**Known Cantrips**

**Mold Earth**

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** S

**Duration:** Instantaneous or 1 hour (see below)

You choose a portion of dirt or stone that you can see within range and that fits within a 5-foot cube. You manipulate it in one of the following ways:

If you target an area of loose earth, you can instantaneously excavate it, move it along the ground, and deposit it up to 5 feet away. This movement doesn’t have enough force to cause damage.

You cause shapes, colors, or both to appear on the dirt or stone, spelling out words, creating images, or shaping patterns. The changes last for 1 hour.

If the dirt or stone you target is on the ground, you cause it to become difficult terrain. Alternatively, you can cause the ground to become normal terrain if it is already difficult terrain. This change lasts for 1 hour.

If you cast this spell multiple times, you can have no more than two of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

Hunter’s Sense

Primal Savagery

Guidance

1st Level Spells

Ranger:

Cure Wounds

Hunter’s Mark

Ensnaring Strike

Druid:

Absorb Elements

Animal Friendship

Beast Bond

Charm Person

Create or Destroy Water

Cure Wounds

Detect Magic

Detect Poison and Disease

Earth Tremor

Entangle

Faerie

Fire

Fog Cloud

Goodberry

Healing Word

Ice Knife

Jump

Longstrider

Purify Food and Drink

Snare

Speak with Animals

Thunderwave