

Maeve Riddlenbane

Level 6 Fay'aree Druid



Maeve's world was shattered by the death of her husband, Gwystl Riddlenbane, along with many of her children. Gwystl belonged to the Unseelie Court of Darkensryme, while Maeve's loyalty lay with the Seelie Court of Wynsomfenn, making them an unlikely couple. Their paths crossed when Maeve encountered Gwystl in the forest, seeking refuge from the jealous eyes of the vain Queen of Nightmares, ruler of the Darkensryme Court. Together, they clandestinely built a home in a secluded part of the Fandaer Forest and raised their children, always mindful of the potential retribution from both Courts due to their forbidden bloodline union.

For nearly 300 years, they lived in seclusion, avoiding contact with the outside world. It was the Seelie who first discovered their secret, thanks to a pixie scouting for rare herbs in the woods. Soon after, the Unseelie Court learned of their existence through a spy within the Wynsomfenn Court. Both factions descended upon the family simultaneously, triggering a fierce battle as they sought to eliminate each other and eradicate the tainted bloodline of Maeve and Gwystl.

As the family patriarch, Gwystl valiantly confronted the attack-

ers, refusing to let them harm his loved ones or destroy their homes. He fell under the blades of the Fay'aree, along with many of the children. Maeve barely escaped with just two of her children.

His death ignited her anger and inner passion, compelling her to seek an end to the war between the Seelie and Unseelie, even if it requires violence. Acting as a motherly figure, she delights in nurturing and caring for her fellow adventurers, offering protection, healing, and sustenance. However, those who endanger her loved ones could witness this seemingly pleasant grandma's swift transformation into a fearsome rage-beast.

SECRET:

Maeve has become a member of a secretive alliance of Seelie and Unseelie who have come together to forge a path to peace between their peoples. Her two remaining children are in hiding, kept safe by this organization.

PERSONALITY TRAIT:

I often get lost in my own thoughts and contemplation, becoming oblivious to my surroundings.

IDEAL:

Sometimes, it takes violence to find peace.

BOND:

I would do anything to secure a future where my children are not seen as abominations.

FLAW:

I sometimes become overbearing in offering advice to those I am traveling with. I can't help that they need so much taking care of!



Character Name

Maeve Riddlenbane

Class & Level
Level 6 Druid of the Wyldheart

Race / Background
Fay'aree / Hermit

Alignment
Chaotic Good

Languages Common, Fay'aree, Gnomish, Elvish, Druidic

Attacks & Spellcasting

Name	ATK	Damage
Gyrostaff (1-Handed)	+2	1d6-1 Bludgeoning
Gyrostaff (2-Handed)	+2	1d8-1 Bludgeoning
Poison Spray	DC16	2d12 Poison
Thunderwave	DC16	2d8 Thunder
Moonbeam	DC16	2d10 Radiant
Cure Wounds	-	1d8+5 Healing
Healing Spirit	-	1d6 Healing
Sleep	-	5d8 See Spell
Call Lightning	DC 16	3d10 Lightning

Equipment

Weapons: Gyrostaff (Quarterstaff, Versatile (1d8), See Special Abilities)

Armor: Hide, Wooden Shield

Gear: Shawl of Shrooms, A Book on Herbalism, Cozy Blanket, Belt Pouch Containing 5gp, Common Clothes, Herbalism Kit, Backpack, Bedroll, Mess Kit, Tinderbox, Torch x10, Rations x10, Waterskin, 50' Hempen Rope

Proficiency Bonus +3	Inspiration	Passive Perception 18
-1 8 Strength	◇ -1 ○ -1 ○ -1 ○ -1 Saving Throws Athletics	
+1 12 Dexterity	◇ +1 ○ +1 ○ +1 ○ +1 Saving Throws Acrobatics Sleight of Hand Stealth	
+2 14 Constitution	◇ +2 Saving Throws	
+2 15 Intelligence	◆ +5 ○ +2 ● +5 ○ +2 ● +5 ○ +5 Saving Throws Arcana History Investigation Nature Religion	
+5 20 Wisdom	◆ +8 ● +8 ● +8 ● +8 ● +11 ● +8 Saving Throws Animal Handling Insight Medicine Perception* Survival	
+3 16 Charisma	◇ +3 ○ +3 ○ +3 ● +8 ○ +3 Saving Throws Deception Intimidation Performance Persuasion	

