

## Druid Spells (Through Level 2)

### Animal Friendship

*1st-level Enchantment*

**Casting Time:** 1 Action

**Range:** 30 Feet

**Components:** V,S,M (A Morsel Of Food)

**Duration:** 24 hours

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 spells 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.

### Charm Person

*1st-level Enchantment*

**Casting Time:** 1 Action

**Range:** 30 Feet

**Components:** V,S

**Duration:** 1 hour

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.

### Detect Magic

*1st-level Divination*

**Casting Time:** 1 Action

**Range:** Self

**Components:** V,S

**Duration:** Concentration, up to Up To 10 Minutes

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.

### Entangle

*1st-level Conjuration*

**Casting Time:** 1 Action

**Range:** 90 Feet

**Components:** V,S

**Duration:** Concentration, up to Up To 1 Minute

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.

### Flaming Sphere

*2nd-level Conjuration*

**Casting Time:** 1 Action

**Range:** 60 Feet

**Components:** V,S,M (A Bit Of Tallow, A Pinch Of Brimstone, And A Dusting Of Powdered Iron)

**Duration:** Concentration, up to Up To 1 Minute

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 higher, the damage increases by 1d6 for each slot level above 2nd.

### Animal Messenger

*2nd-level Enchantment*

**Casting Time:** 1 Action

**Range:** 30 Feet

**Components:** V,S,M (A Morsel Of Food)

**Duration:** 24 hours

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 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 3nd level or higher, the duration of the spell increases by 48 hours for each slot level above 2nd.

### Create or Destroy Water

*1st-level Transmutation*

**Casting Time:** 1 Action

**Range:** 30 Feet

**Components:** V,S,M (A Drop Of Water If Creating Water Or A Few Grains Of Sand If Destroying It)

**Duration:** Instantaneous

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.

### Detect Poison and Disease

*1st-level Divination*

**Casting Time:** 1 Action

**Range:** Self

**Components:** V,S,M (A Yew Leaf)

**Duration:** Concentration, up to Up To 10 Minutes

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.

### Faerie Fire

*1st-level Evocation*

**Casting Time:** 1 Action

**Range:** 60 Feet

**Components:** V

**Duration:** Concentration, up to Up To 1 Minute

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.

### Fog Cloud

*1st-level Conjuration*

**Casting Time:** 1 Action

**Range:** 120 Feet

**Components:** V,S

**Duration:** Concentration, up to Up To 1 Hour

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.

### Barkskin

*2nd-level Transmutation*

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V,S,M (A Handful Of Oak Bark)

**Duration:** Concentration, up to Up To 1 Hour

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.

### Cure Wounds

*1st-level Evocation*

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V,S

**Duration:** Instantaneous

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.

### Druidcraft

*Transmutation Cantrip*

**Casting Time:** 1 Action

**Range:** 30 Feet

**Components:** V,S

**Duration:** Instantaneous

Whispering to the spirits of nature, you create one of the following effects within range:

- You create a tiny, harmless sensory effect that predicts what the weather will be at your location for the next 24 hours. The effect might manifest as a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on. This effect persists for 1 round.
- You instantly make a flower blossom, a seed pod open, or a leaf bud bloom.
- You create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal, or the faint odor of skunk. The effect must fit in a 5-foot cube.
- You instantly light or snuff out a candle, a torch, or a small campfire.

### Find Traps

*2nd-level Divination*

**Casting Time:** 1 Action

**Range:** 120 Feet

**Components:** V,S

**Duration:** Instantaneous

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.

### Goodberry

*1st-level Transmutation*

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V,S,M (A Sprig Of Mistletoe)

**Duration:** Instantaneous

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.

### Beast Sense

*2nd-level Divination*

**Casting Time:** 1 Action

**Range:** Touch

**Components:** S

**Duration:** Concentration, up to Up To 1 Hour

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.

### Darkvision

*2nd-level Transmutation*

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V,S,M (Either A Pinch Of Dried Carrot Or An Agate)

**Duration:** 8 hours

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.

### Enhance Ability

*2nd-level Transmutation*

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V,S,M (Fur Or A Feather From A Beast)

**Duration:** Concentration, up to Up To 1 Hour.

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 slot level above 2nd.

### Flame Blade

*2nd-level Evocation*

**Casting Time:** 1 Bonus Action

**Range:** Self

**Components:** V,S,M (Leaf Of Sumac)

**Duration:** Concentration, up to Up To 10 Minutes

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.

### Guidance

*Divination Cantrip*

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V,S

**Duration:** Concentration, up to Up To 1 Minute

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.

### Gust of Wind

*2nd-level Evocation*  
**Casting Time:** 1 Action  
**Range:** Self (60-Foot Line)  
**Components:** V,S,M (A Legume Seed)  
**Duration:** Concentration, up to Up To 1 Minute

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.

### Jump

*1st-level Transmutation*  
**Casting Time:** 1 Action  
**Range:** Touch  
**Components:** V,S,M (A Grasshopper'S Hind Leg)  
**Duration:** 1 minute

You touch a creature. The creature's jump distance is tripled until the spell ends.

