D&D BEYOND

Celest Windsong

CHARACTER NAME

Druid 16		
CLASS & LEVEL		PLAYER NAME
Air Genasi	Hermit	
RACE	BACKGROUND	EXPERIENCE POINTS

STRENGTH	-1 (8)
DEXTERITY	+2 (14)
CONSTITUTION	+4 (19)
INTELLIGENCE	+0 (10)
WISDOM	+4 (18)
CHARISMA	+0 (10)

○	+0	Strength
○	+3	Dexterity
⊙	+10	Constitution
⊙	+6	Intelligence
⊙	+10	Wisdom
○	+1	Charisma

Saving Throw Modifiers

+1 Bonus on saves Advantage made to maintain your concentration on a spell

SAVING THROWS

○	+2	Acrobatics	DEX
○	+4	Animal Handling	WIS
○	+0	Arcana	INT
○	-1	Athletics	STR
○	+0	Deception	CHA
○	+0	History	INT
Ⓟ	+9	Insight	WIS
○	+0	Intimidation	CHA
○	+0	Investigation	INT
Ⓟ	+9	Medicine	WIS
○	+0	Nature	INT
Ⓟ	+9	Perception	WIS
○	+0	Performance	CHA
○	+0	Persuasion	CHA
Ⓟ	+5	Religion	INT
○	+2	Sleight of Hand	DEX
○	+2	Stealth	DEX
○	+4	Survival	WIS
○	___	_____	
○	___	_____	
○	___	_____	

SKILLS

+2 INITIATIVE

ARMOR 18 CLASS

Resistances - Lightning

DEFENSES

INSPIRATION

+5 PROFICIENCY BONUS

ABILITY SAVE DC

35 ft. (Walking)

SPEED

Max HP	Current HP	Temp HP
147		--

HIT POINTS

Total 16d8

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, Primordial, 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

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 8 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 ===
Spirit Totem • 1 / Short Rest
As a bonus action, you can magically summon a spirit to a point you can see within 60 ft. that lasts for 1 minute (or until you're incapacitated). The spirit creates an aura in a 30-ft. radius around that point and can be moved up to 60 ft. as a bonus action. The spirit's aura effect depends on its type: Bear, Hawk, Unicorn

=== REACTIONS ===
War Caster
You can use your reaction to make an opportunity attack to cast a spell that has a casting time of 1

ACTIONS

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

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Dagger	+7	1d4+2 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Moon Sickle, +2	+6	1d4+1 Slashing	Simple, Light
Scimitar, +1	+8	1d6+3 Slashing	Martial, Finesse, Light
Sling, +1	+8	1d4+3 Bludgeoning	Simple, Ammunition, Range, Range (30/120)
Staff of the Woodlands	+6	1d6+1 Bludgeoning	10/10 Charges, Simple, Versatile
Thorn Whip	+13	3d6 Piercing	V/S/M

WEAPON ATTACKS & CANTRIPS

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D&D BEYOND

Celest Windsong

CHARACTER NAME

Druid 16		
CLASS & LEVEL		PLAYER NAME
Air Genasi	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 17, Spell Attack +9) 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 8 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 Shepherd

* Speech of the Woods • XGtE 23
You learn to speak, read, and write Sylvan, and beasts can understand your speech, and you gain the ability to decipher their noises and motions.

| Special

* Spirit Totem • XGtE 23
As a bonus action, you can magically summon a spirit to a point you can see within 60 ft. that lasts for 1 minute (or until you're incapacitated). The spirit creates an aura in a 30-ft. radius around that point and can be moved up to 60 ft. as a bonus action. The spirit's aura effect depends on its type:
Bear: 21 temp hp and advantage on STR checks & saves.
Hawk: use your reaction to grant an ally advantage on attack. Advantage on Perception.
Unicorn: Advantage on checks to detect creatures. Heal spells also heal 16 hp to allies.

| 1 / Short 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 67

* Mighty Summoner • XGtE 24
Any beast or fey you conjure appears with more HP than normal (2 extra HP per Hit Die) and the damage from its natural weapons is considered magical for the purpose of overcoming immunity and resistance.