Armor Class 15	Initiative +1	Speed 30 ft.
MAX HP 45	Current HP	
Temporary Hit Points		
Hit Dice 6 (d8) Total _____	Death Success-Failures ○ ○ ○ ○ ○ ○	
Spellcasting Ability WIS	Spell Save 16	Spell Attack Bonus +8
Proficiencies		
Armor: Light armor, Medium armor, Shields (Druids will not wear armor or use shields made of metal) (Fay'aree cannot bear the touch of metal)		
Weapons: Club, Dagger, Dart, Javelin, Mace, Quarterstaff, Scimitar, Sickle, Sling, Spear		
Saving Throws: Intelligence, Wisdom (Note: ADV vs charmed, and ADV on INT checks vs illusions. Cannot be put to sleep.)		
Tools: Herbalism Kit		

Notes

Maeve Riddlenbane

Level 6 Special Abilities (Page 1 of 3)



WILD SHAPE POINTS - 2/SHORT REST
GYROSTAFF REROLLS - 3/LONG REST

DARKVISION - You can see in dim light within 60 ft. 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.

IRONCURSED - You cannot have extended contact with iron, bronze, gold, or other refined metals. You can briefly handle objects made of these substances without trouble, though it causes your skin to itch and burn. However, after 30 seconds spent wearing metal armor, amulets, rings, etc., or holding an object such as a weapon with a bare metal hilt, you gain a level of exhaustion, and gain another level for every minute thereafter, though this effect will not increase your level of exhaustion beyond five. In addition, you have disadvantage on all attack rolls, ability checks, and saving throws while wearing or wielding such objects.

FAY - You have advantage on saving throws against being charmed and on Intelligence (Investigation) checks to notice the discrepancies in illusions, and magic can't put you to sleep.

WYLD DISCOVERY - You made a unique discovery amid your seclusion. You found a small Wyldheart unclaimed by any Fay'arie Court. Wyldhearts are sentient aspects of nature magic that the Fay'arie covet for their ability to protect their settlements and share their power. It was not powerful enough to protect your family, but it is able to gift you with a measure of its magic. This Wyldheart is called the Dappled Willow.

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

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.

EMPATHIC LINK - When you bond to a Wyldheart, you share in its empathic energies. Gain proficiency in Insight. When using Insight to detect the emotional state of a person, you view them as having colored auras. In general they correspond to the following emotions, yet it is possible to misread them.

Red: Excitement/Distress

Pink: Playful/Admiring

Orange: Optimistic/Inspired

Black: Anger/Hatred

Purple: Pride/Compassion

Silver: Serene/Focused

Blue: Trusting/Honesty

Gray: Apathy/Grief

Yellow: Confident/Happy

Green: Hopeful/Reassured

Gold: Covetous/Predatory

Brown: Stable/Stalwart

You also gain the ability to sense the surface emotions of your Wyldheart, such as happiness, contentment, anger, or distress. This link remains no matter the distance, or difference in plane of existence, as long as your character makes a pilgrimage to renew their bond once a year.

The spell Calm Emotions is a 1st-level Druid spell for you. You always have it prepared, and it doesn't count against the number of spells you can prepare each day.

CIRCLE SPELLS - Your bond to a Wyldheart gives you access to certain spells at particular Druid levels as outlined below. Once you gain access to a circle spell, 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: Faerie Fire, Sleep

3rd: Misty Step, Pass Without Trace

5th: Plant Growth, Fly

WILD SHAPE - You can use your action to magically assume the shape of a beast that you have seen before.

Please refer to the provided Wild Shapes. All calculations have already been accounted for.

- You can use this feature twice. You regain expended uses when you finish a short or Long Rest.

- 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.

- 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.

- 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.

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Level 6 Special Abilities (Page 2 of 3)



- 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 GM decides whether it is practical for the new form to wear a piece of Equipment, based on the creature's shape and size.

PERCEPTIVE - You gain proficiency in the Perception skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it. Being in a lightly obscured area doesn't impose disadvantage on your Wisdom (Perception) checks if you can both see and hear.

FAY'WYLD BOND - Fay'wyld spirits are attracted to Wyldhearts and tend to linger around them. One such spirit, Flewferhopper, a bright bird, has become bound to you. As an action, instead of taking a beast form you can expend one use of your Wild Shape feature to summon this spirit.

