

CLASS & LEVEL

BACKGROUND

PLAYER NAME

CHARACTER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

**STRENGTH**

**DEXTERITY**

**CONSTITUTION**

**INTELLIGENCE**

**WISDOM**

**CHARISMA**

INSPIRATION

PROFICIENCY BONUS

- \_\_\_ Strength
- \_\_\_ Dexterity
- \_\_\_ Constitution
- \_\_\_ Intelligence
- \_\_\_ Wisdom
- \_\_\_ Charisma

SAVING THROWS

- \_\_\_ Acrobatics (Dex)
- \_\_\_ Animal Handling (Wis)
- \_\_\_ Arcana (Int)
- \_\_\_ Athletics (Str)
- \_\_\_ Deception (Cha)
- \_\_\_ History (Int)
- \_\_\_ Insight (Wis)
- \_\_\_ Intimidation (Cha)
- \_\_\_ Investigation (Int)
- \_\_\_ Medicine (Wis)
- \_\_\_ Nature (Int)
- \_\_\_ Perception (Wis)
- \_\_\_ Performance (Cha)
- \_\_\_ Persuasion (Cha)
- \_\_\_ Religion (Int)
- \_\_\_ Sleight of Hand (Dex)
- \_\_\_ Stealth (Dex)
- \_\_\_ Survival (Wis)

SKILLS

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum \_\_\_\_\_

CURRENT HIT POINTS

TEMPORARY HIT POINTS

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CP

SP

EP

GP

PP

TREASURE

EQUIPMENT



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

TREASURE

CHARACTER BACKSTORY



SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0 CANTRIPS

Blank lines for cantrips

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

1 SPELL NAME

2

Blank lines for spells

3

Blank lines for spells

4

Blank lines for spells

5

Blank lines for spells

6

Blank lines for spells

7

Blank lines for spells

8

Blank lines for spells

9

Blank lines for spells

SPELLS KNOWN



SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0 CANTRIPS

Blank lines for cantrips

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

1

PREPARED

SPELL NAME

Preparation checkboxes and spell name lines for level 1

2

Preparation checkboxes and spell name lines for level 2

3

Preparation checkboxes and spell name lines for level 3

4

Preparation checkboxes and spell name lines for level 4

5

Preparation checkboxes and spell name lines for level 5

6

Preparation checkboxes and spell name lines for level 6

7

Preparation checkboxes and spell name lines for level 7

8

Preparation checkboxes and spell name lines for level 8

9

Preparation checkboxes and spell name lines for level 9

SPELLS KNOWN



**Druidcraft**

Druid Cantrip Transmutation DC 13 Spell Mod +5

1 Act. 30 ft V,S Inst

Whispering to the spirits of nature, you create one of the following effects within range: • You create a tiny, harmless sensory effect that predicts what the weather will be at your location for the next 24 hours. The effect might manifest as a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on. This effect persists for 1 round. • You instantly make a flower blossom, a seed pod open, or a leaf bud bloom. • You create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal, or the faint odor of skunk. The effect must fit in a 5-foot cube. • You instantly light or snuff out a candle, a torch, or a small campfire.

**Guidance**

Druid Cantrip Divination DC 13 Spell Mod +5

1 Act. Touch V,S Conc, 1 min

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends.

**Poison Spray**

Druid Cantrip Conjuraction DC 13 Spell Mod +5

1 Act. 10 ft V,S Inst

You extend your hand toward a creature you can see within range and project a puff of noxious gas from your palm. The creature must succeed on a Constitution saving throw or take 1d12 poison damage. This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

**Produce Flame**

Druid Cantrip Conjuraction DC 13 Spell Mod +5

1 Act. Self V,S 10 mins

A flickering flame appears in your hand. The flame remains there for the duration and harms neither you nor your equipment. The flame sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The spell ends if you dismiss it as an action or if you cast it again. You can also attack with the flame, although doing so ends the spell. When you cast this spell, or as an action on a later turn, you can hurl the flame at a creature within 30 feet of you. Make a ranged spell attack. On a hit, the target takes 1d8 fire damage. This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

**Animal Friendship**

Druid Level 1 Enchantment DC 13 Spell Mod +5

1 Act. 30 ft V,S,M 24 hrs

A bit of food

Choose a beast that you can see. It must be able to see and hear you. If its Intelligence is 4 or higher, the spell fails. Otherwise, it must pass a Wisdom save or be charmed by you. If you or one of your companions harms it, the spell ends. At Higher Levels: You can target one additional beast for each slot level above 1st.

