

Earth Tremor

1st-Level Evocation

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V, S

Duration: Instantaneous

You cause a tremor in the ground in a 10-foot radius. 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.

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.

Spell Lists: Bard, Druid, Sorcerer, Wizard

Revision #1

Created 19 May 2025 16:54:35 by Admin

Updated 19 May 2025 16:54:35 by Admin