

Tarik

CHARACTER NAME

Druid (Circle of the)

Elf/High Elf

RACE

Acolyte

BACKGROUND

Lawful Good

ALIGNMENT

NPC

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

+2

14

DEXTERITY

+4

18

CONSTITUTION

+2

15

INTELLIGENCE

+3

17

WISDOM

+2

15

CHARISMA

0

11

INSPIRATION

+3

PROFICIENCY BONUS

- ☐ +2 Strength
- ☐ +4 Dexterity
- ☐ +2 Constitution
- ☒ +6 Intelligence
- ☒ +5 Wisdom
- ☐ 0 Charisma

SAVING THROWS

- ☐ +4 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☒ +6 Arcana (Int)
- ☐ +2 Athletics (Str)
- ☐ 0 Deception (Cha)
- ☐ +3 History (Int)
- ☒ +5 Insight (Wis)
- ☐ 0 Intimidation (Cha)
- ☐ +3 Investigation (Int)
- ☐ +2 Medicine (Wis)
- ☒ +6 Nature (Int)
- ☒ +5 Perception (Wis)
- ☐ 0 Performance (Cha)
- ☐ 0 Persuasion (Cha)
- ☒ +6 Religion (Int)
- ☐ +4 Sleight of Hand (Dex)
- ☐ +4 Stealth (Dex)
- ☐ +2 Survival (Wis)

SKILLS

17

ARMOR CLASS

+4

INITIATIVE

30

SPEED

Hit Point Maximum 32

CURRENT HIT POINTS

TEMPORARY HIT POINTS

5x(1d8+2)

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Scimitar

+7

1d6+4 slashing

Number of Attacks: 1

ATTACKS & SPELLCASTING

15

PASSIVE WISDOM (PERCEPTION)

Tool Proficiencies: Herbalism Kit

Weapon Proficiencies: Club; Dagger; Dart; Javelin; Longbow; Longsword; Mace; Quarterstaff; Scimitar; Shortbow; Shortsword; Sickles; Sling; Spear

Armor Proficiencies: Light; Medium; Shields

Language Proficiencies: Common; Druidic; Elvish; Goblin; Halfling; Sylvan

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

15

TREASURE

EQUIPMENT

Clothes, common
Explorer's Pack
Incense x5
Leather
Pouch
Shield
Vestments
Wooden staff



Tarik

CHARACTER NAME

325

AGE

Blue

EYES

230

HEIGHT

Pale

SKIN

64

WEIGHT

Gray

HAIR



CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

TREASURE

CHARACTER BACKSTORY

Druid

SPELLCASTING CLASS

Wisdom

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

0

CANTRIPS

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

☐ Fog Cloud

☐ Gift of Alacrity (Dunamancy)

☐ Goodberry

☐ Guiding Hand

☐ Healing Word

☐ Ice Knife

☐ Jump

☐ Longstrider

☐ Magnify Gravity (Dunamancy)

☐ Purify Food and Drink

☐ Snare

☐ Speak with Animals

2

3

☐ Heat Metal

☐ Hold Person

☐ Immovable Object (Dunamancy)

☐ Lesser Restoration

☐ Locate Animals or Plants

☐ Locate Object

☐ Moonbeam

☐ Pass without Trace

☐ Protection from Poison

☐ Skywrite

☐ Spike Growth

☐ Summon Bestial Spirit

☐ Warding Wind

3

2

☐ Speak with Plants

☐ Summon Fey Spirit

☐ Tidal Wave

☐ Wall of Water

☐ Water Breathing

☐ Water Walk

☐ Wind Wall

4

5

6

7

8

9

Druid

SPELLCASTING CLASS

Wisdom

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

0

CANTRIPS

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

Thunderwave

Wild Cunning

2

3

Wristpocket (Dunamancy)

3

2

4

5

6

7

8

9



High Elf

SPELLCASTING
CLASS

Intelligence

SPELLCASTING
ABILITY

14

SPELL SAVE DC

+6

SPELL ATTACK
BONUS

0

CANTRIPS

Light

3

2

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

4

7

8

2

3

5

9

SPELLS KNOWN

FEATURES & TRAITS

Darkvision: 60 ft.

Immunities: magical-sleep

-----Actions-----

Wild Shape. You can transform into a beast you have seen with CR 1/2 and no flying speed (lasts 2 hours, use twice/rest).

-----Other Traits-----

Druidic. You can speak Druidic and use it to leave hidden message and automatically spot messages left by others.

Fey Ancestry. Advantage on charmed saves and immune to sleep magic.

Natural Recovery. During short rest, recover 3 spell slots less than 6th level.














































Shelter the Faithful. You and your companions can expect free healing at an establishment of your faith.

Trance. Trance 4 hrs. instead of sleep 8.

