D&D BEYOND

Raldarus Do'Veldrin

CHARACTER NAME

CLASS & LEVEL	PLAYER NAME
Druid 19 [Circle of the Land (Underdark)]	

RACE	BACKGROUND	EXPERIENCE POINTS
Drow Half-Elf	Acolyte	

STRENGTH	+6	23
DEXTERITY	+2	14
CONSTITUTION	+4	18
INTELLIGENCE	+0	10
WISDOM	+5	20
CHARISMA	+0	10

○	+7	Strength
○	+3	Dexterity
⊙	+11	Constitution
⊙	+7	Intelligence
⊙	+12	Wisdom
○	+1	Charisma

Saving Throw Modifiers

+1 Bonus on saves Advantage against being charmed, and magic can't put you to sleep

SAVING THROWS

○	+2	Acrobatics DEX
○	+5	Animal Handling WIS
○	+0	Arcana INT
○	+6	Athletics STR
○	+0	Deception CHA
○	+0	History INT
Ⓟ	+11	Insight WIS
○	+0	Intimidation CHA
○	+0	Investigation INT
○	+5	Medicine WIS
○	+0	Nature INT
Ⓟ	+11	Perception WIS
○	+0	Performance CHA
○	+0	Persuasion CHA
Ⓟ	+6	Religion INT
○	+2	Sleight of Hand DEX
○	+2	Stealth DEX
Ⓟ	+11	Survival WIS
○		
○		
○		

SKILLS

INITIATIVE: +2

ARMOR CLASS: 20

Immunities - Charmed, Frightened, Poison, Poisoned, Disease

DEFENSES

INSPIRATION

PROFICIENCY BONUS: +6

ABILITY SAVE DC

40 ft. (Walking), 50 ft. (Swimming)

SPEED

Max HP	Current HP	Temp HP
174		--

HIT POINTS

Total 19d8

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

=== ARMOR ===
Light Armor, Medium Armor, Shields

=== WEAPONS ===
Club, Dagger, Dart, Javelin, Mace, Quarterstaff, Scimitar, Sickle, Sling, Spear

=== TOOLS ===
Herbalism Kit

=== LANGUAGES ===
Common, Druidic, Elvish, Gnomish, Orc, Undercommon

PROFICIENCIES & LANGUAGES

=== ACTIONS ===
Standard Actions
Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

Wild Shape • 2 / Short Rest
As an action, you can magically assume the shape of a beast that you have seen before twice per short rest. [2nd] Max CR 1/4 (no flying or swimming speed) [4th] Max CR 1/2 (no flying speed) [8th] Max CR 1

You can stay in beast shape for 9 hours before reverting back to your normal form (or as a bonus action earlier or if you fall unconscious, drop to 0 hit points, or die).

=== SPECIAL ===
Natural Recovery • 1 / Long Rest
Once per long rest during a short rest, you choose expended spell slots to recover. The spell slots can have a combined level of up to 10, and none of the slots can be 6th level or higher.

ACTIONS

21	PASSIVE WISDOM (PERCEPTION)
21	PASSIVE WISDOM (INSIGHT)
10	PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Moon Sickle, +2	+14	1d4+8 Slashing	Simple, Light
Quarterstaff, +2	+14	1d6+8 Bludgeoning	Simple, Versatile
Sling, +1	+9	1d4+3 Bludgeoning	Simple, Ammunition, Range, Range (30/120)
Staff of the Woodlands	+12	1d6+6 Bludgeoning	10/10 Charges, Simple, Versatile
Shillelagh	+13	1d8+5 Bludgeoning	D: 1m, V/S/M
Thorn Whip	+13	4d6 Piercing	V/S/M

WEAPON ATTACKS & CANTRIPS

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D&D BEYOND

Raldarus Do'Veldrin

CHARACTER NAME

CLASS & LEVEL		PLAYER NAME
Druid 19 [Circle of the Land (Underdark)]		
RACE	**BACKGROUND**	**EXPERIENCE POINTS**
Drow Half-Elf	Acolyte	

=== DRUID FEATURES ===

* Additional Druid Spells • TCoE 35
Your Druid has additional spells available to them, as designated in Tasha's Cauldron of Everything.

* Hit Points • PHB 65

* Proficiencies • PHB 65

* Druidic • PHB 66
You know Druidic, the secret language of druids.

