D&D BEYOND

Elara Wildsong

CHARACTER NAME

Druid 10		
CLASS & LEVEL		PLAYER NAME
Aasimar	Hermit	
RACE	BACKGROUND	EXPERIENCE POINTS

STRENGTH	-1 (8)
DEXTERITY	+2 (14)
CONSTITUTION	+3 (16)
INTELLIGENCE	+0 (10)
WISDOM	+4 (18)
CHARISMA	+0 (10)

○	-1	Strength
○	+2	Dexterity
○	+3	Constitution
⊙	+4	Intelligence
⊙	+8	Wisdom
○	+0	Charisma

Saving Throw Modifiers

Advantage made to maintain your concentration on a spell when you take damage

SAVING THROWS

○	+2	Acrobatics	DEX
○	+4	Animal Handling	WIS
○	+0	Arcana	INT
○	-1	Athletics	STR
○	+0	Deception	CHA
○	+0	History	INT
○	+4	Insight	WIS
○	+0	Intimidation	CHA
○	+0	Investigation	INT
Ⓟ	+8	Medicine	WIS
Ⓟ	+4	Nature	INT
Ⓟ	+8	Perception	WIS
○	+0	Performance	CHA
○	+0	Persuasion	CHA
Ⓟ	+4	Religion	INT
○	+2	Sleight of Hand	DEX
○	+2	Stealth	DEX
○	+4	Survival	WIS
○	___	_____	
○	___	_____	
○	___	_____	

SKILLS

+2

INITIATIVE

ARMOR

16

CLASS

Resistances - Necrotic, Radiant

DEFENSES

INSPIRATION

+4

PROFICIENCY BONUS

ABILITY SAVE DC

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

SPEED

Max HP	Current HP	Temp HP
83		--

HIT POINTS

Total 10d8

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, Pan Flute

=== LANGUAGES ===
Celestial, Common, Druidic, Sylvan

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

Healing Hands • 1 / Long Rest
As an action, you can touch a creature and heal it for 4d4 hit points.

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 5 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).

=== BONUS ACTIONS ===
Balm of the Summer Court • 10 / Long Rest
Fey Energy Pool - 10d6

As a bonus action, by spending dice from the pool, you can restore HP to one creature you can see within 120 ft. The creature also gains 1 temp HP per die spent.

Celestial Revelation • 1 / Long Rest

ACTIONS

18	PASSIVE WISDOM (PERCEPTION)
14	PASSIVE WISDOM (INSIGHT)
10	PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Moon Sickle, +1	+3	1d4-1 Slashing	Simple, Light
Scimitar	+6	1d6+2 Slashing	Martial, Finesse, Light
Sling	+6	1d4+2 Bludgeoning	Simple, Ammunition, Range, Range (30/120)
Produce Flame	+8	2d8 Fire	D: 10m, V/S
Thorn Whip	+8	2d6 Piercing	V/S/M
Unarmed Strike	+3	0 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

TM & © 2018 Wizards of the Coast LLC. ©2018 D&D Beyond | All Rights Reserved. Permission is granted to photo copy this document for personal use.

D&D BEYOND

Elara Wildsong

CHARACTER NAME

Druid 10		
CLASS & LEVEL		PLAYER NAME
Aasimar	Hermit	
RACE	BACKGROUND	EXPERIENCE POINTS

=== DRUID FEATURES ===

* 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 16, Spell Attack +8) and prepared druid spells as rituals if they have the ritual tag. You can use a druidic focus as a spellcasting focus.

* 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 5 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 Dreams

* Balm of the Summer Court • XGtE 22
Fey Energy Pool - 10d6

As a bonus action, by spending dice from the pool, you can restore HP to one creature you can see within 120 ft. The creature also gains 1 temp HP per die spent.

| 10 / Long Rest • 1 Bonus Action

* 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

* Hearth of Moonlight and Shadow • XGtE 22
During a short or long rest, you can touch a point in space and create an invisible 30 ft. sphere that grants a +5 bonus to Stealth and Perception checks while within it, and light from open flames within it can't be seen.

| Special

* Hidden Paths • XGtE 22
As a bonus action, you can teleport up to 60 ft. or you can use your action to teleport one willing creature you touch up to 30 ft. to an unoccupied space you can see. You can use this feature 4 times per long rest.

| 4 / Long Rest • Special

=== AASIMAR RACIAL TRAITS ===

* Ability Score Increases • MotM 5
When determining your character's ability scores, increase one score by 2 and increase a different score by 1, or increase three different scores by 1.

| Increase two scores (+2 / +1) •
Increase one of these scores by 2 and a different score by 1.

