage.
- Your melee weapon attacks deal an extra 1d6 force damage on a hit.

Great Tree. Your skin appears barky, leaves sprout from your hair, and you gain the following benefits:

- You gain 10 temporary hit points.
- You make Constitution saving throws with advantage.
- You make Dexterity- and Wisdom-based attack rolls with advantage.
- While you are on the ground, the ground within 15 feet of you is difficult terrain for your enemies.

GUST

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You seize the air and compel it to create one of the following effects at a point you can see within range:

- One Medium or smaller creature that you choose must succeed on a Strength saving throw or be pushed up to 5 feet away from you.
- You create a small blast of air capable of moving one object that is neither held nor carried and that weighs no more than 5 pounds. The object is pushed up to 10 feet away from you. It isn't pushed with enough force to cause damage.
- You create a harmless sensory effect using air, such as causing leaves to rustle, wind to slam shutters closed, or your clothing to ripple in a breeze.

HEALING SPIRIT

2nd-level conjuration

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You call forth a nature spirit to soothe the wounded. The intangible spirit appears in a space that is a 5-foot cube

you can see within range. The spirit looks like a transparent beast or fey (your choice).

Until the spell ends, whenever you or a creature you can see moves into the spirit's space for the first time on a turn or starts its turn there, you can cause the spirit to restore 1d6 hit points to that creature (no action required). The spirit can't heal constructs or undead.

As a bonus action on your turn, you can move the spirit up to 30 feet to a space you can see.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the healing increases by 1d6 for each slot level above 2nd.

HOLY WEAPON

5th-level evocation

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

You imbue a weapon you touch with holy power. Until the spell ends, the weapon emits bright light in a 30-foot radius and dim light for an additional 30 feet. In addition, weapon attacks made with it deal an extra 2d8 radiant damage on a hit. If the weapon isn't already a magic weapon, it becomes one for the duration.

As a bonus action on your turn, you can dismiss this spell and cause the weapon to emit a burst of radiance. Each creature of your choice that you can see within 30 feet of you must make a Constitution saving throw. On a failed save, a creature takes 4d8 radiant damage, and it is blinded for 1 minute. On a successful save, a creature takes half as much damage and isn't blinded. At the end of each of its turns, a blinded creature can make a Constitution saving throw, ending the effect on itself on a success.

ICE KNIFE

1st-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: S, M (a drop of water or a piece of ice)

Duration: Instantaneous

You create a shard of ice and fling it at one creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 piercing damage. Hit or miss, the shard then explodes. The target and each creature within 5 feet of it must succeed on a Dexterity saving throw or take 2d6 cold damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the cold damage increases by 1d6 for each slot level above 1st.

ILLUSORY DRAGON

8th-level illusion

Casting Time: 1 action

Range: 120 feet

Components: S

Duration: Concentration, up to 1 minute

By gathering threads of shadow material from the Shadowfell, you create a Huge shadowy dragon in an unoc-