* Spellcasting • PHB 66
You can cast prepared druid spells using WIS as your spellcasting modifier (Spell DC 19, Spell Attack +11) and prepared druid spells as rituals if they have the ritual tag. You can use a druidic focus as a spellcasting focus.

* Wild Companion • TCoE 35
As an action, you can expend a use of your Wild Shape feature to cast the find familiar spell, without material components.
When you cast the spell in this way, the familiar is a fey instead of a beast, and the familiar disappears after 9 hours.

| 1 Action

* Wild Shape • PHB 66
As an action, you can magically assume the shape of a beast that you have seen before twice per short rest.

You can stay in beast shape for 9 hours before reverting back to your normal form (or as a bonus action earlier or if you fall unconscious, drop to 0 hit points, or die).

| 2 / Short Rest • 1 Action

* Druid Circle • PHB 67

| Circle of the Land (Underdark)

* Bonus Cantrip • PHB 68

* Natural Recovery • PHB 68
Once per long rest during a short rest, you choose expended spell slots to recover. The spell slots can have a combined level of up to 10, and none of the slots can be 6th level or higher.

| 1 / Long Rest • Special

* Circle Spells • PHB 68

* Cantrip Versatility • TCoE 36
Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can replace one cantrip you learned from this class's Spellcasting feature with another cantrip from the druid spell list.

* Wild Shape Improvement • PHB 66
While using your Wild Shape feature, you can transform into beasts of CR 1 or lower.

* Ability Score Improvement • PHB 67

* Land's Stride • PHB 69
Moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed and without taking damage if they have thorns, spines, or a similar hazard. You have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

* Nature's Ward • PHB 69

* Nature's Sanctuary • PHB 69
When a beast or plant creature attacks you, it must make a WIS saving throw (DC 19). On failure, it must choose a different target, or the attack automatically misses. On success, the creature is immune to this effect for 24 hours.

* Timeless Body • PHB 67
For every 10 years that pass, your body ages only 1 year.

* Beast Spells • PHB 67
You can cast druid spells that only require S and V components in any shape you assume using Wild Shape.

=== DROW HALF-ELF RACIAL TRAITS ===

* Darkvision • BR 39
You can see in darkness (shades of gray) up to 60 ft.

* Fey Ancestry • BR 39
You have advantage on saving throws against being charmed, and magic can't put you to sleep.

* Drow Magic • SCAG
You know the dancing lights cantrip. [3rd] You can cast faerie fire once per long rest. [5th] You can cast the darkness spell once per long rest. CHA is your spellcasting ability.

=== FEATS ===

* Resilient (Constitution) • PHB
Increase your CON score by 1 and you gain proficiency in CON saving throws.

* Mobile • PHB 168
Your speed increases by 10 feet. When you use the Dash action, difficult terrain doesn't cost you extra

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	0
PP	5
WEIGHT CARRIED	118.1 lb.
ENCUMBERED	345 lb.
PUSH/DRAG/LIFT	690 lb.

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Shield, +2	1	6 lb.	Sling Bullets	20	1.5 lb.
Studded Leather, +1	1	13 lb.	Bedroll	1	7 lb.
Sling, +1	1	--	Clothes, Traveler's	1	4 lb.
Quarterstaff, +2	1	4 lb.	Mess Kit	1	1 lb.
Moon Sickle, +2	1	2 lb.	Pouch	2	2 lb.
Bag of Holding	1	15 lb.	Rations (1 day)	10	20 lb.
Boots of Elvenkind	1	--	Rope, Silk (50 feet)	1	5 lb.
Ring of Protection	1	--	Shovel	1	5 lb.
Decanter of Endless Water	1	2 lb.	Tinderbox	1	1 lb.
Immovable Rod	1	--	Torch	5	5 lb.
Ring of Swimming	1	--	Waterskin	1	5 lb.
Belt of Frost Giant Strength	1	--			
Potion of Healing (Superior)	1	0.5 lb.			
Staff of the Woodlands	1	--			
Driftglobe	1	1 lb.			

