

Guardian of Nature



A nature spirit answers your call and transforms you into a powerful guardian. The transformation lasts until the spell ends. You choose one of the following forms to assume: Primal Beast or Great Tree.

Primal Beast. Bestial fur covers your body, your facial features become feral, and you gain the following benefits:

- Your walking speed increases by 10 feet.
- You gain darkvision with a range of 120 feet.
- You make Strength-based attack rolls with advantage.
- Your melee weapon attacks deal an extra 1d6 force damage on a hit.

Great Tree. Your skin appears barky, leaves sprout from your hair, and you gain the following benefits:

- You gain 10 temporary hit points.
- You make Constitution saving throws with advantage.
- You make Dexterity and Wisdom-based attack rolls with advantage.

While you are on the ground, the ground within 15 feet of you is difficult terrain for your enemies.

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Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

Transmutation