



0 TRUCOS

- ☒ Spare the Dying
- ☒ Word of Radiance
- ☒ Toll the Dead
- ☒ ☒ Chill Touch
- ☒ Druidcraft
- ☒ Produce Flame

Druidcraft

Guidance

Produce Flame

A diagram of a mechanical assembly consisting of three parts. Part 1 is a small hexagonal nut on the left. Part 2 is a long cylindrical shaft in the middle. Part 3 is a larger hexagonal nut on the right. The parts are shown in a perspective view, with the shaft passing through the center of both nuts.

Diagram illustrating a spell slot bar for a spell level 1. The bar is divided into two sections: "SLOTS TOTAL" and "SLOTS EXPENDED". The "SLOTS TOTAL" section contains the number "4". The "SLOTS EXPENDED" section is empty. The bar is labeled "SPELL LEVEL" at the top left.

- ☒ ☐ ☐ Divine Favor
 - ☐ ☐ ☐ Shield of Faith
 - ☐ ☐ Cure Wounds
 - ☐ ☐ Inflict Wounds
 - ☐ ☐ Command
 - ☐ ☐ Bless
 - ☐ ☒ ☐ Find Familiar
 - ☐ ☒ Jump
 - ☐ ☒ Thunderwave
 - ☐ ☒ Earth Tremor
 - ☐ ☒ Ice Knife
 - ☐ ☒ Speak with Animals
 - ☐ Healing Word
 - ☐ Thunderwave
 - ☐ Ice Knife

A diagram of a pencil. The eraser is labeled '2' and the body of the pencil is labeled '3'. A dashed line indicates a break in the pencil's body.

- ☒ ● **Pass without Trace**
- ☐ ● **Locate Object**
- ☐ ● **Enhance Ability**
- ☐ ● ● **Blindness Deafness**
- ☐ ● ● **Gentle Repose**
- ☐ **Hold Person**
- ☐ **Enhance Ability**
- ☐ **Locate Object**
- ☐ **Pass without Trace**
- ☐ **Warding Wind**

RASGOS Y ATRIBUTOS

COMBATE

● War Priest

From 1st level, your god delivers bolts of inspiration to you while you are engaged in battle. When you use the Attack action, you can make one weapon attack as a bonus action. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

●/● Shell Defense

You can withdraw into your shell as an action. Until you emerge, you gain a +4 bonus to AC, and you have advantage on Strength and Constitution saving throws. While in your shell, you are prone, your speed is 0 and can't increase, you have disadvantage on Dexterity saving throws, you can't take reactions, and the only action you can take is a bonus action to emerge from your shell.

● Wild Shape

Starting at 2nd level, you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest. Your druid level determines the beasts you can transform into. At 2nd level you can transform into any beast that has a challenge rating of 1/4 or lower that doesn't have a flying or swimming speed. You can stay in a beast shape for a number of hours equal to half your druid level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die. While you are transformed, the following rules apply: Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them. When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious. You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast. You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense. You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form. At 4th level you can transform into any beast that has a challenge rating of 1/2 or lower that doesn't have a flying speed. At 8th level you can transform into any beast that has a challenge rating of 1 or lower.

● Symbiotic Entity

You gain the ability to channel magic into your spores. As an action, you can expend a use of your Wild Shape feature to awaken those spores, rather than transforming into a beast form, and you gain 4 temporary hit points for each level you have in this class. While this feature is active, you gain the following benefits: When you deal your Halo of Spores damage, roll the damage die a second time and add it to the total. Your melee weapon attacks deal an extra 1d6 necrotic damage to any target they hit. These benefits last for 10 minutes, until you lose all these temporary hit points, or until you use your Wild Shape again.

● Halo of Spores

You are surrounded by invisible, necrotic spores that are harmless until you unleash them on a creature nearby. When a creature you can see moves into a space within 10 feet of you or starts its turn there, you can use your reaction to deal 1d4 necrotic damage to that creature unless it succeeds on a Constitution saving throw against your spell save DC. The necrotic damage increases to 1d6 at 6th level, 1d8 at 10th level, and 1d10 at 14th level.

● Wild Companion

You gain the ability to summon a spirit that assumes an animal form: as an action, you can expend a use of your Wild Shape feature to cast the find familiar spell, without material components./n When you cast the spell in this way, the familiar is a fey instead of a beast, and the familiar disappears after a number of hours equal to half your druid level.