ATTUNED MAGIC ITEMS	QTY	WEIGHT
Moon Sickle, +2	1	2 lb.
Ring of Protection	1	--
Belt of Frost Giant Strength	1	--

EQUIPMENT

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Raldarus Do'Veldrin

CHARACTER NAME

Druid 19 [Circle of the Land (Underdark)]

CLASS & LEVEL

PLAYER NAME

Drow Half-Elf

RACE

Acolyte

BACKGROUND

EXPERIENCE POINTS

movement on that turn. When you make a melee attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Crowbar	1	5 lb.			
Heward's Handy Haversack	1	5 lb.			
Pole of Collapsing	1	--			
Grappling Hook	1	4 lb.			
Herbalism Kit	1	3 lb.			
Whetstone	1	1 lb.			
Gem-Encrusted Bowl (1,000 gp)	1	--			
Jade Circlet (1,500 gp)	1	--			

ADDITIONAL EQUIPMENT

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D&D BEYOND

Raldarus Do'Veldrin

CHARACTER NAME

Male	53	Medium	5' 6"	173
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral	Silvanus	Black	Blue	White
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I idolize a particular hero of my faith, and constantly refer to that person's deeds and example.
I see omens in every event and

PERSONALITY TRAITS

Aspiration. I seek to prove myself worthy of my god's favor by matching my actions against his or her

IDEALS

I owe my life to the priest who took me in when my parents died.

BONDS

I am suspicious of strangers and expect the worst of them.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

