



DUNGEONS & DRAGONS®

Torquan Woodheart

CHARACTER NAME

Circle of the Moon Druid 5 Hermit

CLASS & LEVEL

Wood Elf

RACE

BACKGROUND

Neutral Good

ALIGNMENT

PLAYER NAME

12858

EXPERIENCE POINTS

STRENGTH

1

12

DEXTERITY

2

15

CONSTITUTION

3

16

INTELLIGENCE

-1

8

WISDOM

5

20

CHARISMA

0

11

18

INSPIRATION

PROFICIENCY BONUS

- 1 Strength
- 2 Dexterity
- 3 Constitution
- 2 Intelligence
- 8 Wisdom
- 0 Charisma

SAVING THROWS

- 2 Acrobatics (Dex)
- 5 Animal Handling (...)
- 1 Arcana (Int)
- 1 Athletics (Str)
- 0 Deception (Cha)
- 1 History (Int)
- 5 Insight (Wis)
- 0 Intimidation (Cha)
- 1 Investigation (Int)
- 8 Medicine (Wis)
- 2 Nature (Int)
- 8 Perception (Wis)
- 0 Performance (Cha)
- 0 Persuasion (Cha)
- 2 Religion (Int)
- 2 Sleight of Hand (D...
- 2 Stealth (Dex)
- 8 Survival (Wis)

SKILLS

TOOL: Herbalism Kit

LANGUAGE: Common, Druidic, Elvish,

Undercommon

ARMOR: Light Armor, Medium Armor, Shields

WEAPON: Club, Dagger, Dart, Javelin,

Longbow, Longsword, Mace, Quarterstaff,

Scimitar, Shortbow, Shortsword, Sickle, Sling,

Spear

OTHER PROFICIENCIES & LANGUAGES

INSPIRATION

3

15

ARMOR CLASS

2.15

INITIATIVE

35

SPEED

Hit Point Maximum 56

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

5

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME ATK DAMAGE/TYPE

Scimitar +5 1d6+2 Slashing

Cure Wounds

1d8+5 Healing

Healing Word

1d4+5 Healing

Primal Savag... +8 2d10 acid

Thunderwave DC11 2d8 Thunder

Ice Knife +8 1d10 Piercin...

Moonbeam DC11 2d10 Radiant

ATTACKS & SPELLCASTING

CP SP EP GP PP

1 Druidic Focus

1 Scroll Case Stuffed Full of Notes from Your Studies or Prayers

1 Winter Blanket

1 Wooden Shield

1 Scimitar

1 Leather Armor

1 Herbalism Kit

EQUIPMENT

I am working on a grand philosophical theory and love sharing my ideas. The leader of my community had something wise to say on every topic, and I am eager to share that wisdom.

PERSONALITY TRAITS

Greater Good. My gifts are meant to be shared with all, not used for my own benefit. (Good)

IDEALS

I entered seclusion because I loved someone I could not have.

BONDS

I'd risk too much to uncover a lost bit of knowledge.

FLAWS

Armor Proficiency

Druidic

Ritual Casting

Fey Ancestry

Trance

Darkvision

Mask of the Wild

Discovery

Tough

Wild Shape

Wild Companion

Combat Wild Shape

Beast Shape

Cantrip Versatility

Resilient

FEATURES & TRAITS

NAME

ATK

DAMAGE/TYPE

Call Lightning

DC16

3d10 Lightning

CP

SP

EP

GP

PP

ATTACKS & SPELLCASTING

- 1 Explorer's Pack
- 1 Backpack
- 1 Bedroll
- 1 Mess Kit
- 1 Tinderbox
- 10 Torch
- 10 Rations
- 1 Waterskin
- 1 Hempen Rope
- 1 Glass Vial of Nail Clippings