ROL

● Observant

Quick to notice details of your environment, you gain the following benefits: - Increase your Intelligence or Wisdom score by 1, to a maximum of 20. - If you can see a creature's mouth while it is speaking a language you understand, you can interpret what it's saying by reading its lips. - You have a +5 bonus to your passive Wisdom (Perception) and passive Intelligence (Investigation) scores.

● Ritual Casting

You can cast a cleric (& druid) spell as a ritual if that spell has the ritual tag and you have the spell prepared.

● Claws

Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

● Hold Breath

You can hold your breath for up to 1 hour at a time. Tortles aren't natural swimmers, but they can remain underwater for some time before needing to come up for air.

● **Natural Armor**

Due to your shell and the shape of your body, you are ill-suited to wearing armor. Your shell provides ample protection, however; it gives you a base AC of 17 (your Dexterity modifier doesn't affect this number). You gain no benefit from wearing armor, but if you are using a shield, you can apply the shield's bonus as normal.

● **Shelter of the Faithful**

As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle. You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

● **Armor Proficiency**

Druids will not wear armor or use shields that are made of metal.

● **Druidic**

You know Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

● **Circle Spells**

Your symbiotic link to fungi and your ability to tap into the cycle of life and death grants you access to certain spells. At 2nd level, you learn the chill touch cantrip. At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of Spores Spells table. Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you. 2nd chill touch 3rd blindness/deafness, gentle repose 5th animate dead, gaseous form 7th blight, confusion 9th cloudkill, contagion

● **Acción**

● **Acción Bonus**

● **Reacción**

● **Pasivas**

Cantrip Versatility

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can replace one cantrip you learned from this class's Spellcasting feature with another cantrip from the druid spell list.

CONJUROS

● Spare the Dying

Nigromancia cantrip

Tiempo de Lanzamiento: 1 action

Alcance: Touch

Objetivo: A living creature that has 0 hit points

Componentes: V S

Duración: Instantaneous

Descripción:

You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on undead or constructs.

● Word of Radiance

Evocación cantrip

Tiempo de Lanzamiento: 1 action

Alcance: 5 feet

Objetivo: Each creaature of your choice that you can see within range

Componentes: V M

Duración: Instantaneous

Descripción:

You utter a divine word, and burning radiance erupts from you. Each creature of your choice that you can see within range must succeed on a Constitution saving throw or take 1d6 radiant damage. The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

● Toll the Dead

Nigromancia cantrip

Tiempo de Lanzamiento: 1 action

Alcance: 60 feet

Objetivo: a creature you can see within range

Componentes: V S

Duración: Instantaneous

Descripción:

You point at one creature you can see within range, and the sound of a dolorous bell fills the air around it for a moment. The target must succeed on a Wisdom saving throw or take 1d8 necrotic damage. If the target is missing any of its hit points, it instead takes 1d12 necrotic damage.

A Niveles Superiores: The spell's damage increases by one die when you reach 5th level (2d8 or 2d12), 11th level (3d8 or 3d12), and 17th level (4d8 or 4d12).

●● Chill Touch

Nigromancia cantrip

Tiempo de Lanzamiento: 1 action

Alcance: 120 feet

Objetivo: The space of a creature within range

Componentes: V S

Duración: 1 round

Descripción:

You create a ghostly, skeletal hand in the space of a creature within range. Make a ranged spell attack against the creature to assail it with the chill of the grave. On a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target. If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn. This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

● Druidcraft

Transmutación cantrip

Tiempo de Lanzamiento: 1 action

Alcance: 30 feet

Objetivo: See text

Componentes: V S

Duración: Instantaneous

Descripción:

Whispering to the spirits of nature, you create one of the following effects within range: You create a tiny, harmless sensory effect that predicts what the weather will be at your location for the next 24 hours. The effect might manifest as a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on. This effect persists for 1 round. You instantly make a flower blossom, a seed pod open, or a leaf bud bloom. You create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal, or the faint odor of skunk. The effect must fit in a 5-foot cube. You instantly light or snuff out a candle, a torch, or a small campfire.

● Produce Flame

Abjuración cantrip

Tiempo de Lanzamiento: 1 action

Alcance:

Objetivo:

Componentes: V S

Duración: 10 minutes

Descripción:

A flickering flame appears in your hand. The flame remains there for the duration and harms neither you nor your equipment. The flame sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The spell ends if you dismiss it as an action or if you cast it again. You can also attack with the flame, although doing so ends the spell. When you cast this spell, or as an action on a later turn, you can hurl the flame at a creature within 30 feet of you. Make a ranged spell attack. On a hit, the target takes 1d8 fire damage.

