



ELDRITCH GRIMOIRES

NATURE'S WRATH

A COLLECTION OF SPELLS TO ENHANCE THE PLAY AND FLAVOR OF
NATURE-BASED SPELLCASTERS IN THE 5TH EDITION OF
THE WORLD'S MOST POPULAR ROLE PLAYING GAME

THE ELDRITCH PRESS

ELDRITCH GRIMOIRES

NATURE'S WRATH



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#CRAFTBREWEDCONTENT

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Bard Spells

2nd Level
Chatter 2
 7th Level
Water To Acid 5

Druid Spells

Cantrips (0 Level)
Root Snare 3
 1st Level
Swim 5
 2nd Level
Chatter 2
Spike Skin 4
 3rd Level
Metalbane 3
 4th Level
Burrow 1
Liquid Form 2
 5th Level
Savage Growth 4
 7th Level
Water To Acid 5
 9th Level
Cast in Stone 1

Ranger Spells

1st Level
Swim 5
 2nd Level
Chatter 2
Spike Skin 4
 3rd Level
Metalbane 3
 4th Level
Burrow 1

Sorcerer Spells

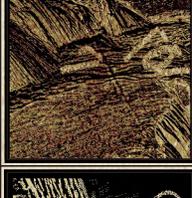
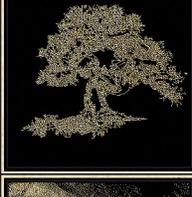
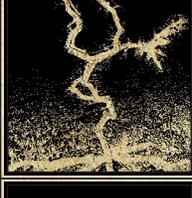
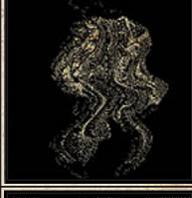
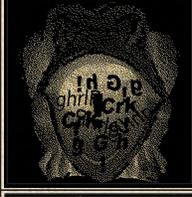
1st Level
Swim 5
 2nd Level
Spike Skin 4
 3rd Level
Metalbane 3
 4th Level
Burrow 1
Liquid Form 2
 7th Level
Water To Acid 5

Warlock Spells

1st Level
Swim 5
 2nd Level
Spike Skin 4
 4th Level
Liquid Form 2
 7th Level
Water To Acid 5

Wizard Spells

1st Level
Swim 5
 2nd Level
Spike Skin 4
 4th Level
Burrow 1
Liquid Form 2
 7th Level
Water To Acid 5





I

BURROW



4th-level transmutation (ritual)

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (a claw from a burrowing creature)

Duration: Concentration, up to 10 minutes



I have learned from painful experience the dangers posed if this spell should end while burrowed in a tunnel of unstable ground. Be sure to have another casting prepared... just in case.

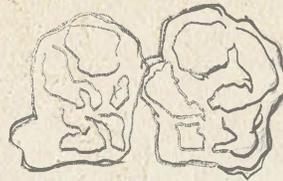
Up to three willing creatures within range grow long, burrowing claws. The targets gain a burrowing speed equal to their walking speed for the duration. Creatures with a burrowing speed can use that speed to move through sand, earth, mud, or ice, but not through solid stone.

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.



II

CAST IN STONE



9th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a petrified eyeball)

Duration: Concentration, up to 1 minute



I always find this spell is best used immediately after extolling a conviction of death to blasphemous transgressors. Let those who succumb to it stand forever as an example to others.

Like the terrifying medusa, your very gaze turns flesh to stone. For the duration, you gain a petrifying gaze. When a creature that can see your eyes starts its turn within 30 feet of you, you can force it to make a Constitution saving throw if you aren't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save is restrained as its body begins to solidify. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see you until the start of its next turn, when it can avert its eyes again. If the creature looks at you in the meantime, it must immediately make the save.

Additionally, while the spell lasts, you can use your action on subsequent turns to direct your gaze at a target. Choose a creature within 30 feet of you. That creature must make a Constitution saving throw, suffering the effects described above. Creatures averting their eyes are protected from this effect in the same way.

If a creature is physically broken while petrified by this spell, it suffers from similar deformities if it reverts to its original state. Creatures petrified by this spell are turned to stone until the effect is removed by the greater restoration spell or similar magic, or until you use a free action to release them. When doing so, you can choose to release any number of affected creatures.



III

CHATTER



No one suspects that the out-of-sight yowling of tom cats is really the enemy relaying the tactics of an imminent attack. Likewise, the low growl of an unseen wolf makes a great diversion.

2nd-level illusion (ritual)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 2 hours

This spell allows you to mask the speech of any number of willing creatures that you can see within range. For the duration, whenever a target communicates verbally, it can choose to make its voice sound like bird song, dog barks, or other animal sounds common to its surroundings. The target chooses which animal to sound like, and only other creatures under the effects of this spell can understand its speech when it does so. Targets retain their original languages and can still speak normally. An intelligent creature that sees a target speaking in animal chatter knows that it is speaking in an unnatural tongue, and a creature under the effects of a comprehend languages, speak with animals, or tongues spell can still understand the literal meaning of a target's words.



IV

LIQUID FORM



This can be used to flee a besieged city, enter deep into dungeons, escape from prison, or to drown an enemy. Its versatility has no bounds.

4th-level transmutation

Casting Time: 1 action

Range: Self

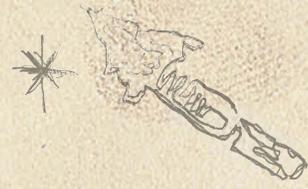
Components: V, S, M (a vial of clean water)

Duration: Concentration, up to 10 minutes

You transform yourself, along with everything you're wearing and carrying, into a magical liquid state for the duration. Though you retain a semblance of your normal form, your body is slightly translucent and can stretch, shift, divide, and rejoin like a liquid. The spell ends if you drop to 0 hit points.