* Languages • MotM 5
Your character can speak, read, and write Common and one other language that you and your DM agree is appropriate for the character.

* Creature Type • MotM 7
You are a Humanoid.

* Size • MotM 7
You are Medium or Small. You choose the size when you select this race.

* Speed • MotM 7
Your walking speed is 30 ft.

* Celestial Resistance • MotM 7
You have resistance to necrotic damage and radiant damage.

* Darkvision • MotM 7
You can see in dim light within 60 ft. of you as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

* Healing Hands • MotM 7
As an action, you can touch a creature and heal it for 4d4 hit points.

| 1 / Long Rest • 1 Action

* Light Bearer • MotM 7
You learn the light cantrip. Charisma is your spellcasting ability for it.

* Celestial Revelation • MotM 7
You choose between one of three revelation options: Necrotic Shroud, Radiant Consumption, or Radiant Soul.

Once per long rest, you can use a bonus action to transform using your revelation which lasts for one minute or until you end it as a bonus action.

| Radiant Soul •
While transformed:
- You have a flying speed equal to your walking speed.
- Once on each of your turns, you can deal an extra 4

FEATURES & TRAITS

CP	10
SP	14
EP	3
GP	6
PP	6

NAME	QTY	WEIGHT
Ring of Swimming	1	--
Moon Sickle, +1	1	2 lb.
Studded Leather	1	13 lb.
Shield	1	6 lb.
Sling	1	--
Scimitar	1	3 lb.
Backpack	1	5 lb.
Clothes, Common	1	3 lb.
Healer's Kit	1	3 lb.
Potion of Healing	2	1 lb.
Pouch	1	1 lb.
Bedroll	1	7 lb.
Blanket	1	3 lb.
Mess Kit	1	1 lb.
Oil (flask)	4	4 lb.

NAME	QTY	WEIGHT
Rations (1 day)	10	20 lb.
Rope, Silk (50 feet)	1	5 lb.
Tinderbox	1	1 lb.
Torch	6	6 lb.
Waterskin	1	5 lb.
Herbalism Kit	1	3 lb.
Sling Bullets	20	1.5 lb.

ATTUNED MAGIC ITEMS	QTY	WEIGHT

WEIGHT CARRIED	94.28 lb.
ENCUMBERED	120 lb.
PUSH/DRAG/LIFT	240 lb.

EQUIPMENT

TM & © 2018 Wizards of the Coast LLC. ©2018 D&D Beyond | All Rights Reserved. Permission is granted to photo copy this document for personal use.

Elara Wildsong

CHARACTER NAME

Druid 10

CLASS & LEVEL

PLAYER NAME

Aasimar

RACE

Hermit

BACKGROUND

EXPERIENCE POINTS

radiant damage to one target when you deal damage to it with an attack or spell.

| Celestial Revelation (Radiant Soul): 1 Bonus Action

| 1 / Long Rest • 1 Bonus Action

=== FEATS ===

* War Caster • PHB 170
You have advantage on CON saving throws that you make to maintain your concentration on a spell when you take damage. You can perform the somatic components of spells even when you have weapons or a shield in one or both hands. You can use your reaction to make an opportunity attack to cast a spell that has a casting time of 1 action and targets only that creature.

| 1 Reaction

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT

ADDITIONAL EQUIPMENT

TM & © 2018 Wizards of the Coast LLC. ©2018 D&D Beyond | All Rights Reserved. Permission is granted to photo copy this document for personal use.

Elara Wildsong

CHARACTER NAME

Female	27	Medium	5' 9"	160
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral Good	Eldath	Dark ebony	Bright green, wi	Silver-white
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I am working on a grand philosophical theory and love sharing my ideas.
I often get lost in my own thoughts

PERSONALITY TRAITS

Power. Solitude and contemplation are paths toward mystical or magical power. (Evil)

IDEALS

Should my discovery come to light, it could bring ruin to the world.