**Charm Person**

Druid Level 1 Enchantment DC 13 Spell Mod +5

1 Act. 30 ft V,S 1 hr

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you. 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. The creatures must be within 30 feet of each other when you target them.

**Create or Destroy Water**

Druid Level 1 Transmutation DC 13 Spell Mod +5

1 Act. 30 ft V,S,M Inst

A drop of water if creating water or a few grains of sand if destroying it

You either create or destroy water. Create Water. You create up to 10 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 30-foot cube within range, extinguishing exposed flames in the area. Destroy Water. You destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30-foot cube within range. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you create or destroy 10 additional gallons of water, or the size of the cube increases by 5 feet, for each slot level above 1st.

**Cure Wounds**

Druid Level 1 Evocation DC 13 Spell Mod +5

1 Act. Touch V,S Inst

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.

**Detect Magic (ritual)**

Druid Level 1 Divination DC 13 Spell Mod +5

1 Act. Self V,S Conc, 10 mins

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.


<p><b>Detect Poison and Disease</b> <i>(ritual)</i> </p> <p>Druid Level 1 Divination DC 13 Spell Mod +5</p> <p><b>1 Act.</b> <b>Self</b> <b>V,S,M</b> <b>Conc, 10 mins</b></p> <p><i>A yew leaf</i></p> <p>For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You also identify the kind of poison, poisonous creature, or disease in each case. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.</p>	<p><b>Entangle</b> </p> <p>Druid Level 1 Conjuraction DC 13 Spell Mod +5</p> <p><b>1 Act.</b> <b>90 ft</b> <b>V,S</b> <b>Conc, 1 min</b></p> <p>Grasping weeds and vines sprout from the ground in a 20-foot square starting from a point within range. For the duration, these plants turn the ground in the area into difficult terrain. A creature in the area when you cast the spell must succeed on a Strength saving throw or be restrained by the entangling plants until the spell ends. A creature restrained by the plants can use its action to make a Strength check against your spell save DC. On a success, it frees itself. When the spell ends, the conjured plants wilt away.</p>	<p><b>Faerie Fire</b> </p> <p>Druid Level 1 Evocation DC 13 Spell Mod +5</p> <p><b>1 Act.</b> <b>60 ft</b> <b>V</b> <b>Conc, 1 min</b></p> <p>Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius. Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.</p>
<p><b>Fog Cloud</b> </p> <p>Druid Level 1 Conjuraction DC 13 Spell Mod +5</p> <p><b>1 Act.</b> <b>120 ft</b> <b>V,S</b> <b>Conc, 1 hr</b></p> <p>You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the radius of the fog increases by 20 feet for each slot level above 1st.</p>	<p><b>Goodberry</b> </p> <p>Druid Level 1 Transmutation DC 13 Spell Mod +5</p> <p><b>1 Act.</b> <b>Touch</b> <b>V,S,M</b> <b>Inst</b></p> <p><i>Mistletoe sprig</i></p> <p>Up to ten magic berries appear. A creature can use its action to eat one berry. Eating a berry restores 1 hit point and provides enough nourishment to sustain a creature for a day. The berries lose their magic if they haven't been eaten within 24 hours.</p>	<p><b>Healing Word</b> </p> <p>Druid Level 1 Evocation DC 13 Spell Mod +5</p> <p><b>1 B.A.</b> <b>60 ft</b> <b>V</b> <b>Inst</b></p> <p>A creature of your choice that you can see within range regains hit points equal to 1d4 + 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 1d4 for each slot level above 1st.</p>
<p><b>Jump</b> </p> <p>Druid Level 1 Transmutation DC 13 Spell Mod +5</p> <p><b>1 Act.</b> <b>Touch</b> <b>V,S,M</b> <b>1 min</b></p> <p><i>A grasshopper's hind leg</i></p> <p>You touch a creature. The creature's jump distance is tripled until the spell ends.</p>	<p><b>Longstrider</b> </p> <p>Druid Level 1 Transmutation DC 13 Spell Mod +5</p> <p><b>1 Act.</b> <b>Touch</b> <b>V,S,M</b> <b>1 hr</b></p> <p><i>A pinch of dirt</i></p> <p>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.</p>	<p><b>Purify Food and Drink</b> <i>(ritual)</i> </p> <p>Druid Level 1 Transmutation DC 13 Spell Mod +5</p> <p><b>1 Act.</b> <b>10 ft</b> <b>V,S</b> <b>Inst</b></p> <p>All nonmagical food and drink within a 5-foot-radius sphere centered on a point of your choice within range is purified and rendered free of poison and disease.</p>


**Speak with Animals (ritual)**

Druid Level 1 Divination DC 13 Spell Mod +5

1 Act. Self V,S 10 mins

You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the GM's discretion.

