

<div> <div>Druidcraft</div> <div>Transmutation Cantrip</div> <div> <div>XXX</div> </div> <div> <div> <div> <div></div> <div>0</div> </div> </div> </div> </div> <div> <table> <tr> <th>Casting Time</th><th>Range</th><th>Comp.</th><th>Duration</th></tr> <tr> <td>1 action</td><td>30 ft</td><td>V, S</td><td>Inst.</td></tr> <tr> <th>Class (Ability)</th><th>Atk. Bonus</th><th>Damage</th><th>Save</th></tr> <tr> <td>Druid (WIS)</td><td>N/A</td><td>N/A</td><td>N/A</td></tr> </table> <div> <div>Ayanga Lionsblood's Grimoire</div> <div>Ref: PHB 599</div> </div> </div>	Casting Time	Range	Comp.	Duration	1 action	30 ft	V, S	Inst.	Class (Ability)	Atk. Bonus	Damage	Save	Druid (WIS)	N/A	N/A	N/A	<div> <div>Guidance</div> <div>Divination Cantrip</div> <div> <div>XXX</div> </div> <div> <div> <div> <div></div> <div>0</div> </div> </div> </div> </div> <div> <table> <tr> <th>Casting Time</th><th>Range</th><th>Comp.</th><th>Duration</th></tr> <tr> <td>1 action</td><td>Touch</td><td>V, S</td><td>C: 1 min max</td></tr> <tr> <th>Class (Ability)</th><th>Atk. Bonus</th><th>Damage</th><th>Save</th></tr> <tr> <td>Druid (WIS)</td><td>N/A</td><td>N/A</td><td>N/A</td></tr> </table> <div> <div>Ayanga Lionsblood's Grimoire</div> <div>Ref: PHB 599</div> </div> </div>	Casting Time	Range	Comp.	Duration	1 action	Touch	V, S	C: 1 min max	Class (Ability)	Atk. Bonus	Damage	Save	Druid (WIS)	N/A	N/A	N/A	<div> <div>Resistance</div> <div>Abjuration Cantrip</div> <div> <div>XXX</div> </div> <div> <div> <div> <div></div> <div>0</div> </div> </div> </div> </div> <div> <div>Materials: a miniature cloak</div> <table> <tr> <th>Casting Time</th><th>Range</th><th>Comp.</th><th>Duration</th></tr> <tr> <td>1 action</td><td>Touch</td><td>V, S, M</td><td>C: 1 min max</td></tr> <tr> <th>Class (Ability)</th><th>Atk. Bonus</th><th>Damage</th><th>Save</th></tr> <tr> <td>Druid (WIS)</td><td>N/A</td><td>N/A</td><td>N/A</td></tr> </table> <div> <div>Ayanga Lionsblood's Grimoire</div> <div>Ref: PHB 599</div> </div> </div>	Casting Time	Range	Comp.	Duration	1 action	Touch	V, S, M	C: 1 min max	Class (Ability)	Atk. Bonus	Damage	Save	Druid (WIS)	N/A	N/A	N/A	<div> <div>Shillelagh</div> <div>Transmutation Cantrip</div> <div> <div>XXX</div> </div> <div> <div> <div> <div></div> <div>0</div> </div> </div> </div> </div> <div> <div>Materials: mistletoe, a shamrock leaf, and a club or quarterstaff</div> <table> <tr> <th>Casting Time</th><th>Range</th><th>Comp.</th><th>Duration</th></tr> <tr> <td>1 bonus action</td><td>Touch</td><td>V, S, M</td><td>1 min</td></tr> <tr> <th>Class (Ability)</th><th>Atk. Bonus</th><th>Damage</th><th>Save</th></tr> <tr> <td>Druid (WIS)</td><td>N/A</td><td>N/A</td><td>N/A</td></tr> </table> <div> <div>Ayanga Lionsblood's Grimoire</div> <div>Ref: PHB 599</div> </div> </div>	Casting Time	Range	Comp.	Duration	1 bonus action	Touch	V, S, M	1 min	Class (Ability)	Atk. Bonus	Damage	Save	Druid (WIS)	N/A	N/A	N/A
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<div> <div>Animal Friendship</div> <div>1st-level Enchantment</div> <div> <div>XXX</div> </div> <div> <div> <div> <div></div> <div>1</div> </div> </div> </div> </div> <div> <div>Materials: a morsel of food</div> <table> <tr> <th>Casting Time</th><th>Range</th><th>Comp.</th><th>Duration</th></tr> <tr> <td>1 action</td><td>30 ft</td><td>V, S, M</td><td>24 hrs</td></tr> <tr> <th>Class (Ability)</th><th>Atk. Bonus</th><th>Damage</th><th>Save</th></tr> <tr> <td>Druid (WIS)</td><td>N/A</td><td>N/A</td><td>N/A</td></tr> </table> <div> <div>Ayanga Lionsblood's Grimoire</div> <div>Ref: PHB 599</div> </div> </div>	Casting Time	Range	Comp.	Duration	1 action	30 ft	V, S, M	24 hrs	Class (Ability)	Atk. Bonus	Damage	Save	Druid (WIS)	N/A	N/A	N/A	<div> <div>Charm Person</div> <div>1st-level Enchantment</div> <div> <div>XXX</div> </div> <div> <div> <div> <div></div> <div>1</div> </div> </div> </div> </div> <div> <table> <tr> <th>Casting Time</th><th>Range</th><th>Comp.