

	<div><div><div>DRUID 1ST LEVEL</div><div>PHB, 230</div></div><div><div>CURE WOUNDS</div><div>EVOCATION - HEALING</div></div></div> <div><table><tr><td>CASTING TIME</td><td>COMPONENTS</td><td>RANGE</td></tr><tr><td><div><div></div><div></div></div></td><td>S, V</td><td>TOUCH</td></tr><tr><td>DURATION</td><td></td><td>PREPARED</td></tr><tr><td>INSTANT</td><td></td><td>[]</td></tr></table></div> <div><p>A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.</p><p><i>At Higher Levels:</i> When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.</p></div>	CASTING TIME	COMPONENTS	RANGE	<div><div></div><div></div></div>	S, V	TOUCH	DURATION		PREPARED	INSTANT		[]			
CASTING TIME	COMPONENTS	RANGE														
<div><div></div><div></div></div>	S, V	TOUCH														
DURATION		PREPARED														
INSTANT		[]														
	<div><div><div>DRUID 1ST LEVEL</div><div>PHB, 231</div></div><div><div>DETECT MAGIC</div><div>DIVINATION - DETECTION</div></div></div> <div><table><tr><td>CASTING TIME</td><td>COMPONENTS</td><td>RANGE</td></tr><tr><td><div><div></div><div></div></div></td><td>S, V</td><td>30FT</td></tr><tr><td>CONCENTRATION</td><td></td><td>PREPARED</td></tr><tr><td>10MIN</td><td></td><td>[]</td></tr></table></div> <div><p>For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.</p><p>The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.</p></div>	CASTING TIME	COMPONENTS	RANGE	<div><div></div><div></div></div>	S, V	30FT	CONCENTRATION		PREPARED	10MIN		[]			
CASTING TIME	COMPONENTS	RANGE														
<div><div></div><div></div></div>	S, V	30FT														
CONCENTRATION		PREPARED														
10MIN		[]														
	<div><div><div>DRUID 2ND LEVEL</div><div>EE, 154</div></div><div><div>DUST DEVIL</div><div>CONJURATION - DAMAGE, CONTROL</div></div></div> <div><table><tr><td>CASTING TIME</td><td>COMPONENTS</td><td>RANGE/AREA</td></tr><tr><td><div><div></div><div></div></div></td><td>V, S, M</td><td>60FT / 5FT</td></tr><tr><td>CONCENTRATION</td><td>SAVE</td><td>PREPARED</td></tr><tr><td>1MIN</td><td>STR []</td><td>[]</td></tr></table></div> <div><p>Choose an unoccupied 5-foot cube of air that you can see within range. An elemental force that resembles a dust devil appears in the cube and lasts for the spell's duration. Any creature that ends its turn within 5 feet of the dust devil must make a Strength saving throw. On a failed save, the creature takes 1d8 bludgeoning damage and is pushed 10 feet away. On a successful save, the creature takes half as much damage and isn't pushed.</p><p>As a bonus action, you can move the dust devil up to 30 feet in any direction. If the dust devil moves over sand, dust, loose dirt, or small gravel, it sucks up the material and forms a 10-foot-radius cloud of debris around itself that lasts until the start of your next turn. The cloud heavily obscures its area.</p><p>At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.</p></div>	CASTING TIME	COMPONENTS	RANGE/AREA	<div><div></div><div></div></div>	V, S, M	60FT / 5FT	CONCENTRATION	SAVE	PREPARED	1MIN	STR []	[]			
CASTING TIME	COMPONENTS	RANGE/AREA														
<div><div></div><div></div></div>	V, S, M	60FT / 5FT														
CONCENTRATION	SAVE	PREPARED														
1MIN	STR []	[]														
	<div><div><div>DRUID 2ND LEVEL</div><div>PHB, 242</div></div><div><div>FLAME BLADE</div><div>EVOCATION - DAMAGE</div></div></div> <div><table><tr><td>CASTING TIME</td><td>COMPONENTS</td><td>RANGE</td></tr><tr><td><div><div></div><div></div></div></td><td>V, S, M</td><td>SELF</td></tr><tr><td>CONCENTRATION</td><td></td><td>PREPARED</td></tr><tr><td>10MIN</td><td></td><td>[]</td></tr></table></div> <div><p>You evoke a fiery blade in your free hand. The blade is similar in size and shape to a scimitar, and it lasts for the duration. If you let go of the blade, it disappears, but you can evoke the blade again as a bonus action.</p><p>You can use your action to make a melee spell attack with the fiery blade. On a hit, the target takes 3d6 fire damage.</p><p>The flaming blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet.</p><p>At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for every two slot levels above 2nd.</p></div>	CASTING TIME	COMPONENTS	RANGE	<div><div></div><div></div></div>	V, S, M	SELF	CONCENTRATION		PREPARED	10MIN		[]			
CASTING TIME	COMPONENTS	RANGE														
<div><div></div><div></div></div>	V, S, M	SELF														
CONCENTRATION		PREPARED														
10MIN		[]														



