

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

- ☐ ___ Strength
- ☐ ___ Dexterity
- ☐ ___ Constitution
- ☐ ___ Intelligence
- ☐ ___ Wisdom
- ☐ ___ Charisma

SAVING THROWS

- ☐ ___ Acrobatics (Dex)
- ☐ ___ Animal Handling (Wis)
- ☐ ___ Arcana (Int)
- ☐ ___ Athletics (Str)
- ☐ ___ Deception (Cha)
- ☐ ___ History (Int)
- ☐ ___ Insight (Wis)
- ☐ ___ Intimidation (Cha)
- ☐ ___ Investigation (Int)
- ☐ ___ Medicine (Wis)
- ☐ ___ Nature (Int)
- ☐ ___ Perception (Wis)
- ☐ ___ Performance (Cha)
- ☐ ___ Persuasion (Cha)
- ☐ ___ Religion (Int)
- ☐ ___ Sleight of Hand (Dex)
- ☐ ___ Stealth (Dex)
- ☐ ___ Survival (Wis)

SKILLS

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

TREASURE

EQUIPMENT



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

TREASURE

CHARACTER BACKSTORY



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

8

2

5

9

SPELLS KNOWN



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

8

2

5

9

SPELLS KNOWN



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

8

2

5

9

SPELLS KNOWN

<div><div><div><div><div><div></div><div>Guidance</div><div>Druid Cantrip Divination DC 15 Spell Mod +7</div><div><div><div><div><div></div><div>1 Act.</div></div><div><div><div></div><div>Touch</div></div><div><div><div></div><div>V,S</div></div><div><div><div></div><div>Conc, 1 min</div></div></div></div></div></div><div><div><div></div><div></div><div></div></div></div></div><div><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></div></div></div></div></div>	<div><div><div><div><div><div></div><div>Mending</div><div>Druid Cantrip Transmutation DC 15 Spell Mod +7</div><div><div><div><div><div></div><div>1 min</div></div><div><div><div></div><div>Touch</div></div><div><div><div></div><div>V,S,M</div></div><div><div><div></div><div>Inst</div></div></div></div></div></div><div><div><div></div><div></div><div></div></div></div></div><div><p>Two lodestones</p><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></div></div></div></div></div>	<div><div><div><div><div><div></div><div>Produce Flame</div><div>Druid Cantrip Conjuration DC 15 Spell Mod +7</div><div><div><div><div><div></div><div>1 Act.</div></div><div><div><div></div><div>Self</div></div><div><div><div></div><div>V,S</div></div><div><div><div></div><div>10 mins</div></div></div></div></div></div><div><div><div></div><div></div><div></div></div></div></div><div><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></div></div></div></div></div>
<div><div><div><div><div><div></div><div>Druidcraft</div><div>Fairy Cantrip Transmutation DC 14 Spell Mod +6</div><div><div><div><div><div></div><div>1 Act.</div></div><div><div><div></div><div>30 ft</div></div><div><div><div></div><div>V,S</div></div><div><div><div></div><div>Inst</div></div></div></div></div></div><div><div><div></div><div></div><div></div></div></div></div><div><p>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.</p></div></div></div></div></div></div></div>	<div><div><div><div><div><div></div><div>Animal Friendship</div><div>Druid Level 1 Enchantment DC 15 Spell Mod +7</div><div><div><div><div><div></div><div>1 Act.</div></div><div><div><div></div><div>30 ft</div></div><div><div><div></div><div>V,S,M</div></div><div><div><div></div><div>24 hrs</div></div></div></div></div></div><div><div><div></div><div></div><div></div></div></div></div><div><p>A bit of food</p><p>Choose a beast that you can see. It must be able to see and hear you. If its Intelligence is 4 or higher, the spell fails. Otherwise, it must pass a Wisdom save or be charmed by you. If you or one of your companions harms it, the spell ends. At Higher Levels: You can target one additional beast for each slot level above 1st.</p></div></div></div></div></div></div></div>	<div><div><div><div><div><div></div><div>Catapult</div><div>Druid Level 1 Abjuration DC 15 Spell Mod +7</div><div><div><div><div><div></div><div></div></div></div></div></div></div><div><div><div></div><div></div><div></div></div></div></div><div></div></div></div></div>
<div><div><div><div><div><div></div><div>Charm Person</div><div>Druid Level 1 Enchantment DC 15 Spell Mod +7</div><div><div><div><div><div></div><div>1 Act.</div></div><div><div><div></div><div>30 ft</div></div><div><div><div></div><div>V,S</div></div><div><div><div></div><div>1 hr</div></div></div></div></div></div><div><div><div></div><div></div><div></div></div></div></div><div><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></div></div></div></div></div></div></div>	<div><div><div><div><div><div></div><div>Create or Destroy Water</div><div>Druid Level 1 Transmutation DC 15 Spell Mod +7</div><div><div><div><div><div></div><div>1 Act.</div></div><div><div><div></div><div>30 ft</div></div><div><div><div></div><div>V,S,M</div></div><div><div><div></div><div>Inst</div></div></div></div></div></div><div><div><div></div><div></div><div></div></div></div></div><div><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></div></div></div></div></div></div></div>	<div><div><div><div><div><div></div><div>Cure Wounds</div><div>Druid Level 1 Evocation DC 15 Spell Mod +7</div><div><div><div><div><div></div><div>1 Act.</div></div><div><div><div></div><div>Touch</div></div><div><div><div></div><div>V,S</div></div><div><div><div></div><div>Inst</div></div></div></div></div></div><div><div><div></div><div></div><div></div></div></div></div><div><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></div></div></div></div></div></div></div>