</th><th>Duration</th></tr> <tr> <td>1 action</td><td>30 ft</td><td>V, S</td><td>1 hr</td></tr> <tr> <th>Class (Ability)</th><th>Atk. Bonus</th><th>Damage</th><th>Save</th></tr> <tr> <td>Druid (WIS)</td><td>N/A</td><td>N/A</td><td>N/A</td></tr> </table> <div> <div>Ayanga Lionsblood's Grimoire</div> <div>Ref: PHB 599</div> </div> </div>	Casting Time	Range	Comp.	Duration	1 action	30 ft	V, S	1 hr	Class (Ability)	Atk. Bonus	Damage	Save	Druid (WIS)	N/A	N/A	N/A	<div> <div>Create or Destroy Water</div> <div>1st-level Transmutation</div> <div> <div>XXX</div> </div> <div> <div> <div> <div></div> <div>1</div> </div> </div> </div> </div> <div> <div>Materials: a drop of water if creating water or a few grains of sand if destroying it</div> <table> <tr> <th>Casting Time</th><th>Range</th><th>Comp.</th><th>Duration</th></tr> <tr> <td>1 action</td><td>30 ft</td><td>V, S, M</td><td>Inst.</td></tr> <tr> <th>Class (Ability)</th><th>Atk. Bonus</th><th>Damage</th><th>Save</th></tr> <tr> <td>Druid (WIS)</td><td>N/A</td><td>N/A</td><td>N/A</td></tr> </table> <div> <div>Ayanga Lionsblood's Grimoire</div> <div>Ref: PHB 599</div> </div> </div>	Casting Time	Range	Comp.	Duration	1 action	30 ft	V, S, M	Inst.	Class (Ability)	Atk. Bonus	Damage	Save	Druid (WIS)	N/A	N/A	N/A	<div> <div>Cure Wounds</div> <div>1st-level Evocation</div> <div> <div>XXX</div> </div> <div> <div> <div> <div></div> <div>1</div> </div> </div> </div> </div> <div> <table> <tr> <th>Casting Time</th><th>Range</th><th>Comp.</th><th>Duration</th></tr> <tr> <td>1 action</td><td>Touch</td><td>V, S</td><td>Inst.</td></tr> <tr> <th>Class (Ability)</th><th>Atk. Bonus</th><th>Damage</th><th>Save</th></tr> <tr> <td>Druid (WIS)</td><td>N/A</td><td>N/A</td><td>N/A</td></tr> </table> <div> <div>Ayanga Lionsblood's Grimoire</div> <div>Ref: PHB 599</div> </div> </div>	Casting Time	Range	Comp.	Duration	1 action	Touch	V, S	Inst.	Class (Ability)	Atk. Bonus	Damage	Save	Druid (WIS)	N/A	N/A	N/A
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<div> <div>Jump</div> <div>1st-level Transmutation</div> <div> <div>XXX</div> </div> <div> <div> <div> <div></div> <div>1</div> </div> </div> </div> </div> <div> <div>Materials: a grasshopper's hind leg</div> <table> <tr> <th>Casting Time</th><th>Range</th><th>Comp.</th><th>Duration</th></tr> <tr> <td>1 action</td><td>Touch</td><td>V, S, M</td><td>1 min</td></tr> </table> </div>	Casting Time	Range	Comp.	Duration	1 action	Touch	V, S, M	1 min	<div> <div>Longstrider</div> <div>Preferred 1st-level Transmutation</div> <div> <div>XXX</div> </div> <div> <div> <div> <div></div> <div>1</div> </div> </div> </div> </div> <div> <div>Materials: a pinch of dirt</div> <table> <tr> <th>Casting Time</th><th>Range</th><th>Comp.</th><th>Duration</th></tr> <tr> <td>1 action</td><td>Touch</td><td>V, S, M</td><td>1 hr</td></tr> </table> </div>	Casting Time	Range	Comp.	Duration	1 action	Touch	V, S, M	1 hr	<div> <div>Thunderwave</div> <div>Preferred 1st-level Evocation</div> <div> <div> You create a burst of thunderous sound, which can be heard 100 feet away. Each creature other than you within 5 feet of you must make a Constitution saving throw. On a failed save, the creature takes 1d6 thunder damage. The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6) </div> </div> <div> <div> <div> <div></div> <div>1</div> </div> </div> </div> </div> <div> <table> <tr> <th>Casting Time</th><th>Range</th><th>Comp.</th><th>Duration</th></tr> <tr> <td>1 action</td><td>Self (15-foot cube)</td><td>V, S</td><td>Inst.</td></tr> </table> </div>	Casting Time	Range	Comp.	Duration	1 action	Self (15-foot cube)	V, S	Inst.	<div> <div>Barkskin</div> <div>Preferred 2nd-level Transmutation</div> <div> <div>XXX</div> </div> <div> <div> <div> <div></div> <div>2</div> </div> </div> </div> </div> <div> <div>Materials: a handful of oak bark</div> <table> <tr> <th>Casting Time</th><th>Range</th><th>Comp.</th><th>Duration</th></tr> <tr> <td>1 action</td><td>Touch</td><td>V, S, M</td><td>C: 1 hr max</td></tr> </table> </div>	Casting Time	Range	Comp.	Duration	1 action	Touch	V, S, M	C: 1 hr max																																
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Class (Ability)	Atk. Bonus	Damage	Save
Druid (WIS)	N/A	N/A	N/A