- The spirit appears in an unoccupied space of your choice you can see within 30 feet of you. When it appears, each creature within 10 feet of the spirit (other than you) must succeed on a Wisdom saving throw (equal to your spell save DC) or become charmed by the spirit until the spirit or one of its allies attacks the creature.

- The spirit is friendly to you and your companions and obeys your commands. It can share its emotional state and simple ideas such as hunger, curiosity, or affection with you within 100 feet of it.

- Using your proficiency bonus, you can cast spells through your companion instead of yourself, using your action and bonus action, if it is within 30 feet of you and you can see it. This uses your spell slot of the appropriate level. Spells with a target of Self cannot be used.

- In combat, the spirit shares your initiative count, but it takes its turn

immediately after yours. The only action it will take is the Dodge action unless you use your bonus action to command it to do otherwise. The spirit manifests for 1 hour unless you or it is reduced to 0 hit points, or until you use your Wild Shape again.

FLEWFERHOPPER (SMALL FEY, CHAOTIC GOOD)

AC: 16 **HP:** 36 **SPEED:** 10 ft. fly 40 ft.

STR: 8 (-1) **DEX:** 16 (+3) **CON:** 14 (+2) **INT:** 10 (+0) **WIS:** 12 (+1) **CHA:** 14 (+2)

Saving Throws: Dexterity +6, Charisma +5

Skills: Insight +4, Nature +4, Perception +4

Condition Immunities: Charmed, Frightened, Unconscious

Senses: passive Perception 14

Languages: Can understand but not speak Fay'aree

ACTIONS

Faerie Switch (1/day). If you and the spirit are within 30 feet of one another you can switch places using your bonus action.

Faerie Light. The spirit can illuminate itself or an object, as per the Light spell, but with a 30 ft. range. It can activate and deactivate this ability using your bonus action.

Fey Strike. Melee Spell Attack: +5 to hit, reach 5 ft., one target. Hit: 1d6 + 5 psychic damage.

EMOTIONAL MANIPULATION - Starting at 6th level, you gain the ability to manipulate certain emotions. You may use an action to manipulate a creature's emotional state as long as they are within 30 feet of you or your Fay'wyld spirit. The effect only works on living creatures who are not immune to the chosen condition and are conscious. If a creature attempts to resist your manipulation, they must succeed on a Wisdom saving throw (DC equal to your spell save DC). The effect lasts until the end of your next turn. Creatures cannot be affected by more than one emotion at once. You can use this feature a number of times equal to your Wisdom modifier, refreshing on a long rest.

Adoration: The target is charmed by you.

Amusement: The target is incapacitated by laughter.

Anger: The target gains advantage on attack rolls.

Enthusiasm: The target has advantage on all ability checks.

Fear: The target is frightened of you.

Grief: The target becomes fatigued, gaining a level of exhaustion.

Joy: The target is bolstered, gaining 1d8 temporary hit points.

GYROSTAFF - You can use the staff as a spellcasting focus for your druid spells. At the top of this staff is a bird's nest, protected at all times by a magical sphere that keeps it stable and defended. Within the nest are three small eggs with stone-like shells. Each egg grants the opportunity to reroll 1 damage die. You must take the new value. An egg refreshes this ability upon a long rest.

SHAWL OF SHROOMS - This is a shawl upon which living fungi grows. At dawn each day, you can harvest 1d6+2 fungi from the shawl. Consuming a fungi will grant a creature 3 temporary hit points.

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Level 6 Special Abilities (Page 3 of 3)

WILD SHAPES

CAT (CR 0, TINY BEAST)

AC: 12 HP: 2 SPEED: 40 ft. climb 30 ft.

STR: 3 (-4) DEX 15 (+2) CON 10 (+0) INT 16 (+3) WIS 18 (+4) CHA 13 (+1)

Saves & Skills: Use whichever bonus is highest.

Senses: passive Perception 16

Keen Smell. The cat has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Claws. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: (1) slashing damage.

WOLF (CR 1/4, MEDIUM BEAST)

AC: 13 HP: 11 SPEED: 40 ft.

STR: 12 (+1) DEX 15 (+2) CON 12 (+1) INT 16 (+3) WIS 18 (+4) CHA 13 (+1)

Saves & Skills: Use whichever bonus is highest

Senses: passive Perception 16

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 ft. of the creature and the ally isn't incapacitated.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

BLACK BEAR (CR 1/2, MEDIUM BEAST)

AC: 11 HP: 19 SPEED: 40 ft., climb 30 ft.