<div data-bbox="118 48 237 79" data-label="Section-Header">Guidance</div> <div data-bbox="118 86 493 113" data-label="Text"><i>Druid Cantrip Divination DC 13 Spell Mod +5</i></div> <div data-bbox="118 121 526 153" data-label="Text">1 Act. Touch V,S Conc, 1 min</div> <div data-bbox="118 258 540 378" data-label="Text"> <p>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.</p> </div>	<div data-bbox="597 48 711 79" data-label="Section-Header">Mending</div> <div data-bbox="597 86 1005 113" data-label="Text"><i>Druid Cantrip Transmutation DC 13 Spell Mod +5</i></div> <div data-bbox="597 121 922 153" data-label="Text">1 min Touch V,S,M Inst</div> <div data-bbox="597 157 717 180" data-label="Text"><i>Two lodestones</i></div> <div data-bbox="597 258 1013 470" data-label="Text"> <p>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.</p> </div>	<div data-bbox="1076 48 1239 79" data-label="Section-Header">Poison Spray</div> <div data-bbox="1076 86 1461 113" data-label="Text"><i>Druid Cantrip Conjuraction DC 13 Spell Mod +5</i></div> <div data-bbox="1076 121 1401 153" data-label="Text">1 Act. 10 ft V,S Inst</div> <div data-bbox="1076 258 1494 447" data-label="Text"> <p>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 1d12 poison damage. This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).</p> </div>
<div data-bbox="118 716 305 747" data-label="Section-Header">Produce Flame</div> <div data-bbox="118 753 505 781" data-label="Text"><i>Druid Cantrip Conjuraction DC 13 Spell Mod +5</i></div> <div data-bbox="118 789 483 821" data-label="Text">1 Act. Self V,S 10 mins</div> <div data-bbox="118 926 548 1276" data-label="Text"> <p>A flickering flame appears in your hand. The flame remains there for the duration and harms neither you nor your equipment. The flame sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The spell ends if you dismiss it as an action or if you cast it again. You can also attack with the flame, although doing so ends the spell. When you cast this spell, or as an action on a later turn, you can hurl the flame at a creature within 30 feet of you. Make a ranged spell attack. On a hit, the target takes 1d8 fire damage. This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).</p> </div>	<div data-bbox="597 716 662 747" data-label="Section-Header">Light</div> <div data-bbox="597 753 984 781" data-label="Text"><i>High Elf Cantrip Evocation DC 14 Spell Mod +6</i></div> <div data-bbox="597 789 922 821" data-label="Text">1 Act. Touch V,M 1 hr</div> <div data-bbox="597 825 857 848" data-label="Text"><i>A firefly or phosphorescent moss</i></div> <div data-bbox="597 926 1023 1184" data-label="Text"> <p>You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action. If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.</p> </div>	<div data-bbox="1076 716 1287 747" data-label="Section-Header">Absorb Elements</div> <div data-bbox="1076 753 1440 781" data-label="Text"><i>Druid Level 1 Abjuration DC 13 Spell Mod +5</i></div> <div data-bbox="1076 789 1417 821" data-label="Text">1 reAct. Self S 1 Rnd</div> <div data-bbox="1076 926 1494 1184" data-label="Text"> <p>The spell captures some of the incoming energy, lessening its effect on you and storing it for your next melee attack. You have resistance to the triggering damage type until the start of your next turn. Also, the first time you hit with a melee attack on your next turn, the target takes an extra 1d6 damage of the triggering type, and the spell ends. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each slot level above 1st.</p> </div>
<div data-bbox="118 1383 358 1415" data-label="Section-Header">Animal Friendship</div> <div data-bbox="118 1421 505 1449" data-label="Text"><i>Druid Level 1 Enchantment DC 13 Spell Mod +5</i></div> <div data-bbox="118 1457 467 1488" data-label="Text">1 Act. 30 ft V,S,M 24 hrs</div> <div data-bbox="118 1493 250 1516" data-label="Text"><i>A morsel of food</i></div> <div data-bbox="118 1596 545 1875" data-label="Text"> <p>This spell lets you convince a beast that you mean it no harm. 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 for the spell's duration. 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.</p> </div>	<div data-bbox="597 1383 735 1415" data-label="Section-Header">Beast Bond</div> <div data-bbox="597 1421 961 1449" data-label="Text"><i>Druid Level 1 Divination DC 13 Spell Mod +5</i></div> <div data-bbox="597 1457 1026 1488" data-label="Text">1 Act. Touch V,S,M Conc, 10 mins</div> <div data-bbox="597 1493 836 1516" data-label="Text"><i>A bit of fur wrapped in a cloth</i></div> <div data-bbox="597 1596 1027 1875" data-label="Text"> <p>You establish a telepathic link with one beast you touch that is friendly to you or charmed by you. The spell fails if the beast's Intelligence is 4 or higher. Until the spell ends, the link is active while you and the beast are within line of sight of each other. Through the link, the beast can understand your telepathic messages to it, and it can telepathically communicate simple emotions and concepts back to you. While the link is active, the beast gains advantage on attack rolls against any creature within 5 feet of you that you can see.</p> </div>	<div data-bbox="1076 1383 1287 1415" data-label="Section-Header">Chaos Bolt (Izzet)</div> <div data-bbox="1076 1421 1432 1449" data-label="Text"><i>Druid Level 1 Evocation DC 13 Spell Mod +5</i></div> <div data-bbox="1076 1457 1401 1488" data-label="Text">1 Act. 120 ft V,S Inst</div> <div data-bbox="1076 1596 1498 2039" data-label="Text"> <p>You hurl an undulating, warbling mass of chaotic energy at one creature in range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 + 1d6 damage. Choose one of the d8s. The number rolled on that die determines the attack's damage type, as shown below. 1 Acid 2 Cold 3 Fire 4 Force 5 Lightning 6 Poison 7 Psychic 8 Thunder If you roll the same number on both d8s, the chaotic energy leaps from the target to a different creature of your choice within 30 feet of it. Make a new attack roll against the new target, and make a new damage roll, which could cause the chaotic energy to leap again. A creature can be targeted only once by this casting of the spell. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, each target takes 1d6 extra damage of the type rolled for each slot level</p> </div>