EQUIPMENT

Total: 2

2

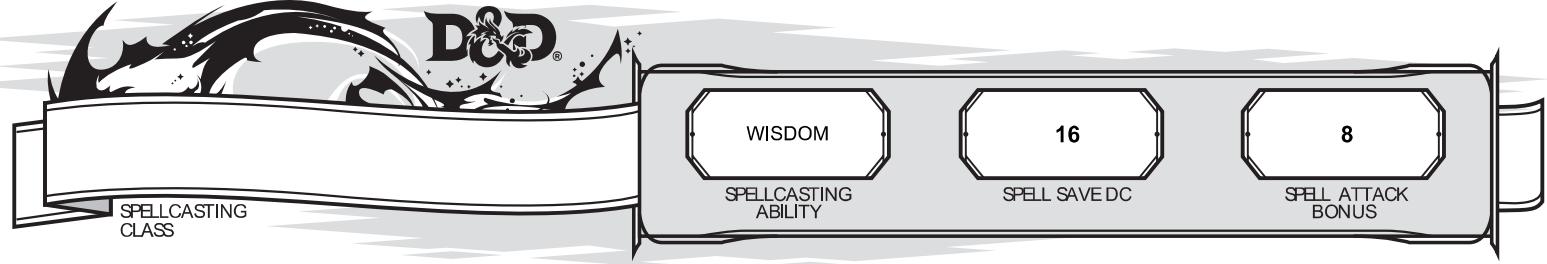
WILD SHAPE

Total: _____

Total: _____

Total: _____

Total: _____



Guidance

Primal Savagery

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED



Cure Wounds

Healing Word

Speak with Animals

Animal Friendship

Entangle

Goodberry

Charm Person

Detect Poison and Disease

Jump

Longstrider

Faerie Fire

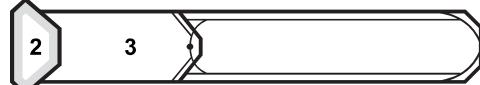
Find Familiar

Detect Magic

Thunderwave

Ice Knife

Beast Bond



Locate Animals or Plants

Continual Flame

Spike Growth

Animal Messenger

Enhance Ability

Augury

Beast Sense

Protection from Poison

Moonbeam

Warding Wind

Skywrite



Plant Growth

Water Walk

Water Breathing

Protection from Energy

Dispel Magic

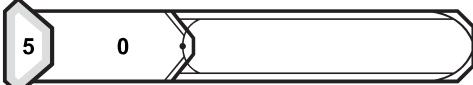
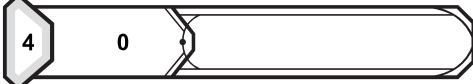
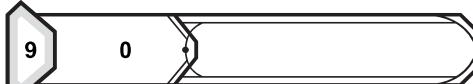
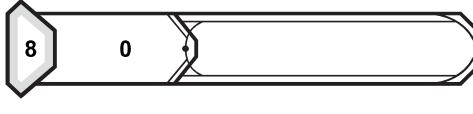
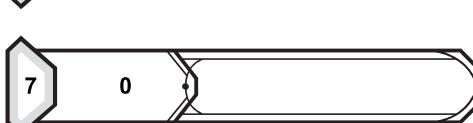
Revivify

Call Lightning

Speak with Plants

Aura of Vitality

Feign Death



FEATURES & TRAITS

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.

Ritual Casting

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

Fey Ancestry

You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Trance

Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Darkvision

Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Mask of the Wild

You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Discovery

The quiet seclusion of your extended hermitage gave you access to a unique and powerful discovery. The exact nature of this revelation depends on the nature of your seclusion. It might be a great truth about the cosmos, the deities, the powerful beings of the outer planes, or the forces of nature. It could be a site that no one else has ever seen. You might have uncovered a fact that has long been forgotten, or unearthed some relic of the past that could rewrite history. It might be information that would be damaging to the people who consigned you to exile, and hence the reason for your return to society. Work with your DM to determine the details of your discovery and its impact on the campaign.

Tough

Your hit point maximum increases by an amount equal to twice your level when you gain this feat. Whenever you gain a level thereafter, your hit point maximum increases by an additional 2 hit points.

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

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. 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.

Combat Wild Shape

When you choose this circle at 2nd level, you gain the ability to use Wild Shape on your turn as a bonus action, rather than as an action. Additionally, while you are transformed by Wild Shape, you can use a bonus action to expend one spell slot to regain 1d8 hit points per level of the spell slot expended.

