

Water Breathing

3rd-Level Transmutation

Casting Time: 1 action or ritual

Range: 30 feet

Components: V, S, M a short reed or piece of straw

Duration: 24 hours

This spell grants up to ten willing creatures you can see within range the ability to breathe underwater until the spell ends. Affected creatures also retain their normal mode of respiration.

Spell Lists: Artificer, Druid, Ranger, Sorcerer, Wizard

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