

## Druidcraft

Druid - Transmutation Cantrip ⚡ V\*S

1 action  
30 feet  
Instantaneous

Whispering to the spirits of nature, you create one of the following effects within 'range':

- You create a tiny, harmless sensory effect that predicts what the weather will be at your location for the next 24 hours. The effect might manifest as a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on. This effect persists for 1 round.

- You instantly make a flower bloom, a seed pod open, or a leaf bud bloom.

- You create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal, or the faint order of skunk. The effect must fit in a 5-foot cube.

- You instantly light or snuff out a candle, a torch, or a small campfire.



## Produce Flame

Druid - Conjunction Cantrip ⚡ V\*S

1 action  
Self  
10 minutes

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.

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.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).



## Guidance

Druid - Divination Cantrip ⚡ V\*S

1 action  
Touch  
Up to 1 minute



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.



## Mending

Druid - Transmutation Cantrip ⚡ V\*S\*M

1 minute  
Touch  
Instantaneous

Material: Two lodestones.

This spell repairs a single break or tear in an object you touch, such as a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no longer than 1 foot in any dimension, you mend it, leaving no trace of the former damage.

This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.



## Animal Friendship

Druid - Level 1 Enchantment Spell ⚡ V\*S\*M

1 action  
30 feet  
24 hours

Material: A morsel of food.

This spell lets you convince a beast that you mean it no harm. Choose a beast that you can see within range. It must see and hear you. If the beast's Intelligence is 4 or higher, the spell fails. Otherwise, the beast must succeed on a wisdom saving throw or be charmed by you for the spell's duration. If you or one of your companions harms the target, the spell ends.



## Resistance

Druid - Abjuration Cantrip ⚡ V\*S\*M

1 action  
Touch  
Up to 1 minute



Material: A miniature cloak.

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



## Charm Person

Druid - Level 1 Enchantment Spell ⚡ V\*S

1 action  
30 feet  
1 hour

You attempt to charm a humanoid you can see within range. It must make a wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.



## Cure Wounds

Druid - Level 1 Evocation Spell ⚡ V\*S

1 action  
Touch  
Instantaneous

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.



## Detect Magic

Druid - Level 1 Divination Spell  V\*S

1 action  
Self  
Up to 10 minutes



## Create or Destroy Water

Druid - Level 1 Transmutation Spell  V\*S\*M

1 action  
30 feet  
Instantaneous

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.

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.



## Faerie Fire

Druid - Level 1 Evocation Spell  V

1 action  
60 feet  
Up to 1 minute



Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius.

Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.



## Fog Cloud

Druid - Level 1 Conjunction Spell  V\*S

1 action  
120 feet  
Up to 1 hour



You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.



## Detect Poison and Disease

Druid - Level 1 Divination Spell  V\*S\*M

1 action  
Self  
Up to 10 minutes



Material: A drop of water if creating water, or a few grains of sand if destroying it.

You either create or destroy water.

### Create Water.

You create up to 10 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 30-foot cube within range.

### Destroy Water.

You destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30-foot cube within range.

For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You also identify the kind of poison, poisonous creature, or disease in each case.

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.



## Entangle

Druid - Level 1 Conjuration Spell  V\*S

1 action  
90 feet  
Up to 1 minute



Grasping weeds and vines sprout from the ground in a 20-foot square starting from a point within range. For the duration, these plants turn the ground in the area into difficult terrain.

A creature in the area when you cast the spell must succeed on a strength saving throw or be restrained by the entangling plants until the spell ends. A creature restrained by the plants can use its action to make a Strength check against your spell save DC. On a success, it frees itself.

When the spell ends, the conjured plants wilt away.

## Healing Word

Druid - Level 1 Evocation Spell  V

1 bonus action  
60 feet  
Instantaneous

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.



## Goodberry

Druid - Level 1 Transmutation Spell  V\*S\*M

1 action  
Touch  
Instantaneous

Material: A sprig of mistletoe.

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 a day.

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



## Jump

Druid - Level 1 Transmutation Spell  V\*S\*M

1 action  
Touch  
1 minute

*Material:* A grasshopper's hind leg.

You touch a creature. The creature's jump distance is tripled until the spell ends.



## Longstrider

Druid - Level 1 Transmutation Spell  V\*S\*M

1 action  
Touch  
1 hour

*Material:* A pinch of dirt.

You touch a creature. The target's speed increases by 10 feet until the spell ends.



## Purify Food and Drink

Druid - Level 1 Transmutation Spell  V\*S

1 action  
10 feet  
Instantaneous



All nonmagical food and drink within a 5-foot radius sphere centered on a point of your choice within range is purified and rendered free of poison and disease.



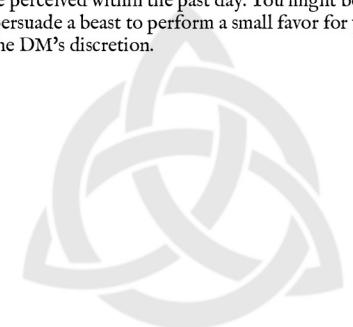
## Speak with Animals

Druid - Level 1 Divination Spell  V\*S

1 action  
Self  
10 minutes



You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at a minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the DM's discretion.



## Animal Messenger

Druid - Level 2 Enchantment Spell  V\*S\*M

1 action  
30 feet  
24 hours



*Material:* A morsel of food.