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Druid	WIS	21	+13
SPELLCASTING CLASS	SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== CANTRIPS ===	(At Will)							
O	Guidance <C>	Druid	--	1A	Touch	V,S	Concentration, up to 1 minute	PHB 248	D: 1m, V/S
O	Shillelagh	Druid	+13	1BA	Touch	V,S,M	1 minute	PHB 275	D: 1m, V/S/M
O	Create Bonfire <C>	Druid	DEX 21	1A	60 ft./5 ft. Cube	V,S	Concentration, up to 1 minute	EE 152	D: 1m, 5 ft. Cube, V/S
O	Thorn Whip	Druid	+13	1A	30 ft.	V,S,M	Instantaneous	PHB 282	V/S/M
O	Light	Driftglobe	DEX 21	1A	Touch/20 ft. Sphere	V,M	1 hour	PHB 255	D: 1h, 20 ft. Sphere, V/M
O	Dancing Lights <C>	Drow Magic	--	1A	120 ft.	V,S,M	Concentration, up to 1 minute	PHB 230	D: 1m, V/S/M
O	Shape Water	Bonus Cantrip	--	1A	30 ft./5 ft. Cube	S	Instantaneous	EE 164	5 ft. Cube, S
	=== 1st LEVEL ===	4 Slots OOOO							
O	Healing Word	Druid	--	1BA	60 ft.	V	Instantaneous	PHB 250	V
O	Entangle <C>	Druid	STR 21	1A	90 ft./20 ft. Square	V,S	Concentration, up to 1 minute	PHB 238	D: 1m, 20 ft. Square, V/S
O	Absorb Elements	Druid	--	1R	Self	S	1 round	EE 150	D: 1Rnd, S
O	Faerie Fire <C>	Druid	DEX 21	1A	60 ft./20 ft. Cube	V	Concentration, up to 1 minute	PHB 239	D: 1m, 20 ft. Cube, V
O	Goodberry	Druid	--	1A	Touch	V,S,M	Instantaneous	PHB 246	V/S/M
O	Animal Friendship	Druid	WIS 21	1A	30 ft.	V,S,M	24 hours	PHB 212	D: 24h, V/S/M
O	Charm Person	Druid	WIS 21	1A	30 ft.	V,S	1 hour	PHB 221	D: 1h, V/S
O	Create or Destroy Water	Druid	--	1A	30 ft./30 ft. Cube	V,S,M	Instantaneous	PHB 229	30 ft. Cube, V/S/M
O	Cure Wounds	Druid	--	1A	Touch	V,S	Instantaneous	PHB 230	V/S
O	Detect Magic [R]<C>	Druid	--	1A + 10m	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
O	Detect Poison and Disease [R]<C>	Druid	--	1A + 10m	Self/30 ft. Sphere	V,S,M	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S/M
O	Fog Cloud <C>	Druid	--	1A	120 ft./20 ft. Sphere	V,S	Concentration, up to 1 hour	PHB 243	D: 1h, 20 ft. Sphere, V/S
O	Jump	Druid	--	1A	Touch	V,S,M	1 minute	PHB 254	D: 1m, V/S/M
O	Longstrider	Druid	--	1A	Touch	V,S,M	1 hour	PHB 256	D: 1h, V/S/M
O	Purify Food and Drink [R]	Druid	--	1A + 10m	10 ft./5 ft. Sphere	V,S	Instantaneous	PHB 270	5 ft. Sphere, V/S
O	Speak with Animals [R]	Druid	--	1A + 10m	Self	V,S	10 minutes	PHB 277	D: 10m, V/S
O	Thunderwave	Druid	CON 21	1A	Self/15 ft. Cube	V,S	Instantaneous	PHB 282	15 ft. Cube, V/S
O	Beast Bond <C>	Druid	--	1A	Touch	V,S,M	Concentration, up to 10 minutes	EE 150	D: 10m, V/S/M
O	Earth Tremor	Druid	DEX 21	1A	10 ft.	V,S	Instantaneous	EE 155	V/S
O	Ice Knife	Druid	DEX 21 / +13	1A	60 ft./5 ft. Sphere	S,M	Instantaneous	EE 157	5 ft. Sphere, S/M
O	Snare	Druid	DEX 21	1m	Touch	S,M	8 hours	XGtE 165	D: 8h, S/M
O	Faerie Fire <C>	Drow Magic	DEX 16	1A	60 ft./20 ft. Cube	V	Concentration, up to 1 minute	PHB 239	1/LR, D: 1m, 20 ft. Cube, V
	=== 2nd LEVEL ===	3 Slots OOO							
O	Enhance Ability <C>	Druid	--	1A	Touch	V,S,M	Concentration, up to 1 hour	PHB 237	D: 1h, V/S/M
O	Pass without Trace <C>	Druid	--	1A	Self	V,S,M	Concentration, up to 1 hour	PHB 264	D: 1h, V/S/M
O	Spike Growth <C>	Druid	--	1A	150 ft./20 ft. Sphere	V,S,M	Concentration, up to 10 minutes	PHB 277	D: 10m, 20 ft. Sphere, V/S/M
P	Spider Climb <C>	Druid (Always Prepared)	--	1A	Touch	V,S,M	Concentration, up to 1 hour	PHB 277	D: 1h, V/S/M
P	Web <C>	Druid (Always Prepared)	DEX 21	1A	60 ft./20 ft. Cube	V,S,M	Concentration, up to 1 hour	PHB 287	D: 1h, 20 ft. Cube, V/S/M
O	Animal Messenger [R]	Druid	--	1A + 10m	30 ft.	V,S,M	24 hours	PHB 212	D: 24h, V/S/M
O	Barkskin <C>	Druid	--	1A	Touch	V,S,M	Concentration, up to 1 hour	PHB 217	D: 1h, V/S/M
O	Darkvision	Druid	--	1A	Touch	V,S,M	8 hours	PHB 230	D: 8h, V/S/M
O	Find Traps	Druid	--	1A	120 ft.	V,S	Instantaneous	PHB 241	V/S
O	Flame Blade <C>	Druid	+13	1BA	Self	V,S,M	Concentration, up to 10 minutes	PHB 242	D: 10m, V/S/M
O	Flaming Sphere <C>	Druid	DEX 21	1A	60 ft./5 ft. Sphere	V,S,M	Concentration, up to 1 minute	PHB 242	D: 1m, 5 ft. Sphere, V/S/M
O	Gust of Wind <C>	Druid	STR 21	1A	Self	V,S,M	Concentration, up to 1 minute	PHB 248	D: 1m, V/S/M
O	Heat Metal <C>	Druid	--	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB 250	D: 1m, V/S/M
O	Hold Person <C>	Druid	WIS 21	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB 251	D: 1m, V/S/M
O	Lesser Restoration	Druid	--	1A	Touch	V,S	Instantaneous	PHB 255	V/S
O	Locate Animals or Plants [R]	Druid	--	1A + 10m	Self	V,S,M	Instantaneous	PHB 256	V/S/M