* Guardian Spirit • XGtE 24
When a beast or fey that you summoned or created with a spell ends its turn in your Spirit Totem aura, it regains 8 HP.

* Faithful Summons • XGtE 24
Once per long rest, If you are reduced to 0 HP or are incapacitated, you can immediately gain the benefits of conjure animals as if it were cast using a 9th-level spell slot. It summons four beasts of your choice that are CR 2 or lower and the beasts appear within 20 ft. of you. If they receive no commands from you, they protect you from harm and attack your foes. The spell lasts for 1 hour, requiring no concentration, or until you dismiss it (no action required).

=== AIR GENASI 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 16
You are a Humanoid.

* Size • MotM 16
You choose between Medium or Small when you select this race.

* Speed • MotM 16
Your walking speed is 35 ft.

* Darkvision • MotM 16
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, only discerning colors in that darkness as shades of gray.

* Unending Breath • MotM 16
You can hold your breath indefinitely while you're not incapacitated.

* Lightning Resistance • MotM 16
You have resistance to lightning damage.

* Mingle with the Wind • MotM 16
You learn shocking grasp. At 3rd level you

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	47
PP	50
WEIGHT CARRIED	111.5 lb.
ENCUMBERED	120 lb.
PUSH/DRAG/LIFT	240 lb.

NAME	QTY	WEIGHT
Breastplate, +1	1	20 lb.
Boots of the Winterlands	1	--
Cloak of Protection	1	--
Staff of the Woodlands	1	--
Potion of Healing (Greater)	2	1 lb.
Scimitar, +1	1	3 lb.
Sling, +1	1	--
Moon Sickle, +2	1	2 lb.
Studded Leather	1	13 lb.
Dagger	1	1 lb.
Backpack	1	5 lb.
Component Pouch	1	2 lb.
Healer's Kit	1	3 lb.
Pouch	1	1 lb.
Yew Wand	1	1 lb.

NAME	QTY	WEIGHT
Herbalism Kit	1	3 lb.
Antitoxin	2	--
Pouch	1	1 lb.
Bedroll	1	7 lb.
Mess Kit	1	1 lb.
Rations (1 day)	10	20 lb.
Rope, Hempen (50 feet)	1	10 lb.
Tinderbox	1	1 lb.
Torch	10	10 lb.
Waterskin	1	5 lb.
Sling Bullets	20	1.5 lb.

ATTUNED MAGIC ITEMS	QTY	WEIGHT
Cloak of Protection	1	--
Staff of the Woodlands	1	--
Moon Sickle, +2	1	2 lb.

EQUIPMENT

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Celest Windsong

CHARACTER NAME

Druid 16

CLASS & LEVEL

PLAYER NAME

Air Genasi

RACE

Hermit

BACKGROUND

EXPERIENCE POINTS

can cast feather fall, and at 5th level you can cast levitate, without requiring material components. Once you cast either spell, you can’t cast that spell again until you finish a long rest. You can also cast these spells using any spell slots you have of the appropriate level.

Your spellcasting modifier is either Intelligence, Wisdom, or Charisma (choose when you select this race).

| Wisdom •
Wisdom is your spellcasting ability for these spells when you cast them with this trait.

=== 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

* Resilient • PHB 168
Increase the chosen ability score by 1 and you gain proficiency in saving throws using the chosen ability.

| Constitution •
Increase your CON score by 1 and you gain proficiency in CON saving throws.

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT

ADDITIONAL EQUIPMENT

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Celest Windsong

CHARACTER NAME

Non-Binary	35	Medium	5' 10"	150
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral Good	Silvanus	Light Blue	Stormy Gray	Pale Blue
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I am utterly serene, even in the face of disaster.
I feel tremendous empathy for all who suffer.