<p>Detect Magic (ritual) <i>Druid Level 1 Divination DC 15 Spell Mod +7</i></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>	<p>Detect Poison and Disease (ritual) <i>Druid Level 1 Divination DC 15 Spell Mod +7</i></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>	<p>Entangle <i>Druid Level 1 Conjuration DC 15 Spell Mod +7</i></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>
<p>Faerie Fire <i>Druid Level 1 Evocation DC 15 Spell Mod +7</i></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>	<p>Fog Cloud <i>Druid Level 1 Conjuration DC 15 Spell Mod +7</i></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>Goodberry <i>Druid Level 1 Transmutation DC 15 Spell Mod +7</i></p> <p>1 Act. Touch V,S,M Inst</p> <p>Mistletoe sprig</p> <p>Up to ten magic berries appear. A creature can use its action to eat one berry. Eating a berry restores 1 hit point and provides enough nourishment to sustain a creature for a day. The berries lose their magic if they haven't been eaten within 24 hours.</p>
<p>Guiding Bolt <i>Druid Level 1 Abjuration DC 15 Spell Mod +7</i></p> <p>1 Act. 60 ft V Conc, 1 min</p> <p>You hurl a bolt of lightning that strikes a creature within range. The target must make a Dexterity saving throw or take 10 lightning damage, plus an additional 5 lightning damage for each slot level above 1st.</p>	<p>Healing Word <i>Druid Level 1 Abjuration DC 15 Spell Mod +7</i></p> <p>1 Act. 60 ft V Conc, 1 min</p> <p>You speak a word of healing, and a creature within range regains hit points equal to 1d4 + your spell modifier.</p>	<p>Jump <i>Druid Level 1 Transmutation DC 15 Spell Mod +7</i></p> <p>1 Act. Touch V,S,M 1 min</p> <p>A grasshopper's hind leg</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 15 Spell Mod +7</p> <p>1 Act. Touch V,S,M 1 hr</p> <p>A pinch of dirt</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>Purify Food and Drink (ritual)</p> <p>Druid Level 1 Transmutation DC 15 Spell Mod +7</p> <p>1 Act. 10 ft V,S Inst</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>Speak with Animals (ritual)</p> <p>Druid Level 1 Divination DC 15 Spell Mod +7</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</p> <p>Druid Level 1 Evocation DC 15 Spell Mod +7</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>Faerie Fire</p> <p>Fairy Level 1 Evocation DC 14 Spell Mod +6</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>	<p>Animal Messenger (ritual)</p> <p>Druid Level 2 Enchantment DC 15 Spell Mod +7</p> <p>1 Act. 30 ft V,S,M 24 hrs</p> <p>A morsel of food</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</p> <p>Druid Level 2 Transmutation DC 15 Spell Mod +7</p> <p>1 Act. Touch V,S,M Conc, 1 hr</p> <p>A handful of oak bark</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>Darkvision</p> <p>Druid Level 2 Transmutation DC 15 Spell Mod +7</p> <p>1 Act. Touch V,S,M 8 hrs</p> <p>Either a pinch of dried carrot or an agate</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>Enhance Ability</p> <p>Druid Level 2 Transmutation DC 15 Spell Mod +7</p> <p>1 Act. Touch V,S,M Conc, 1 hr.</p> <p>Fur or a feather from a beast</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>

<p>Animal Messenger <i>(reverse)</i> 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>Enhance Ability <i>(reverse)</i> slot level above 2nd.</p>		

Find Traps

Druid Level 2 Divination DC 15 Spell Mod +7

1 Act. **120 ft** **V,S** **Inst**

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.

Flame Blade

Druid Level 2 Evocation DC 15 Spell Mod +7

1 B.A. **Self** **V,S,M** **Conc, 10 mins***Leaf of sumac*

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.

Flaming Sphere

Druid Level 2 Conjuraction DC 15 Spell Mod +7

1 Act. **60 ft** **V,S,M** **Conc, 1 min***A bit of tallow, a pinch of brimstone, and a dusting of powdered iron*

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

Gust of Wind

Druid Level 2 Evocation DC 15 Spell Mod +7

1 Act. **Self** **V,S,M** **Conc, 1 min***A legume seed*

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.

Heat Metal

Druid Level 2 Transmutation DC 15 Spell Mod +7

1 Act. **60 ft** **V,S,M** **Conc, 1 min***A piece of iron and a flame*

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.

Hold Person

Druid Level 2 Enchantment DC 15 Spell Mod +7

1 Act. **60 ft** **V,S,M** **Conc, 1 min***A small, straight piece of iron*

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.

Lesser Restoration

Druid Level 2 Abjuration DC 15 Spell Mod +7

1 Act. **Touch** **V,S** **Inst**

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

Locate Animals or Plants (ritual)

Druid Level 2 Divination DC 15 Spell Mod +7

1 Act. **Self** **V,S,M** **Inst***A bit of fur from a bloodhound*

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.

Locate Object

Druid Level 2 Divination DC 15 Spell Mod +7


1 Act. **Self** **V,S,M** **Conc, 10 mins***A forked twig*

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.

Flaming Sphere *(reverse)*
higher, the damage increases by 1d6 for each slot level above 2nd.