BONDS

Now that I've returned to the world, I enjoy its delights a little too much.

FLAWS

Elara Wildsong's birth was marked by a celestial event, a meteor shower that illuminated the night sky with streaks of silver and gold. Her parents, both guardians of the natural world, recognized the auspicious signs and named her Elara, after a moon that graced the heavens with its serene beauty. Raised in a secluded grove, Elara's early years were spent in harmony with the forest, where the ancient trees whispered secrets of the earth, and the streams sang melodies of the ever-flowing cycle of life.

As Elara grew, her innate connection to the natural world deepened. She learned the language of the birds, the dance of the leaves, and the subtle energies that pulsed through the forest. Her parents taught her the druidic ways, instilling in her a reverence for the balance of nature and the cycles of life and death. But Elara's soul was also drawn to the stars that twinkled above her home. She felt a call from the cosmos, a yearning to understand her celestial heritage and the light that seemed to glow within her.

When Elara reached adolescence, her Aasimar abilities began to manifest. She discovered that she could summon wings of light, ethereal and radiant, that allowed her to soar above the treetops and touch the sky. She found that her touch could heal wounds and soothe troubled spirits, a gift that brought her joy and a sense of purpose. But with these abilities came questions about her destiny and the role she was meant to play in the grand tapestry of the universe.

Seeking answers, Elara chose the path of the Hermit. She ventured deeper into the forest, to a place where the boundary between the material world and the Feywild seemed to blur. There, in a glade bathed in perpetual twilight, she built a modest shelter and devoted herself to meditation, study, and attunement with the natural and celestial realms. She sought to understand the connection between the earth and the stars, and to find harmony between her druidic powers and her celestial heritage.

During her seclusion, Elara experienced a series of vivid dreams and visions. She saw the intricate web of life, the ebb and flow of energy, and the delicate balance that sustained all existence. She witnessed the dance of the seasons, the cycle of birth and rebirth, and the interconnectedness of all living things. But among these revelations, a darker thread emerged—a prophecy that spoke of a looming threat, a shadow that sought to unravel the fabric of reality. The dreams suggested that an Aasimar, connected to both the earth and the heavens, would play a pivotal role in countering this darkness.

Compelled by a sense of urgency, Elara knew she could no longer remain in isolation. She emerged from her hermitage, driven by a newfound purpose. Her journey led her to the worship of Eldath, the goddess of peace and tranquility, whose teachings resonated with Elara's desire to protect and preserve the natural order. In the serene temples of Eldath, she found solace and a deeper understanding of her purpose. She learned the value of calm and the strength of gentleness, principles that would guide her in the challenges to come.

As Elara traveled, she encountered diverse cultures and communities, each with their own relationship to the natural world. She shared her insights on harmony and balance, earning respect and admiration from many. However, her message also attracted the attention of those with darker intentions, who sought to exploit the natural and celestial realms for their own gain. Elara's resolve was tested as she navigated these challenges, but her experiences only strengthened her commitment to her path.

Now, Elara stands at the threshold of a new chapter in her journey. She carries with her the wisdom of the forest, the blessings of the stars, and the determination to fulfill her role in the prophecy. With the earth as her foundation and the heavens as her inspiration, Elara Wildsong sets forth to protect the balance of nature, to explore the mysteries of her celestial heritage, and to shine as a beacon of hope in a world that teeters on the brink of darkness.

CHARACTER BACKSTORY

ADDITIONAL NOTES

TM & © 2018 Wizards of the Coast LLC. ©2018 D&D Beyond | All Rights Reserved. Permission is granted to photo copy this document for personal use.