By means of this spell, you use an animal to deliver a message. Choose a Tiny beast you can see within range, such as a squirrel, a blue jay, or a bat. You specify a location, which you must have visited, and a recipient who matches a general description, such as "a man or woman dressed in the uniform of the town guard" or "a red-haired dwarf wearing a pointed hat." You also speak a message of up to twenty-five words. The target beast travels for the duration of the spell toward the specified location, covering about 50 miles per 24 hours for a flying messenger, or 25 miles for other animals.

When the messenger arrives, it delivers your message to the creature that you described, replicating the sound of your voice. The messenger speaks only to a creature matching the description you gave. If the messenger doesn't reach its destination before the spell ends, the message is lost, and the beast makes its way back to where you cast this spell.

## Thunderwave

Druid - Level 1 Evocation Spell  V\*S

1 action  
Self  
Instantaneous

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.



## Barkskin

Druid - Level 2 Transmutation Spell  V\*S\*M

1 action  
Touch  
Up to 1 hour



*Material:* A handful of oak bark.

You touch a willing creature. Until the spell ends, the target's skin has a rough, bark-like appearance, and the target's AC can't be less than 16, regardless of what kind of armor it is wearing.



## Darkvision

Druid - Level 2 Transmutation Spell  V\*S\*M

1 action  
Touch  
8 hours

*Material:* Either a pinch of dried carrot or an agate.

You touch a willing creature to grant it the ability to see in the dark. For the duration, that creature has darkvision out to a range of 60 feet.



## Enhance Ability

Druid - Level 2 Transmutation Spell ⚡ V\*S\*M

1 action  
Touch  
Up to 1 hour



*Material: Fur or a feather from a beast.*

You touch a creature and bestow upon it a magical enhancement. Choose one of the following effects; the target gains that effect until the spell ends.

### Bear's Endurance.

The target has advantage on constitution checks. It also gains  $2d6$  temporary hit points, which are lost when the spell ends.

### Bull's Strength.

The target has advantage on strength checks, and his or her carrying capacity doubles.

### Cat's Grace.

The target has advantage on dexterity checks. It also doesn't take damage from falling 20 feet or less if it isn't incapacitated.

### Eagle's Splendor.

The target has advantage on Charisma checks.

### Fox's Cunning.

The target has advantage on intelligence checks.

### Owl's Wisdom.

The target has advantage on wisdom checks.

## Gust of Wind

Druid - Level 2 Evocation Spell ⚡ V\*S\*M

1 action  
Self  
Up to 1 minute



*Material: A legume seed.*

A line of strong wind 60 feet long and 10 feet wide blasts from you in a direction you choose for the spell's duration. Each creature that starts its turn in the line must succeed on a strength saving throw or be pushed 10 feet away from you in a direction following the line.

Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you.

The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

As a bonus action on each of your turns before the spell ends, you can change the direction in which the line blasts from you.

## Find Traps

Druid - Level 2 Divination Spell ⚡ V\*S

1 action  
120 feet  
Instantaneous



You sense the presence of any trap within range that is within line of sight. A trap, for the purpose of this spell, includes anything that would inflict a sudden or unexpected effect you consider harmful or undesirable, which was specifically intended as such by its creator. Thus, the spell would sense an area affected by the alarm spell, a glyph of warding, or a mechanical pit trap, but it would not reveal a natural weakness in the floor, an unstable ceiling, or a hidden sinkhole.

This spell merely reveals that a trap is present. You don't learn the location of each trap, but you do learn the general nature of the danger posed by a trap you sense.

## Heat Metal

Druid - Level 2 Transmutation Spell ⚡ V\*S\*M

1 action  
60 feet  
Up to 1 minute



*Material: A piece of iron and a flame.*

Choose a manufactured metal object, such as a metal weapon or a suit of heavy or medium metal armor, that you can see within range. You cause the object to glow red-hot. Any creature in physical contact with the object takes  $2d8$  fire damage when you cast the spell. Until the spell ends, you can use a bonus action on each of your subsequent turns to cause this damage again.

If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a constitution saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn.

## Flaming Sphere

Druid - Level 2 Conjuration Spell ⚡ V\*S\*M

1 action  
60 feet  
Up to 1 minute



*Material: A bit of tallow, a pinch of brimstone, and a dusting of powdered iron.*

A 5-foot-diameter sphere of fire appears in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5 feet of the sphere must make a dexterity saving throw. The creature takes  $2d6$  fire damage on a failed save, or half as much damage on a successful one.

As a bonus action, you can move the sphere up to 30 feet. If you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage, and the sphere stops moving this turn.

When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

## Hold Person

Druid - Level 2 Enchantment Spell ⚡ V\*S\*M

1 action  
60 feet  
Up to 1 minute



*Material: A small, straight piece of iron.*

Choose a humanoid that you can see within range. The target must succeed on a wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another wisdom saving throw. On a success, the spell ends on the target.



## Flame Blade

Druid - Level 2 Evocation Spell ⚡ V\*S\*M

1 bonus action  
Self  
Up to 10 minutes



*Material: Leaf of sumac.*

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.

You can use your action to make a melee spell attack with the fiery blade. On a hit, the target takes  $3d6$  fire damage.

The flaming blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

## Locate Object

Druid - Level 2 Divination Spell ⚡ V\*S\*M

1 action  
Self  
Up to 10 minutes



*Material: A forked twig.*

Describe or name an object that is familiar to you. You sense the direction to the object's location, as long as that object is within 1,000 feet of you. If the object is in motion, you know the direction of its movement.

