

Enhance Ability



You touch a creature and bestow upon it a magical enhancement. Choose one of the following effects; the target gains the 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 their 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.

2



Casting Time: 1 action

Range: Touch

Components: V, S, M (fur or a feather from a beast)

Duration: Concentration, up to 1 hour

Transmutation