Beast Shape

You can use a bonus 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. The rites of your circle grant you the ability to transform into more dangerous animal forms. Starting at 2nd level, you can use your Wild Shape to transform into a beast with a challenge rating as high as 1 that doesn't have a flying 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 whenever you reach a level in this class that grants the Ability Score Improvement feature, or merge with it. Equipment that merges with the new form has no effect until you leave the form. At 4th level you can transform into any beast this class's Spellcasting feature with another that has a challenge rating of 1/2 or lower that cantrip from the druid spell list. At 8th level you can't have a flying speed. At 8th level you can transform into any beast that has a challenge rating of 1 or lower. Choose one ability score. You gain the following benefits: Increase the chosen ability score by 1, to a maximum of 20. You gain proficiency in saving throws using the chosen ability.

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.

Healing Word

Evocation 1

Casting Time: 1 bonus action

Range: 60 feet

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

Components: V

Duration: Instantaneous

Description:

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.

Primal Savagery

Transmutation cantrip

Casting Time: 1 action

Range: Self

Target: One creature within 5 feet of you

Components: S

Duration: Instantaneous

Description:

You channel primal magic to cause your teeth or fingernails to sharpen, ready to deliver a corrosive attack. Make a melee spell attack against one creature within 5 feet of you. On a hit, the target takes 1d10 acid damage. After you make the attack, your teeth or fingernails return to normal. The spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Cure Wounds

Evocation 1

Casting Time: 1 action

Range: Touch

Target: A creature you touch

Components: V S

Duration: Instantaneous

Description:

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.

At Higher Levels:

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.

Animal Friendship

Enchantment 1

Casting Time: 1 action

Range: 30 feet

Target: A beast that you can see within range

Components: V S M

Duration: 24 hours

Description:

This spell lets you convince a beast that you mean it no harm. Choose a beast that you can see within range. It must see and hear you. If the beast's Intelligence is 4 or higher, the spell fails. Otherwise, the beast must succeed on a Wisdom saving throw or be charmed by you for the spell's duration. If you or one of your companions harms the target, the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional beast for each slot level above 1st.

Entangle

Conjuration 1

Casting Time: 1 action

Range: 90 feet

Target: A point within range

Components: V S

Duration: ConcentrationUp to 1 minute

Description:

Grasping weeds and vines sprout from the ground in a 20-foot square starting from a point within range. For the duration, these plants turn the ground in the area into difficult terrain. A creature in the area when you cast the spell must succeed on a Strength saving throw or be restrained by the entangling plants until the spell ends. A creature restrained by the plants can use its action to make a Strength check against your spell save DC. On a success, it frees itself. When the spell ends, the conjured plants wilt away.

Goodberry

Transmutation 1

Casting Time: 1 action

Range: Touch

Target: See text

Components: V S M

Duration: Instantaneous

Description:

Up to ten berries appear in your hand and are infused with magic for the duration. A creature can use its action to eat one berry. Eating a berry restores 1 hit point, and the berry provides enough nourishment to sustain a creature for one day. The berries lose their potency if they have not been consumed within 24 hours of the casting of this spell.

Charm Person

Enchantment 1

Casting Time: 1 action

Range: 30 feet

Target: A humanoid you can see within range

Components: V S

Duration: 1 hour

Description:

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.

At Higher Levels: 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. The creatures must be within 30 feet of each other when you target them.

Detec^t Poisⁿ and Disease

Divination 1

Casting Time: 1 action

Range: Self

Target: Self

Components: V S M

Duration: ConcentrationUp to 10 minutes

Description:

For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You also identify the kind of poison, poisonous creature, or disease in each case. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Jump

Transmutation 1

Casting Time: 1 action

Range: Touch

Target: A creature

Components: V S M

Duration: 1 minute

Description:

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

Longstrider

Transmutation 1

Casting Time: 1 action

Range: Touch

Target: A creature

Components: V S M

Duration: 1 hour

Description:

You touch a creature. The target's speed increases by 10 feet until the spell ends.

At Higher Levels: 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.

