

SPELLS

CURE WOUNDS

1ST-LEVEL EVOCATION
CASTING TIME: 1 ACTION
RANGE: TOUCH
COMPONENTS: V, S
DURATION: INSTANTANEOUS

A CREATURE YOU TOUCH REGAINS $1D8+2$ HIT POINTS. THIS SPELL HAS NO EFFECT ON UNDEAD OR CONSTRUCTS.

HAIL OF THORNS

1ST-LEVEL CONJURATION
CASTING TIME: 1 BONUS ACTION
RANGE: SELF
COMPONENTS: V
DURATION: CONCENTRATION, UP TO 1 MINUTE

THE NEXT TIME YOU HIT A CREATURE WITH A RANGED WEAPON ATTACK BEFORE THE SPELL ENDS, THIS SPELL CREATES A RAIN OF THORNS THAT SPROUTS FROM YOUR RANGED WEAPON OR AMMUNITION. IN ADDITION TO THE NORMAL EFFECT OF THE ATTACK, THE TARGET OF THE ATTACK AND EACH CREATURE WITHIN 5 FEET OF IT MUST MAKE A DEXTERITY SAVING THROW. A CREATURE TAKES $1D10$ PIERCING DAMAGE ON A FAILED SAVE, OR HALF AS MUCH DAMAGE ON A SUCCESSFUL ONE.

ENSNARING STRIKE

1ST-LEVEL CONJURATION
CASTING TIME: 1 BONUS ACTION
RANGE: SELF
COMPONENTS: V
DURATION: CONCENTRATION, UP TO 1 MINUTE

THE NEXT TIME YOU HIT A CREATURE WITH A WEAPON ATTACK BEFORE THIS SPELL ENDS, A WRITHING MASS OF THORNY VINES APPEARS AT THE POINT OF IMPACT, AND THE TARGET MUST SUCCEED ON A DC 12 STRENGTH SAVING THROW OR BE RESTRAINED BY THE MAGICAL VINES UNTIL THE SPELL ENDS. A LARGE OR LARGER CREATURE HAS ADVANTAGE ON THIS SAVING THROW. IF THE TARGET SUCCEEDS ON THE SAVE, THE VINES SHRIVEL AWAY.

WHILE RESTRAINED BY THIS SPELL, THE TARGET TAKES $1D6$ PIERCING DAMAGE AT THE START OF EACH OF ITS TURNS. A CREATURE RESTRAINED BY THE VINES OR ONE THAT CAN TOUCH THE CREATURE CAN USE ITS ACTION TO MAKE A DC 12 STRENGTH CHECK. ON A SUCCESS, THE TARGET IS FREED.

PROTECTION FROM EVIL AND GOOD

1ST-LEVEL ABJURATION
CASTING TIME: 1 ACTION
RANGE: TOUCH
COMPONENTS: V, S, M
DURATION: CONCENTRATION, UP TO 1 HOUR

UNTIL THE SPELL ENDS, ONE WILLING CREATURE YOU TOUCH IS PROTECTED AGAINST CERTAIN TYPES OF CREATURES: ABERRATIONS, CELESTIALS, ELEMENTALS, FEY, FIENDS, AND UNDEAD.

THE PROTECTION GRANTS SEVERAL BENEFITS. CREATURES OF THOSE TYPES HAVE DISADVANTAGE ON ATTACK ROLLS AGAINST THE TARGET. THE TARGET ALSO CAN'T BE CHARMED, FRIGHTENED, OR POSSESSED BY THEM. IF THE TARGET IS ALREADY CHARMED, FRIGHTENED, OR POSSESSED BY SUCH A CREATURE, THE TARGET HAS ADVANTAGE ON ANY NEW SAVING THROW AGAINST THE RELEVANT EFFECT.