<div> <div> </div> <div> Moonbeam <i>Druid Level 2 Evocation DC 15 Spell Mod +7</i> 1 Act. 120 ft V,S,M Conc, 1 min <i>Several seeds of any moonseed plant and a piece of opalescent feldspar</i> </div> </div> <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>	<div> <div> </div> <div> Pass without Trace <i>Druid Level 2 Abjuration DC 15 Spell Mod +7</i> 1 Act. Self V,S,M Conc, 1 hr <i>Ashes from a burned leaf of mistletoe and a sprig of spruce</i> </div> </div> <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>	<div> <div> </div> <div> Protection from Poison <i>Druid Level 2 Abjuration DC 15 Spell Mod +7</i> 1 Act. Touch V,S 1 hr </div> </div> <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>
<div> <div> </div> <div> Spike Growth <i>Druid Level 2 Transmutation DC 15 Spell Mod +7</i> 1 Act. 150 ft V,S,M Conc, 10 mins <i>Seven sharp thorns or seven small twigs, each sharpened to a point</i> </div> </div> <p>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.</p>	<div> <div> </div> <div> Spiritual Weapon <i>Druid Level 2 Abjuration DC 15 Spell Mod +7</i> </div> </div>	<div> <div> </div> <div> Enlarge/Reduce <i>Fairy Level 2 Transmutation DC 14 Spell Mod +6</i> 1 Act. 30 ft V,S,M Conc, 1 min <i>A pinch of powdered iron</i> </div> </div> <p>You cause a creature or an object you can see within range to grow larger or smaller for the duration. Choose either a creature or an object that is neither worn nor carried. If the target is unwilling, it can make a Constitution saving throw. On a success, the spell has no effect. If the target is a creature, everything it is wearing and carrying changes size with it. Any item dropped by an affected creature returns to normal size at once. Enlarge. The target's size doubles in all dimensions, and its weight is multiplied by eight. This growth increases its size by one category — from Medium to Large, for example. If there isn't enough room for the target to double its size, the creature or object attains the maximum possible size in the space available. Until the spell ends, the target also has advantage on Strength checks and Strength saving throws.</p>
<div> <div> </div> <div> Call Lightning <i>Druid Level 3 Conjunction DC 15 Spell Mod +7</i> 1 Act. 120 ft V,S Conc, 10 mins </div> </div> <p>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</p>	<div> <div> </div> <div> Conjure Animals <i>Druid Level 3 Conjunction DC 15 Spell Mod +7</i> 1 Act. 60 ft V,S Conc, 1 hr </div> </div> <p>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.</p>	<div> <div> </div> <div> Daylight <i>Druid Level 3 Evocation DC 15 Spell Mod +7</i> 1 Act. 60 ft V,S 1 hr </div> </div> <p>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.</p>

		Moonbeam <i>(reverse)</i> each slot level above 2nd.
Enlarge/Reduce <i>(reverse)</i> The target's weapons also grow to match its new size. While these weapons are enlarged, the target's attacks with them deal 1d4 extra damage. Reduce. The target's size is halved in all dimensions, and its weight is reduced to one-eighth of normal. This reduction decreases its size by one category—from Medium to Small, for example. Until the spell ends, the target also has disadvantage on Strength checks and Strength saving throws. The target's weapons also shrink to match its new size. While these weapons are reduced, the target's attacks with them deal 1d4 less damage (this can't reduce the damage below 1).		
	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.	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.

<div data-bbox="118 50 280 81"> <h3>Dispel Magic</h3> </div> <div data-bbox="118 86 487 113"> <p>Druid Level 3 Abjuration DC 15 Spell Mod +7</p> </div> <div data-bbox="118 121 444 153"> <p>1 Act. 120 ft V,S Inst</p> </div> <div data-bbox="118 258 548 514"> <p>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.</p> </div>	<div data-bbox="596 50 872 81"> <h3>Meld into Stone (ritual)</h3> </div> <div data-bbox="596 86 1000 113"> <p>Druid Level 3 Transmutation DC 15 Spell Mod +7</p> </div> <div data-bbox="596 121 933 153"> <p>1 Act. Touch V,S 8 hrs</p> </div> <div data-bbox="596 258 1026 699"> <p>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</p> </div>	<div data-bbox="1073 50 1240 81"> <h3>Plant Growth</h3> </div> <div data-bbox="1073 86 1477 113"> <p>Druid Level 3 Transmutation DC 15 Spell Mod +7</p> </div> <div data-bbox="1073 121 1401 153"> <p>1 Act. or 8 hrs 50 ft V,S Inst</p> </div> <div data-bbox="1073 258 1503 630"> <p>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.</p> </div>
<div data-bbox="118 720 415 751"> <h3>Protection from Energy</h3> </div> <div data-bbox="118 756 487 783"> <p>Druid Level 3 Abjuration DC 15 Spell Mod +7</p> </div> <div data-bbox="118 791 509 823"> <p>1 Act. Touch V,S Conc, 1 hr</p> </div> <div data-bbox="118 928 514 1018"> <p>For the duration, the willing creature you touch has resistance to one damage type of your choice: acid, cold, fire, lightning, or thunder.</p> </div>	<div data-bbox="596 720 740 751"> <h3>Sleet Storm</h3> </div> <div data-bbox="596 756 974 783"> <p>Druid Level 3 Conjuration DC 15 Spell Mod +7</p> </div> <div data-bbox="596 791 1002 850"> <p>1 Act. 150 ft V,S,M Conc, 1 min A pinch of dust and a few drops of water</p> </div> <div data-bbox="596 928 1026 1253"> <p>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.</p> </div>	<div data-bbox="1073 720 1297 751"> <h3>Speak with Plants</h3> </div> <div data-bbox="1073 756 1477 783"> <p>Druid Level 3 Transmutation DC 15 Spell Mod +7</p> </div> <div data-bbox="1073 791 1440 823"> <p>1 Act. Self V,S 10 mins</p> </div> <div data-bbox="1073 928 1503 1369"> <p>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,</p> </div>
<div data-bbox="118 1392 329 1423"> <h3>Spirit Guardians</h3> </div> <div data-bbox="118 1428 487 1455"> <p>Druid Level 3 Abjuration DC 15 Spell Mod +7</p> </div> <div data-bbox="305 1463 355 1495">  </div>	<div data-bbox="596 1392 883 1423"> <h3>Water Breathing (ritual)</h3> </div> <div data-bbox="596 1428 1000 1455"> <p>Druid Level 3 Transmutation DC 15 Spell Mod +7</p> </div> <div data-bbox="596 1463 946 1522"> <p>1 Act. 30 ft V,S,M 24 hrs A short reed or piece of straw</p> </div> <div data-bbox="596 1596 1023 1711"> <p>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.</p> </div>	<div data-bbox="1073 1392 1299 1423"> <h3>Water Walk (ritual)</h3> </div> <div data-bbox="1073 1428 1477 1455"> <p>Druid Level 3 Transmutation DC 15 Spell Mod +7</p> </div> <div data-bbox="1073 1463 1401 1522"> <p>1 Act. 30 ft V,S,M 1 hr A piece of cork</p> </div> <div data-bbox="1073 1596 1503 1827"> <p>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.</p> </div>

