

SPEAK WITH PLANTS

BARBARIAN
BARD
CLERIC
DRUID
FIGHTER
MONK
PALADIN
RANGER
ROGUE
SORCERER
WARLOCK
WIZARD

3rd level transmutation

- ⚙ Casting Time: Action
- 🎯 Range: Self (30ft radius)
- ⌚ Duration: 10 minutes

You imbue plants within 30ft of you with limited sentience and animation, giving them the ability to communicate with you and follow your simple commands. You can question plants about events in the spell's area within the past day, gaining information about creatures that have passed, weather, and other circumstances. You can also turn difficult terrain caused by plant growth (such as thickets and undergrowth) into ordinary terrain that lasts for the duration. Or you can turn ordinary terrain where plants are present into difficult terrain that lasts for the duration, causing vines and branches to hinder pursuers, for example. Plants might be able to perform other tasks on your behalf, at the DM's discretion.

See PHB for more information.



VERBAL



SOMATIC

MATERIAL

PLAYER'S
HANDBOOK

277