**Thunderwave**

Druid Level 1 Evocation DC 13 Spell Mod +5

1 Act. Self V,S Inst

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed. In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

**Animal Messenger (ritual)**

Druid Level 2 Enchantment DC 13 Spell Mod +5

1 Act. 30 ft V,S,M 24 hrs

A morsel of food

By means of this spell, you use an animal to deliver a message. Choose a Tiny beast you can see within range, such as a squirrel, a blue jay, or a bat. You specify a location, which you must have visited, and a recipient who matches a general description, such as "a man or woman dressed in the uniform of the town guard" or "a red-haired dwarf wearing a pointed hat." You also speak a message of up to twenty-five words. The target beast travels for the duration of the spell toward the specified location, covering about 50 miles per 24 hours for a flying messenger, or 25 miles for other animals. When the messenger arrives, it delivers your message to the creature that you described, replicating the sound of your voice. The messenger speaks only to a creature matching the description you gave. If the messenger doesn't reach its

**Barkskin**

Druid Level 2 Transmutation DC 13 Spell Mod +5

1 Act. Touch V,S,M Conc, 1 hr

A handful of oak bark

You touch a willing creature. Until the spell ends, the target's skin has a rough, bark-like appearance, and the target's AC can't be less than 16, regardless of what kind of armor it is wearing.

**Darkvision**

Druid Level 2 Transmutation DC 13 Spell Mod +5

1 Act. Touch V,S,M 8 hrs

Either a pinch of dried carrot or an agate

You touch a willing creature to grant it the ability to see in the dark. For the duration, that creature has darkvision out to a range of 60 feet.

**Enhance Ability**

Druid Level 2 Transmutation DC 13 Spell Mod +5

1 Act. Touch V,S,M Conc, 1 hr.

Fur or a feather from a beast

You touch a creature and bestow upon it a magical enhancement. Choose one of the following effects; the target gains that effect until the spell ends. Bear's Endurance. The target has advantage on Constitution checks. It also gains 2d6 temporary hit points, which are lost when the spell ends. Bull's Strength. The target has advantage on Strength checks, and his or her carrying capacity doubles. Cat's Grace. The target has advantage on Dexterity checks. It also doesn't take damage from falling 20 feet or less if it isn't incapacitated. Eagle's Splendor. The target has advantage on Charisma checks. Fox's Cunning. The target has advantage on Intelligence checks. Owl's Wisdom. The target has advantage on Wisdom checks. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each

**Find Traps**

Druid Level 2 Divination DC 13 Spell Mod +5

1 Act. 120 ft V,S Inst

You sense the presence of any trap within range that is within line of sight. A trap, for the purpose of this spell, includes anything that would inflict a sudden or unexpected effect you consider harmful or undesirable, which was specifically intended as such by its creator. Thus, the spell would sense an area affected by the alarm spell, a glyph of warding, or a mechanical pit trap, but it would not reveal a natural weakness in the floor, an unstable ceiling, or a hidden sinkhole. This spell merely reveals that a trap is present. You don't learn the location of each trap, but you do learn the general nature of the danger posed by a trap you sense.

**Flame Blade**

Druid Level 2 Evocation DC 13 Spell Mod +5

1 B.A. Self V,S,M Conc, 10 mins

Leaf of sumac

You evoke a fiery blade in your free hand. The blade is similar in size and shape to a scimitar, and it lasts for the duration. If you let go of the blade, it disappears, but you can evoke the blade again as a bonus action. You can use your action to make a melee spell attack with the fiery blade. On a hit, the target takes 3d6 fire damage. The flaming blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet. At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for every two slot levels above 2nd.

**Flaming Sphere**

Druid Level 2 Conjuration DC 13 Spell Mod +5

1 Act. 60 ft V,S,M Conc, 1 min

A bit of tallow, a pinch of brimstone, and a dusting of powdered iron

A 5-foot-diameter sphere of fire appears in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw. The creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one. As a bonus action, you can move the sphere up to 30 feet. If you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage, and the sphere stops moving this turn. When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet. At Higher Levels. When you cast this spell using a spell slot of 3rd level or

**Animal Messenger** (*reverse*)

destination before the spell ends, the message is lost, and the beast makes its way back to where you cast this spell. At Higher Levels. If you cast this spell using a spell slot of 3rd level or higher, the duration of the spell increases by 48 hours for each slot level above 2nd.

**Enhance Ability** (*reverse*)

slot level above 2nd.