The spell can locate a specific object known to you, as long as you have seen it up close--within 30 feet--at least once. Alternatively, the spell can locate the nearest object of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, or weapon.

This spell can't locate an object if any thickness of lead, even a thin sheet, blocks a direct path between you and the object.

## Locate Animals or Plants

Druid - Level 2 Divination Spell ⚡ V\*S\*M

1 action  
Self  
Instantaneous



*Material: A bit of fur from a bloodhound.*

Describe or name a specific kind of beast or plant. Concentrating on the voice of nature in your surroundings, you learn the direction and distance to the closest creature or plant of that kind within 5 miles, if any are present.



## Protection from Poison

Druid - Level 2 Abjuration Spell ⚡ V\*S

1 action  
Touch  
1 hour

You touch a creature. If it is poisoned, you neutralize the poison. If more than one poison afflicts the target, you neutralize one poison that you know is present, or you neutralize one at random.

For the duration, the target has advantage on saving throws against being poisoned, and it has resistance to poison damage.



## Moonbeam

Druid - Level 2 Evocation Spell ⚡ V\*S\*M

1 action  
120 feet  
Up to 1 minute



*Material: Several seeds of any moonseed plant and a piece of opalescent feldspar.*

A silvery beam of pale light shines down in a 5-foot radius, 40-foot-high cylinder centered on a point within range. Until the spell ends, dim light fills the cylinder.

When a creature enters the spell's area for the first time on a turn or starts its turn there, it is engulfed in ghostly flames that cause searing pain, and it must make a constitution saving throw. It takes 2d10 radiant damage on a failed save, or half as much damage on a successful one.

A shapechanger makes its saving throw with disadvantage. If it fails, it also instantly reverts to its original form and can't assume a different form until it leaves the spell's light.

On each of your turns after you cast this spell, you can use an action to move the beam 60 feet in any direction.

## Call Lightning

Druid - Level 3 Conjunction Spell ⚡ V\*S

1 action  
120 feet  
Up to 10 minutes



A storm cloud appears in the shape of a cylinder that is 10 feet tall with a 60-foot radius, centered on a point you can see 100 feet directly above you. The spell fails if you can't see a point in the air where the storm cloud could appear (for example, if you are in a room that can't accommodate the cloud).

When you cast the spell, choose a point you can see within range. A bolt of lightning flashes down from the cloud to that point. Each creature within 5 feet of that point must make a dexterity saving throw. A creature takes 3d10 lightning damage on a failed save, or half as much damage on a successful one. On each of your turns until the spell ends, you can use your action to call down lightning in this way again, targeting the same point or a different one.

If you are outdoors in stormy conditions when you cast this spell, the spell gives you control over the existing storm instead of creating a new one. Under such conditions, the spell's damage increases by 1d10.

## Spike Growth

Druid - Level 2 Transmutation Spell ⚡ V\*S\*M

1 action  
150 feet  
Up to 10 minutes



*Material: Seven sharp spines or seven twigs cut peak.*

The ground in a 20-foot radius centered on a point within range twists and sprouts hard spikes and thorns. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels.

The development of land is camouflaged to look natural. Any creature that does not see the area when the spell is cast must make a Wisdom (Perception) opposed the DD backup your fate or it does not recognize the dangerous nature of the ground before entering.



## Lesser Restoration

Druid - Level 2 Abjuration Spell ⚡ V\*S

1 action  
Touch  
Instantaneous



You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.



## Pass without Trace

Druid - Level 2 Abjuration Spell ⚡ V\*S\*M

1 action  
Self  
Up to 1 hour



*Material: Ashes from a burned leaf of mistletoe and a sprig of spruce.*

A veil of shadows and silence radiates from you, masking you and your companions from detection. For the duration, each creature you choose within 30 feet of you (including you) has a +10 bonus to Dexterity (Stealth) checks and can't be tracked except by magical means. A creature that receives this bonus leaves behind no tracks or other traces of its passage.



## Conjure Animals

Druid - Level 3 Conjunction Spell ⚡ V\*S

1 action  
60 feet  
Up to 1 hour



You summon fey spirits that take the form of beasts and appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears:

- One beast of challenge rating 2 or lower
- Two beasts of challenge rating 1 or lower
- Four beasts of challenge rating 1/2 or lower
- Eight beasts of challenge rating 1/4 or lower
- Each beast is also considered fey, and it disappears when it drops to 0 hit points or when the spell ends.

The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

The DM has the creatures' statistics.



## Create Food and Water

Druid - Level 3 Conjunction Spell  V\*S

1 action  
30 feet  
Instantaneous

You create 45 pounds of food and 30 gallons of water on the ground or in containers within range, enough to sustain up to fifteen humanoids or five steeds for 24 hours. The food is bland but nourishing, and spoils if uneaten after 24 hours. The water is clean and doesn't go bad.



## Daylight

Druid - Level 3 Evocation Spell  V\*S

1 action  
60 feet  
1 hour

A 60-foot-radius sphere of light spreads out from a point you choose within range. The sphere is bright light and sheds dim light for an additional 60 feet.

If you chose a point on an object you are holding or one that isn't being worn or carried, the light shines from the object and moves with it. Completely covering the affected object with an opaque object, such as a bowl or a helm, blocks the light.

If any of this spell's area overlaps with an area of darkness created by a spell of 3rd level or lower, the spell that created the darkness is dispelled.



## Dispel Magic

Druid - Level 3 Abjuration Spell  V\*S

1 action  
120 feet  
Instantaneous

Choose one creature, object, or magical effect within range. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.