STR: 15 (+2) DEX 10 (+0) CON 14 (+2) INT 16 (+3) WIS 18 (+4) CHA 13 (+1)

Saves & Skills: Use whichever bonus is highest

Senses: passive Perception 13

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 3) piercing damage.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage.

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Level 6 Spells (Page 1 of 4)



CANTRIPS (UNLIMITED)

MENDING/MEND CONSTRUCT (TRANSMUTATION)

Casting Time: 1 minute

Range: Touch

Target: A single break or tear in an object you touch

Components: V, S, M (Two lodestones)

Duration: Instantaneous

Description: This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage. This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

Note: Mending can also be used to restore hit points to a construct such as an Inzandra'az with a casting time of 1 action. You mend one construct for $1d4 +$ your spellcasting modifier hit points.

GUIDANCE (DIVINATION)

Casting Time: 1 action

Range: Touch

Target: One willing creature

Components: V, S

Duration: Concentration, Up to 1 minute

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.

POISON SPRAY (CONJURATION)

Casting Time: 1 action

Range: 10 feet

Target: A creature you can see within range

Components: V, S

Duration: Instantaneous

Description: You extend your hand toward a creature you can see within range and project a puff of noxious gas from your palm. The creature must succeed on a Constitution saving throw or take $2d12$ poison damage.

DANCING LIGHTS (EVOCATION)

Casting Time: 1 action

Range: 120 feet

Target: Four points within range

Components: V, S, M (A bit of phosphorus or wychwood, or a glowworm)

Duration: Concentration, Up to 1 minute

Description: You create up to four torch-sized lights within range, making them appear as torches, lanterns, or glowing orbs that hover in the air for the duration. You can also combine the four lights into one glowing vaguely humanoid form of Medium size. Whichever form you choose, each light sheds dim light in a 10-foot radius. As a bonus action on your turn, you can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range.

LEVEL 1 (7 SLOTS)

CURE WOUNDS (EVOCATION)

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.

GOODBERRY (TRANSMUTATION)

Casting Time: 1 action

Range: Touch

Target: See Text

Components: V, S, M (A sprig of mistletoe)

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.

ENTANGLE (CONJURATION)

Casting Time: 1 action

Range: 90 feet

Target: A point within range

Components: V, S

Duration: Concentration, Up 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.

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Level 6 Spells (Page 2 of 4)



LEVEL 1 (CONTINUED)

FAERIE FIRE (CONJURATION)

1/Day using CHA as casting stat. Also uses regular spell slots.

Casting Time: 1 action

Range: 60 feet

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

Components: V

Duration: Concentration, Up 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.

SLEEP (ENCHANTMENT)

Casting Time: 1 action

Range: 90 feet

Target: Creatures within 20 feet of a point you choose within range (in ascending order of their current hit points, ignoring unconscious creatures)

Components: V, S, M (A pinch of fine sand, rose petals, or a cricket)

Duration: 1 minute

Description: Roll 5d8; the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures). Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected. Undead and creatures immune to being charmed aren't affected by this spell.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.

ANIMAL FRIENDSHIP (ENCHANTMENT)

Casting Time: 1 action

Range: 30 feet

Target: A beast that you can see within range

Components: V, S, M (A morsel of food)

Duration: 24 hours

Description: 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. 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.

SPEAK WITH ANIMALS (DIVINATION)

Casting Time: 1 action

Range: Self

Target: Self

Components: V, S

Duration: 10 minutes

Description: 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 (EVOCATION)

Casting Time: 1 action

Range: Self (15-foot cube)

Target: Self (15-foot cube)

Components: V, S

Duration: Instantaneous

Description: 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.

CALM EMOTIONS (ENCHANTMENT)

Casting Time: 1 action

Range: 60 feet

Target: Each humanoid in a 20-foot-radius sphere centered on a point you choose within range

Components: V, S

Duration: Concentration, Up to 1 minute

Description: Each humanoid in a 20-foot-radius sphere centered on a point you choose within range must make a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, choose one of the following two effects. You can suppress any effect causing a target to be charmed or frightened. When this spell ends, any suppressed effect resumes, provided that its duration has not expired in the meantime. Alternatively, you can make a target indifferent about creatures of your choice that it is hostile toward. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being

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Level 6 Spells (Page 3 of 4)



LEVEL 1 (CONTINUED)

harmed. When the spell ends, the creature becomes hostile again, unless the DM rules otherwise.