	<p>Meld into Stone <i>(reverse)</i> 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.</p>	
<p>Speak with Plants <i>(reverse)</i> 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.</p>		

Wind Wall

Druid Level 3 Evocation DC 15 Spell Mod +7

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,

Blight

Druid Level 4 Necromancy DC 15 Spell Mod +7

1 Act. 30 ft V,S Inst

Necromantic energy washes over a creature of your choice that you can see within range, draining moisture and vitality from it. The target must make a Constitution saving throw. The target takes 8d8 necrotic damage on a failed save, or half as much damage on a successful one. This spell has no effect on undead or constructs. If you target a plant creature or a magical plant, it makes the saving throw with disadvantage, and the spell deals maximum damage to it. If you target a nonmagical plant that isn't a creature, such as a tree or shrub, it doesn't make a saving throw; it simply withers and dies. At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

Confusion

Druid Level 4 Enchantment DC 15 Spell Mod +7

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

Three nut shells

This spell assaults and twists creatures' minds, spawning delusions and provoking uncontrolled action. Each creature in a 10-foot-radius sphere centered on a point you choose within range must succeed on a Wisdom saving throw when you cast this spell or be affected by it. An affected target can't take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn. d10 Behavior 1 The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn. 2–6 The creature doesn't move or take actions this turn. 7–8 The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does

Conjure Minor Elementals

Druid Level 4 Conjuraction DC 15 Spell Mod +7

1 min 90 ft V,S Conc, 1 hr

You summon elementals that appear in unoccupied spaces that you can see within range. You choose one of the following options for what appears: • One elemental of challenge rating 2 or lower • Two elementals of challenge rating 1 or lower • Four elementals of challenge rating 1/2 or lower • Eight elementals of challenge rating 1/4 or lower. An elemental summoned by this spell 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.

Conjure Woodland Beings

Druid Level 4 Conjuraction DC 15 Spell Mod +7

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

One holly berry per creature summoned

You summon fey creatures that appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears: • One fey creature of challenge rating 2 or lower • Two fey creatures of challenge rating 1 or lower • Four fey creatures of challenge rating 1/2 or lower • Eight fey creatures of challenge rating 1/4 or lower A summoned creature 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 have their 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.

Control Water

Druid Level 4 Transmutation DC 15 Spell Mod +7

1 Act. 300 ft V,S,M Conc, 10 mins

A drop of water and a pinch of dust

Until the spell ends, you control any freestanding water inside an area you choose that is a cube up to 100 feet on a side. You can choose from any of the following effects when you cast this spell. As an action on your turn, you can repeat the same effect or choose a different one. Flood. You cause the water level of all standing water in the area to rise by as much as 20 feet. If the area includes a shore, the flooding water spills over onto dry land. If you choose an area in a large body of water, you instead create a 20-foot tall wave that travels from one side of the area to the other and then crashes down. Any Huge or smaller vehicles in the wave's path are carried with it to the other side. Any Huge or smaller vehicles struck by the wave have a 25 percent chance of capsizing. The water level remains elevated until the spell ends or you choose a different

Death Ward

Druid Level 4 Abjuration DC 15 Spell Mod +7



Dominate Beast

Druid Level 4 Enchantment DC 15 Spell Mod +7

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

You attempt to beguile a beast that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw. While the beast is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability. You can use your action to take total and precise control of the target. Until the end of

Freedom of Movement

Druid Level 4 Abjuration DC 15 Spell Mod +7

1 Act. Touch V,S,M 1 hr

A leather strap, bound around the arm or a similar appendage

You touch a willing creature. For the duration, the target's movement is unaffected by difficult terrain, and spells and other magical effects can neither reduce the target's speed nor cause the target to be paralyzed or restrained. The target can also spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature that has it grappled. Finally, being underwater imposes no penalties on the target's movement or attacks.