## Protection from Energy

Druid - Level 3 Abjuration Spell  V\*S

1 action  
Touch  
Up to 1 hour

For the duration, the willing creature you touch has resistance to one damage type of your choice: acid, cold, fire, lightning, or thunder.



## Plant Growth

Druid - Level 3 Transmutation Spell  V\*S

1 action  
150 feet  
Instantaneous

This spell channels vitality into plants within a specific area. There are two possible uses for the spell, granting either immediate or long-term benefits.

If you cast this spell using 1 action, choose a point within range. All normal plants in a 100-foot radius centered on that point become thick and overgrown. A creature moving through the area must spend 4 feet of movement for every 1 foot it moves.

You can exclude one or more areas of any size within the spell's area from being affected.

If you cast this spell over 8 hours, you enrich the land. All plants in a half-mile radius centered on a point within range become enriched for 1 year. The plants yield twice the normal amount of food when harvested.

## Sleet Storm

Druid - Level 3 Conjunction Spell  V\*S\*M

1 action  
150 feet  
Up to 1 minute

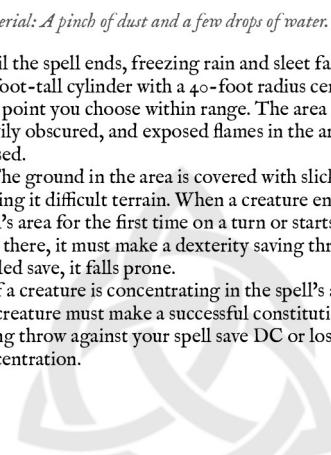


*Material: A pinch of dust and a few drops of water.*

Until the spell ends, freezing rain and sleet fall in a 20-foot-tall cylinder with a 40-foot radius centered on a point you choose within range. The area is heavily obscured, and exposed flames in the area are doused.

The ground in the area is covered with slick ice, making it difficult terrain. When a creature enters the spell's area for the first time on a turn or starts its turn there, it must make a dexterity saving throw. On a failed save, it falls prone.

If a creature is concentrating in the spell's area, the creature must make a successful constitution saving throw against your spell save DC or lose concentration.



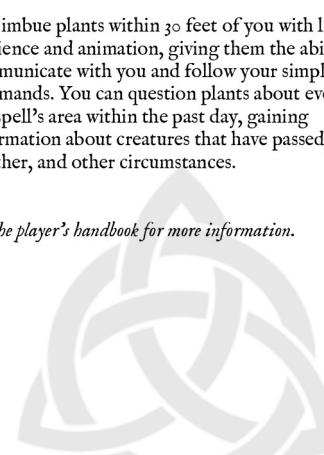
## Speak with Plants

Druid - Level 3 Transmutation Spell  V\*S

1 action  
Self  
10 minutes

You imbue plants within 30 feet of you with limited sentience and animation, giving them the ability to communicate with you and follow your simple commands. You can question plants about events in the spell's area within the past day, gaining information about creatures that have passed, weather, and other circumstances.

*See the player's handbook for more information.*



## Water Walk

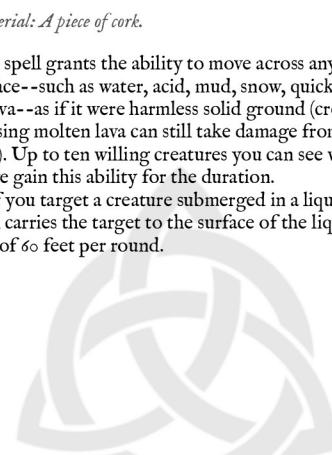
Druid - Level 3 Transmutation Spell  V\*S\*M

1 action  
30 feet  
1 hour

*Material: A piece of cork.*

This spell grants the ability to move across any liquid surface--such as water, acid, mud, snow, quicksand, or lava--as if it were harmless solid ground (creatures crossing molten lava can still take damage from the heat). Up to ten willing creatures you can see within range gain this ability for the duration.

If you target a creature submerged in a liquid, the spell carries the target to the surface of the liquid at a rate of 60 feet per round.



## Water Breathing

Druid - Level 3 Transmutation Spell ⚡ V\*S\*M

1 action  
30 feet  
24 hours



Material: A short piece of reed or straw.

This spell gives a maximum of ten willing creatures within range and you can see, the ability to breathe underwater until the end of its term. Affected creatures also retain their normal breathing pattern.



## Conjure Minor Elementals

Druid - Level 4 Conjunction Spell ⚡ V\*S

1 minute  
90 feet  
Up to 1 hour



You summon elementals that appear in unoccupied spaces that you can see within range. You choose one of the following options for what appears:

- One elemental of challenge rating 2 or lower
- Two elementals of challenge rating 1 or lower
- Four elementals of challenge rating 1/2 or lower
- Eight elementals of challenge rating 1/4 or lower.

An elemental summoned by this spell disappears when it drops to 0 hit points or when the spell ends.

The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

The DM has the creatures' statistics.

## Wind Wall

Druid - Level 3 Evocation Spell ⚡ V\*S\*M

1 action  
120 feet  
Up to 1 minute



Material: A tiny fan and a feather of exotic origin.

A wall of strong wind rises from the ground at a point you choose within range. You can make the wall up to 50 feet long, 15 feet high, and 1 foot thick. You can shape the wall in any way you choose so long as it makes one continuous path along the ground. The wall lasts for the duration.

