

Druid Level 1 - Divination (ritual)

**Speak w/
Animals**

Druid Level 1 - Evocation

Thunderwave

Mage Level 1 - Evocation

Thunderwave

Druid Level 2 - Transmutation (ritual)

**Animal
Messenger**

Druid Level 1 - Transmutation

Barkskin

Druid Level 1 - Evocation

Gust of Wind

Mage Level 1 - Evocation

Gust of Wind

Druid Level 2 - Transmutation

Dark Vision

Mage Level 1 - Transmutation

Longstrider

Paladin Level 1 - Transmutation (ritual)

**Purify
Food & Drink**

Thunderwave

Casting time: 1 action
Range: 15 '
Duration: Instantaneous

With a loud crack, a wave of thunderous force sweeps out from you. Each creature in a 15' cube originating from you must make a CON saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10' away from you. On a successful save, it only takes half damage and is not pushed.
In addition, any unsecured objects that are completely within the area of effect are automatically pushed 10' away from you and the spell emits a thunderous boom audible within 300' of you.
At Higher Levels: +1d8 damage per slot above 1st.

Animal Messenger

Casting time: 1 action
Range: 25 '
Duration: 8 hours

By means of this spell, you can 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 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." You also speak a message up to 25 words. The beast travels as fast as it can to the specified location. When it arrives, it delivers your message to the creature that you described, replicating the sound of your voice. If the messenger does not reach its destination before the spell ends, the message is lost.

Gust of Wind

Casting time: 1 action
Range: 50 '
Duration: Instantaneous

A line of swiftly moving air that is 50' long and 10' wide emanates from you in a direction you choose. Each creature in the line must succeed on a STR saving throw or fall prone.
The Spell creates a strong wind (30 MPH) that can disperse gas or vapor. In addition, the gust extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50% chance to extinguish them.

Dark Vision

Casting time: 1 action
Range: Touch
Duration: 8 Hours

You touch a willing creature. For the duration, that creature has Darkvision within range of 60'

Purify Food & Drink

Casting time: 1 action
Range: 10 feet
Duration: Instantaneous

Choose a point within range. All nonmagical food and drink within a 5' radius cloud centered on that point is purified and rendered free of poison and disease.

Speak with Animals

Casting time: 1 Action
Range: Self
Duration: 10 Minutes

You gain the ability to comprehend and communicate with beasts for the duration. The intelligence and awareness of many beasts is limited by their intelligence, but at a 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.

Thunderwave

Casting time: 1 action
Range: 15 '
Duration: Instantaneous

With a loud crack, a wave of thunderous force sweeps out from you. Each creature in a 15' cube originating from you must make a CON saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10' away from you. On a successful save, it only takes half damage and is not pushed.
In addition, any unsecured objects that are completely within the area of effect are automatically pushed 10' away from you and the spell emits a thunderous boom audible within 300' of you.
At Higher Levels: +1d8 damage per slot above 1st.

Barkskin

Casting time: 1 Action
Range: Touch
Duration: Concentration, up to 1 hour

Touch a willing creature. The creature's skin takes on a rough, bark-like appearance and becomes as tough as wood, giving the creature a +2 bonus to AC for the duration.

Gust of Wind

Casting time: 1 action
Range: 50 '
Duration: Instantaneous

A line of swiftly moving air that is 50' long and 10' wide emanates from you in a direction you choose. Each creature in the line must succeed on a STR saving throw or fall prone.
The Spell creates a strong wind (30 MPH) that can disperse gas or vapor. In addition, the gust extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50% chance to extinguish them.

Longstrider

Casting time: 1 action
Range: Touch
Duration: 1 hour

Touch a creature that is not affected by this spell. Until the spell ends, that creature's speed increases by 10'