<p>Confusion <i>(reverse)</i></p> <p>nothing this turn. 9–10 The creature can act and move normally. At the end of each of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that target. At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the radius of the sphere increases by 5 feet for each slot level above 4th.</p>		<p>Wind Wall <i>(reverse)</i></p> <p>and similar projectiles, are unaffected.) Creatures in gaseous form can't pass through it.</p>
<p>Control Water <i>(reverse)</i></p> <p>effect. If this effect produced a wave, the wave repeats on the start of your next turn while the flood effect lasts. Part Water. You cause water in the area to move apart and create a trench. The trench extends across the spell's area, and the separated water forms a wall to either side. The trench remains until the spell ends or you choose a different effect. The water then slowly fills in the trench over the course of the next round until the normal water level is restored. Redirect Flow. You cause flowing water in the area to move in a direction you choose, even if the water has to flow over obstacles, up walls, or in other unlikely directions. The water in the area moves as you direct it, but once it moves beyond the spell's area, it resumes its flow based on the terrain conditions. The water continues to move in the direction you chose until the spell ends or you choose a different effect. Whirlpool. This effect requires a body of water at least 50 feet square and 25 feet deep. You cause a whirlpool to form in the center of the area. The whirlpool forms a vortex that is 5 feet wide at the base, up to 50 feet wide at the top, and 25 feet tall. Any creature or object in the water</p>	<p>Conjure Woodland Beings <i>(reverse)</i></p> <p>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 6th-level slot and three times as many with an 8th-level slot.</p>	<p>Conjure Minor Elementals <i>(reverse)</i></p> <p>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 6th-level slot and three times as many with an 8th-level slot.</p>
	<p>Dominate Beast <i>(reverse)</i></p> <p>your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well. Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends. At Higher Levels. When you cast this spell with a 5th-level spell slot, the duration is concentration, up to 10 minutes. When you use a 6th-level spell slot, the duration is concentration, up to 1 hour. When you use a spell slot of 7th level or higher, the duration is concentration, up to 8 hours.</p>	

Giant Insect

Druid Level 4 Transmutation DC 15 Spell Mod +7

1 Act. **30 ft** **V,S** **Conc, 10 mins**

You transform up to ten centipedes, three spiders, five wasps, or one scorpion within range into giant versions of their natural forms for the duration. A centipede becomes a giant centipede, a spider becomes a giant spider, a wasp becomes a giant wasp, and a scorpion becomes a giant scorpion. Each creature obeys your verbal commands, and in combat, they act on your turn each round. The GM has the statistics for these creatures and resolves their actions and movement. A creature remains in its giant size for the duration, until it drops to 0 hit points, or until you use an action to dismiss the effect on it. The GM might allow you to choose different targets. For example, if you transform a bee, its giant version might have the same statistics as a giant wasp.

Hallucinatory Terrain

Druid Level 4 Illusion DC 15 Spell Mod +7

10 mins **300 ft** **V,S,M** **24 hrs**

A stone, a twig, and a bit of green plant

You make natural terrain in a 150-foot cube in range look, sound, and smell like some other sort of natural terrain. Thus, open fields or a road can be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road. Manufactured structures, equipment, and creatures within the area aren't changed in appearance. The tactile characteristics of the terrain are unchanged, so creatures entering the area are likely to see through the illusion. If the difference isn't obvious by touch, a creature carefully examining the illusion can attempt an Intelligence (Investigation) check against your spell save DC to disbelieve it. A creature who discerns the illusion for what it is, sees it as a vague

Ice Storm

Druid Level 4 Evocation DC 15 Spell Mod +7

1 Act. **300 ft** **V,S,M** **Inst**

A pinch of dust and a few drops of water

A hail of rock-hard ice pounds to the ground in a 20-foot-radius, 40-foot-high cylinder centered on a point within range. Each creature in the cylinder must make a Dexterity saving throw. A creature takes 2d8 bludgeoning damage and 4d6 cold damage on a failed save, or half as much damage on a successful one. Hailstones turn the storm's area of effect into difficult terrain until the end of your next turn. At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the bludgeoning damage increases by 1d8 for each slot level above 4th.

Locate Creature

Druid Level 4 Divination DC 15 Spell Mod +7

1 Act. **Self** **V,S,M** **Conc, 1 hr**

A bit of fur from a bloodhound

Describe or name a creature that is familiar to you. You sense the direction to the creature's location, as long as that creature is within 1,000 feet of you. If the creature is moving, you know the direction of its movement. The spell can locate a specific creature known to you, or the nearest creature of a specific kind (such as a human or a unicorn), so long as you have seen such a creature up close—within 30 feet—at least once. If the creature you described or named is in a different form, such as being under the effects of a polymorph spell, this spell doesn't locate the creature. This spell can't locate a creature if running water at least 10 feet wide blocks a direct path between you and the creature.