When the wall appears, each creature within its area must make a strength saving throw. A creature takes 3d8 bludgeoning damage on a failed save, or half as much damage on a successful one.

The strong wind keeps fog, smoke, and other gases at bay. Small or smaller flying creatures or objects can't pass through the wall. Loose, lightweight materials brought into the wall fly upward. Arrows, bolts, and other ordinary projectiles launched at targets behind the wall are deflected upward and automatically miss. (Boulders hurled by giants or siege engines, and similar projectiles, are unaffected.) Creatures in gaseous form can't pass through it.

## Conjure Woodland Beings

Druid - Level 4 Conjunction Spell ⚡ V\*S\*M

1 action  
60 feet  
Up to 1 hour



Material: One holly berry per creature summoned.

You summon fey creatures that appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears:

- One fey creature of challenge rating 2 or lower
- Two fey creatures of challenge rating 1 or lower
- Four fey creatures of challenge rating 1/2 or lower
- Eight fey creatures of challenge rating 1/4 or lower

A summoned creature disappears when it drops to 0 hit points or when the spell ends.

The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which have their own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

The DM has the creatures' statistics.

## Blight

Druid - Level 4 Necromancy Spell ⚡ V\*S

1 action  
30 feet  
Instantaneous



Necromantic energy washes over a creature of your choice that you can see within range, draining moisture and vitality from it. The target must make a constitution saving throw. The target takes 8d8 necrotic damage on a failed save, or half as much damage on a successful one. The spell has no effect on undead or constructs.

If you target a plant creature or a magical plant, it makes the saving throw with disadvantage, and the spell deals maximum damage to it.

If you target a nonmagical plant that isn't a creature, such as a tree or shrub, it doesn't make a saving throw; it simply withers and dies.

## Control Water

Druid - Level 4 Transmutation Spell ⚡ V\*S\*M

1 action  
300 feet  
Up to 10 minutes



Material: A drop of water and a pinch of dust.

Until the spell ends, you control any freestanding water inside an area you choose that is a cube up to 100 feet on a side. You can choose from any of the following effects when you cast this spell. As an action on your turn, you can repeat the same effect or choose a different one.

See the player's handbook for more information.



## Confusion

Druid - Level 4 Enchantment Spell ⚡ V\*S\*M

1 action  
90 feet  
Up to 1 minute



Material: Three walnut shells.

This spell assails and distorts the minds of creatures, generating illusions and causing uncontrolled actions. Each creature in a sphere of 10-foot-radius centered on a point chosen in the range of the spell must make a wisdom saving throw otherwise it will be affected by the spell.

An affected target can react and it must start at the beginning of its each of his game rounds to determine its behavior for that round.

At the end of each turn, an affected creature can make a saving throw of Wisdom. If successful, the effect of the spell ends for this target.

## Divination

Druid - Level 4 Divination Spell ⚡ V\*S\*M

1 action  
Self  
Instantaneous



Material: Incense and a sacrificial offering appropriate to your religion, together worth at least 25gp, which the spell consumes.

Your magic and an offering put you in contact with a god or a god's servants. You ask a single question concerning a specific goal, event, or activity to occur within 7 days. The DM offers a truthful reply. The reply might be a short phrase, a cryptic rhyme, or an omen.

The spell doesn't take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion.

If you cast the spell two or more times before finishing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get a random reading. The DM makes this roll in secret.

## Freedom of Movement

Druid - Level 4 Abjuration Spell ⚡ V\*S\*M

1 action  
Touch  
1 hour

*Material:* A leather strap, bound around the arm or a similar appendage.

You touch a willing creature. For the duration, the target's movement is unaffected by difficult terrain, and spells and other magical effects can neither reduce the target's speed nor cause the target to be paralyzed or restrained.

The target can also spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature that has it grappled. Finally, being underwater imposes no penalties on the target's movement or attacks.

## Dominate Beast

Druid - Level 4 Enchantment Spell ⚡ V\*S

1 action  
60 feet  
Up to 1 minute



You attempt to beguile a creature that you can see within range. It must succeed on a wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

*See the player's handbook for more information.*

## Giant Insect

Druid - Level 4 Transmutation Spell ⚡ V\*S

1 action  
30 feet  
Up to 10 minutes



You transform up to ten centipedes, three spiders, five wasps, or one scorpion within range into giant versions of their natural forms for the duration. A centipede becomes a giant centipede, a spider becomes a giant spider, a wasp becomes a giant wasp, and a scorpion becomes a giant scorpion.

Each creature obeys your verbal commands, and in combat, they act on your turn each round. The DM has the statistics for these creatures and resolves their actions and movement.

A creature remains in its giant size for the duration, until it drops to 0 hit points, or until you use an action to dismiss the effect on it.

The DM might allow you to choose different targets. For example, if you transform a bee, its giant version might have the same statistics as a giant wasp.

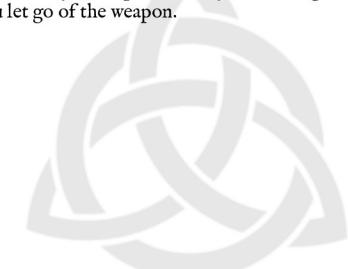
## Shillelagh

Druid - Transmutation Cantrip ⚡ V\*S\*M

1 bonus action  
Touch  
1 minute

*Material:* Mistletoe, a shamrock leaf, and a club or quarterstaff.

The wood of a club or a 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.



