

40-foot-high cylinder of bright light glimmers there. This light is sunlight.

When the cylinder appears, each creature in it must make a Constitution saving throw, taking 4d10 radiant damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw whenever it ends its turn in the cylinder.

If you're within 60 feet of the cylinder, you can move it up to 60 feet as a bonus action on your turn.

DRAGON'S BREATH

2nd-level transmutation

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a hot pepper)

Duration: Concentration, up to 1 minute

You touch one willing creature and imbue it with the power to spew magical energy from its mouth, provided it has one. Choose acid, cold, fire, lightning, or poison. Until the spell ends, the creature can use an action to exhale energy of the chosen type in a 15-foot cone. Each creature in that area must make a Dexterity saving throw, taking 3d6 damage of the chosen type on a failed save, or half as much damage on a successful one.

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

DRUID GROVE

6th-level abjuration

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (mistletoe, which the spell consumes, that was harvested with a golden sickle under the light of a full moon)

Duration: 24 hours

You invoke the spirits of nature to protect an area outdoors or underground. The area can be as small as a 30-foot cube or as large as a 90-foot cube. Buildings and other structures are excluded from the affected area. If you cast this spell in the same area every day for a year, the spell lasts until dispelled.

The spell creates the following effects within the area. When you cast this spell, you can specify creatures as friends who are immune to the effects. You can also specify a password that, when spoken aloud, makes the speaker immune to these effects.

The entire warded area radiates magic. A *dispel magic* cast on the area, if successful, removes only one of the following effects, not the entire area. That spell's caster chooses which effect to end. Only when all its effects are gone is this spell dispelled.

Solid Fog. You can fill any number of 5-foot squares on the ground with thick fog, making them heavily obscured. The fog reaches 10 feet high. In addition, every foot of movement through the fog costs 2 extra feet. To a creature immune to this effect, the fog obscures nothing and looks like soft mist, with motes of green light floating in the air.

Grasping Undergrowth. You can fill any number of 5-foot squares on the ground that aren't filled with fog

with grasping weeds and vines, as if they were affected by an *entangle* spell. To a creature immune to this effect, the weeds and vines feel soft and reshape themselves to serve as temporary seats or beds.

Grove Guardians. You can animate up to four trees in the area, causing them to uproot themselves from the ground. These trees have the same statistics as an awakened tree, which appears in the *Monster Manual*, except they can't speak, and their bark is covered with druidic symbols. If any creature not immune to this effect enters the warded area, the grove guardians fight until they have driven off or slain the intruders. The grove guardians also obey your spoken commands (no action required by you) that you issue while in the area. If you don't give them commands and no intruders are present, the grove guardians do nothing. The grove guardians can't leave the warded area. When the spell ends, the magic animating them disappears, and the trees take root again if possible.

Additional Spell Effect. You can place your choice of one of the following magical effects within the warded area:

- A constant *gust of wind* in two locations of your choice
- *Spike growth* in one location of your choice
- *Wind wall* in two locations of your choice

To a creature immune to this effect, the winds are a fragrant, gentle breeze, and the area of *spike growth* is harmless.

DUST DEVIL

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pinch of dust)

Duration: Concentration, up to 1 minute

Choose an unoccupied 5-foot cube of air that you can see within range. An elemental force that resembles a dust devil appears in the cube and lasts for the spell's duration.

Any creature that ends its turn within 5 feet of the dust devil must make a Strength saving throw. On a failed save, the creature takes 1d8 bludgeoning damage and is pushed 10 feet away from the dust devil. On a successful save, the creature takes half as much damage and isn't pushed.

As a bonus action, you can move the dust devil up to 30 feet in any direction. If the dust devil moves over sand, dust, loose dirt, or light gravel, it sucks up the material and forms a 10-foot-radius cloud of debris around itself that lasts until the start of your next turn. The cloud heavily obscures its area.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

EARTHBIND

2nd-level transmutation

Casting Time: 1 action

Range: 300 feet

Components: V

Duration: Concentration, up to 1 minute

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.