Polymorph

Druid Level 4 Transmutation DC 15 Spell Mod +7

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

A caterpillar cocoon

This spell transforms a creature that you can see within range into a new form. An unwilling creature must make a Wisdom saving throw to avoid the effect. The spell has no effect on a shapechanger or a creature with 0 hit points. The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The new form can be any beast whose challenge rating is equal to or less than the target's (or the target's level, if it doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen beast. It retains its alignment and personality. The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess

Raulothim's Psychic Lance

Druid Level 4 Enchantment DC 15 Spell Mod +7

1 Act. **120 ft** **V** **Inst**

You unleash a shimmering lance of psychic power from your forehead at a creature that you can see within range. Alternatively, you can utter the creature's name. If the named target is within range, it gains no benefit from cover or invisibility as the lance homes in on it. If the named target isn't within range, the lance dissipates, and the spell slot is not expended. The target must succeed on an Intelligence saving throw or take 10d6 psychic damage and be incapacitated until the start of your next turn.

Stone Shape

Druid Level 4 Transmutation DC 15 Spell Mod +7

1 Act. **Touch** **V,S,M** **Inst**

Soft clay, which must be worked into roughly the desired shape of the stone object

You touch a stone object of Medium size or smaller or a section of stone no more than 5 feet in any dimension and form it into any shape that suits your purpose. So, for example, you could shape a large rock into a weapon, idol, or coffer, or make a small passage through a wall, as long as the wall is less than 5 feet thick. You could also shape a stone door or its frame to seal the door shut. The object you create can have up to two hinges and a latch, but finer mechanical detail isn't possible.

Stoneskin

Druid Level 4 Abjuration DC 15 Spell Mod +7

1 Act. **Touch** **V,S,M** **Conc, 1 hr**

Diamond dust worth 100 gp, which the spell consumes

This spell turns the flesh of a willing creature you touch as hard as stone. Until the spell ends, the target has resistance to nonmagical bludgeoning, piercing, and slashing damage.

Wall of Fire

Druid Level 4 Evocation DC 15 Spell Mod +7

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

A small piece of phosphorus

You create a wall of fire on a solid surface within range. You can make the wall up to 60 feet long, 20 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall is opaque and lasts for the duration. When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 5d8 fire damage, or half as much damage on a successful save. One side of the wall, selected by you when you cast this spell, deals 5d8 fire damage to each creature that ends its turn within 10 feet of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage. At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage

	Hallucinatory Terrain <i>(reverse)</i> image superimposed on the terrain.	
	Polymorph <i>(reverse)</i> damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious. The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech. The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.	
Wall of Fire <i>(reverse)</i> increases by 1d8 for each slot level above 4th.		