CHARM PERSON (ENCHANTMENT)

1/Day using CHA as casting stat.

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.

LEVEL 2 (3 SLOTS) □ □ □

MOONBEAM (EVOCATION)

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 (Several seeds of any moonseed plant and a piece of opalescent feldspar)

Duration: Concentration, Up 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.

LESSER RESTORATION (ABJURATION)

Casting Time: 1 action

Range: Touch

Target: A creature

Components: V, S

Duration: Instantaneous

Description: You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

ENLARGE / REDUCE (TRANSMUTATION)

Casting Time: 1 action

Range: 30 feet

Target: A creature or an object you can see within range

Components: V, S, M (A pinch of powdered iron)

Duration: Concentration, Up to 1 minute

Description: You cause a creature or an object you can see within range to grow larger or smaller for the duration. Choose either a creature or an object that is neither worn nor carried. If the target is unwilling, it can make a Constitution saving throw. On a success, the spell has no effect. If the target is a creature, everything it is wearing and carrying changes size with it. Any item dropped by an affected creature returns to normal size at once. **Enlarge.** The target's size doubles in all dimensions, and its weight is multiplied by eight. This growth increases its size by one category—from Medium to Large, for example. If there isn't enough room for the target to double its size, the creature or object attains the maximum possible size in the space available. Until the spell ends, the target also has advantage on Strength checks and Strength saving throws. The target's weapons also grow to match its new size. While these weapons are enlarged, the target's attacks with them deal 1d4 extra damage. **Reduce.** The target's size is halved in all dimensions, and its weight is reduced to one-eighth of normal. This reduction decreases its size by one category—from Medium to Small, for example. Until the spell ends, the target also has disadvantage on Strength checks and Strength saving throws. The target's weapons also shrink to match its new size. While these weapons are reduced, the target's attacks with them deal 1d4 less damage (this can't reduce the damage below 1).

HEALING SPIRIT (CONJURATION)

Casting Time: 1 bonus action

Range: 60 feet

Target: A space that is a 5-foot cube you can see within range

Components: V, S

Duration: Concentration, Up to 1 minute

Description: You call forth a nature spirit to soothe the wounded. The intangible spirit appears in a space that is a 5-foot cube you can see within range. The spirit looks like a transparent beast or fey (your choice). Until the spell ends, whenever you or a creature you can see moves into the spirit's space for the first time on a turn or starts its turn there, you can cause the spirit to restore 1d6 hit points to that creature (no action required). The spirit can't heal constructs or undead. The spirit can heal a number of times equal to 1 + your Spellcasting Ability modifier (minimum of twice). After Healing that

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Level 6 Spells (Page 4 of 4)



LEVEL 2 (CONTINUED)

number of times, the spirit disappears. As a bonus action on your turn, you can move the spirit up to 30 feet to a space you can see.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the healing increases by $1d6$ for each slot level above 2nd.

MISTY STEP (CONJURATION)

Casting Time: 1 bonus action

Range: Self

Target: Self

Components: V

Duration: Instantaneous

Description: Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

PASS WITHOUT TRACE (ABJURATION)

Casting Time: 1 action

Range: Self

Target: Self

Components: V, S, M (Ashes from a burned leaf of mistletoe and a sprig of spruce)

Duration: Concentration, Up to 1 hour

Description: 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.

INVISIBILITY (ILLUSION)

1/Day using CHA as casting stat.

Casting Time: 1 action

Range: Touch

Target: A creature you touch

Components: V, S, M (An eyelash encased in gum arabic)

Duration: Concentration, Up to 1 hour

Description: A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell.

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.

LEVEL 3 (3 SLOTS) □ □ □

SPEAK WITH PLANTS (TRANSMUTATION)

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.

FLY (CONJURATION)

Casting Time: 1 action

Range: Touch

Target: A willing creature

Components: V, S, M (A wing feather from any bird)

Duration: Concentration, Up to 10 hours

Description: You touch a willing creature. The target gains a flying speed of 60 feet for the duration. When the spell ends, the target falls if it is still aloft, unless it can stop the fall.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd.

PLANT GROWTH (TRANSMUTATION)

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.