## Hallucinatory Terrain

Druid - Level 4 Illusion Spell ⚡ V\*S\*M

10 minutes  
300 feet  
24 hours

*Material:* A stone, a twig, and a bit of green plant.

You make natural terrain in a 150-foot cube in range look, sound, and smell like some other sort of natural terrain. Thus, open fields or a road can be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road. Manufactured structures, equipment, and creatures within the area aren't changed in appearance.

The tactile characteristics of the terrain are unchanged, so creatures entering the area are likely to see through the illusion. If the difference isn't obvious by touch, a creature carefully examining the illusion can attempt an Intelligence (Investigation) check against your spell save DC to disbelieve it. A creature who discerns the illusion for what it is, sees it as a vague image superimposed on the terrain.

## Ice Storm

Druid - Level 4 Evocation Spell ⚡ V\*S\*M

1 action  
300 feet  
Instantaneous

*Material:* A pinch of dust and a few drops of water.

A hail of rock-hard ice pounds to the ground in a 20-foot-radius, 40-foot-high cylinder centered on a point within range. Each creature in the cylinder must make a dexterity saving throw. A creature takes 2d8 bludgeoning damage and 4d6 cold damage on a failed save, or half as much damage on a successful one.

Hailstones turn the storm's area of effect into difficult terrain until the end of your next turn.



## Locate Creature

Druid - Level 4 Divination Spell ⚡ V\*S\*M

1 action  
Self  
Up to 1 hour



*Material:* A bit of fur from a bloodhound.

Describe or name a creature that is familiar to you. You sense the direction to the creature's location, as long as that creature is within 1,000 feet of you. If the creature is moving, you know the direction of its movement.

The spell can locate a specific creature known to you, or the nearest creature of a specific kind (such as a human or a unicorn), so long as you have seen such a creature up close--within 30 feet--at least once. If the creature you described or named is in a different form, such as being under the effects of a polymorph spell, this spell doesn't locate the creature.

This spell can't locate a creature if running water at least 10 feet wide blocks a direct path between you and the creature.

## Polymorph

Druid - Level 4 Transmutation Spell ⚡ V\*S\*M

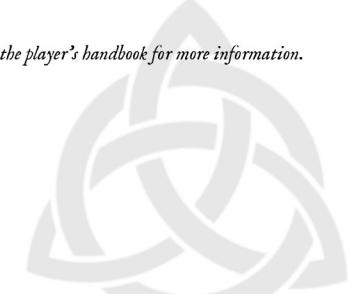
1 action  
60 feet  
Up to 1 hour



*Material:* A caterpillar cocoon.

This spell transforms a creature that you can see within range into a new form. An unwilling creature must make a wisdom saving throw to avoid the effect. A shapechanger automatically succeeds on this saving throw.

*See the player's handbook for more information.*



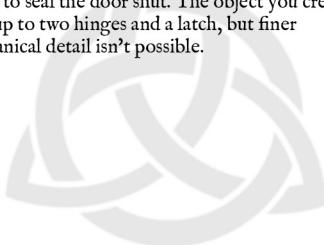
## Stone Shape

Druid - Level 4 Transmutation Spell ⚡ V\*S\*M

1 action  
Touch  
Instantaneous

*Material: Soft clay, to be crudely worked into the desired shape for the stone object.*

You touch a stone object of Medium size or smaller or a section of stone no more than 5 feet in any dimension and form it into any shape that suits your purpose. So, for example, you could shape a large rock into a weapon, idol, or coffer, or make a small passage through a wall, as long as the wall is less than 5 feet thick. You could also shape a stone door or its frame to seal the door shut. The object you create can have up to two hinges and a latch, but finer mechanical detail isn't possible.



## Stoneskin

Druid - Level 4 Abjuration Spell ⚡ V\*S\*M

1 action  
Touch  
Up to 1 hour



*Material: Diamond dust worth 100 gp, which the spell consumes.*

This spell turns the flesh of a willing creature you touch as hard as stone. Until the spell ends, the target has resistance to nonmagical bludgeoning, piercing, and slashing damage.



## Awaken

Druid - Level 5 Transmutation Spell ⚡ V\*S\*M

8 hours  
Touch  
Instantaneous

*Material: An agate worth at least 1,000 gp, which the spell consumes.*

After spending the casting time tracing magical pathways within a precious gemstone, you touch a Huge or smaller beast or plant. The target must have either no Intelligence score or an Intelligence of 3 or less. The target gains an Intelligence of 10. The target also gains the ability to speak one language you know. If the target is a plant, it gains the ability to move its limbs, roots, vines, creepers, and so forth, and it gains senses similar to a human's. Your DM chooses statistics appropriate for the awakened plant, such as the statistics for the awakened shrub or the awakened tree.

The awakened beast or plant is charmed by you for 30 days or until you or your companions do anything harmful to it. When the charmed condition ends, the awakened creature chooses whether to remain friendly to you, based on how you treated it while it was charmed.

## Commune with Nature

Druid - Level 5 Divination Spell ⚡ V\*S

1 minute  
Self  
Instantaneous

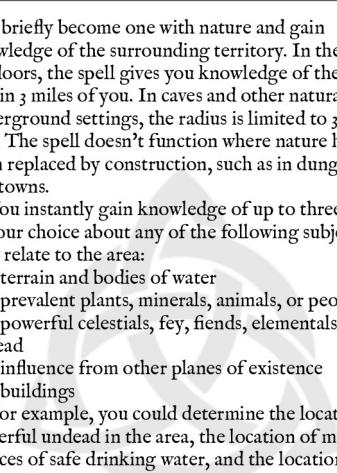


You briefly become one with nature and gain knowledge of the surrounding territory. In the outdoors, the spell gives you knowledge of the land within 3 miles of you. In caves and other natural underground settings, the radius is limited to 300 feet. The spell doesn't function where nature has been replaced by construction, such as in dungeons and towns.

