



## CANTRIPS

### PRODUCE FLAME

*Conjuration cantrip*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 10 minutes

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 (+5). On a hit, the target takes **1d8 fire** damage.

### SHILLELAGH

*Transmutation cantrip*

**Casting Time:** 1 bonus action

**Range:** Touch

**Components:** V, S, M (mistletoe, a shamrock leaf, and a club or quarterstaff)

**Duration:** 1 minute

The wood of a club or quarterstaff you are holding is imbued with nature's power. For the duration, you can use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using that weapon, and the weapon's damage die becomes a **d8**. The weapon also becomes magical, if it isn't already. The spell ends if you cast it again or if you let go of the weapon.

## PREPARED SPELLS

### CURE WOUNDS

*1st-level evocation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

A creature you touch regains **1d8+3** hit points.

This spell has no effect on undead or constructs.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level, the healing increases to **2d8+3**.

### ENTANGLE

*1st-level conjuration*

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

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.

## SPEAK WITH ANIMALS

*1st-level divination (ritual)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 10 minutes

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 GM's discretion.

## THUNDERWAVE

*1st-level evocation*

**Casting Time:** 1 action

**Range:** Self (15-foot cube)

**Components:** V, S

**Duration:** Instantaneous

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, the damage increases to **3d8**.

## BARKSKIN

*2nd-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a handful of oak bark)

**Duration:** Concentration, up to 1 hour

You touch a willing creature. Until the spell ends, the target's skin has a rough, bark-like appearance, and the target's AC can't be less than 16, regardless of what kind of armor it is wearing.

## BEAST SENSE

*2nd-level divination (ritual)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** S

**Duration:** Concentration, up to 1 hour

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 beasts's senses, you gain the benefits of any special senses possessed by that creature, though you are blinded and deafened to your own surroundings.

## WILDSHAPES (COMBAT)

## DIRE WOLF

*large beast*

**Armour Class:** 14

**Hit Points:** 37

**Speed:** 50 ft.

**STR +3 (17) • DEX +2 (15) • CON +2 (15)**

**Skills:** Stealth +4

**Senses:** *you don't have darkvision in this form*

**Languages:** *you cannot speak in this form*

**Keen Hearing and Smell.** You have advantage on Wisdom (Perception) checks that rely on hearing and smell.

**Pack Tactics.** You have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of that creature.

**Bite** • +5 to hit • 5 ft. reach • 2d6+3 piercing damage • Target must succeed on a DC 13 Strength saving throw or be knocked prone.

## BROWN BEAR

*large beast*

**Armour Class:** 11 (natural armour)

**Hit Points:** 34

**Speed:** 40 ft., climb 30 ft.

**STR +4 (19) • DEX +0 (10) • CON +3 (16)**

**Senses:** *you don't have darkvision in this form*

**Languages:** *you cannot speak in this form*

**Keen Smell.** You have advantage on Wisdom (Perception) checks that rely on smell.

**Multiattack.** You can make two attacks: one with your bite and one with your claws.

**Bite** • +5 to hit • 5 ft. reach • 1d8+4 piercing damage

**Claws** • +5 to hit • 5 ft. reach • 2d6+4 slashing damage

## TIGER

*large beast*

**Armour Class:** 12

**Hit Points:** 37

**Speed:** 40 ft.

**STR +3 (17) • DEX +2 (15) • CON +2 (14)**

**Skills:** Stealth +6

**Senses:** darkvision 60 ft.

**Languages:** *you cannot speak in this form*

**Keen Smell.** You have advantage on Wisdom (Perception) checks that rely on smell.

**Pounce.** If you move at least 20 ft. straight toward a creature and hit it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, you can make one bite attack against it as a bonus action.

**Bite** • +5 to hit • 5 ft. reach • 1d10+3 piercing damage

**Claw** • +5 to hit • 5 ft. reach • 1d8+3 slashing damage