Fae^re Fire

Evocation 1

Casting Time: 1 action

Range: 60 feet

Target: Each object in a 20-foot cube within range

Components: V

Duration: ConcentrationUp to 1 minute

Description:

Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius. Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

Find Familiar

Conjuration 1

Casting Time: 1 hour

Range: 10 feet

Target: An unoccupied space within range

Components: V S M

Duration: Instantaneous

Description:

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.

Detect Magic

Divination 1

Casting Time: 1 action

Range: Self

Target: Self

Components: V S

Duration: ConcentrationUp to 10 minutes

Description:

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Thunderwave

Evocation 1

Casting Time: 1 action

Range: Self (15-foot cube)

Target: Self (15-foot cube)

Components: V S

Duration: Instantaneous

Description:

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.

At Higher Levels: 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

Conjuration 1

Casting Time: 1 action

Range: 60 feet

Target: One creature within range

Components: S M

Duration: Instantaneous

Description:

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.

At Higher Levels: 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.

Beast Bond

Divination 1

Casting Time: 1 action**Range:** Touch**Target:** One beast you touch that is friendly to you or charmed by you**Components:** V S M**Duration:** ConcentrationUp to 10 minutes**Description:**

You establish a telepathic link with one beast you touch that is friendly to you or charmed by you. The spell fails if the beast's Intelligence score is 4 or higher. Until the spell ends, the link is active while you and the beast are within line of sight of each other. Through the link, the beast can understand your telepathic messages to it, and it can telepathically communicate simple emotions and concepts back to you. While the link is active, the beast gains advantage on attack rolls against any creature within 5 feet of you that you can see.

Locate Animals or Plants

Divination 2

Casting Time: 1 action**Range:** Self**Target:** Self**Components:** V S M**Duration:** Instantaneous**Description:**

Describe or name a specific kind of beast or plant. Concentrating on the voice of nature in your surroundings, you learn the direction and distance to the closest creature or plant of that kind within 5 miles, if any are present.

Continual Flame

Evocation 2

Casting Time: 1 action**Range:** Touch**Target:** An object that you touch**Components:** V S M**Duration:** Until dispelled**Description:**

A flame, equivalent in brightness to a torch, springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A continual flame can be covered or hidden but not smothered or quenched.

Spike Growth

Transmutation 2

Casting Time: 1 action**Range:** 150 feet**Target:** A 20-foot radius centered on a point within range**Components:** V S M**Duration:** ConcentrationUp to 10 minutes**Description:**

The ground in a 20-foot radius centered on a point within range twists and sprouts hard spikes and thorns. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels. The transformation of the ground is camouflaged to look natural. Any creature that can't see the area at the time the spell is cast must make a Wisdom (Perception) check against your spell save DC to recognize the terrain as hazardous before entering it.

Animal Messenger

Enchantment 2

Casting Time: 1 action**Range:** 30 feet**Target:** A tiny beast you can see within range**Components:** V S M**Duration:** 24 hours**Description:**

By means of this spell, you use an animal to deliver a message. Choose a Tiny beast you can see within range, such as a squirrel, a blue jay, or a bat. You specify a location, which you must have visited, and a recipient who matches a general description, such as "a man or woman dressed in the uniform of the town guard" or "a red-haired dwarf wearing a pointed hat." You also speak a message of up to twenty-five words. The target beast travels for the duration of the spell toward the specified location, covering about 50 miles per 24 hours for a flying messenger, or 25 miles for other animals. When the messenger arrives, it delivers your message to the creature that you described, replicating the sound of your voice. The messenger speaks only to a creature matching the description you gave. If the messenger doesn't reach its destination before the spell ends, the message is lost, and the beast makes its way back to where you cast this spell.

At Higher Levels: If you cast this spell using a spell slot of 3rd level or higher, the Duration of the spell increases by 48 hours for each slot level above 2nd.

Enhance Ability

Transmutation 2

Casting Time: 1 action**Range:** Touch**Target:** A creature**Components:** V S M**Duration:** ConcentrationUp to 1 hour**Description:**

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.

At Higher Levels: 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.