PERSONALITY TRAITS

Self-Knowledge. If you know yourself, there's nothing left to know. (Any)

IDEALS

I entered seclusion to hide from the ones who might still be hunting me. I must someday confront them.

BONDS

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

FLAWS

Celest Windsong was born under a sky filled with swirling, luminescent clouds, a rare phenomenon that the elders of their Air Genasi tribe claimed foretold a destiny intertwined with the forces of nature. From a young age, Celest exhibited an innate connection to the elements, particularly the air and the flora that danced in its currents. Their skin, the color of a clear summer sky, and their hair, as pale as the morning mist, marked them as a child of the air, but it was their gentle spirit and empathetic nature that set them apart from their kin.

Raised in a secluded village perched high among the cliffs, Celest's early years were spent learning the ways of the druids from their mentor, an elderly Air Genasi named Zephyr who saw the potential within the young Genasi. Zephyr taught Celest the language of the wind, the secrets of the plants, and the rituals of the druids. Under Zephyr's guidance, Celest learned to shape the energies of the natural world, to heal wounds with a touch, and to call upon the spirits of the air for protection.

As Celest grew, so did their understanding of the delicate balance of the natural world. They spent long days wandering the wilds, communing with the creatures of the forest, and listening to the whispers of the wind. It was during these wanderings that Celest first encountered the fey, mysterious beings of the natural world with whom they felt an inexplicable kinship. The fey taught Celest the deeper mysteries of the natural world, revealing to them the interconnectedness of all living things.

However, Celest's idyllic existence was shattered when tragedy struck. A band of hunters, seeking the rare and powerful components that Air Genasi were rumored to possess, attacked the village. The peaceful Genasi were no match for the ruthless hunters, and many were slain or captured. Celest, guided by a desperate instinct, unleashed a tempest upon the attackers, scattering them with gale-force winds. But the victory was bittersweet; Zephyr lay among the fallen, a victim of the hunters' greed.

Heartbroken and seeking solace, Celest retreated deeper into the wilderness, vowing to protect the natural world from those who would exploit it. For years, they lived in seclusion, honing their druidic powers and guarding the wilds from encroachment. Yet, the memory of the attack haunted Celest, and they knew that one day they would have to face the hunters again.

It was during this time of solitude that Celest's nemesis emerged. A ruthless hunter named Kargan, obsessed with capturing an Air Genasi, began to track Celest with relentless determination. Kargan was a skilled tracker and a master of traps, using his cunning and knowledge of the wilds to corner his prey. Celest managed to elude Kargan's traps time and again, but the hunter's persistence was unyielding.

Celest's seclusion was interrupted when a group of adventurers stumbled into their domain, injured and pursued by a pack of dire wolves. Despite their desire for solitude, Celest's empathetic nature could not allow them to ignore the plight of the adventurers. Using their druidic powers, Celest healed the wounded and aided the group in driving off the wolves. Grateful, the adventurers shared tales of their journey and spoke of the growing threats to the natural world beyond the forest.

Realizing that the challenges facing the natural world were greater than they could confront alone, Celest made the difficult decision to leave their sanctuary. They joined the adventurers, hoping to learn more about the wider world and to find allies in their fight to protect nature.

As Celest embarks on their new journey, they carry with them the lessons of their past and the determination to prevent further tragedies. The memory of Zephyr and the fallen villagers fuels their resolve, and the threat of Kargan looms ever-present in their mind. But Celest is no longer the timid Genasi of their youth; they are a druid of the Circle of the Shepherd, a guardian of the natural world, and a force to be reckoned with. And though the road ahead is fraught with danger, Celest Windsong is ready to face whatever challenges come their way, guided by the wisdom of the wind and the strength of their convictions.