A Niveles Superiores: This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Druidcraft

Transmutación cantrip

Tiempo de Lanzamiento: 1 action

Alcance: 30 feet

Objetivo: See text

Componentes: V S

Duración: Instantaneous

Descripción:

Whispering to the spirits of nature, you create one of the following effects within range: You create a tiny, harmless sensory effect that predicts what the weather will be at your location for the next 24 hours. The effect might manifest as a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on. This effect persists for 1 round. You instantly make a flower blossom, a seed pod open, or a leaf bud bloom. You create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal, or the faint odor of skunk. The effect must fit in a 5-foot cube. You instantly light or snuff out a candle, a torch, or a small campfire.

Guidance

Adivinación cantrip

Tiempo de Lanzamiento: 1 action

Alcance: Touch

Objetivo: One willing creature

Componentes: V S

Duración: ConcentraciónUp to 1 minute

Descripción:

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends.

Produce Flame

Conjuración cantrip

Tiempo de Lanzamiento: 1 action

Alcance: Self

Objetivo: Self or a creature within 30 feet of you

Componentes: V S

Duración: 10 minutes

Descripción:

A flickering flame appears in your hand. The flame remains there for the duration and harms neither you nor your equipment. The flame sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The spell ends if you dismiss it as an action or if you cast it again. You can also attack with the flame, although doing so ends the spell. When you cast this spell, or as an action on a later turn, you can hurl the flame at a creature within 30 feet of you. Make a ranged spell attack. On a hit, the target takes 1d8 fire damage. This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

●● Divine Favor

Evocación 1

Tiempo de Lanzamiento: 1 bonus action

Alcance: Self

Objetivo: Self

Componentes: V S

Duración: ConcentraciónUp to 1 minute

Descripción:

Your prayer empowers you with divine radiance. Until the spell ends, your weapon attacks deal an extra 1d4 radiant damage on a hit.

●● Shield of Faith

Abjuración 1

Tiempo de Lanzamiento: 1 bonus action

Alcance: 60 feet

Objetivo: A creature of your choice within range

Componentes: V S M

Duración: ConcentraciónUp to 10 minutes

Descripción:

A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

● **Cure Wounds**

Evocación 1

Tiempo de Lanzamiento: 1 action

Alcance: Touch

Objetivo: A creature you touch

Componentes: V S

Duración: Instantaneous

Descripción:

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

A Niveles Superiores: When you cast this spell using a spell slot of 2nd level or higher, the Healing increases by 1d8 for each slot level above 1st.

● **Inflict Wounds**

Nigromancia 1

Tiempo de Lanzamiento: 1 action

Alcance: Touch

Objetivo: A creature you can reach

Componentes: V S

Duración: Instantaneous

Descripción:

Make a melee spell attack against a creature you can reach. On a hit, the target takes 3d10 necrotic damage.

A Niveles Superiores: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

● **Command**

Encantamiento 1

Tiempo de Lanzamiento: 1 action

Alcance: 60 feet

Objetivo: A creature you can see within range

Componentes: V

Duración: 1 round

Descripción:

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it. Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the DM determines how the target behaves. If the target can't follow your command, the spell ends. Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you. Drop. The target drops whatever it is holding and then ends its turn. Flee. The target spends its turn moving away from you by the fastest available means. Grovel. The target falls prone and then ends its turn. Halt. The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

A Niveles Superiores: When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

● **Bless**

Encantamiento 1

Tiempo de Lanzamiento: 1 action

Alcance: 30 feet

Objetivo: Up to three creatures of your choice within range

Componentes: V S M

Duración: ConcentraciónUp to 1 minute

Descripción:

You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

A Niveles Superiores: When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

● ● **Find Familiar**

Conjuración 1

Tiempo de Lanzamiento: 1 hour

Alcance: 10 feet

Objetivo: An unoccupied space within range

Componentes: V S M

Duración: Instantaneous

Descripción:

You gain the service of a familiar, a spirit that takes an animal form you choose: bat, cat, crab, frog (toad), hawk, lizard, octopus, owl, poisonous snake, fish (quipper), rat, raven, sea horse, spider, or weasel. Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form, though it is a celestial, fey, or fiend (your choice) instead of a beast. Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal. When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after you cast this spell again While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses. As an action, you can temporarily dismiss your familiar. It disappears into a pocket dimension where it awaits your summons. Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you. You can't have more than one familiar at a time. If you cast this spell while you already have a familiar, you instead cause it to adopt a new form. Choose one of the forms from the above list. Your familiar transforms into the chosen creature. Finally, when you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

● **Jump**

Transmutación 1

Tiempo de Lanzamiento: 1 action

Alcance: Touch

Objetivo: A creature

Componentes: V S M

Duración: 1 minute

Descripción:

You touch a creature. The creature's jump distance is tripled until the spell ends.