Augury

Divination 2

Casting Time: 1 minute**Range:** Self**Target:** See text**Components:** V S M**Duration:** Instantaneous**Description:**

By casting gem-inlaid sticks, rolling dragon bones, laying out ornate cards, or employing some other divining tool, you receive an omen from an otherworldly entity about the results of a specific course of action that you plan to take within the next 30 minutes. The DM chooses from the following possible omens: Weal, for good results Woe, for bad results Weal and woe, for both good and bad results Nothing, for results that aren't especially good or bad The spell doesn't take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion. If you cast the spell two or more times before completing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get a random reading. The DM makes this roll in secret.

Beast Sense

Divination 2

Casting Time: 1 action**Range:** Touch**Target:** A willing beast**Components:** S**Duration:** ConcentrationUp to 1 hour**Description:**

You touch a willing beast. For the duration of the spell, you can use your action to see through the beast's eyes and hear what it hears, and continue to do so until you use your action to return to your normal senses. While perceiving through the beast's senses, you gain the benefits of any special senses possessed by that creature, though you are blinded and deafened to your own surroundings.

Protection from Poison

Abjuration 2

Casting Time: 1 action**Range:** Touch**Target:** A creature**Components:** V S**Duration:** 1 hour**Description:**

You touch a creature. If it is poisoned, you neutralize the poison. If more than one poison afflicts the target, you neutralize one poison that you know is present, or you neutralize one at random. For the duration, the target has advantage on saving throws against being poisoned, and it has resistance to poison damage.

Moonbeam

Evocation 2

Casting Time: 1 action**Range:** 120 feet**Target:** A 5-foot-radius, 40-foot-high cylinder centered on a point within range**Components:** V S M**Duration:** ConcentrationUp to 1 minute**Description:**

A silvery beam of pale light shines down in a 5-foot-radius, 40-foot-high cylinder centered on a point within range. Until the spell ends, dim light fills the cylinder. When a creature enters the spell's area for the first time on a turn or starts its turn there, it is engulfed in ghostly flames that cause searing pain, and it must make a Constitution saving throw. It takes $2d10$ radiant damage on a failed save, or half as much damage on a successful one. A shapechanger makes its saving throw with disadvantage. If it fails, it also instantly reverts to its original form and can't assume a different form until it leaves the spell's light. On each of your turns after you cast this spell, you can use an action to move the beam up to 60 feet in any direction.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by $1d10$ for each slot level above 2nd.

Warding Wind

Evocation 2

Casting Time: 1 action**Range:** Self**Target:** Self**Components:** V**Duration:** ConcentrationUp to 10 minutes**Description:**

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.

Skywrite

Transmutation 2

Casting Time: 1 action**Range:** Sight**Target:** A part of the sky you can see**Components:** V S**Duration:** ConcentrationUp to 1 hour**Description:**

You cause up to ten words to form in a part of the sky you can see. The words appear to be made of cloud and remain in place for the spell's duration. The words dissipate when the spell ends. A strong wind can disperse the clouds and end the spell early.

Plant Growth

Transmutation 3

Casting Time: 1 action or 8 hours**Range:** 150 feet**Target:** Plants within a specific area**Components:** V S**Duration:** Instantaneous**Description:**

This spell channels vitality into plants within a specific area. There are two possible uses for the spell, granting either immediate or long-term benefits. If you cast this spell using 1 action, choose a point within range. All normal plants in a 100-foot radius centered on that point become thick and overgrown. A creature moving through the area must spend 4 feet of movement for every 1 foot it moves. You can exclude one or more areas of any size within the spell's area from being affected. If you cast this spell over 8 hours, you enrich the land. All plants in a half-mile radius centered on a point within range become enriched for 1 year. The plants yield twice the normal amount of food when harvested.

Water Walk

Transmutation 3

Casting Time: 1 action**Range:** 30 feet**Target:** Up to ten willing creatures you can see within range**Components:** V S M**Duration:** 1 hour**Description:**

This spell grants the ability to move across any liquid surface—such as water, acid, mud, snow, quicksand, or lava—as if it were harmless solid ground (creatures crossing molten lava can still take damage from the heat). Up to ten willing creatures you can see within range gain this ability for the duration. If you target a creature submerged in a liquid, the spell carries the target to the surface of the liquid at a rate of 60 feet per round.