Chaos Bolt (Izzet) (reverse) above 1st		

<h3>Charm Person</h3> <p>Druid Level 1 Enchantment DC 13 Spell Mod +5</p> <p>1 Act. 30 ft V,S 1 hr</p> <p>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.</p>	<h3>Create or Destroy Water</h3> <p>Druid Level 1 Transmutation DC 13 Spell Mod +5</p> <p>1 Act. 30 ft V,S,M Inst</p> <p>A drop of water if creating water or a few grains of sand if destroying it</p> <p>You either create or destroy water. Create Water. You create up to 10 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 30-foot cube within range, extinguishing exposed flames in the area. Destroy Water. You destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30-foot cube within range. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you create or destroy 10 additional gallons of water, or the size of the cube increases by 5 feet, for each slot level above 1st.</p>	<h3>Cure Wounds</h3> <p>Druid Level 1 Evocation DC 13 Spell Mod +5</p> <p>1 Act. Touch V,S Inst</p> <p>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.</p>
<h3>Detect Magic (ritual)</h3> <p>Druid Level 1 Divination DC 13 Spell Mod +5</p> <p>1 Act. Self V,S Conc, 10 mins</p> <p>For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.</p>	<h3>Detect Poison and Disease (ritual)</h3> <p>Druid Level 1 Divination DC 13 Spell Mod +5</p> <p>1 Act. Self V,S,M Conc, 10 mins</p> <p>A yew leaf</p> <p>For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You also identify the kind of poison, poisonous creature, or disease in each case. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.</p>	<h3>Earth Tremor</h3> <p>Druid Level 1 Evocation DC 13 Spell Mod +5</p> <p>1 Act. 10 ft V,S Inst</p> <p>You cause a tremor in the ground within range. Each creature other than you in that area must make a Dexterity saving throw. On a failed save, a creature takes 1d6 bludgeoning damage and is knocked prone. If the ground in that area is loose earth or stone, it becomes difficult terrain until cleared, with each 5-foot-diameter portion requiring at least 1 minute to clear by hand. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.</p>
<h3>Entangle</h3> <p>Druid Level 1 Conjuraction DC 13 Spell Mod +5</p> <p>1 Act. 90 ft V,S Conc, 1 min</p> <p>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.</p>	<h3>Faerie Fire</h3> <p>Druid Level 1 Evocation DC 13 Spell Mod +5</p> <p>1 Act. 60 ft V Conc, 1 min</p> <p>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.</p>	<h3>Fog Cloud</h3> <p>Druid Level 1 Conjuraction DC 13 Spell Mod +5</p> <p>1 Act. 120 ft V,S Conc, 1 hr</p> <p>You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the radius of the fog increases by 20 feet for each slot level above 1st.</p>

<p>Gift of Alacrity (Dunamancy) </p> <p>Druid Level 1 Divination DC 13 Spell Mod +5</p> <p>   </p> <p>You touch a willing creature. For the duration, the target can add 1d8 to its initiative rolls.</p>	<p>Goodberry </p> <p>Druid Level 1 Transmutation DC 13 Spell Mod +5</p> <p>   </p> <p><i>A sprig of mistletoe</i></p> <p>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.</p>	<p>Guiding Hand </p> <p>Druid Level 1 Divination DC 13 Spell Mod +5</p> <p>   </p> <p>You create a Tiny incorporeal hand of shimmering light in an unoccupied space you can see within range. The hand exists for the duration, but it disappears if you teleport or you travel to a different plane of existence. When the hand appears, you name one major landmark, such as a city, mountain, castle, or battlefield on the same plane of existence as you. Someone in history must have visited the site and mapped it. If the landmark appears on no map in existence, the spell fails. Otherwise, whenever you move toward the hand, it moves away from you at the same speed you moved, and it moves in the direction of the landmark, always remaining 5 feet away from you. If you don't move toward the hand, it remains in place until you do and beckons for you to follow once every 1d4 minutes.</p>
<p>Healing Word </p> <p>Druid Level 1 Evocation DC 13 Spell Mod +5</p> <p>   </p> <p>A creature of your choice that you can see within range regains hit points equal to 1d4 + 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 1d4 for each slot level above 1st.</p>	<p>Ice Knife </p> <p>Druid Level 1 Conjuration DC 13 Spell Mod +5</p> <p>   </p> <p><i>A drop of water or piece of ice</i></p> <p>You create a shard of ice and fling it at one creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 piercing damage. Hit or miss, the shard then explodes. The target and each creature within 5 feet of it must succeed on a Dexterity saving throw or take 2d6 cold damage. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the cold damage increases by 1d6 for each slot level above 1st.</p>	<p>Jump </p> <p>Druid Level 1 Transmutation DC 13 Spell Mod +5</p> <p>   </p> <p><i>A grasshopper's hind leg</i></p> <p>You touch a creature. The creature's jump distance is tripled until the spell ends.</p>
<p>Longstrider </p> <p>Druid Level 1 Transmutation DC 13 Spell Mod +5</p> <p>   </p> <p><i>A pinch of dirt</i></p> <p>You touch a creature. The target's speed increases by 10 feet until the spell ends. 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.</p>	<p>Magnify Gravity (Dunamancy) </p> <p>Druid Level 1 Transmutation DC 13 Spell Mod +5</p> <p>   </p> <p>The gravity in a 10-foot-radius sphere centered on a point you can see within range increases for a moment. Each creature in the sphere on the turn when you cast the spell must make a Constitution saving throw. On a failed save, a creature takes 2d8 force damage, and its speed is halved until the end of its next turn. On a successful save, a creature takes half as much damage and suffers no reduction to its speed. Until the start of your next turn, any object that isn't being worn or carried in the sphere requires a successful Strength check against your spell save DC to pick up or move. 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.</p>	<p>Purify Food and Drink (ritual) </p> <p>Druid Level 1 Transmutation DC 13 Spell Mod +5</p> <p>   </p> <p>All nonmagical food and drink within a 5-foot-radius sphere centered on a point of your choice within range is purified and rendered free of poison and disease.</p>