You instantly gain knowledge of up to three facts of your choice about any of the following subjects as they relate to the area:

- terrain and bodies of water
- prevalent plants, minerals, animals, or peoples
- powerful celestials, fey, fiends, elementals, or undead
- influence from other planes of existence
- buildings

For example, you could determine the location of powerful undead in the area, the location of major sources of safe drinking water, and the location of any nearby towns.



## Wall of Fire

Druid - Level 4 Evocation Spell ⚡ V\*S\*M

1 action  
120 feet  
Up to 1 minute



*Material: A small piece of phosphorus.*

You create a wall of fire on a solid surface within range. You can make the wall up to 60 feet long, 20 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall is opaque and lasts for the duration.

When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 5d8 fire damage, or half as much damage on a successful save. One side of the wall, selected by you when you cast this spell, deals 5d8 fire damage to each creature that ends its turn within 10 feet of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage. The other side of the wall deals no damage.

*(The other side of the wall deals no damage.)*

## Contagion

Druid - Level 5 Necromancy Spell ⚡ V\*S

1 action  
Touch  
7 days

Your touch inflicts disease. Make a melee spell attack against a creature within your reach. On a hit, you afflict the creature with a disease of your choice from any of the ones described below.

*See the player's handbook for more information.*



## Antilife Shell

Druid - Level 5 Abjuration Spell ⚡ V\*S

1 action  
Self  
Up to 1 hour



A shimmering barrier extends out from you in a 10-foot radius and moves with you, remaining centered on you and hedging out creatures other than undead and constructs. The barrier lasts for the duration.

The barrier prevents an affected creature from passing or reaching through. An affected creature can cast spells or make attacks with ranged or reach weapons through the barrier.

If you move so that an affected creature is forced to pass through the barrier, the spell ends.

## Conjure Elemental

Druid - Level 5 Conjunction Spell ⚡ V\*S\*M

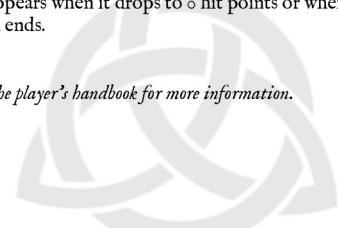
1 minute  
90 feet  
Up to 1 hour



*Material: Burning incense for air, soft clay for earth, sulfur and phosphorus for fire, or water and sand for water.*

You call forth an elemental servant. Choose an area of air, earth, fire, or water that fills a 10-foot cube within range. An elemental of challenge rating 5 or lower appropriate to the area you chose appears in an unoccupied space within 10 feet of it. For example, a fire elemental emerges from a bonfire, and an earth elemental rises up from the ground. The elemental disappears when it drops to 0 hit points or when the spell ends.

*See the player's handbook for more information.*



## Geas

Druid - Level 5 Enchantment Spell ⚡ V

1 minute  
60 feet  
30 days

You place a magical command on a creature that you can see within range, forcing it to carry out some service or refrain from some action or course of activity as you decide. If the creature can understand you, it must succeed on a wisdom saving throw or become charmed by you for the duration. While the creature is charmed by you, it takes 5d10 psychic damage each time it acts in a manner directly counter to your instructions, but no more than once each day. A creature that can't understand you is unaffected by the spell.

You can issue any command you choose, short of an activity that would result in certain death. Should you issue a suicidal command, the spell ends.

You can end the spell early by using an action to dismiss it. A remove curse, greater restoration, or wish spell also ends it.

## Planar Binding

Druid - Level 5 Abjuration Spell ⚡ V\*S\*M

1 hour  
60 feet  
24 hours

*Material: A jewel worth at least 1,000 gp, which the spell consumes.*

With this spell, you attempt to bind a celestial, an elemental, a fey, or a fiend to your service. The creature must be within range for the entire casting of the spell. (Typically, the creature is first summoned into the center of an inverted magic circle in order to keep it trapped while this spell is cast.) At the completion of the casting, the target must make a charisma saving throw. On a failed save, it is bound to serve you for the duration. If the creature was summoned or created by another spell, that spell's duration is extended to match the duration of this spell.

*See the player's handbook for more information.*

## Greater Restoration

Druid - Level 5 Abjuration Spell ⚡ V\*S\*M

1 action  
Touch  
Instantaneous

*Material: Diamond dust worth at least 100 gp, which the spell consumes.*

You imbue a creature you touch with positive energy to undo a debilitating effect. You can reduce the target's exhaustion level by one, or end one of the following effects on the target:

- One effect that charmed or petrified the target
- One curse, including the target's attunement to a cursed magic item
- Any reduction to one of the target's ability scores
- One effect reducing the target's hit point maximum

## Reincarnate

Druid - Level 5 Transmutation Spell ⚡ V\*S\*M

1 hour  
Touch  
Instantaneous

*Material: Rare oils and unguents worth at least 1,000 gp, which the spell consumes.*

You touch a dead humanoid or a piece of a dead humanoid. Provided that the creature has been dead no longer than 10 days, the spell forms a new adult body for it and then calls the soul to enter that body. If the target's soul isn't free or willing to do so, the spell fails.