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Druid

SPELLCASTING CLASS

WIS	21	+13
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
O	Locate Object <C>	Druid	--	1A	Self	V,S,M	Concentration, up to 10 minutes	PHB 256	D: 10m, V/S/M
O	Moonbeam <C>	Druid	CON 21	1A	120 ft./5 ft. Cylinder	V,S,M	Concentration, up to 1 minute	PHB 261	D: 1m, 5 ft. Cylinder, V/S/M
O	Protection from Poison	Druid	--	1A	Touch	V,S	1 hour	PHB 270	D: 1h, V/S
O	Beast Sense [R]<C>	Druid	--	1A + 10m	Touch	S	Concentration, up to 1 hour	PHB 217	D: 1h, S
O	Dust Devil <C>	Druid	STR 21	1A	60 ft./5 ft. Cube	V,S,M	Concentration, up to 1 minute	EE 154	D: 1m, 5 ft. Cube, V/S/M
O	Earthbind <C>	Druid	STR 21	1A	300 ft.	V	Concentration, up to 1 minute	EE 154	D: 1m, V
O	Skywrite [R]<C>	Druid	--	1A + 10m	Sight	V,S	Concentration, up to 1 hour	EE 165	D: 1h, V/S
O	Warding Wind <C>	Druid	--	1A	Self/10 ft. Sphere	V	Concentration, up to 10 minutes	EE 170	D: 10m, 10 ft. Sphere, V
O	Healing Spirit <C>	Druid	--	1BA	60 ft./5 ft. Cube	V,S	Concentration, up to 1 minute	XGtE 157	D: 1m, 5 ft. Cube, V/S
O	Summon Beast <C>	Druid	--	1A	90 ft.	V,S,M	Concentration, up to 1 hour	TCoE 109	D: 1h, V/S/M
O	Darkness <C>	Drow Magic	--	1A	60 ft./15 ft. Sphere	V,M	Concentration, up to 10 minutes	PHB 230	1/LR, D: 10m, 15 ft. Sphere, V/M
	=== 3rd LEVEL ===	3 Slots OOO							
O	Conjure Animals <C>	Druid	--	1A	60 ft.	V,S	Concentration, up to 1 hour	PHB 127	Creatures: (See Description)*, D: 1h, V/S
O	Dispel Magic	Druid	--	1A	120 ft.	V,S	Instantaneous	PHB 234	Special: (See Description)*, V/S
P	Gaseous Form <C>	Druid (Always Prepared)	--	1A	Touch	V,S,M	Concentration, up to 1 hour	PHB 244	D: 1h, V/S/M
P	Stinking Cloud <C>	Druid (Always Prepared)	CON 21	1A	90 ft./20 ft. Sphere	V,S,M	Concentration, up to 1 minute	PHB 278	D: 1m, 20 ft. Sphere, V/S/M
O	Call Lightning <C>	Druid	DEX 21	1A	120 ft./60 ft. Cylinder	V,S	Concentration, up to 10 minutes	PHB 220	D: 10m, 60 ft. Cylinder, V/S
O	Daylight	Druid	--	1A	60 ft./60 ft. Sphere	V,S	1 hour	PHB 230	D: 1h, 60 ft. Sphere, V/S
O	Meld into Stone [R]	Druid	--	1A + 10m	Touch	V,S	8 hours	PHB 259	D: 8h, V/S
O	Plant Growth	Druid	--	S	150 ft.	V,S	Instantaneous	PHB 266	V/S
O	Protection from Energy <C>	Druid	--	1A	Touch	V,S	Concentration, up to 1 hour	PHB 270	D: 1h, V/S
O	Sleet Storm <C>	Druid	DEX 21	1A	150 ft./40 ft. Cylinder	V,S,M	Concentration, up to 1 minute	PHB 276	D: 1m, 40 ft. Cylinder, V/S/M