● **Thunderwave**

Evocación 1

Tiempo de Lanzamiento: 1 action

Alcance: Self (15-foot cube)

Objetivo: Self (15-foot cube)

Componentes: V S

Duración: Instantaneous

Descripción:

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed. In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

A Niveles Superiores: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

● **Earth Tremor**

Evocación 1

Tiempo de Lanzamiento: 1 action

Alcance: 10 feet

Objetivo: Terreno

Componentes: V S

Duración: Instantaneo

Descripción:

You cause a tremor in the ground within range. Each creature other than you in that area must make a Dexterity saving throw. On a failed save, a creature takes 1d6 bludgeoning damage and is knocked prone. If the ground in that area is loose earth or stone, it becomes difficult terrain until cleared, with each 5-foot-diameter portion requiring at least 1 minute to clear by hand.

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

● **Ice Knife**

Conjuración 1

Tiempo de Lanzamiento: 1 action

Alcance: 60 feet

Objetivo: One creature within range

Componentes: S M

Duración: Instantaneous

Descripción:

You create a shard of ice and fling it at one creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 piercing damage. Hit or miss, the shard then explodes. The target and each creature within 5 feet of it must succeed on a Dexterity saving throw or take 2d6 cold damage.

A Niveles Superiores: When you cast this spell using a spell slot of 2nd level or higher, the cold damage increases by 1d6 for each slot level above 1st.

● **Speak with Animals**

Adivinación 1

Tiempo de Lanzamiento: 1 action

Alcance: Self

Objetivo:

Componentes: V S

Duración: 10 minutes

Descripción:

You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the DM's discretion.

Healing Word

Evocación 1

Tiempo de Lanzamiento: 1 bonus action

Alcance: 60 feet

Objetivo: A creature of your choice that you can see within range

Componentes: V

Duración: Instantaneous

Descripción:

A creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

A Niveles Superiores: When you cast this spell using a spell slot of 2nd level or higher, the Healing increases by 1d4 for each slot level above 1st.

Thunderwave

Evocación 1

Tiempo de Lanzamiento: 1 action

Alcance: Self (15-foot cube)

Objetivo: Self (15-foot cube)

Componentes: V S

Duración: Instantaneous

Descripción:

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed. In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

A Niveles Superiores: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

Ice Knife

Conjuración 1

Tiempo de Lanzamiento: 1 action

Alcance: 60 feet

Objetivo: One creature within range

Componentes: S M

Duración: Instantaneous

Descripción:

You create a shard of ice and fling it at one creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 piercing damage. Hit or miss, the shard then explodes. The target and each creature within 5 feet of it must succeed on a Dexterity saving throw or take 2d6 cold damage.

A Niveles Superiores: When you cast this spell using a spell slot of 2nd level or higher, the cold damage increases by 1d6 for each slot level above 1st.

● **Pass without Trace**

Abjuración 2

Tiempo de Lanzamiento: 1 action

Alcance: Self

Objetivo: Self

Componentes: V S M

Duración: ConcentraciónUp to 1 hour

Descripción:

A veil of shadows and silence radiates from you, masking you and your companions from detection. For the duration, each creature you choose within 30 feet of you (including you) has a +10 bonus to Dexterity (Stealth) checks and can't be tracked except by magical means. A creature that receives this bonus leaves behind no tracks or other traces of its passage.

● **Locate Object**

Adivinación 2

Tiempo de Lanzamiento: 1 action

Alcance: Self

Objetivo: Self

Componentes: V S M

Duración: ConcentraciónUp to 10 minutes

Descripción:

Describe or name an object that is familiar to you. You sense the direction to the object's location, as long as that object is within 1,000 feet of you. If the object is in motion, you know the direction of its movement. The spell can locate a specific object known to you, as long as you have seen it up close—within 30 feet—at least once. Alternatively, the spell can locate the nearest object of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, or weapon. This spell can't locate an object if any thickness of lead, even a thin sheet, blocks a direct path between you and the object.