<h3>Antilife Shell</h3> <p>Druid Level 5 Abjuration DC 15 Spell Mod +7</p> <p>1 Act. Self V,S Conc, 1 hr</p> <p>A shimmering barrier extends out from you in a 10-foot radius and moves with you, remaining centered on you and hedging out creatures other than undead and constructs. The barrier lasts for the duration. The barrier prevents an affected creature from passing or reaching through. An affected creature can cast spells or make attacks with ranged or reach weapons through the barrier. If you move so that an affected creature is forced to pass through the barrier, the spell ends.</p>	<h3>Awaken</h3> <p>Druid Level 5 Transmutation DC 15 Spell Mod +7</p> <p>8 hrs Touch V,S,M Inst</p> <p>An agate worth at least 1,000 gp, which the spell consumes</p> <p>After spending the casting time tracing magical pathways within a precious gemstone, you touch a Huge or smaller beast or plant. The target must have either no Intelligence score or an Intelligence of 3 or less. The target gains an Intelligence of 10. The target also gains the ability to speak one language you know. If the target is a plant, it gains the ability to move its limbs, roots, vines, creepers, and so forth, and it gains senses similar to a human's. Your GM chooses statistics appropriate for the awakened plant, such as the statistics for the awakened shrub or the awakened tree. The awakened beast or plant is charmed by you for 30 days or until you or your companions do anything harmful to it. When the charmed condition ends, the awakened creature chooses whether to remain friendly to you, based on how you treated it</p>	<h3>Commune with Nature (ritual)</h3> <p>Druid Level 5 Divination DC 15 Spell Mod +7</p> <p>1 min Self V,S Inst</p> <p>You briefly become one with nature and gain knowledge of the surrounding territory. In the outdoors, the spell gives you knowledge of the land within 3 miles of you. In caves and other natural underground settings, the radius is limited to 300 feet. The spell doesn't function where nature has been replaced by construction, such as in dungeons and towns. You instantly gain knowledge of up to three facts of your choice about any of the following subjects as they relate to the area: • terrain and bodies of water • prevalent plants, minerals, animals, or peoples • powerful celestials, fey, fiends, elementals, or undead • influence from other planes of existence • buildings For example, you could determine the location of powerful undead in the area, the location of major sources of safe drinking water, and the location of any nearby towns.</p>
<h3>Conjure Elemental</h3> <p>Druid Level 5 Conjuration DC 15 Spell Mod +7</p> <p>1 min 90 ft V,S,M Conc, 1 hr</p> <p>Burning incense for air, soft clay for earth, sulfur and phosphorus for fire, or water and sand for water</p> <p>You call forth an elemental servant. Choose an area of air, earth, fire, or water that fills a 10-foot cube within range. An elemental of challenge rating 5 or lower appropriate to the area you chose appears in an unoccupied space within 10 feet of it. For example, a fire elemental emerges from a bonfire, and an earth elemental rises up from the ground. The elemental disappears when it drops to 0 hit points or when the spell ends. The elemental is friendly to you and your companions for the duration. Roll initiative for the elemental, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the elemental, it defends itself from hostile creatures but otherwise takes no actions. If your concentration is broken, the elemental doesn't disappear. Instead, you lose</p>	<h3>Contagion</h3> <p>Druid Level 5 Necromancy DC 15 Spell Mod +7</p> <p>1 Act. Touch V,S 7 days</p> <p>Your touch inflicts disease. Make a melee spell attack against a creature within your reach. On a hit, you afflict the creature with a disease of your choice from any of the ones described below. At the end of each of the target's turns, it must make a Constitution saving throw. After failing three of these saving throws, the disease's effects last for the duration, and the creature stops making these saves. After succeeding on three of these saving throws, the creature recovers from the disease, and the spell ends. Since this spell induces a natural disease in its target, any effect that removes a disease or otherwise ameliorates a disease's effects apply to it. Blinding Sickness. Pain grips the creature's mind, and its eyes turn milky white. The creature has disadvantage on Wisdom checks and Wisdom saving throws and is blinded. Filth Fever. A raging fever</p>	<h3>Geas</h3> <p>Druid Level 5 Enchantment DC 15 Spell Mod +7</p> <p>1 min 60 ft V 30 days</p> <p>You place a magical command on a creature that you can see within range, forcing it to carry out some service or refrain from some action or course of activity as you decide. If the creature can understand you, it must succeed on a Wisdom saving throw or become charmed by you for the duration. While the creature is charmed by you, it takes 5d10 psychic damage each time it acts in a manner directly counter to your instructions, but no more than once each day. A creature that can't understand you is unaffected by the spell. You can issue any command you choose, short of an activity that would result in certain death. Should you issue a suicidal command, the spell ends. You can end the spell early by using an action to dismiss it. A remove curse, greater restoration, or wish spell also ends it. At Higher Levels. When you cast this spell using</p>
<h3>Greater Restoration</h3> <p>Druid Level 5 Abjuration DC 15 Spell Mod +7</p> <p>1 Act. Touch V,S,M Inst</p> <p>Diamond dust worth at least 100 gp, which the spell consumes</p> <p>You imbue a creature you touch with positive energy to undo a debilitating effect. You can reduce the target's exhaustion level by one, or end one of the following effects on the target: • One effect that charmed or petrified the target • One curse, including the target's attunement to a cursed magic item • Any reduction to one of the target's ability scores • One effect reducing the target's hit point maximum</p>	<h3>Insect Plague</h3> <p>Druid Level 5 Conjuration DC 15 Spell Mod +7</p> <p>1 Act. 300 ft V,S,M Conc, 10 mins</p> <p>A few grains of sugar, some kernels of grain, and a smear of fat</p> <p>Swarming, biting locusts fill a 20-foot-radius sphere centered on a point you choose within range. The sphere spreads around corners. The sphere remains for the duration, and its area is lightly obscured. The sphere's area is difficult terrain. When the area appears, each creature in it must make a Constitution saving throw. A creature takes 4d10 piercing damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the spell's area for the first time on a turn or ends its turn there. At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d10 for each slot level above 5th.</p>	<h3>Mass Cure Wounds</h3> <p>Druid Level 5 Evocation DC 15 Spell Mod +7</p> <p>1 Act. 60 ft V,S Inst</p> <p>A wave of healing energy washes out from a point of your choice within range. Choose up to six creatures in a 30-foot-radius sphere centered on that point. Each target regains hit points equal to 3d8 + 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 6th level or higher, the healing increases by 1d8 for each slot level above 5th.</p>

	<p>Awaken (reverse) while it was charmed.</p>	
<p>Geas (reverse) spell slot of 7th or 8th level, the duration is 1 year. When you cast this spell using a spell slot of 9th level, the spell lasts until it is ended by one of the spells mentioned above.</p>	<p>Contagion (reverse) sweeps through the creature's body. The creature has disadvantage on Strength checks, Strength saving throws, and attack rolls that use Strength. Flesh Rot. The creature's flesh decays. The creature has disadvantage on Charisma checks and vulnerability to all damage. Mindfire. The creature's mind becomes feverish. The creature has disadvantage on Intelligence checks and Intelligence saving throws, and the creature behaves as if under the effects of the confusion spell during combat. Seizure. The creature is overcome with shaking. The creature has disadvantage on Dexterity checks, Dexterity saving throws, and attack rolls that use Dexterity. Slimy Doom. The creature begins to bleed uncontrollably. The creature has disadvantage on Constitution checks and Constitution saving throws. In addition, whenever the creature takes damage, it is stunned until the end of its next turn.</p>	<p>Conjure Elemental (reverse) control of the elemental, it becomes hostile toward you and your companions, and it might attack. An uncontrolled elemental can't be dismissed by you, and it disappears 1 hour after you summoned it. The GM has the elemental's statistics. At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the challenge rating increases by 1 for each slot level above 5th.</p>

Planar Binding

Druid Level 5 Abjuration DC 15 Spell Mod +7

1 hr **60 ft** **V,S,M** **24 hrs**

A jewel worth at least 1,000 gp, which the spell consumes

With this spell, you attempt to bind a celestial, an elemental, a fey, or a fiend to your service. The creature must be within range for the entire casting of the spell. (Typically, the creature is first summoned into the center of an inverted magic circle in order to keep it trapped while this spell is cast.) At the completion of the casting, the target must make a Charisma saving throw. On a failed save, it is bound to serve you for the duration. If the creature was summoned or created by another spell, that spell's duration is extended to match the duration of this spell. A bound creature must follow your instructions to the best of its ability. You might command the creature to accompany you on an adventure, to guard a location, or to deliver a message. The creature obeys the letter of your instructions, but if the creature is hostile to

