

# HASTE

BARBARIAN  
BARD  
CLERIC  
GRASSLAND  
ELDRITCH KNIGHT  
MONK  
VENGEANCE  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARLOCK  
WIZARD

*3<sup>rd</sup> level transmutation*

- ⚙ Casting Time: Action
- 🎯 Range: 30ft
- ⌚ Duration: ☉ 1 minute

Choose a willing creature that you can see within range. Until the spell ends, the target's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action. When the spell ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.



VERBAL



SOMATIC



MATERIAL

*A shaving of licorice root*

PLAYER'S  
HANDBOOK

250