<p>Snare <i>Druid Level 1 Abjuration DC 13 Spell Mod +5</i></p> <p>1 min Touch S,M 8 hrs</p> <p><i>25 feet of rope, which the spell consumes</i></p> <p>As you cast this spell, you use the rope to create a circle with a 5-foot radius on the ground or the floor. When you finish casting, the rope disappears and the circle becomes a magic trap. This trap is nearly invisible, requiring a successful Intelligence (Investigation) check against your spell save DC to be discerned. The trap triggers when a Small, Medium, or Large creature moves onto the ground or the floor in the spell's radius. That creature must succeed on a Dexterity saving throw or be magically hoisted into the air, leaving it hanging upside down 3 feet above the ground or the floor. The creature is restrained there until the spell ends. A restrained creature can make a Dexterity saving throw at the end of each of its turns, ending the effect on itself on a success. Alternatively, the creature or someone else</p>	<p>Speak with Animals (ritual) <i>Druid Level 1 Divination DC 13 Spell Mod +5</i></p> <p>1 Act. Self V,S 10 mins</p> <p>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.</p>	<p>Thunderwave <i>Druid Level 1 Evocation DC 13 Spell Mod +5</i></p> <p>1 Act. Self V,S Inst</p> <p>A wave of 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.</p>
<p>Wild Cunning <i>Druid Level 1 Transmutation DC 13 Spell Mod +5</i></p> <p>1 Act. 120 ft V,S Inst</p> <p>You call out to the spirits of nature to aid you. When you cast this spell, choose one of the following effects:</p> <ul style="list-style-type: none"> • If there are any tracks on the ground within range, you know where they are, and you make Wisdom (Survival) checks to follow these tracks with advantage for 1 hour or until you cast this spell again. • If there is edible forage within range, you know it and where to find it. • If there is clean drinking water within range, you know it and where to find it. • If there is suitable shelter for you and your companions with range, you know it and where to find it. • Send the spirits to bring back wood for a fire and to set up a campsite in the area using your supplies. The spirits build the fire in a circle of stones, put up tents, unroll bedrolls, and put out any rations and water for consumption. • Have the spirits instantly break down a campsite, 	<p>Animal Messenger (ritual) <i>Druid Level 2 Enchantment DC 13 Spell Mod +5</i></p> <p>1 Act. 30 ft V,S,M 24 hrs</p> <p><i>A morsel of food</i></p> <p>By means of this spell, you 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 a 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 wearing a pointed hat." You also speak a message of up to twenty-five words. The target beast travels for the duration of the spell toward the specified location, covering about 50 miles per 24 hours for a flying messenger, or 25 miles for other animals. When the messenger arrives, it delivers your message to the creature that you described, replicating the sound of your voice. The messenger speaks only to a creature matching the description you gave. If the messenger doesn't reach its</p>	<p>Barkskin <i>Druid Level 2 Transmutation DC 13 Spell Mod +5</i></p> <p>1 Act. Touch V,S,M Conc, 1 hr</p> <p><i>A handful of oak bark</i></p> <p>You touch a willing creature. Until the spell ends, the target's skin has a rough, bark-like appearance, and the target's AC can't be less than 16, regardless of what kind of armor it is wearing.</p>
<p>Beast Sense <i>Druid Level 2 Divination DC 13 Spell Mod +5</i></p> <p>1 Act. Touch S Conc, 1 hr</p> <p>You touch a willing beast. For the duration of the spell, you can use your action to see through the beast's eyes and hear what it hears, and continue to do so until you use your action to return to your normal senses. While perceiving through the beast's senses, you gain the benefits of any special senses possessed by that creature, though you are blinded and deafened to your own surroundings.</p>	<p>Darkvision <i>Druid Level 2 Transmutation DC 13 Spell Mod +5</i></p> <p>1 Act. Touch V,S,M 8 hrs</p> <p><i>Either a pinch of dried carrot or an agate</i></p> <p>You touch a willing creature to grant it the ability to see in the dark. For the duration, that creature has darkvision out to a range of 60 feet.</p>	<p>Dust Devil <i>Druid Level 2 Conjuration DC 13 Spell Mod +5</i></p> <p>1 Act. 60 ft V,S,M Conc, 1 min</p> <p><i>A pinch of dust</i></p> <p>Choose an unoccupied 5-foot cube of air that you can see within range. An elemental force that resembles a dust devil appears in the cube and lasts for the spell's duration. Any creature that ends its turn within 5 feet of the dust devil must make a Strength saving throw. On a failed save, the creature takes 1d8 bludgeoning damage and is pushed 10 feet away. On a successful save, the creature takes half as much damage and isn't pushed. As a bonus action, you can move the dust devil up to 30 feet in any direction. If the dust devil moves over sand, dust, loose dirt, or small gravel, it sucks up the material and forms a 10-foot-radius cloud of debris around itself that lasts until the start of your next turn. The cloud heavily obscures its area. At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage</p>

		<p>Snare (reverse) who can reach it can use an action to make an Intelligence (Arcana) check against your spell save DC. On a success, the restrained effect ends. After the trap is triggered, the spell ends when no creature is restrained by it.</p>
	<p>Animal Messenger (reverse) destination before the spell ends, the message is lost, and the beast makes its way back to where you cast this spell. At Higher Levels. If you cast this spell using a spell slot of 3rd level or higher, the duration of the spell increases by 48 hours for each slot level above 2nd.</p>	<p>Wild Cunning (reverse) which includes putting out a fire, taking down tents, packing up bags, and burying any rubbish.</p>
<p>Dust Devil (reverse) increases by 1d8 for each slot level above 2nd.</p>		