**Reincarnate**

Druid Level 5 Transmutation DC 15 Spell Mod +7

1 hr **Touch** **V,S,M** **Inst**

Rare oils and unguents worth at least 1,000 gp, which the spell consumes

You touch a dead humanoid or a piece of a dead humanoid. Provided that the creature has been dead no longer than 10 days, the spell forms a new adult body for it and then calls the soul to enter that body. If the target's soul isn't free or willing to do so, the spell fails. The magic fashions a new body for the creature to inhabit, which likely causes the creature's race to change. The GM rolls a d100 and consults the following table to determine what form the creature takes when restored to life, or the GM chooses a form. d100 Race 01–04 Dragonborn 05–13 Dwarf, hill 14–21 Dwarf, mountain 22–25 Elf, dark 26–34 Elf, high 35–42 Elf, wood 43–46 Gnome, forest 47–52 Gnome, rock 53–56 Half-elf 57–60 Half-orc 61–68 Halfling, lightfoot 69–76 Halfling, stout 77–96 Human 97–00 Tiefling The reincarnated creature recalls its former life and

**Scrying**

Druid Level 5 Divination DC 15 Spell Mod +7

10 mins **Self** **V,S,M** **Conc, 10 mins**

A focus worth at least 1,000 gp, such as a crystal ball, a silver mirror, or a font filled with holy water

You can see and hear a particular creature you choose that is on the same plane of existence as you. The target must make a Wisdom saving throw, which is modified by how well you know the target and the sort of physical connection you have to it. If a target knows you're casting this spell, it can fail the saving throw voluntarily if it wants to be observed. Knowledge Save Modifier Secondhand (you have heard of the target) +5 Firsthand (you have met the target) +0 Familiar (you know the target well) -5 Connection Save Modifier Likeness or picture -2 Possession or garment -4 Body part, lock of hair, bit of nail, or the like -10 On a successful save, the target isn't affected, and you can't use this spell against it again for 24 hours. On a failed save, the spell creates an invisible sensor within 10 feet of the target. You can see and hear through the

**Tree Stride**

Druid Level 5 Conjuration DC 15 Spell Mod +7

1 Act. **Self** **V,S** **Conc, 1 min**

You gain the ability to enter a tree and move from inside it to inside another tree of the same kind within 500 feet. Both trees must be living and at least the same size as you. You must use 5 feet of movement to enter a tree. You instantly know the location of all other trees of the same kind within 500 feet and, as part of the move used to enter the tree, can either pass into one of those trees or step out of the tree you're in. You appear in a spot of your choice within 5 feet of the destination tree, using another 5 feet of movement. If you have no movement left, you appear within 5 feet of the tree you entered. You can use this transportation ability once per round for the duration. You must end each turn outside a tree.

**Wall of Stone**

Druid Level 5 Evocation DC 15 Spell Mod +7

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

A small block of granite

A nonmagical wall of solid stone springs into existence at a point you choose within range. The wall is 6 inches thick and is composed of ten 10-foot by 10-foot panels. Each panel must be contiguous with at least one other panel. Alternatively, you can create 10-foot by 20-foot panels that are only 3 inches thick. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice). If a creature would be surrounded on all sides by the wall (or the wall and another solid surface), that creature can make a Dexterity saving throw. On a success, it can use its reaction to move up to its speed so that it is no longer enclosed by the wall. The wall can have any shape you desire, though it can't occupy the same space as a creature or object. The wall doesn't need to be vertical or rest on any firm foundation. It must, however,



<p>Scrying <i>(reverse)</i></p> <p>sensor as if you were there. The sensor moves with the target, remaining within 10 feet of it for the duration. A creature that can see invisible objects sees the sensor as a luminous orb about the size of your fist. Instead of targeting a creature, you can choose a location you have seen before as the target of this spell. When you do, the sensor appears at that location and doesn't move.</p>	<p>Reincarnate <i>(reverse)</i></p> <p>experiences. It retains the capabilities it had in its original form, except it exchanges its original race for the new one and changes its racial traits accordingly.</p>	<p>Planar Binding <i>(reverse)</i></p> <p>you, it strives to twist your words to achieve its own objectives. If the creature carries out your instructions completely before the spell ends, it travels to you to report this fact if you are on the same plane of existence. If you are on a different plane of existence, it returns to the place where you bound it and remains there until the spell ends. At Higher Levels. When you cast this spell using a spell slot of a higher level, the duration increases to 10 days with a 6th-level slot, to 30 days with a 7th level slot, to 180 days with an 8th-level slot, and to a year and a day with a 9th-level spell slot.</p>
	<p>Wall of Stone <i>(reverse)</i></p> <p>merge with and be solidly supported by existing stone. Thus, you can use this spell to bridge a chasm or create a ramp. If you create a span greater than 20 feet in length, you must halve the size of each panel to create supports. You can crudely shape the wall to create crenellations, battlements, and so on. The wall is an object made of stone that can be damaged and thus breached. Each panel has AC 15 and 30 hit points per inch of thickness. Reducing a panel to 0 hit points destroys it and might cause connected panels to collapse at the GM's discretion. If you maintain your concentration on this spell for its whole duration, the wall becomes permanent and can't be dispelled. Otherwise, the wall disappears when the spell ends.</p>	