Druid

SPELLCASTING CLASS

WIS	16	+8
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	Druidcraft	Druid	--	1A	30 ft.	V,S	Instantaneous	PHB 236	V/S
O	Produce Flame	Druid	+8	1A	Self	V,S	10 minutes	PHB 269	D: 10m, V/S
O	Guidance <C>	Druid	--	1A	Touch	V,S	Concentration, up to 1 minute	PHB 248	D: 1m, V/S
O	Thorn Whip	Druid	+8	1A	30 ft.	V,S,M	Instantaneous	PHB 282	V/S/M
P	Light	Light Bearer (Always Prepared)	DEX 12	1A	Touch/20 ft. Sphere	V,M	1 hour	PHB 255	D: 1h, 20 ft. Sphere, V/M
	=== 1st LEVEL ===	4 Slots OOOO							
O	Cure Wounds	Druid	--	1A	Touch	V,S	Instantaneous	PHB 230	V/S
O	Entangle <C>	Druid	STR 16	1A	90 ft./20 ft. Square	V,S	Concentration, up to 1 minute	PHB 238	D: 1m, 20 ft. Square, V/S
O	Faerie Fire <C>	Druid	DEX 16	1A	60 ft./20 ft. Cube	V	Concentration, up to 1 minute	PHB 239	D: 1m, 20 ft. Cube, V
O	Speak with Animals [R]	Druid	--	1A	Self	V,S	10 minutes	PHB 277	D: 10m, V/S
O	Goodberry	Druid	--	1A	Touch	V,S,M	Instantaneous	PHB 246	V/S/M
O	Animal Friendship	Druid	WIS 16	1A	30 ft.	V,S,M	24 hours	PHB 212	D: 24h, V/S/M
O	Charm Person	Druid	WIS 16	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	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	Healing Word	Druid	--	1BA	60 ft.	V	Instantaneous	PHB 250	V
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	Thunderwave	Druid	CON 16	1A	Self/15 ft. Cube	V,S	Instantaneous	PHB 282	15 ft. Cube, V/S
O	Absorb Elements	Druid	--	1R	Self	S	1 round	EE 150	D: 1Rnd, 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 16	1A	10 ft.	V,S	Instantaneous	EE 155	V/S
O	Ice Knife	Druid	DEX 16 / +8	1A	60 ft./5 ft. Sphere	S,M	Instantaneous	EE 157	5 ft. Sphere, S/M
O	Snare	Druid	DEX 16	1m	Touch	S,M	8 hours	XGtE 165	D: 8h, S/M
	=== 2nd LEVEL ===	3 Slots OOO							
O	Moonbeam <C>	Druid	CON 16	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	Lesser Restoration	Druid	--	1A	Touch	V,S	Instantaneous	PHB 255	V/S
O	Pass without Trace <C>	Druid	--	1A	Self	V,S,M	Concentration, up to 1 hour	PHB 264	D: 1h, 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	Enhance Ability <C>	Druid	--	1A	Touch	V,S,M	Concentration, up to 1 hour	PHB 237	D: 1h, V/S/M
O	Find Traps	Druid	--	1A	120 ft.	V,S	Instantaneous	PHB 241	V/S
O	Flame Blade <C>	Druid	+8	1BA	Self	V,S,M	Concentration, up to 10 minutes	PHB 242	D: 10m, V/S/M
O	Flaming Sphere <C>	Druid	DEX 16	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 16	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 16	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB 251	D: 1m, V/S/M
O	Locate Animals or Plants [R]	Druid	--	1A + 10m	Self	V,S,M	Instantaneous	PHB 256	V/S/M
O	Locate Object <C>	Druid	--	1A	Self	V,S,M	Concentration, up to 10 minutes	PHB 256	D: 10m, V/S/M
O	Protection from Poison	Druid	--	1A	Touch	V,S	1 hour	PHB 270	D: 1h, V/S
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
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 16	1A	60 ft./5 ft. Cube	V,S,M	Concentration, up to 1 minute	EE 154	D: 1m, 5 ft. Cube, V/S/M

SPELLS

TM & © 2018 Wizards of the Coast LLC. ©2018 D&D Beyond | All Rights Reserved. Permission is granted to photo copy this document for personal use.