CHARACTER BACKSTORY

ADDITIONAL NOTES

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D&D BEYOND

Druid	WIS	19	+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	Druidcraft	Druid	--	1A	30 ft.	V,S	Instantaneous	PHB 236	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	+13	1A	30 ft.	V,S,M	Instantaneous	PHB 282	V/S/M
O	Mold Earth	Druid	--	1A	30 ft./5 ft. Cube	S	Instantaneous	EE 162	5 ft. Cube, S
O	Shocking Grasp	Mingle with the Wind	+13	1A	Touch	V,S	Instantaneous	PHB 275	V/S
	=== 1st LEVEL ===	4 Slots OOOO							
O	Entangle <C>	Druid	STR 19	1A	90 ft./20 ft. Square	V,S	Concentration, up to 1 minute	PHB 238	D: 1m, 20 ft. Square, V/S
O	Healing Word	Druid	--	1BA	60 ft.	V	Instantaneous	PHB 250	V
O	Speak with Animals [R]	Druid	--	1A	Self	V,S	10 minutes	PHB 277	D: 10m, V/S
O	Faerie Fire <C>	Druid	DEX 19	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 19	1A	30 ft.	V,S,M	24 hours	PHB 212	D: 24h, V/S/M
O	Charm Person	Druid	WIS 19	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	Thunderwave	Druid	CON 19	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 19	1A	10 ft.	V,S	Instantaneous	EE 155	V/S
O	Ice Knife	Druid	DEX 19 / +13	1A	60 ft./5 ft. Sphere	S,M	Instantaneous	EE 157	5 ft. Sphere, S/M
O	Snare	Druid	DEX 19	1m	Touch	S,M	8 hours	XGtE 165	D: 8h, S/M
O	Elevated Sight <C>	Druid	--	1A	Self	V,S	Concentration, up to 1 minute	HCS 49	D: 1m, V/S
O	Spiny Shield	Druid	--	1R	Self	V,S,M	1 round	HCS 51	Special: For every spell slot level above 1st*, D: 1Rnd, V/S/M
O	Veil of Dusk <C>	Druid	--	1BA	60 ft.	V,S,M	Concentration, up to 10 minutes	HCS 52	D: 10m, V/S/M
O	Animal Friendship	Staff of the Woodlands	WIS 19	1A	30 ft.	V,S,M	24 hours	PHB 212	1 Charge (10/10), D: 24h, V/S/M
O	Speak with Animals	Staff of the Woodlands	--	1A	Self	V,S	10 minutes	PHB 277	1 Charge (10/10), D: 10m, V/S
O	Feather Fall	Mingle with the Wind	--	1R	60 ft.	V,M	1 minute	PHB 239	1/LR, D: 1m, V/M
O	Feather Fall	Mingle with the Wind	--	1R	60 ft.	V,M	1 minute	PHB 239	D: 1m, V/M
	=== 2nd LEVEL ===	3 Slots OOO							
O	Pass without Trace <C>	Druid	--	1A	Self	V,S,M	Concentration, up to 1 hour	PHB 264	D: 1h, V/S/M
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	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	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	+13	1BA	Self	V,S,M	Concentration, up to 10 minutes	PHB 242	D: 10m, V/S/M
O	Flaming Sphere <C>	Druid	DEX 19	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 19	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

