

☹

Absorb Elements

1ST LEVEL ABJURATION

S

☞

☞ 1 REACTION

☞ Self

⌚ 1 ROUND

Reaction: when you take acid, cold, fire, lightning, or thunder damage

The spell captures some of the incoming energy, lessening its effect on you and storing it for your next melee attack. You have **resistance to the triggering damage type** until the start of your next turn. Also, the first time you hit with a melee attack on your next turn, the target takes an **extra 1d6 damage** of the triggering type, and the spell ends.

When you cast this spell using a spell slot of 2nd level or higher, the extra damage increases by **1d6** for each slot level above 1st.

☹

Alarm

1ST LEVEL ABJURATION

V

S

M

☞

☞ 1 MINUTE

☞ RITUAL

📏 30 ft.

⌚ 8 HOURS

🔔 A TINY BELL AND A PIECE OF FINE SILVER WIRE

You set an alarm against unwanted intrusion. Choose a door, a window, or an area within range that is no larger than a **20-foot cube**. Until the spell ends, an alarm alerts you whenever a Tiny or larger creature touches or enters the warded area. When you cast the spell, you can designate creatures that won't set off the alarm. You also choose whether the alarm is mental or audible.

A mental alarm alerts you with a ping in your mind if you are within **1 mile** of the warded area. This ping awakens you if you are sleeping.

An audible alarm produces the sound of a hand bell for 10 seconds within 60 feet.

☹

Shield

1ST LEVEL ABJURATION

V

S

☞

☞ 1 REACTION

☞ Self

⌚ 1 ROUND


Reaction: when you are hit by an attack or targeted by the magic missile spell

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.

Poot

OWL FAMILIAR

☞



Tiny Fey, Unaligned

🛡 11

❤ 1

👤 5 ft.

🏹 60 ft.

STR	DEX	CON
3 (-4)	13 (+1)	8 (-1)
INT	WIS	CHA
2 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +3

👁 Darkvision 120 ft., Passive Perception 13

Flyby. Does not provoke opportunity attacks

Keen Hearing and Sight. Advantage on Perception checks that use hearing/sight