<div> <div>Earthbind</div> <div>Druid Level 2 Transmutation DC 13 Spell Mod +5</div> <div> <div>1 Act.</div> <div>300 ft</div> <div>V</div> <div>Conc, 1 min</div> </div> </div> <div> <p>Choose one creature you can see within range. Yellow strips of magical energy loop around the creature. The target must succeed on a Strength saving throw, or its flying speed (if any) is reduced to 0 feet for the spell's duration. An airborne creature affected by this spell safely descends at 60 feet per round until it reaches the ground or the spell ends.</p> </div>	<div> <div>Enhance Ability</div> <div>Druid Level 2 Transmutation DC 13 Spell Mod +5</div> <div> <div>1 Act.</div> <div>Touch</div> <div>V,S,M</div> <div>Conc, 1 hr.</div> </div> </div> <div> <p><i>Fur or a feather from a beast</i></p> <p>You touch a creature and bestow upon it a magical enhancement. Choose one of the following effects; the target gains that 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 his or her 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</p> </div>	<div> <div>Find Traps</div> <div>Druid Level 2 Divination DC 13 Spell Mod +5</div> <div> <div>1 Act.</div> <div>120 ft</div> <div>V,S</div> <div>Inst</div> </div> </div> <div> <p>You sense the presence of any trap within range that is within line of sight. A trap, for the purpose of this spell, includes anything that would inflict a sudden or unexpected effect you consider harmful or undesirable, which was specifically intended as such by its creator. Thus, the spell would sense an area affected by the alarm spell, a glyph of warding, or a mechanical pit trap, but it would not reveal a natural weakness in the floor, an unstable ceiling, or a hidden sinkhole. This spell merely reveals that a trap is present. You don't learn the location of each trap, but you do learn the general nature of the danger posed by a trap you sense.</p> </div>
<div> <div>Flame Blade</div> <div>Druid Level 2 Evocation DC 13 Spell Mod +5</div> <div> <div>1 B.A.</div> <div>Self</div> <div>V,S,M</div> <div>Conc, 10 mins</div> </div> </div> <div> <p><i>Leaf of sumac</i></p> <p>You evoke a fiery blade in your free hand. The blade is similar in size and shape to a scimitar, and it lasts for the duration. If you let go of the blade, it disappears, but you can evoke the blade again as a bonus action. You can use your action to make a melee spell attack with the fiery blade. On a hit, the target takes 3d6 fire damage. The flaming blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet. At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for every two slot levels above 2nd.</p> </div>	<div> <div>Flaming Sphere</div> <div>Druid Level 2 Conjuration DC 13 Spell Mod +5</div> <div> <div>1 Act.</div> <div>60 ft</div> <div>V,S,M</div> <div>Conc, 1 min</div> </div> </div> <div> <p><i>A bit of tallow, a pinch of brimstone, and a dusting of powdered iron</i></p> <p>A 5-foot-diameter sphere of fire appears in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw. The creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one. As a bonus action, you can move the sphere up to 30 feet. If you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage, and the sphere stops moving this turn. When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet. At Higher Levels. When you cast this spell using a spell slot of 3rd level or</p> </div>	<div> <div>Fortune's Favor (Dunamancy)</div> <div>Druid Level 2 Divination DC 13 Spell Mod +5</div> <div> <div>1 min</div> <div>60 ft</div> <div>V,S,M</div> <div>1 hr</div> </div> </div> <div> <p><i>A white pearl worth at least 100 gp, which the spell consumes</i></p> <p>You impart latent luck to yourself or one willing creature you can see within range. When the chosen creature makes an attack roll, an ability check, or a saving throw before the spell ends, it can dismiss this spell on itself to roll an additional d20 and choose which of the d20s to use. Alternatively, when an attack roll is made against the chosen creature, it can dismiss this spell on itself to roll a d20 and choose which of the d20s to use, the one it rolled or the one the attacker rolled. If the original d20 roll has advantage or disadvantage, the creature rolls the additional d20 after advantage or disadvantage has been applied to the original roll. 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.</p> </div>
<div> <div>Gust of Wind</div> <div>Druid Level 2 Evocation DC 13 Spell Mod +5</div> <div> <div>1 Act.</div> <div>Self</div> <div>V,S,M</div> <div>Conc, 1 min</div> </div> </div> <div> <p><i>A legume seed</i></p> <p>A line of strong wind 60 feet long and 10 feet wide blasts from you in a direction you choose for the spell's duration. Each creature that starts its turn in the line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the line. Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you. The gust disperses gas or vapor, and it 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 percent chance to extinguish them. As a bonus action on each of your turns before the spell ends, you can change the direction in which the line blasts from you.</p> </div>	<div> <div>Healing Spirit</div> <div>Druid Level 2 Conjuration DC 13 Spell Mod +5</div> <div> <div>1 B.A.</div> <div>60 ft</div> <div>V,S</div> <div>Conc, 1 min</div> </div> </div> <div> <p>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. 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.</p> </div>	<div> <div>Heat Metal</div> <div>Druid Level 2 Transmutation DC 13 Spell Mod +5</div> <div> <div>1 Act.</div> <div>60 ft</div> <div>V,S,M</div> <div>Conc, 1 min</div> </div> </div> <div> <p><i>A piece of iron and a flame</i></p> <p>Choose a manufactured metal object, such as a metal weapon or a suit of heavy or medium metal armor, that you can see within range. You cause the object to glow red-hot. Any creature in physical contact with the object takes 2d8 fire damage when you cast the spell. Until the spell ends, you can use a bonus action on each of your subsequent turns to cause this damage again. If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a Constitution saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.</p> </div>

	<div><div>Enhance Ability <i>(reverse)</i></div><div>slot level above 2nd.</div></div>	
	<div><div>Flaming Sphere <i>(reverse)</i></div><div>higher, the damage increases by 1d6 for each slot level above 2nd.</div></div>	