O	Speak with Plants	Druid	--	1A	Self	V,S	10 minutes	PHB 277	D: 10m, V/S
O	Water Breathing [R]	Druid	--	1A + 10m	30 ft.	V,S,M	24 hours	PHB 287	D: 24h, V/S/M
O	Water Walk [R]	Druid	--	1A + 10m	30 ft.	V,S,M	1 hour	PHB 287	D: 1h, V/S/M
O	Wind Wall <C>	Druid	STR 21	1A	120 ft.	V,S,M	Concentration, up to 1 minute	PHB 288	D: 1m, V/S/M
O	Feign Death [R]	Druid	--	1A + 10m	Touch	V,S,M	1 hour	PHB 240	D: 1h, V/S/M
O	Erupting Earth	Druid	DEX 21	1A	120 ft./20 ft. Cube	V,S,M	Instantaneous	EE 155	20 ft. Cube, V/S/M
O	Flame Arrows <C>	Druid	--	1A	Touch	V,S	Concentration, up to 1 hour	EE 156	D: 1h, V/S
O	Tidal Wave	Druid	DEX 21	1A	120 ft.	V,S,M	Instantaneous	EE 168	V/S/M
O	Wall of Water <C>	Druid	--	1A	60 ft.	V,S,M	Concentration, up to 10 minutes	EE 170	D: 10m, V/S/M
O	Summon Fey <C>	Druid	--	1A	90 ft.	V,S,M	Concentration, up to 1 hour	TCoE 112	D: 1h, V/S/M
O	Daylight	Driftglobe	--	1A	60 ft./60 ft. Sphere	V,S	1 hour	PHB 230	1 Charge, D: 1h, 60 ft. Sphere, V/S
	=== 4th LEVEL ===	3 Slots OOO							
O	Dominate Beast <C>	Druid	WIS 21	1A	60 ft.	V,S	Concentration, up to 1 minute	PHB 234	Ext. D: (See Description)*, D: 1m, V/S
O	Polymorph <C>	Druid	WIS 21	1A	60 ft.	V,S,M	Concentration, up to 1 hour	PHB 266	D: 1h, V/S/M
P	Greater Invisibility <C>	Druid (Always Prepared)	--	1A	Touch	V,S	Concentration, up to 1 minute	PHB 246	D: 1m, V/S
P	Stone Shape	Druid (Always Prepared)	--	1A	Touch	V,S,M	Instantaneous	PHB 278	V/S/M
O	Blight	Druid	CON 21	1A	30 ft.	V,S	Instantaneous	PHB 219	V/S
O	Confusion <C>	Druid	WIS 21	1A	90 ft./10 ft. Sphere	V,S,M	Concentration, up to 1 minute	PHB 224	D: 1m, 10 ft. Sphere, V/S/M
O	Conjure Minor Elementals <C>	Druid	--	1m	90 ft.	V,S	Concentration, up to 1 hour	PHB 226	Creatures: (See Description)*, D: 1h, V/S
O	Conjure Woodland Beings <C>	Druid	--	1A	60 ft.	V,S,M	Concentration, up to 1 hour	PHB 226	Creatures: (See Description)*, D: 1h, V/S/M
O	Control Water <C>	Druid	STR 21	1A	300 ft.	V,S,M	Concentration, up to 10 minutes	PHB 227	D: 10m, V/S/M
O	Freedom of Movement	Druid	--	1A	Touch	V,S,M	1 hour	PHB 244	D: 1h, V/S/M
O	Giant Insect <C>	Druid	--	1A	30 ft.	V,S	Concentration, up to 10 minutes	PHB 245	D: 10m, V/S
O	Hallucinatory Terrain	Druid	--	10m	300 ft./150 ft. Cube	V,S,M	24 hours	PHB 249	D: 24h, 150 ft. Cube, V/S/M
O	Ice Storm	Druid	DEX 21	1A	300 ft./20 ft. Cylinder	V,S,M	Instantaneous	PHB 252	20 ft. Cylinder, V/S/M
O	Locate Creature <C>	Druid	--	1A	Self	V,S,M	Concentration, up to 1 hour	PHB 256	D: 1h, V/S/M