Ayongu Lionsblood's Grimoire *Ref: PHB 999*

Class (Ability)	Atk. Bonus	Damage	Save
Druid (WIS)	N/A	N/A	N/A

Ayongu Lionsblood's Grimoire *Ref: PHB 999*

Class (Ability)	Atk. Bonus	Damage	Save
Druid (WIS)	N/A	N/A	N/A

Ayongu Lionsblood's Grimoire *Ref: PHB 999*

Class (Ability)	Atk. Bonus	Damage	Save
Druid (WIS)	N/A	N/A	N/A

Ayongu Lionsblood's Grimoire *Ref: PHB 999*

Darkvision

Preferred 2nd-level Transmutation

2

XXX

Materials: either a pinch of dried carrot or an agate

Casting Time	Range	Comp.	Duration
1 action	Touch	V, S, M	8 hrs

Class (Ability)	Atk. Bonus	Damage	Save
Druid (WIS)	N/A	N/A	N/A

Ayongu Lionsblood's Grimoire *Ref: PHB 999*

Enhance Ability

2nd-level Transmutation

2

XXX

Materials: fur or a feather from a beast

Casting Time	Range	Comp.	Duration
1 action	Touch	V, S, M	C: 1 hr max

Class (Ability)	Atk. Bonus	Damage	Save
Druid (WIS)	N/A	N/A	N/A

Ayongu Lionsblood's Grimoire *Ref: PHB 999*

Find Traps

2nd-level Divination

2

XXX

Casting Time	Range	Comp.	Duration
1 action	120 ft	V, S	Inst.