Water Breathing

Transmutation 3

Casting Time: 1 action

Range: 30 feet

Target: Up to ten willing creatures you can see within range

Components: V S M

Duration: 24 hours

Description:

This spell grants up to ten willing creatures you can see within range the ability to breathe underwater until the spell ends. Affected creatures also retain their normal mode of respiration.

Protection from Energy

Abjuration 3

Casting Time: 1 action

Range: Touch

Target: The willing creature you touch

Components: V S

Duration: ConcentrationUp to 1 hour

Description:

For the duration, the willing creature you touch has resistance to one damage type of your choice: acid, cold, fire, lightning, or thunder.

Dispel Magic

Abjuration 3

Casting Time: 1 action

Range: 120 feet

Target: One creature, object, or magical effect within range

Components: V S

Duration: Instantaneous

Description:

Choose one creature, object, or magical effect within range. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, make an ability check using your spellcasting ability. The DC equals $10 + \text{the spell's level}$. On a successful check, the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you automatically end the effects of a spell on the target if the spell's level is equal to or less than the level of the spell slot you used.

Revivify

Necromancy 3

Casting Time: 1 action

Range: Touch

Target: A creature that has died within the last minute

Components: V S M

Duration: Instantaneous

Description:

You touch a creature that has died within the last minute. That creature returns to life with 1 hit point. This spell can't return to life a creature that has died of old age, nor can it restore any missing body parts.

Call Lightning

Conjuration 3

Casting Time: 1 action

Range: 120 feet

Target: A point in the air where a storm cloud could appear within range directly above you

Components: V S

Duration: ConcentrationUp to 10 minutes

Description:

A storm cloud appears in the shape of a cylinder that is 10 feet tall with a 60-foot radius, centered on a point you can see within range above you. The spell fails if you can't see a point in the air where the storm cloud could appear (for example, if you are in a room that can't accommodate the cloud). When you cast the spell, choose a point you can see under the cloud. A bolt of lightning flashes down from the cloud to that point. Each creature within 5 feet of that point must make a Dexterity saving throw. A creature takes $3d10$ lightning damage on a failed save, or half as much damage on a successful one. On each of your turns until the spell ends, you can use your action to call down lightning in this way again, targeting the same point or a different one. If you are outdoors in stormy conditions when you cast this spell, the spell gives you control over the existing storm instead of creating a new one. Under such conditions, the spell's damage increases by 1d10.

At Higher Levels: When you cast this spell using a spell slot of 4th or higher level, the damage increases by 1d10 for each slot level above 3rd.

Speak with Plants

Transmutation 3

Casting Time: 1 action

Range: Self (30-foot radius)

Target: Plants within 30 feet of you

Components: V S

Duration: 10 minutes

Description:

You imbue plants within 30 feet 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. The spell doesn't enable plants to uproot themselves and move about, but they can freely move branches, tendrils, and stalks. If a plant creature is in the area, you can communicate with it as if you shared a common language, but you gain no magical ability to influence it. This spell can cause the plants created by the entangle spell to release a restrained creature.

Aura of Vitality

Evocation 3

Casting Time: 1 action

Range: Self (30-foot radius)

Target: Any creature in a 30-foot radius centered on you (including you)

Components: V

Duration: ConcentrationUp to 1 minute

Description:

Healing energy radiates from you in an aura with a 30-foot radius. Until the spell ends, the aura moves with you, centered on you. You can use a bonus action to cause one creature in the aura (including you) to regain $2d6$ hit points.

Feign Death

Necromancy 3

Casting Time: 1 action**Range:** Touch**Target:** A willing creature**Components:** V S M**Duration:** 1 hour**Description:**

You touch a willing creature and put it into a cataleptic state that is indistinguishable from death. For the spell's duration, or until you use an action to touch the target and dismiss the spell, the target appears dead to all outward inspection and to spells used to determine the target's status. The target is blinded and incapacitated, and its speed drops to 0. The target has resistance to all damage except psychic damage. If the target is diseased or poisoned when you cast the spell, or becomes diseased or poisoned while under the spell's effect, the disease and poison have no effect until the spell ends.