### Longstrider

*1st-level Transmutation*  
**Casting Time:** 1 Action  
**Range:** Touch  
**Components:** V,S,M (A Pinch Of Dirt)  
**Duration:** 1 hour

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.

### Poison Spray

*Conjuration Cantrip*  
**Casting Time:** 1 Action  
**Range:** 10 Feet  
**Components:** V,S  
**Duration:** Instantaneous

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).

### Resistance

*Abjuration Cantrip*  
**Casting Time:** 1 Action  
**Range:** Touch  
**Components:** V,S,M (A Miniature Cloak)  
**Duration:** Concentration, up to Up To 1 Minute

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one saving throw of its choice. It can roll the die before or after making the saving throw. The spell then ends.

### Healing Word

*1st-level Evocation*  
**Casting Time:** 1 Bonus Action  
**Range:** 60 Feet  
**Components:** V  
**Duration:** Instantaneous

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.

### Lesser Restoration

*2nd-level Abjuration*  
**Casting Time:** 1 Action  
**Range:** Touch  
**Components:** V,S  
**Duration:** Instantaneous

You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

### Mending

*Transmutation Cantrip*  
**Casting Time:** 1 Minute  
**Range:** Touch  
**Components:** V,S,M (Two Lodestones)  
**Duration:** Instantaneous

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.

### Produce Flame

*Conjuration Cantrip*  
**Casting Time:** 1 Action  
**Range:** Self  
**Components:** V,S  
**Duration:** 10 minutes

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).

### Shillelagh

*Transmutation Cantrip*  
**Casting Time:** 1 Bonus Action  
**Range:** Touch  
**Components:** V,S,M (Mistletoe, A Shamrock Leaf, And A Club Or Quarterstaff)  
**Duration:** 1 minute

The wood of a club or quarterstaff you are holding is imbued with nature's power. For the duration, you can use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using that weapon, and the weapon's damage die becomes a d8. The weapon also becomes magical, if it isn't already. The spell ends if you cast it again or if you let go of the weapon.

### Heat Metal

*2nd-level Transmutation*  
**Casting Time:** 1 Action  
**Range:** 60 Feet  
**Components:** V,S,M (A Piece Of Iron And A Flame)  
**Duration:** Concentration, up to Up To 1 Minute

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.

### Locate Animals or Plants

*2nd-level Divination*  
**Casting Time:** 1 Action  
**Range:** Self  
**Components:** V,S,M (A Bit Of Fur From A Bloodhound)  
**Duration:** Instantaneous

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.

### Moonbeam

*2nd-level Evocation*  
**Casting Time:** 1 Action  
**Range:** 120 Feet  
**Components:** V,S,M (Several Seeds Of Any Moonseed Plant And A Piece Of Opalescent Feldspar)  
**Duration:** Concentration, up to Up To 1 Minute

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 each slot level above 2nd.

### Protection from Poison

*2nd-level Abjuration*  
**Casting Time:** 1 Action  
**Range:** Touch  
**Components:** V,S  
**Duration:** 1 hour

Protection from Poison 2nd-level abjuration 1 action Touch True  
True False "" 1 hour  
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.

### Speak with Animals

*1st-level Divination*  
**Casting Time:** 1 Action  
**Range:** Self  
**Components:** V,S  
**Duration:** 10 minutes

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 DM's discretion.

### Hold Person

*2nd-level Enchantment*  
**Casting Time:** 1 Action  
**Range:** 60 Feet  
**Components:** V,S,M (A Small, Straight Piece Of Iron)  
**Duration:** Concentration, up to Up To 1 Minute

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.

### Locate Object

*2nd-level Divination*  
**Casting Time:** 1 Action  
**Range:** Self  
**Components:** V,S,M (A Forked Twig)  
**Duration:** Concentration, up to Up To 10 Minutes

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.

### Pass without Trace

*2nd-level Abjuration*  
**Casting Time:** 1 Action  
**Range:** Self  
**Components:** V,S,M (Ashes From A Burned Leaf Of Mistletoe And A Sprig Of Spruce)  
**Duration:** Concentration, up to Up To 1 Hour

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.

### Purify Food and Drink

*1st-level Transmutation*  
**Casting Time:** 1 Action  
**Range:** 10 Feet  
**Components:** V,S  
**Duration:** Instantaneous

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.

### Spike Growth

*2nd-level Transmutation*  
**Casting Time:** 1 Action  
**Range:** 150 Feet  
**Components:** V,S,M (Seven Sharp Thorns Or Seven Small Twigs, Each Sharpened To A Point)  
**Duration:** Concentration, up to Up To 10 Minutes

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.

Thorn Whip

Transmutation Cantrip

Casting Time: 1 Action

Range: 30 Feet

Components: V,S,M (The Stem Of A Plant With Thorns)

Duration: Instantaneous

You create a long, vine-like whip covered in thorns that lashes out at your command toward a creature in range. Make a melee spell attack against the target. If the attack hits, the creature takes 1d6 piercing damage, and if the creature is Large or smaller, you pull the creature up to 10 feet closer to you. This spell's damage increases by 1d6 w hen you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Thunderwave

1st-level Evocation

Casting Time: 1 Action

Range: Self (15-Foot Cube)

Components: V,S

Duration: Instantaneous

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.