Class (Ability)	Atk. Bonus	Damage	Save
Druid (WIS)	N/A	N/A	N/A

Ayongu Lionsblood's Grimoire *Ref: PHB 999*

Flame Blade

2nd-level Evocation

2

XXX

Materials: leaf of sumac

Casting Time	Range	Comp.	Duration
1 bonus action	Self	V, S, M	C: 10 min max

Class (Ability)	Atk. Bonus	Damage	Save
Druid (WIS)	N/A	N/A	N/A

Ayongu Lionsblood's Grimoire *Ref: PHB 999*

Flaming Sphere

2nd-level Evocation

2

XXX

Materials: a bit of tallow, a pinch of brimstone, and a dusting of powdered iron

Casting Time	Range	Comp.	Duration
1 action	60 ft	V, S, M	C: 1 min max

Class (Ability)	Atk. Bonus	Damage	Save
Druid (WIS)	N/A	N/A	N/A

Ayongu Lionsblood's Grimoire *Ref: PHB 999*

Gust of Wind

2nd-level Evocation

2

XXX

Materials: a legume seed

Casting Time	Range	Comp.	Duration
1 action	Self (60ft line)	V, S, M	C: 1 min max

Class (Ability)	Atk. Bonus	Damage	Save
Druid (WIS)	N/A	N/A	N/A

Ayongu Lionsblood's Grimoire *Ref: PHB 999*

Heat Metal

Preferred 2nd-level Transmutation

2

XXX

Materials: a piece of iron and a flame

Casting Time	Range	Comp.	Duration
1 action	60 ft	V, S, M	C: 1 min max

Class (Ability)	Atk. Bonus	Damage	Save
Druid (WIS)	N/A	N/A	N/A

Ayongu Lionsblood's Grimoire *Ref: PHB 999*

Hold Person

2nd-level Enchantment

2

XXX

Materials: a small, straight piece of iron

Casting Time	Range	Comp.	Duration
1 action	60 ft	V, S, M	C: 1 min max

Class (Ability)	Atk. Bonus	Damage	Save
Druid (WIS)	N/A	N/A	N/A

Ayongu Lionsblood's Grimoire *Ref: PHB 999*

Lesser Restoration

2nd-level Abjuration

2

XXX

Casting Time	Range	Comp.	Duration
1 action (R)	Touch	V, S	Inst.

Class (Ability)	Atk. Bonus	Damage	Save
Druid (WIS)	N/A	N/A	N/A

Ayongu Lionsblood's Grimoire *Ref: PHB 999*

Locate Object

2nd-level Divination

2

XXX

Materials: a forked twig

Casting Time	Range	Comp.	Duration
1 action	Self	V, S, M	C: 10 min max

Class (Ability)	Atk. Bonus	Damage	Save
Druid (WIS)	N/A	N/A	N/A

Ayongu Lionsblood's Grimoire *Ref: PHB 999*

Moonbeam

Preferred 2nd-level Evocation

2

XXX

Materials: several seeds of any moonseed plant and a piece of opalescent feldspar

Casting Time	Range	Comp.	Duration
1 action	120 ft	V, S, M	C: 1 min max

Class (Ability)	Atk. Bonus	Damage	Save
Druid (WIS)	N/A	N/A	N/A

Ayongu Lionsblood's Grimoire *Ref: PHB 999*

Pass Without Trace

Preferred 2nd-level Abjuration

2

XXX

Notes: Always Prepared from Circle of Land (Grasslands), Level 3

Materials: ashes from a burned leaf of mistletoe and a sprig of spruce

Casting Time	Range	Comp.	Duration
1 action	Self	V, S, M	C: 1 hr max

Class (Ability)	Atk. Bonus	Damage	Save
Druid (WIS)	N/A	N/A	N/A

Ayongu Lionsblood's Grimoire *Ref: PHB 999*

Protection From Poison

2nd-level Abjuration

2

XXX

Materials: seven sharp thorns or seven small twigs,

Spike Growth

2nd-level Transmutation

2

XXX

Materials: seven sharp thorns or seven small twigs,

Invisibility

Preferred 2nd-level Illusion

2

XXX

Notes: Always Prepared from Circle of Land (Grasslands), Level 3

Casting Time	Range	Comp.	Duration
1 action	Touch	V, S	1 hr
Class (Ability)	Atk. Bonus	Damage	Save
Druid (WIS)	N/A	N/A	N/A

Ayonga Lionsblood's Grimoire

Ref: PHB 999

Each sharpened to a point			
Casting Time	Range	Comp.	Duration
1 action	150 ft	V, S, M	C: 10 min max
Class (Ability)	Atk. Bonus	Damage	Save
Druid (WIS)	N/A	N/A	N/A

Ayonga Lionsblood's Grimoire

Ref: PHB 999

Materials: an eyelash encased in gum arabic			
Casting Time	Range	Comp.	Duration
1 action	Touch	V, S, M	C: 1 hr max
Class (Ability)	Atk. Bonus	Damage	Save
Druid (WIS)	N/A	N/A	N/A

Ayonga Lionsblood's Grimoire

Ref: PHB 999