<h3>Hold Person</h3> <p>Druid Level 2 Enchantment DC 13 Spell Mod +5</p> <p>1 Act. 60 ft V,S,M Conc, 1 min</p> <p><i>A small, straight piece of iron</i></p> <p>Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.</p>	<h3>Immovable Object (Dunamancy)</h3> <p>Druid Level 2 Transmutation DC 13 Spell Mod +5</p> <p>1 Act. Touch V,S,M 1 hr</p> <p><i>Gold dust worth at least 25 gp, which the spell consumes</i></p> <p>You touch an object that weighs no more than 10 pounds and cause it to become magically fixed in place. You and the creatures you designate when you cast this spell can move the object normally. You can also set a password that, when spoken within 5 feet of the object, suppresses this spell for 1 minute. If the object is fixed in the air, it can hold up to 4,000 pounds of weight. More weight causes the object to fall. Otherwise, a creature can use an action to make a Strength check against your spell save DC. On a success, the creature can move the object up to 10 feet. At Higher Levels. If you cast this spell using a spell slot of 4th or 5th level, the DC to move the object increases by 5, it can carry up to 8,000 pounds of weight, and the duration increases to 24 hours. If you cast this spell using a spell slot of 6th level or higher, the DC to move the object</p>	<h3>Lesser Restoration</h3> <p>Druid Level 2 Abjuration DC 13 Spell Mod +5</p> <p>1 Act. Touch V,S Inst</p> <p>You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.</p>
<h3>Locate Animals or Plants (ritual)</h3> <p>Druid Level 2 Divination DC 13 Spell Mod +5</p> <p>1 Act. Self V,S,M Inst</p> <p><i>A bit of fur from a bloodhound</i></p> <p>Describe or name a specific kind of beast or plant. Concentrating on the voice of nature in your surroundings, you learn the direction and distance to the closest creature or plant of that kind within 5 miles, if any are present.</p>	<h3>Locate Object</h3> <p>Druid Level 2 Divination DC 13 Spell Mod +5</p> <p>1 Act. Self V,S,M Conc, 10 mins</p> <p><i>A forked twig</i></p> <p>Describe or name an object that is familiar to you. You sense the direction to the object's location, as long as that object is within 1,000 feet of you. If the object is in motion, you know the direction of its movement. The spell can locate a specific object known to you, as long as you have seen it up close—within 30 feet—at least once. Alternatively, the spell can locate the nearest object of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, or weapon. This spell can't locate an object if any thickness of lead, even a thin sheet, blocks a direct path between you and the object.</p>	<h3>Moonbeam</h3> <p>Druid Level 2 Evocation DC 13 Spell Mod +5</p> <p>1 Act. 120 ft V,S,M Conc, 1 min</p> <p><i>Several seeds of any moonseed plant and a piece of opalescent feldspar</i></p> <p>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 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</p>
<h3>Pass without Trace</h3> <p>Druid Level 2 Abjuration DC 13 Spell Mod +5</p> <p>1 Act. Self V,S,M Conc, 1 hr</p> <p><i>Ashes from a burned leaf of mistletoe and a sprig of spruce</i></p> <p>A veil of shadows and silence radiates from you, masking you and your companions from detection. 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.</p>	<h3>Protection from Poison</h3> <p>Druid Level 2 Abjuration DC 13 Spell Mod +5</p> <p>1 Act. Touch V,S 1 hr</p> <p>You touch a creature. If it is poisoned, you neutralize the poison. If more than one poison afflicts the target, you neutralize one poison that you know is present, or you neutralize one at random. For the duration, the target has advantage on saving throws against being poisoned, and it has resistance to poison damage.</p>	<h3>Skywrite</h3> <p>Druid Level 2 Transmutation DC 13 Spell Mod +5</p> <p>1 Act. (ritual) Sight V,S Conc, 1 hr</p> <p>You cause up to ten words to form in a part of the sky you can see. The words appear to be made of cloud and remain in place for the spell's duration. The words dissipate when the spell ends. A strong wind can disperse the clouds and end the spell early.</p>

	Immovable Object (Dunamancy) (reverse) increases by 10, it can carry up to 20,000 pounds of weight, and the effect is permanent until dispelled.	
Moonbeam (reverse) each slot level above 2nd.		

Spike Growth

Druid Level 2 Transmutation DC 13 Spell Mod +5

1 Act. 150 ft V,S,M Conc, 10 mins

Seven sharp thorns or seven small twigs, each sharpened to a point

The ground in a 20-foot radius centered on a point within range twists and sprouts hard spikes and thorns. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels. The transformation of the ground is camouflaged to look natural. Any creature that can't see the area at the time the spell is cast must make a Wisdom (Perception) check against your spell save DC to recognize the terrain as hazardous before entering it.

Summon Bestial Spirit

Druid Level 2 Conjuraction DC 13 Spell Mod +5

1 Act. 90 ft V,S,M Conc, 1 hr

A feather, tuft of fur, and fish tail inside a gilded acorn worth at least 200 gp

You call forth the spirit of a beast. The spirit manifests physically in an unoccupied space that you can see within range. This corporeal form uses the Bestial Spirit stat block below. When you cast the spell, choose an environment: Air, Land, or Water. The creature physically resembles an animal of your choice that is native to the chosen environment, which also determines one of the movement modes in the creature's stat block. The creature disappears when it drops to 0 hit points or when the spell ends. The creature is friendly to you and your companions for the spell's duration. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys verbal commands that you issue to it (no action required by you). If you don't issue any, it defends itself but otherwise

Warding Wind

Druid Level 2 Evocation DC 13 Spell Mod +5

1 Act. Self V Conc, 10 mins

A strong wind (20 miles per hour) blows around you in a 10-foot radius and moves with you, remaining centered on you. The wind lasts for the spell's duration. The wind has the following effects: • It deafens you and other creatures in its area. • It extinguishes unprotected flames in its area that are torch-sized or smaller. • It hedges out vapor, gas, and fog that can be dispersed by strong wind. • The area is difficult terrain for creatures other than you. • The attack rolls of ranged weapon attacks have disadvantage if the attacks pass in or out of the wind.

Wristpocket (Dunamancy)

Druid Level 2 Conjuraction DC 13 Spell Mod +5

1 Act. Self S Conc, 1 hr

You flick your wrist, causing one object in your hand to vanish. The object, which only you can be holding and can weigh no more than 5 pounds, is transported to an extradimensional space, where it remains for the duration. Until the spell ends, you can use your action to summon the object to your free hand, and you can use your action to return the object to the extradimensional space. An object still in the pocket plane when the spell ends appears in your space, at your feet.

