

PREDATORY REFLEXES

5th-level transmutation
(Druid, Sorcerer, Wizard)

Casting Time: 1 action
Range: Touch
Components: V, S, M (a hair from a lion's mane)
Duration: Concentration, up to 1 minute

Until the spell ends, the targets gain a +3 bonus to its AC and Strength, Dexterity and Constitution saving throws, its movement speed increases by 30 feet and it gains an additional reaction on each of its turns. In addition, when it is targeted by an attack or a spell (including by an area of effect), the target can expend its reaction to move up to 30 feet, potentially avoiding the effect.

FIST OF THE EARTH

3rd-level transmutation
(Druid, Sorcerer, Wizard)

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a broken rock)
Duration: Instantaneous

You punch the ground at your feet, causing the earth to rupture. All creatures in a 10-foot-wide and 30-foot-long line in front of you must succeed on a Dexterity Saving throw. On a failure a creature takes 4d10 bludgeoning damage, is pushed back 10 feet in a direction of your choice perpendicular to the line and is knocked prone. On a success a creature takes half as much damage and isn't pushed or knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each slot level above 3rd.

DRAINING SHIELD

3rd-level abjuration
(Sorcerer, Warlock, Wizard)

Casting Time: 1 reaction, which you take when you are hit by an attack or targeted by the magic missile spell
Range: Self
Components: V, S
Duration: Instantaneous

An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from magic missile. When a melee attack misses you that would have hit without the AC bonus gained by this spell, the life force of the creature is draining. The creature takes 3d8 necrotic damage and you regain half as much hit points.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the necrotic damage increases by 1d8 for each slot level above 3rd.