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Druid

SPELLCASTING CLASS

WIS	21	+13
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
O	Stoneskin <C>	Druid	--	1A	Touch	V,S,M	Concentration, up to 1 hour	PHB 278	D: 1h, V/S/M
O	Wall of Fire <C>	Druid	DEX 21	1A	120 ft.	V,S,M	Concentration, up to 1 minute	PHB 285	D: 1m, V/S/M
O	Grasping Vine <C>	Druid	DEX 21	1BA	30 ft.	V,S	Concentration, up to 1 minute	PHB 246	D: 1m, V/S
O	Elemental Bane <C>	Druid	CON 21	1A	90 ft.	V,S	Concentration, up to 1 minute	EE 155	D: 1m, V/S
O	Watery Sphere <C>	Druid	STR 21	1A	90 ft./5 ft. Sphere	V,S,M	Concentration, up to 1 minute	EE 170	D: 1m, 5 ft. Sphere, V/S/M
O	Charm Monster	Druid	WIS 21	1A	30 ft.	V,S	1 hour	XGtE 151	D: 1h, V/S
O	Guardian of Nature <C>	Druid	--	1BA	Self	V	Concentration, up to 1 minute	XGtE 157	D: 1m, V
O	Summon Elemental <C>	Druid	--	1A	90 ft.	V,S,M	Concentration, up to 1 hour	TCoE 111	D: 1h, V/S/M
	=== 5th LEVEL ===	3 Slots OOO							
O	Greater Restoration	Druid	--	1A	Touch	V,S,M	Instantaneous	PHB 246	V/S/M
O	Wall of Stone <C>	Druid	--	1A	120 ft.	V,S,M	Concentration, up to 10 minutes	PHB 287	D: 10m, V/S/M
P	Cloudkill <C>	Druid (Always Prepared)	CON 21	1A	120 ft./20 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 222	D: 10m, 20 ft. Sphere, V/S
P	Insect Plague <C>	Druid (Always Prepared)	CON 21	1A	300 ft./20 ft. Sphere	V,S,M	Concentration, up to 10 minutes	PHB 254	D: 10m, 20 ft. Sphere, V/S/M
O	Antilife Shell <C>	Druid	--	1A	Self/10 ft. Sphere	V,S	Concentration, up to 1 hour	PHB 213	D: 1h, 10 ft. Sphere, V/S
O	Awaken	Druid	--	8h	Touch	V,S,M	Instantaneous	PHB 216	V/S/M
O	Commune with Nature [R]	Druid	--	11m	Self	V,S	Instantaneous	PHB 224	V/S
O	Conjure Elemental <C>	Druid	--	1m	90 ft.	V,S,M	Concentration, up to 1 hour	PHB 225	Special: (See Description)*, D: 1h, V/S/M
O	Contagion	Druid	CON 21 / +13	1A	Touch	V,S	7 days	PHB 227	D: 7d, V/S
O	Geas	Druid	WIS 21	1m	60 ft.	V	30 days	PHB 244	Ext. D: (See Description)*, D: 30d, V
O	Mass Cure Wounds	Druid	--	1A	60 ft./30 ft. Sphere	V,S	Instantaneous	PHB 258	30 ft. Sphere, V/S
O	Planar Binding	Druid	CHA 21	1h	60 ft.	V,S,M	24 hours	PHB 265	Ext. D: (See Description)*, D: 24h, V/S/M
O	Reincarnate	Druid	--	1h	Touch	V,S,M	Instantaneous	PHB 271	V/S/M
O	Scrying <C>	Druid	WIS 21	10m	Self	V,S,M	Concentration, up to 10 minutes	PHB 273	D: 10m, V/S/M
O	Tree Stride <C>	Druid	--	1A	Self	V,S	Concentration, up to 1 minute	PHB 283	D: 1m, V/S
O	Control Winds <C>	Druid	STR 21	1A	300 ft./100 ft. Cube	V,S	Concentration, up to 1 hour	EE 152	D: 1h, 100 ft. Cube, V/S
O	Maelstrom <C>	Druid	STR 21	1A	120 ft./30 ft. null	V,S,M	Concentration, up to 1 minute	EE 160	D: 1m, V/S/M
O	Transmute Rock	Druid	DEX 21	1A	120 ft./40 ft. Cube	V,S,M	Until dispelled	EE 169	D: Until Dispelled, 40 ft. Cube, V/S/M
O	Wrath of Nature <C>	Druid	DEX 21	1A	120 ft./60 ft. Cube	V,S	Concentration, up to 1 minute	XGtE 171	D: 1m, 60 ft. Cube, V/S
O	Summon Draconic Spirit (UA) <C>	Druid	--	1A	60 ft.	V,S,M	Concentration, up to 1 hour	UA	Special: When you cast this spell using a spell slot of 6th level or higher, use the higher level whenever the spell's level appears in the stat block.*, D: 1h, V/S/M
	=== 6th LEVEL ===	2 Slots OO							
O	Heal	Druid	--	1A	60 ft.	V,S	Instantaneous	PHB 250	V/S
O	Heroes' Feast	Druid	--	10m	30 ft.	V,S,M	Instantaneous	PHB 250	V/S/M
O	Investiture of Wind <C>	Druid	CON 21	1A	Self/15 ft. Cube	V,S	Concentration, up to 10 minutes	EE 160	D: 10m, 15 ft. Cube, V/S
O	Conjure Fey <C>	Druid	--	1m	90 ft.	V,S	Concentration, up to 1 hour	PHB 226	Special: (See Description)*, D: 1h, V/S
O	Find the Path <C>	Druid	--	1m	Self	V,S,M	Concentration, up to 1 day	PHB 240	D: 1d, V/S/M
O	Move Earth <C>	Druid	--	1A	120 ft.	V,S,M	Concentration, up to 2 hours	PHB 263	D: 2h, V/S/M
O	Sunbeam <C>	Druid	CON 21	1A	Self/60 ft. Line	V,S,M	Concentration, up to 1 minute	PHB 279	D: 1m, 60 ft. Line, V/S/M
O	Transport via Plants	Druid	--	1A	10 ft.	V,S	1 round	PHB 283	D: 1Rnd, V/S
O	Wall of Thorns <C>	Druid	DEX 21	1A	120 ft.	V,S,M	Concentration, up to 10 minutes	PHB 287	D: 10m, V/S/M
O	Wind Walk	Druid	--	1m	30 ft.	V,S,M	8 hours	PHB 288	D: 8h, V/S/M
O	Bones of the Earth	Druid	DEX 21	1A	120 ft./5 ft. Cylinder	V,S	Instantaneous	EE 150	5 ft. Cylinder, V/S
O	Investiture of Flame <C>	Druid	DEX 21	1A	Self	V,S	Concentration, up to 10 minutes	EE 159	D: 10m, V/S
O	Investiture of Ice <C>	Druid	CON 21	1A	Self/15 ft. Cone	V,S	Concentration, up to 10 minutes	EE 159	D: 10m, 15 ft. Cone, V/S
O	Investiture of Stone <C>	Druid	DEX 21	1A	Self	V,S	Concentration, up to 10 minutes	EE 159	D: 10m, V/S
O	Primordial Ward <C>	Druid	--	1A	Self	V,S	Concentration, up to 1 minute	EE 163	D: 1m, V/S
O	Druid Grove	Druid	--	10m	Touch	V,S,M	24 hours	XGtE 154	D: 24h, V/S/M
	=== 7th LEVEL ===	1 Slots O							