Call Lightning

Druid Level 3 Conjuraction DC 13 Spell Mod +5

1 Act. 120 ft V,S Conc, 10 mins

A storm cloud appears in the shape of a cylinder that is 10 feet tall with a 60-foot radius, centered on a point you can see 100 feet directly above you. The spell fails if you can't see a point in the air where the storm cloud could appear (for example, if you are in a room that can't accommodate the cloud). When you cast the spell, choose a point you can see within range. A bolt of lightning flashes down from the cloud to that point. Each creature within 5 feet of that point must make a Dexterity saving throw. A creature takes 3d10 lightning damage on a failed save, or half as much damage on a successful one. On each of your turns until the spell ends, you can use your action to call down lightning in this way again, targeting the same point or a different one. If you are outdoors in stormy conditions when you cast this spell, the spell

Conjure Animals

Druid Level 3 Conjuraction DC 13 Spell Mod +5

1 Act. 60 ft V,S Conc, 1 hr

You summon fey spirits that take the form of beasts and appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears: • One beast of challenge rating 2 or lower • Two beasts of challenge rating 1 or lower • Four beasts of challenge rating 1/2 or lower • Eight beasts of challenge rating 1/4 or lower Each beast is also considered fey, and it disappears when it drops to 0 hit points or when the spell ends. The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. The GM has the creatures' statistics.

Daylight

Druid Level 3 Evocation DC 13 Spell Mod +5

1 Act. 60 ft V,S 1 hr

A 60-foot-radius sphere of light spreads out from a point you choose within range. The sphere is bright light and sheds dim light for an additional 60 feet. If you chose a point on an object you are holding or one that isn't being worn or carried, the light shines from the object and moves with it. Completely covering the affected object with an opaque object, such as a bowl or a helm, blocks the light. If any of this spell's area overlaps with an area of darkness created by a spell of 3rd level or lower, the spell that created the darkness is dispelled.

Dispel Magic

Druid Level 3 Abjuration DC 13 Spell Mod +5

1 Act. 120 ft V,S Inst

Choose one creature, object, or magical effect within range. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends. At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you automatically end the effects of a spell on the target if the spell's level is equal to or less than the level of the spell slot you used.

Erupting Earth

Druid Level 3 Transmutation DC 13 Spell Mod +5

1 Act. 120 ft V,S,M Conc, 1 min

A piece of obsidian

Choose a point you can see on the ground within range. A fountain of churned earth and stone erupts in a 20-foot cube centered on that point. Each creature in that area must make a Dexterity saving throw. A creature takes 3d12 bludgeoning damage on a failed save, or half as much damage on a successful one. Additionally, the ground in that area becomes difficult terrain until cleared. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand. At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d12 for each slot level above 3rd.

	<p>Summon Bestial Spirit <i>(reverse)</i> takes no action. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the creature assumes the higher level for that casting wherever it uses the spell's level in its stat block.</p>	
<p>Conjure Animals <i>(reverse)</i> At Higher Levels. When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 5th-level slot, three times as many with a 7th-level slot, and four times as many with a 9th-level slot.</p>	<p>Call Lightning <i>(reverse)</i> gives you control over the existing storm instead of creating a new one. Under such conditions, the spell's damage increases by 1d10. At Higher Levels. When you cast this spell using a spell slot of 4th or higher level, the damage increases by 1d10 for each slot level above 3rd.</p>	

Feign Death

Druid Level 3 Necromancy DC 13 Spell Mod +5

1 Act. touch V,S,M 1 hr

A pinch of graveyard dirt

You touch a willing creature and put it into a cataleptic state that is indistinguishable from death. For the spell's duration, or until you use an action to touch the target and dismiss the spell, the target appears dead to all outward inspection and to spells used to determine the target's status. The target is blinded and incapacitated, and its speed drops to 0. The target has resistance to all damage except psychic damage. If the target is diseased or poisoned when you cast the spell, or becomes diseased or poisoned while under the spell's effect, the disease and poison have no effect until the spell ends.

Flame Arrows

Druid Level 3 Transmutation DC 13 Spell Mod +5

1 Act. Touch V,S Conc, 1 hr

You touch a quiver containing arrows or bolts. When a target is hit by a ranged weapon attack using a piece of ammunition drawn from the quiver, the target takes an extra 1d6 fire damage. The spell's magic ends on the piece of ammunition when it hits or misses, and the spell ends when twelve pieces of ammunition have been drawn from the quiver. At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the number of pieces of ammunition you can affect with this spell increases by two for each slot level above 3rd.

Meld into Stone (ritual)

Druid Level 3 Transmutation DC 13 Spell Mod +5

1 Act. Touch V,S 8 hrs

You step into a stone object or surface large enough to fully contain your body, melding yourself and all the equipment you carry with the stone for the duration. Using your movement, you step into the stone at a point you can touch. Nothing of your presence remains visible or otherwise detectable by nonmagical senses. While merged with the stone, you can't see what occurs outside it, and any Wisdom (Perception) checks you make to hear sounds outside it are made with disadvantage. You remain aware of the passage of time and can cast spells on yourself while merged in the stone. You can use your movement to leave the stone where you entered it, which ends the spell. You otherwise can't move. Minor physical damage to the stone doesn't harm you, but its partial destruction or a change in its shape (to the

Plant Growth

Druid Level 3 Transmutation DC 13 Spell Mod +5

1 Act. or 8 hrs 50 ft V,S Inst

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.

Protection from Energy

Druid Level 3 Abjuration DC 13 Spell Mod +5

1 Act. Touch V,S Conc, 1 hr

For the duration, the willing creature you touch has resistance to one damage type of your choice: acid, cold, fire, lightning, or thunder.

Pulse Wave (Dunamancy)

Druid Level 3 Evocation DC 13 Spell Mod +5

1 Act. Self V,S Inst

You create intense pressure, unleash it in a 30-foot cone, and decide whether the pressure pulls or pushes creatures and objects. Each creature in that cone must make a Constitution saving throw. A creature takes 6d6 force damage on a failed save, or half as much damage on a successful one. And every creature that fails the save is either pulled 15 feet toward you or pushed 15 feet away from you, depending on the choice you made for the spell. In addition, unsecured objects that are completely within the cone are likewise pulled or pushed 15 feet. At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 and the distance pulled or pushed increases by 5 feet for each slot level above 3rd.

