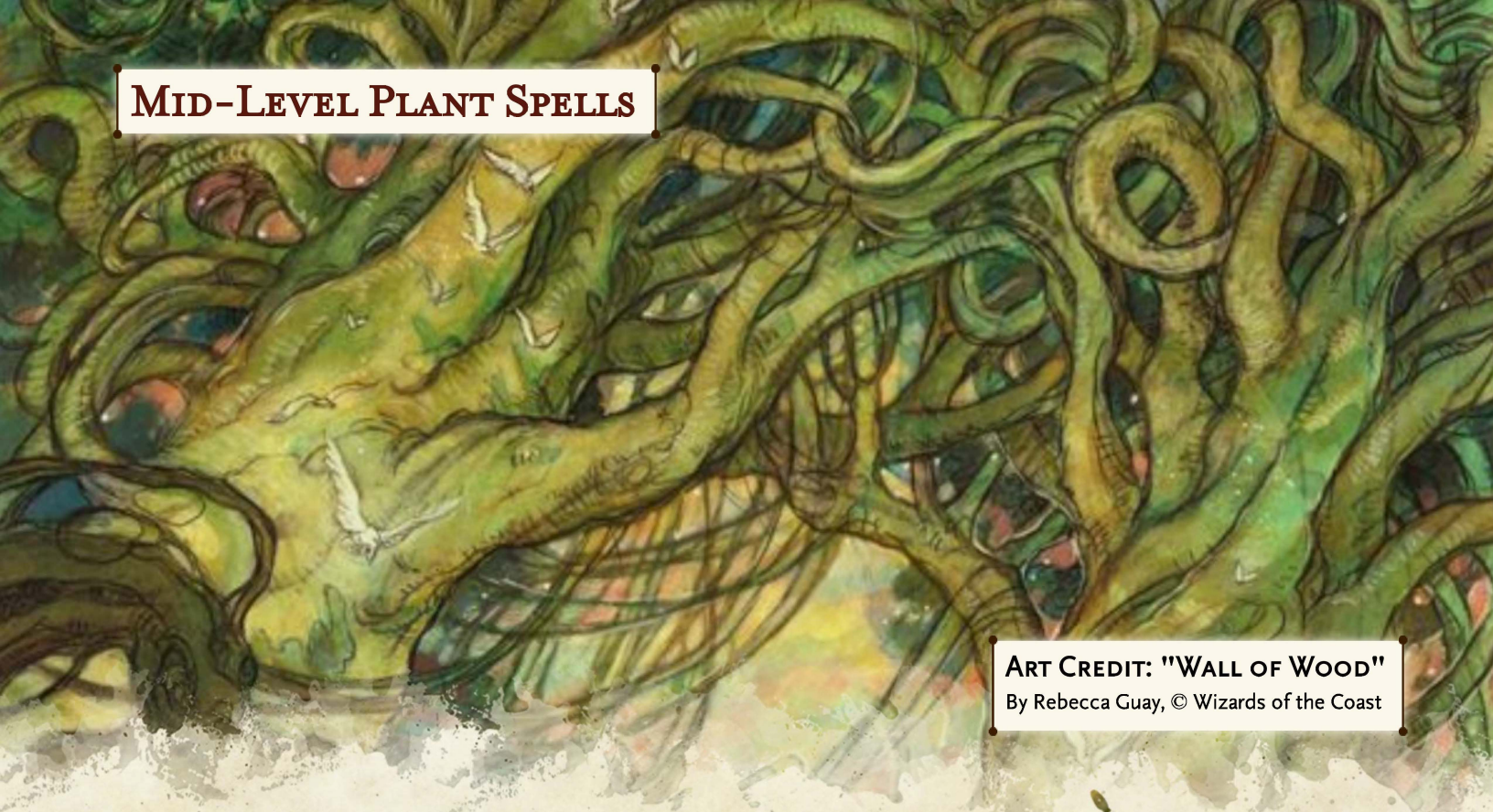




MID-LEVEL PLANT SPELLS

ART CREDIT: "WALL OF WOOD"

By Rebecca Guay, © Wizards of the Coast

STOCKADE SPROUTS

4th Level Conjuration spell (Druid, Ranger, Sorcerer, Wizard)

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a handful of acorns)

Duration: Concentration, up to 1 hour.

You cause four trees to magically sprout at points on the ground you can see within range, growing upward and forming cages with their branches. Each creature in a space where a tree sprouts must make a Dexterity saving throw.

On a failed saving throw, a creature is trapped by the branches of the tree as it rises into the air. They are lifted up to 20 feet into the air, grappled by the tree until the spell ends, and restrained while they are grappled in this way. The escape DC is equal to your spellcasting DC. On a successful saving throw, a creature moves up to 5 feet to an unoccupied space adjacent to the newly sprouted tree.

You can choose to grow individual trees to lift targets less than 20 feet but no less than 5 feet up. The tops of the trees, including the spaces of grappled targets, are lightly obscured by leaves, and grappled targets have cover from the branches. The trunks have a diameter of 3 feet, and the trees can be climbed with a DC 12 Athletics check.

The insides of the branches have poisonous thorns. When a grappled target makes a weapon attack or fails an attempt to escape the grapple, they must make a Constitution saving throw, taking 4d6 poison damage on a failed save. A creature can only take this damage once per turn.

When the grapple ends on a target, they fall if they cannot fly or climb the tree using a climbing speed. The trees last until the spell ends, even with no prisoners inside. When the spell ends, the trees disintegrate into leaves, soil, and slime.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can conjure one additional tree for each slot level above 5th.

SUN FLOWER

5th Level Conjuration spell (Druid, Sorcerer, Wizard)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a sunflower seed)

Duration: Concentration, up to 10 minutes

You conjure a spectral, spirit avatar of a massive blooming sunflower out of the ground at a point that you can see within range. The flower gives off bright light for 30 feet and dim light for another 30 feet. The light from this spell is sunlight.

The flower is insubstantial and cannot be touched or dealt damage, and it does not occupy space. Until the spell ends, you can use a bonus action on your turn to mentally order the flower to blast either an area or a single target with sunlight.

If you choose to blast an area, choose either a 15 foot radius cylinder with height 100 feet centered on the flower, a 40 foot cone originating from the flower, or a line 100 feet long and 5 feet wide originating from the flower. Each creature in the area must make a Constitution saving throw. Undead and oozes have disadvantage on this roll. On a failed saving throw, a creature takes 6d6 radiant damage, or half as much damage on a successful saving throw.

If you choose to blast a single target, make a ranged spell attack originating from the flower against a target within 150 feet of the flower that you can see. On a hit, a creature takes 6d6 radiant damage, or half as much damage on a miss. You have advantage on this attack roll against undead and oozes.

When the spell ends, the spectral flower vanishes into petals and pollen on the wind.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage dealt increases by 1d6 for each slot level above 5th.

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