Druid

SPELLCASTING CLASS

WIS	16	+8
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
O	Earthbind <C>	Druid	STR 16	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	Wither and Bloom	Druid	CON 16	1A	60 ft./10 ft. Sphere	V,S,M	Instantaneous	SACoC 38	10 ft. Sphere, V/S/M
O	Air Bubble	Druid	--	1A	60 ft.	S	24 hours	SAiS 22	Special: 2 additional globes of fresh air*, D: 24h, S
	=== 3rd LEVEL ===	3 Slots OOO							
O	Call Lightning <C>	Druid	DEX 16	1A	120 ft./60 ft. Cylinder	V,S	Concentration, up to 10 minutes	PHB 220	D: 10m, 60 ft. Cylinder, V/S
O	Tidal Wave	Druid	DEX 16	1A	120 ft.	V,S,M	Instantaneous	EE 168	V/S/M
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	Daylight	Druid	--	1A	60 ft./60 ft. Sphere	V,S	1 hour	PHB 230	D: 1h, 60 ft. Sphere, V/S
O	Dispel Magic	Druid	--	1A	120 ft.	V,S	Instantaneous	PHB 234	Special: (See Description)*, 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 16	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 16	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 16	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	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	Freedom of the Waves	Druid	STR 16	1A	120 ft./10 ft. Cylinder	V,S,M	Instantaneous	TCSR 176	10 ft. Cylinder, V/S/M
	=== 4th LEVEL ===	3 Slots OOO							
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	Freedom of Movement	Druid	--	1A	Touch	V,S,M	1 hour	PHB 244	D: 1h, V/S/M
O	Blight	Druid	CON 16	1A	30 ft.	V,S	Instantaneous	PHB 219	V/S
O	Confusion <C>	Druid	WIS 16	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	Control Water <C>	Druid	STR 16	1A	300 ft.	V,S,M	Concentration, up to 10 minutes	PHB 227	D: 10m, V/S/M
O	Dominate Beast <C>	Druid	WIS 16	1A	60 ft.	V,S	Concentration, up to 1 minute	PHB 234	Ext. D: (See Description)*, D: 1m, V/S
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 16	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
O	Polymorph <C>	Druid	WIS 16	1A	60 ft.	V,S,M	Concentration, up to 1 hour	PHB 266	D: 1h, V/S/M
O	Stoneskin <C>	Druid	--	1A	Touch	V,S,M	Concentration, up to 1 hour	PHB 278	D: 1h, V/S/M
O	Stone Shape	Druid	--	1A	Touch	V,S,M	Instantaneous	PHB 278	V/S/M
O	Wall of Fire <C>	Druid	DEX 16	1A	120 ft.	V,S,M	Concentration, up to 1 minute	PHB 285	D: 1m, V/S/M
O	Grasping Vine <C>	Druid	DEX 16	1BA	30 ft.	V,S	Concentration, up to 1 minute	PHB 246	D: 1m, V/S
O	Elemental Bane <C>	Druid	CON 16	1A	90 ft.	V,S	Concentration, up to 1 minute	EE 155	D: 1m, V/S
O	Watery Sphere <C>	Druid	STR 16	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 16	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

TM & © 2018 Wizards of the Coast LLC. ©2018 D&D Beyond | All Rights Reserved. Permission is granted to photo copy this document for personal use.

Druid

SPELLCASTING CLASS

WIS	16	+8
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
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 ===	2 Slots OO							
O	Mass Cure Wounds	Druid	--	1A	60 ft./30 ft. Sphere	V,S	Instantaneous	PHB 258	30 ft. Sphere, V/S
O	Awaken	Druid	--	8h	Touch	V,S,M	Instantaneous	PHB 216	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	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 16 / +8	1A	Touch	V,S	7 days	PHB 227	D: 7d, V/S
O	Geas	Druid	WIS 16	1m	60 ft.	V	30 days	PHB 244	Ext. D: (See Description)*, D: 30d, V
O	Greater Restoration	Druid	--	1A	Touch	V,S,M	Instantaneous	PHB 246	V/S/M
O	Insect Plague <C>	Druid	CON 16	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	Planar Binding	Druid	CHA 16	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 16	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	Wall of Stone <C>	Druid	--	1A	120 ft.	V,S,M	Concentration, up to 10 minutes	PHB 287	D: 10m, V/S/M
O	Control Winds <C>	Druid	STR 16	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 16	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 16	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 16	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 <C>	Druid	--	1A	60 ft.	V,S,M	Concentration, up to 1 hour	FToD 21	Special: When you cast this spell using a spell slot of 6th level or higher, use the higher level wherever the spell's level appears in the stat block:*, D: 1h, V/S/M
O	Freedom of the Winds <C>	Druid	--	1A	Self	V,S,M	Concentration, up to 10 minutes	TCSR 176	D: 10m, V/S/M

TM & © 2018 Wizards of the Coast LLC. ©2018 D&D Beyond | All Rights Reserved. Permission is granted to photo copy this document for personal use.