**Flaming Sphere** (*reverse*)

higher, the damage increases by 1d6 for each slot level above 2nd.

**Gust of Wind** 

Druid Level 2 Evocation DC 13 Spell Mod +5

**1 Act.** **Self** **V,S,M** **Conc, 1 min**

*A legume seed*

A line of strong wind 60 feet long and 10 feet wide blasts from you in a direction you choose for the spell's duration. Each creature that starts its turn in the line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the line. Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you. The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them. As a bonus action on each of your turns before the spell ends, you can change the direction in which the line blasts from you.

**Heat Metal** 

Druid Level 2 Transmutation DC 13 Spell Mod +5

**1 Act.** **60 ft** **V,S,M** **Conc, 1 min**

*A piece of iron and a flame*

Choose a manufactured metal object, such as a metal weapon or a suit of heavy or medium metal armor, that you can see within range. You cause the object to glow red-hot. Any creature in physical contact with the object takes 2d8 fire damage when you cast the spell. Until the spell ends, you can use a bonus action on each of your subsequent turns to cause this damage again. If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a Constitution saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn. 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.

**Hold Person** 

Druid Level 2 Enchantment DC 13 Spell Mod +5

**1 Act.** **60 ft** **V,S,M** **Conc, 1 min**

*A small, straight piece of iron*

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.

**Lesser Restoration** 

Druid Level 2 Abjuration DC 13 Spell Mod +5

**1 Act.** **Touch** **V,S** **Inst**

You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

**Locate Animals or Plants (ritual)** 

Druid Level 2 Divination DC 13 Spell Mod +5

**1 Act.** **Self** **V,S,M** **Inst**

*A bit of fur from a bloodhound*

Describe or name a specific kind of beast or plant. Concentrating on the voice of nature in your surroundings, you learn the direction and distance to the closest creature or plant of that kind within 5 miles, if any are present.

**Locate Object** 

Druid Level 2 Divination DC 13 Spell Mod +5

**1 Act.** **Self** **V,S,M** **Conc, 10 mins**

*A forked twig*

Describe or name an object that is familiar to you. You sense the direction to the object's location, as long as that object is within 1,000 feet of you. If the object is in motion, you know the direction of its movement. The spell can locate a specific object known to you, as long as you have seen it up close—within 30 feet—at least once. Alternatively, the spell can locate the nearest object of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, or weapon. This spell can't locate an object if any thickness of lead, even a thin sheet, blocks a direct path between you and the object.

**Moonbeam** 

Druid Level 2 Evocation DC 13 Spell Mod +5

**1 Act.** **120 ft** **V,S,M** **Conc, 1 min**

*Several seeds of any moonseed plant and a piece of opalescent feldspar*

A silvery beam of pale light shines down in a 5-foot radius, 40-foot-high cylinder centered on a point within range. Until the spell ends, dim light fills the cylinder. When a creature enters the spell's area for the first time on a turn or starts its turn there, it is engulfed in ghostly flames that cause searing pain, and it must make a Constitution saving throw. It takes 2d10 radiant damage on a failed save, or half as much damage on a successful one. A shapechanger makes its saving throw with disadvantage. If it fails, it also instantly reverts to its original form and can't assume a different form until it leaves the spell's light. On each of your turns after you cast this spell, you can use an action to move the beam 60 feet in any direction. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d10 for 

**Pass without Trace** 

Druid Level 2 Abjuration DC 13 Spell Mod +5

**1 Act.** **Self** **V,S,M** **Conc, 1 hr**

*Ashes from a burned leaf of mistletoe and a sprig of spruce*

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.

**Protection from Poison** 

Druid Level 2 Abjuration DC 13 Spell Mod +5

**1 Act.** **Touch** **V,S** **1 hr**

You touch a creature. If it is poisoned, you neutralize the poison. If more than one poison afflicts the target, you neutralize one poison that you know is present, or you neutralize one at random. For the duration, the target has advantage on saving throws against being poisoned, and it has resistance to poison damage.

		<b>Moonbeam</b> (reverse) each slot level above 2nd.

### Spider Climb

Druid Level 2 Transmutation DC 13 Spell Mod +5



1 Act. Touch V,S,M Conc, 1 hr

A drop of bitumen and a spider

Until the spell ends, one willing creature you touch gains the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving its hands free. The target also gains a climbing speed equal to its walking speed.

### Spike Growth

Druid Level 2 Transmutation DC 13 Spell Mod +5



1 Act. 150 ft V,S,M Conc, 10 mins

Seven sharp thorns or seven small twigs, each sharpened to a point

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.