Sleet Storm

Druid Level 3 Conjuration DC 13 Spell Mod +5

1 Act. 150 ft V,S,M Conc, 1 min

A pinch of dust and a few drops of water

Until the spell ends, freezing rain and sleet fall in a 20-foot-tall cylinder with a 40-foot radius centered on a point you choose within range. The area is heavily obscured, and exposed flames in the area are doused. The ground in the area is covered with slick ice, making it difficult terrain. When a creature enters the spell's area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw. On a failed save, it falls prone. If a creature is concentrating in the spell's area, the creature must make a successful Constitution saving throw against your spell save DC or lose concentration.

Slow

Druid Level 3 Transmutation DC 13 Spell Mod +5

1 Act. 120 ft V,S,M Conc, 1 min

A drop of molasses

You alter time around up to six creatures of your choice in a 40-foot cube within range. Each target must succeed on a Wisdom saving throw or be affected by this spell for the duration. An affected target's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn. If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted. A creature affected by this spell makes another Wisdom saving throw at the end of its turn.

Speak with Plants

Druid Level 3 Transmutation DC 13 Spell Mod +5

1 Act. Self V,S 10 mins

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 GM's discretion. The spell doesn't enable plants to uproot themselves and move about, but they can freely move branches, tendrils,

Meld into Stone *(reverse)*
extent that you no longer fit within it) expels you and deals 6d6 bludgeoning damage to you. The stone's complete destruction (or transmutation into a different substance) expels you and deals 50 bludgeoning damage to you. If expelled, you fall prone in an unoccupied space closest to where you first entered.

Speak with Plants *(reverse)*
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.

Slow *(reverse)*
On a successful save, the effect ends for it.

Summon Fey Spirit

Druid Level 3 Conjunction DC 13 Spell Mod +5

1 Act. **90 ft** **V,S,M** **Conc, 1 hr***A gilded flower worth at least 300 gp*

You call forth a spirit from the Feywild. The spirit manifests physically in an unoccupied space that you can see within range. This corporeal form uses the Fey Spirit stat block below. When you cast the spell, choose a mood: Deceitful, Furious, or Joyful. The creature physically resembles a satyr, a dryad, or an elf (your choice) marked by the chosen mood, which also determines one of the traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is friendly to you and your companions for the spell's duration. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys verbal commands that you issue to it (no action required by you). If you don't issue any, it defends itself but otherwise takes no action. At Higher Levels. When you

**Tidal Wave**

Druid Level 3 Conjunction DC 13 Spell Mod +5

1 Act. **120 ft** **V,S,M** **Inst***A drop of water*

You conjure up a wave of water that crashes down on an area within range. The area can be up to 30 feet long, up to 10 feet wide, and up to 10 feet tall. Each creature in that area must make a Dexterity saving throw. On a failed save, a creature takes 4d8 bludgeoning damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone. The water then spreads out across the ground in all directions, extinguishing unprotected flames in its area and within 30 feet of it, and then it vanishes.

Wall of Water

Druid Level 3 Evocation DC 13 Spell Mod +5

1 Act. **60 ft** **V,S,M** **Conc, 10 mins***A drop of water*

You conjure up a wall of water on the ground at a point you can see within range. You can make the wall up to 30 feet long, 10 feet high, and 1 foot thick, or you can make a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall vanishes when the spell ends. The wall's space is difficult terrain. Any ranged weapon attack that enters the wall's space has disadvantage on the attack roll, and fire damage is halved if the fire effect passes through the wall to reach its target. Spells that deal cold damage that pass through the wall cause the area of the wall they pass through to freeze solid (at least a 5-foot square section is frozen). Each 5-foot-square frozen section has AC 5 and 15 hit points. Reducing a frozen section to 0 hit points destroys it. When a section is destroyed, the wall's water doesn't fill it.

Water Breathing (ritual)

Druid Level 3 Transmutation DC 13 Spell Mod +5

1 Act. **30 ft** **V,S,M** **24 hrs***A short reed or piece of straw*

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.

Water Walk (ritual)

Druid Level 3 Transmutation DC 13 Spell Mod +5

1 Act. **30 ft** **V,S,M** **1 hr***A piece of cork*

This spell grants the ability to move across any liquid surface—such as water, acid, mud, snow, quicksand, or lava—as if it were harmless solid ground (creatures crossing molten lava can still take damage from the heat). Up to ten willing creatures you can see within range gain this ability for the duration. If you target a creature submerged in a liquid, the spell carries the target to the surface of the liquid at a rate of 60 feet per round.

Wind Wall

Druid Level 3 Evocation DC 13 Spell Mod +5

1 Act. **120 ft** **V,S,M** **Conc, 1 min***A tiny fan and a feather of exotic origin*

A wall of strong wind rises from the ground at a point you choose within range. You can make the wall up to 50 feet long, 15 feet high, and 1 foot thick. You can shape the wall in any way you choose so long as it makes one continuous path along the ground. The wall lasts for the duration. When the wall appears, each creature within its area must make a Strength saving throw. A creature takes 3d8 bludgeoning damage on a failed save, or half as much damage on a successful one. The strong wind keeps fog, smoke, and other gases at bay. Small or smaller flying creatures or objects can't pass through the wall. Loose, lightweight materials brought into the wall fly upward. Arrows, bolts, and other ordinary projectiles launched at targets behind the wall are deflected upward and automatically miss. (Boulders hurled by giants or siege engines,

		Summon Fey Spirit <i>(reverse)</i> cast this spell using a spell slot of 4th level or higher, the creature assumes the higher level for that casting wherever it uses the spell's level in its stat block.
Wind Wall <i>(reverse)</i> and similar projectiles, are unaffected.) Creatures in gaseous form can't pass through it.		