● **Enhance Ability**

Transmutación 2

Tiempo de Lanzamiento: 1 action

Alcance: Touch

Objetivo: A creature

Componentes: V S M

Duración: ConcentraciónUp to 1 hour

Descripción:

You touch a creature and bestow upon it a magical enhancement. Choose one of the following effects; the target gains that effect until the spell ends. Bear's Endurance. The target has advantage on Constitution checks. It also gains 2d6 temporary hit points, which are lost when the spell ends. Bull's Strength. The target has advantage on Strength checks, and his or her carrying capacity doubles. Cat's Grace. The target has advantage on Dexterity checks. It also doesn't take damage from falling 20 feet or less if it isn't incapacitated. Eagle's Splendor. The target has advantage on Charisma checks. Fox's Cunning. The target has advantage on Intelligence checks. Owl's Wisdom. The target has advantage on Wisdom checks.

A Niveles Superiores: When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

● ● **Blindness Deafness**

Nigromancia 2

Tiempo de Lanzamiento: 1 action

Alcance: 30 feet

Objetivo: One creature that you can see within range

Componentes: V

Duración: 1 minute

Descripción:

You can blind or deafen a foe. Choose one creature that you can see within range to make a Constitution saving throw. If it fails, the target is either blinded or deafened (your choice) for the duration. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the spell ends.

A Niveles Superiores: When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

● ● **Gentle Repose**

Nigromancia 2

Tiempo de Lanzamiento: 1 action

Alcance: Touch

Objetivo: A corpse or other remains

Componentes: V S M

Duración: 10 days

Descripción:

You touch a corpse or other remains. For the duration, the target is protected from decay and can't become undead. The spell also effectively extends the time limit on raising the target from the dead, since days spent under the influence of this spell don't count against the time limit of spells such as raise dead.

Hold Person

Encantamiento 2

Tiempo de Lanzamiento: 1 action

Alcance: 60 feet

Objetivo: A humanoid that you can see within range

Componentes: V S M

Duración: ConcentraciónUp to 1 minute

Descripción:

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

A Niveles Superiores: When you cast this spell using a spell slot of 3rd level or higher, you can target on additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.

Enhance Ability

Transmutación 2

Tiempo de Lanzamiento: 1 action

Alcance: Touch

Objetivo: A creature

Componentes: V S M

Duración: ConcentraciónUp to 1 hour

Descripción:

You touch a creature and bestow upon it a magical enhancement. Choose one of the following effects; the target gains that effect until the spell ends. Bear’s Endurance. The target has advantage on Constitution checks. It also gains 2d6 temporary hit points, which are lost when the spell ends. Bull’s Strength. The target has advantage on Strength checks, and his or her carrying capacity doubles. Cat’s Grace. The target has advantage on Dexterity checks. It also doesn’t take damage from falling 20 feet or less if it isn’t incapacitated. Eagle’s Splendor. The target has advantage on Charisma checks. Fox’s Cunning. The target has advantage on Intelligence checks. Owl’s Wisdom. The target has advantage on Wisdom checks.

A Niveles Superiores: When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Locate Object

Adivinación 2

Tiempo de Lanzamiento: 1 action

Alcance: Self

Objetivo: Self

Componentes: V S M

Duración: ConcentraciónUp to 10 minutes

Descripción:

Describe or name an object that is familiar to you. You sense the direction to the object’s location, as long as that object is within 1,000 feet of you. If the object is in motion, you know the direction of its movement. The spell can locate a specific object known to you, as long as you have seen it up close—within 30 feet—at least once. Alternatively, the spell can locate the nearest object of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, or weapon. This spell can’t locate an object if any thickness of lead, even a thin sheet, blocks a direct path between you and the object.

Pass without Trace

Abjuración 2

Tiempo de Lanzamiento: 1 action

Alcance: Self

Objetivo: Self

Componentes: V S M

Duración: ConcentraciónUp to 1 hour

Descripción:

A veil of shadows and silence radiates from you, masking you and your companions from detection. For the duration, each creature you choose within 30 feet of you (including you) has a +10 bonus to Dexterity (Stealth) checks and can’t be tracked except by magical means. A creature that receives this bonus leaves behind no tracks or other traces of its passage.

Warding Wind

Evocación 2

Tiempo de Lanzamiento: 1 action

Alcance: Self

Objetivo: Self

Componentes: V

Duración: ConcentraciónUp to 10 minutes

Descripción:

A strong wind (20 miles per hour) blows around you in a 10-foot radius and moves with you, remaining centered on you. The wind lasts for the spell’s duration. The wind has the following effects: It deafens you and other creatures in its area. It extinguishes unprotected flames in its area that are torch-sized or smaller. It hedges out vapor, gas, and fog that can be dispersed by strong wind. The area is difficult terrain for creatures other than you. The attack rolls of ranged weapon attacks have disadvantage if the attacks pass in or out of the wind.