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Druid

SPELLCASTING CLASS

WIS	21	+13
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
O	Reverse Gravity <C>	Druid	DEX 21	1A	100 ft./50 ft. Cylinder	V,S,M	Concentration, up to 1 minute	PHB 272	D: 1m, 50 ft. Cylinder, V/S/M
O	Whirlwind <C>	Druid	DEX 21	1A	300 ft./10 ft. Cylinder	V,M	Concentration, up to 1 minute	EE 171	D: 1m, 10 ft. Cylinder, V/M
O	Fire Storm	Druid	DEX 21	1A	150 ft.	V,S	Instantaneous	PHB 242	V/S
O	Mirage Arcane	Druid	--	10m	Sight/1 mile Square	V,S	10 days	PHB 260	D: 10d, 1 mile Square, V/S
O	Plane Shift	Druid	CHA 21	1A	Touch	V,S,M	Instantaneous	PHB 266	V/S/M
O	Regenerate	Druid	--	1m	Touch	V,S,M	1 hour	PHB 271	D: 1h, V/S/M
O	Draconic Transformation (UA) <C>	Druid	DEX 21	1BA	Self/30 ft. Cone	V,S,M	Concentration, up to 1 minute	UA	D: 1m, 30 ft. Cone, V/S/M
	=== 8th LEVEL ===	1 Slots O							
O	Tsunami <C>	Druid	STR 21	1m	Sight	V,S	Concentration, up to 6 rounds	PHB 284	D: 6Rnd, V/S
O	Sunburst	Druid	CON 21	1A	150 ft./60 ft. Sphere	V,S,M	Instantaneous	PHB 279	60 ft. Sphere, V/S/M
O	Animal Shapes <C>	Druid	--	1A	30 ft.	V,S	Concentration, up to 24 hours	PHB 212	D: 24h, V/S
O	Antipathy/Sympathy	Druid	WIS 21	1h	60 ft./200 ft. Cube	V,S,M	10 days	PHB 214	D: 10d, 200 ft. Cube, V/S/M
O	Control Weather <C>	Druid	--	10m	Self/5 miles Sphere	V,S,M	Concentration, up to 8 hours	PHB 228	D: 8h, 5 miles Sphere, V/S/M
O	Earthquake <C>	Druid	DEX 21	1A	500 ft.	V,S,M	Concentration, up to 1 minute	PHB 236	D: 1m, V/S/M
O	Feeblemind	Druid	INT 21	1A	150 ft.	V,S,M	Instantaneous	PHB 239	V/S/M
	=== 9th LEVEL ===	1 Slots O							
O	Shapechange <C>	Druid	--	1A	Self	V,S,M	Concentration, up to 1 hour	PHB 274	D: 1h, V/S/M
O	Foresight	Druid	--	1m	Touch	V,S,M	8 hours	PHB 244	D: 8h, V/S/M
O	Storm of Vengeance <C>	Druid	CON 21	1A	Sight	V,S	Concentration, up to 1 minute	PHB 279	D: 1m, V/S
O	True Resurrection	Druid	--	1h	Touch	V,S,M	Instantaneous	PHB 284	V/S/M

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