While in this form, you gain a swimming speed of 60 feet and can breathe both air and water. You can enter and occupy the space of another creature. You have resistance to nonmagical damage, immunity to the grappled and restrained conditions, and advantage on Strength, Dexterity, and Constitution saving throws. You can pass through narrow openings, cracks, and drains, but not impermeable substances like stone or metal. The range of your melee weapon attacks is increased by 10 feet, and they count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. Melee weapon attacks that normally deal piercing or slashing damage instead deal bludgeoning damage. While you are completely submerged in water, you add a +10 bonus to Dexterity (Stealth) checks made to hide.

While in liquid form, you can't talk or manipulate objects, and any objects you were carrying or holding can't be dropped, used, or otherwise interacted with. You can't make ranged weapon attacks, but you can cast spells normally as long as they require no material or verbal components.



V

METALBANE



3rd-level transmutation

Casting Time: 1 bonus action

Range: Touch

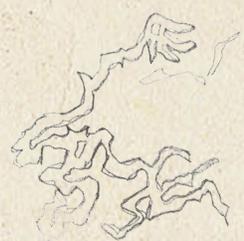
Components: V, S

Duration: Concentration, up to 1 hour

You touch a weapon that is not made of metal, such as a wooden shortbow or a stone spear. Until the spell ends, attacks made with the weapon against creatures protected by metal armor or shields are made with advantage. The weapon also becomes magical, if it isn't already.

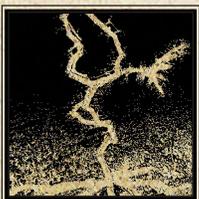
Attacks made with this weapon against nonmagical metal objects that are not being worn or carried are also made with advantage, and if the attack hits, the hit is automatically a critical hit.

A most devastating spell that can allow a warrior to single-handedly defeat an armored garrison. The simplest of weapons will cut a steel breastplate like linen.



VI

ROOT SNARE



Conjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You conjure a thorny root to rise from the ground and ensnare a creature that you can see within range. The creature must succeed on a Strength saving throw or take 1d6 piercing damage and be grappled for the duration. A grappled creature can use its action to make a Strength check against your spell save DC. On a success, it frees itself.

This spell creates more than one root when you reach higher levels: two roots at 5th level, three roots at 11th level, and four roots at 17th level. You can direct the roots at the same target or at different ones. A creature targeted by multiple roots must make a separate saving throw for each one.

A good way to hold an enemy in place for just a moment while you effect a hasty retreat.



SAVAGE GROWTH

VII



5th-level transmutation (ritual)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a handful of plant matter coated in bile)

Duration: Instantaneous

As you watch the vines grow from the mouths of the liars, you can take comfort knowing their lies will cease once they have grown into a tree. Their silence is divine.

You target a creature that you can see within range, which must be either an herbivore or an omnivore. You cause the undigested plant matter in its stomach to fuse into a living mass and grow with explosive speed. The target must make a Constitution saving throw. The target takes 8d10 necrotic damage on a failed save, or half as much damage on a successful one. This spell has no effect on creatures that do not at least occasionally eat plants.

If the target is reduced to 0 hit points by the damage from this spell, the target dies as roots burst from its abdomen and vines grow from its mouth. If the creature's remains are left undisturbed, a nonmagical tree indigenous to the area springs up from the body, growing to its full height over a period of 48 hours. Trees grown from the corpses of good-aligned or innocent creatures often appear withered and gnarled.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d10 for each slot level above 5th.



SPIKE SKIN

VIII



2nd-level Conjuration

Casting Time: 1 reaction, in response to being grappled by a creature

Range: Self

Components: V

Duration: Concentration, up to 1 minute

If you find yourself in an enemy's grasp, invoke this spell and delight in their surprise and pain. No need to waste your time breaking free, they will soon let go.

You sprout sharp spikes and thorns from your body, causing harm to the creature that grappled you. The creature takes 4d4 piercing damage when you cast the spell. Until the spell ends, any creature that ends its turn with you grappled takes an additional 4d4 piercing damage.

If a creature has you grappled and takes damage from this spell, the creature must succeed on a Constitution saving throw or release you if it can.



SWIM

IX



1st-level transmutation (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small seashell)

Duration: 8 hours

Never go on a waterborne journey without this spell. Never. Especially if your companions are accustomed to wearing heavy armor.

You touch a willing creature. The target gains a swimming speed equal to its walking speed for the duration.

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.



WATER TO ACID

X



7th-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a small vial of acid)

Duration: Concentration, up to 1 hour

The king who hides behind his walls will find himself brought low when his water wells yield naught but burning acid.

You choose an area of water that you can see within range and that fits within a 100-foot cube and transmute it into bubbling acid. The acid is opaque, and the spell's area becomes heavily obscured. If you cast this spell on a body of running water, such as a river or a section of the sea, the effect lasts only two rounds before the acid is dispersed by the current, ending the spell. Otherwise, the transformation lasts for the duration. If you concentrate on this spell for the full duration, the transformation lasts until dispelled.

When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. The creature takes 10d6 acid damage on a failed save, or half as much damage on a successful one.

The acid counts as difficult terrain, and corrodes nonmagical objects that come into contact with it. Any nonmagical weapon or armor that touches the acid takes a permanent and cumulative -1 penalty to its AC or damage rolls. If its penalty drops to -5, the item is destroyed.

ELDRITCH GRIMOIRES: NATURE'S WRATH

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