SPELLS

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Druid

SPELLCASTING CLASS

WIS	19	+13
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
O	Hold Person <C>	Druid	WIS 19	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
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 19	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 19	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 19	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	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 19	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
O	Barkskin <C>	Staff of the Woodlands	--	1A	Touch	V,S,M	Concentration, up to 1 hour	PHB 217	2 Charges (10/10), D: 1h, V/S/M
O	Locate Animals or Plants	Staff of the Woodlands	--	1A	Self	V,S,M	Instantaneous	PHB 256	2 Charges (10/10), V/S/M
O	Pass without Trace <C>	Staff of the Woodlands	--	1A	Self	V,S,M	Concentration, up to 1 hour	PHB 264	D: 1h, V/S/M
O	Levitate <C>	Mingle with the Wind	CON 19	1A	60 ft.	V,S,M	Concentration, up to 10 minutes	PHB 255	1/LR, D: 10m, V/S/M
O	Levitate <C>	Mingle with the Wind	CON 19	1A	60 ft.	V,S,M	Concentration, up to 10 minutes	PHB 255	D: 10m, V/S/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	Plant Growth	Druid	--	S	150 ft.	V,S	Instantaneous	PHB 266	V/S
O	Call Lightning <C>	Druid	DEX 19	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	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	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 19	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 19	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 19	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 19	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	Freedom of the Waves	Druid	STR 19	1A	120 ft./10 ft. Cylinder	V,S,M	Instantaneous	TCSR 176	10 ft. Cylinder, V/S/M
O	Purge Contamination	Druid	--	1h	Touch	V,S,M	Instantaneous	DoDR 228	V/S/M
O	Feathered Reach	Druid	--	1A	Self	S,M	1 minute	HCS 50	D: 1m, S/M
O	Globe of Twilight <C>	Druid	WIS 19	1A	Self/15 ft. Sphere	V,S,M	Concentration, up to 10 minutes	HCS 50	D: 10m, 15 ft. Sphere, V/S/M
O	Speak with Plants	Staff of the Woodlands	--	1A	Self	V,S	10 minutes	PHB 277	3 Charges (10/10), D: 10m, V/S
	=== 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 19	1A	30 ft.	V,S	Instantaneous	PHB 219	V/S
O	Confusion <C>	Druid	WIS 19	1A	90 ft./10 ft. Sphere	V,S,M	Concentration, up to 1 minute	PHB 224	D: 1m, 10 ft. Sphere, V/S/M

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Druid

SPELLCASTING CLASS

WIS	19	+13
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
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 19	1A	300 ft.	V,S,M	Concentration, up to 10 minutes	PHB 227	D: 10m, V/S/M
O	Dominate Beast <C>	Druid	WIS 19	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 19	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 19	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 19	1A	120 ft.	V,S,M	Concentration, up to 1 minute	PHB 285	D: 1m, V/S/M
O	Grasping Vine <C>	Druid	DEX 19	1BA	30 ft.	V,S	Concentration, up to 1 minute	PHB 246	D: 1m, V/S
O	Elemental Bane <C>	Druid	CON 19	1A	90 ft.	V,S	Concentration, up to 1 minute	EE 155	D: 1m, V/S
O	Watery Sphere <C>	Druid	STR 19	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 19	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
O	Shape Plants	Druid	--	1A	Touch/5 ft. Cube	V,S	Instantaneous	HCS 51	Ext. Area: 5 ft.*, 5 ft. Cube, V/S
O	Stellar Bodies	Druid	--	1A	120 ft./10 ft. Sphere	V,S	1 minute	HCS 52	D: 1m, 10 ft. Sphere, V/S
	=== 5th LEVEL ===	2 Slots OO							
O	Awaken	Druid	--	8h	Touch	V,S,M	Instantaneous	PHB 216	V/S/M
O	Mass Cure Wounds	Druid	--	1A	60 ft./30 ft. Sphere	V,S	Instantaneous	PHB 258	30 ft. Sphere, V/S
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 19 / +13	1A	Touch	V,S	7 days	PHB 227	D: 7d, V/S
O	Geas	Druid	WIS 19	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 19	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 19	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 19	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 19	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 19	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 19	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 19	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
O	Conjure the Deep Haze <C>	Druid	CON 19	1A	120 ft./20 ft. Sphere	V,S,M	Concentration, up to 10 minutes	DoDR 226	D: 10m, 20 ft. Sphere, V/S/M
O	Neutralizing Field <C>	Druid	--	1A	Self/10 ft. Sphere	V,S,M	Concentration, up to 1 hour	DoDR 228	D: 1h, 10 ft. Sphere, V/S/M
O	Awaken	Staff of the Woodlands	--	8h	Touch	V,S,M	Instantaneous	PHB 216	5 Charges (10/10), V/S/M
	=== 6th LEVEL ===	1 Slots O							
O	Heal	Druid	--	1A	60 ft.	V,S	Instantaneous	PHB 250	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	Heroes' Feast	Druid	--	10m	30 ft.	V,S,M	Instantaneous	PHB 250	V/S/M