PHB, 246

TRANSMUTATION - HEALING

Up to ten berries appear in your hand and are infused with magic for the duration. A creature can use its action to eat one berry. Eating a berry restores 1 hit point, and the berry provides enough nourishment to sustain a creature for one day.

The berries lose their potency if they have not been consumed within 24 hours of the casting of this spell.

PHB, 248

DIVINATION - BUFF

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends.

PHB, 250

EVOCATION - HEALING

A creature of your choice that you can see within range regains hit points equal to $1d4 +$ your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d4 for each slot level above 1st.

EE, 157

CONJURATION - DAMAGE

You create a shard of ice and fling it at one creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 piercing damage. Hit or miss, the shard then explodes. The target and each creature within 5 feet of it must succeed on a Dexterity saving throw or take 2d6 cold damage.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the cold damage increases by 1d6 for each slot level above 1st.



	<div><div>DRUID CANTRIP</div><div>PHB, 259</div><div>MENDING</div><div>TRANSMUTATION - UTILITY</div></div> <div><div>CASTING TIME</div><div>COMPONENTS</div><div>RANGE</div></div> <div><div></div><div>S, V, M</div><div>TOUCH</div></div> <div><div>DURATION</div><div>INSTANT</div><div>PREPARED</div><div>[]</div></div> <div><p>This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage.</p><p>This spell can physically repair a magic item or construct, but the spell can’t restore magic to such an object.</p></div>		<div><div>DRUID CANTRIP</div><div>PHB, 269</div><div>PRODUCE FLAME</div><div>CONJURATION - CREATION, DAMAGE</div></div> <div><div>CASTING TIME</div><div>COMPONENTS</div><div>RANGE</div></div> <div><div></div><div>S, V</div><div>SELF</div></div> <div><div>DURATION</div><div>10MIN</div><div>PREPARED</div><div>[]</div></div> <div><p>A flickering flame appears in your hand. The flame remains there for the duration and harms neither you nor your equipment. The flame sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The spell ends if you dismiss it as an action or if you cast it again.</p><p>You can also attack with the flame, although doing so ends the spell. When you cast this spell, or as an action on a later turn, you can hurl the flame at a creature within 30 feet of you. Make a ranged spell attack. On a hit, the target takes 1d8 fire damage.</p><p>This spell’s damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).</p></div>	
	<div><div>DRUID CANTRIP</div><div>PHB, 275</div><div>SHILLELAGH</div><div>TRANSMUTATION - DAMAGE, BUFF</div></div> <div><div>CASTING TIME</div><div>COMPONENTS</div><div>RANGE</div></div> <div><div></div><div>S, V, M</div><div>ROUGH</div></div> <div><div>DURATION</div><div>1MIN</div><div>PREPARED</div><div>[]</div></div> <div><p>The wood of a club or quarterstaff you are holding is imbued with nature’s power. For the duration, you can use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using that weapon, and the weapon’s damage die becomes a d8. The weapon also becomes magical, if it isn’t already. The spell ends if you cast it again or if you let go of the weapon.</p></div>			

