

# COMMUNE WITH NATURE

TOTEM WARRIOR  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
ANCIENTS  
RANGER  
ROGUE  
SORCERER  
WARLOCK  
WIZARD

5<sup>th</sup> level divination (ritual)

- ⚙ Casting Time: 1 minute
- 🎯 Range: Self
- ⌚ Duration: Instantaneous

You briefly become one with nature and gain knowledge of the surrounding territory. In the outdoors, the spell gives you knowledge of the land within 3 miles of you. In caves and other natural underground settings, the radius is limited to 300ft. The spell doesn't function where nature has been replaced by construction, such as in dungeons and towns. You instantly gain knowledge of up to three facts of your choice about any of the following subjects as they relate to the area:

- terrain and bodies of water
- prevalent plants, minerals, animals, or peoples
- powerful celestials, fey, fiends, elementals, or undead
- influence from other planes of existence
- buildings.



VERBAL



SOMATIC

MATERIAL

PLAYER'S  
HANDBOOK

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