

SPELLCASTING ABILITY: _____

SPELL SAVE DC: _____

SPELL ATTACK BONUS: _____

First

Second

Third

Forth

Fifth

Sixth

Seventh

Eight

Ninth

Tenth

Spell slots

Cure Wounds

Evocation

Level: **1**

Casting time: **1 Action**

Range: **Touch**

Components: **V, S**

Duration: **Instantaneous**

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 level

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.

Ensnaring Strike

Conjuration

Level: **1**

Casting time: **1 Bonus Action**

Range: **Self**

Components: **V**

Duration: **Concentration, up to 1 minute**

The next time you hit a creature with a weapon attack before this spell ends, a writhing mass of thorny vines appears at the point of impact, and the target must succeed on a Strength saving throw or be restrained by the magical vines until the spell ends. A Large or larger creature has advantage on this saving throw. If the target succeeds on the save, the vines shrivel away.

While restrained by this spell, the target takes 1d6 piercing damage at the start of each of its turns. A creature restrained by the vines or one that can touch the creature can use its action to make a Strength check against your spell save DC. On a success, the target is freed.

At higher level

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

Hunter's Mark

Divination

Level: **1**

Casting time: **1 Bonus Action**

Range: **90 feet**

Components: **V**

Duration: **Concentration, up to 1 hour**

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.

At higher level

When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

Spike Growth

Transmutation

Level: **2**

Casting time: **1 Action**

Range: **150 feet**

Components: **V, S, M (seven sharp thorns or seven small twigs, each sharpened to a point)**

Duration: **Concentration, up to 10 minutes**

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.