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Druid

SPELLCASTING CLASS

WIS	19	+13
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
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 19	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 19	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 19	1A	120 ft./5 ft. Cylinder	V,S	Instantaneous	EE 150	5 ft. Cylinder, V/S
O	Investiture of Flame <C>	Druid	DEX 19	1A	Self	V,S	Concentration, up to 10 minutes	EE 159	D: 10m, V/S
O	Investiture of Ice <C>	Druid	CON 19	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 19	1A	Self	V,S	Concentration, up to 10 minutes	EE 159	D: 10m, V/S
O	Investiture of Wind <C>	Druid	CON 19	1A	Self/15 ft. Cube	V,S	Concentration, up to 10 minutes	EE 160	D: 10m, 15 ft. Cube, 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
O	Ray of Contamination	Druid	CON 19	1A	60 ft.	V,S,M	Instantaneous	DoDR 229	V/S/M
O	Wall of Thorns <C>	Staff of the Woodlands	DEX 19	1A	120 ft.	V,S,M	Concentration, up to 10 minutes	PHB 287	6 Charges (10/10), D: 10m, V/S/M
	=== 7th LEVEL ===	1 Slots O							
O	Regenerate	Druid	--	1m	Touch	V,S,M	1 hour	PHB 271	D: 1h, V/S/M
O	Mirage Arcane	Druid	--	10m	Sight/1 mile Square	V,S	10 days	PHB 260	D: 10d, 1 mile Square, V/S
O	Fire Storm	Druid	DEX 19	1A	150 ft.	V,S	Instantaneous	PHB 242	V/S
O	Plane Shift	Druid	CHA 19	1A	Touch	V,S,M	Instantaneous	PHB 266	V/S/M
O	Reverse Gravity <C>	Druid	DEX 19	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 19	1A	300 ft./10 ft. Cylinder	V,M	Concentration, up to 1 minute	EE 171	D: 1m, 10 ft. Cylinder, V/M
O	Draconic Transformation <C>	Druid	DEX 19	1BA	Self/60 ft. Cone	V,S,M	Concentration, up to 1 minute	FToD 19	D: 1m, 60 ft. Cone, V/S/M
O	Arboreal Curse <C>	Druid	CON 19	1A	60 ft.	V,S,M	Concentration, up to 1 minute	LoE	D: 1m, V/S/M
O	Contamination Immunity	Druid	--	1m	Touch	V,S,M	24 hours	DoDR 226	D: 24h, V/S/M
	=== 8th LEVEL ===	1 Slots O							
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	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 19	1h	60 ft./200 ft. Cube	V,S,M	10 days	PHB 214	D: 10d, 200 ft. Cube, V/S/M
O	Earthquake <C>	Druid	DEX 19	1A	500 ft.	V,S,M	Concentration, up to 1 minute	PHB 236	D: 1m, V/S/M
O	Feeblemind	Druid	INT 19	1A	150 ft.	V,S,M	Instantaneous	PHB 239	V/S/M
O	Sunburst	Druid	CON 19	1A	150 ft./60 ft. Sphere	V,S,M	Instantaneous	PHB 279	60 ft. Sphere, V/S/M
O	Tsunami <C>	Druid	STR 19	1m	Sight	V,S	Concentration, up to 6 rounds	PHB 284	D: 6Rnd, V/S
	=== 9th LEVEL ===								
O	Conjure Animals <C>	Faithful Summons	--	1A	60 ft.	V,S	Concentration, up to 1 hour	PHB 127	1/LR, Creatures: (See Description), D: 1h, V/S

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