*See the player's handbook for more information.*

## Insect Plague

Druid - Level 5 Conjunction Spell ⚡ V\*S\*M

1 action  
300 feet  
Up to 10 minutes



*Material: A few grains of sugar, some kernels of grain, and a smear of fat.*

Swarming, biting locusts fill a 20-foot-radius sphere centered on a point you choose within range. The sphere spreads around corners. The sphere remains for the duration, and its area is lightly obscured. The sphere's area is difficult terrain.

When the area appears, each creature in it must make a constitution saving throw. A creature takes 4d10 piercing damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the spell's area for the first time on a turn or ends its turn there.

## Mass Cure Wounds

Druid - Level 5 Conjunction Spell ⚡ V\*S

1 action  
60 feet  
Instantaneous

A wave of healing energy washes out from a point of your choice within range. Choose up to six creatures in a 30-foot-radius sphere centered on that point. Each target regains hit points equal to 3d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.



## Tree Stride

Druid - Level 5 Conjunction Spell ⚡ V\*S

1 action  
Self  
Up to 1 minute



You gain the ability to enter a tree and move from inside it to inside another tree of the same kind within 500 feet. Both trees must be living and at least the same size as you. You must use 5 feet of movement to enter a tree. You instantly know the location of all other trees of the same kind within 500 feet and, as part of the move used to enter the tree, can either pass into one of those trees or step out of the tree you're in. You appear in a spot of your choice within 5 feet of the destination tree, using another 5 feet of movement. If you have no movement left, you appear within 5 feet of the tree you entered.

You can use this transportation ability once per round for the duration. You must end each turn outside a tree.



## Wall of Stone

Druid - Level 5 Evocation Spell ⚡ V\*S\*M

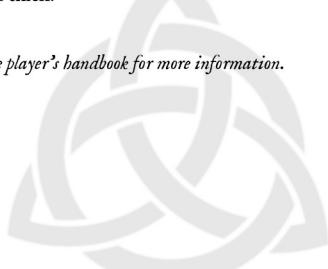
1 action  
120 feet  
Up to 10 minutes



*Material:* A small block of granite.

A nonmagical wall of solid stone springs into existence at a point you choose within range. The wall is 6 inches thick and is composed of ten 10-foot-by-10-foot panels. Each panel must be contiguous with at least one other panel. Alternatively, you can create 10-foot-by-20-foot panels that are only 3 inches thick.

*See the player's handbook for more information.*



## Heroes' Feast

Druid - Level 6 Conjunction Spell ⚡ V\*S\*M

10 minutes  
30 feet  
Instantaneous

*Material:* A gem-encrusted bowl worth at least 1,000gp, which the spell consumes.

You bring forth a great feast, including magnificent food and drink. The feast takes 1 hour to consume and disappears at the end of that time, and the beneficial effects don't set in until this hour is over. Up to twelve other creatures can partake of the feast.

A creature that partakes of the feast gains several benefits. The creature is cured of all diseases and poison, becomes immune to poison and being frightened, and makes all wisdom saving throws with advantage. Its hit point maximum also increases by  $2d10$ , and it gains the same number of hit points. These benefits last for 24 hours.



## Conjure Fey

Druid - Level 6 Conjuration Spell ⚡ V\*S

1 minute  
90 feet  
Up to 1 hour



You summon a fey creature of challenge rating 6 or lower, or a fey spirit that takes the form of a beast of challenge rating 6 or lower. It appears in an unoccupied space that you can see within range. The fey creature disappears when it drops to 0 hit points or when the spell ends.

The fey creature is friendly to you and your companions for the duration. Roll initiative for the creature, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you), as long as they don't violate its alignment. If you don't issue any commands to the fey creature, it defends itself from hostile creatures but otherwise takes no actions.

If your concentration is broken, the fey creature doesn't disappear. Instead, you lose control of the fey creature; it becomes hostile toward you and your companions, and it might attack. An uncontrolled fey creature can't be dismissed by you, and it disappears 1 hour after you summoned it.

The DM has the fey creature's statistics.

## Sunbeam

Druid - Level 6 Evocation Spell ⚡ V\*S\*M

1 action  
Self  
Up to 1 minute



*Material:* A magnifying glass.

A beam of brilliant light flashes out from your hand in a 5-foot-wide, 60-foot-long line. Each creature in the line must make a constitution saving throw. On a failed save, a creature takes  $6d8$  radiant damage and is blinded until your next turn. On a successful save, it takes half as much damage and isn't blinded by this spell. Undead and oozes have disadvantage on this saving throw.

You can create a new line of radiance as your action on any turn until the spell ends.

For the duration, a mote of brilliant radiance shines in your hand. It sheds bright light in a 30-foot radius and dim light for an additional 30 feet. This light is sunlight.



## Heal

Druid - Level 6 Evocation Spell ⚡ V\*S

1 action  
60 feet  
Instantaneous



Choose a creature that you can see within range. A surge of positive energy washes through the creature, causing it to regain 70 hit points. This spell also ends blindness, deafness, and any diseases affecting the target. This spell has no effect on constructs or undead.



## Move Earth

Druid - Level 6 Transmutation Spell ⚡ V\*S\*M

1 action  
120 feet  
Up to 2 hours



*Material:* An iron blade and a small bag containing a mixture of soils—clay, loam, and sand.

Choose an area of terrain no larger than 40 feet on a side within range. You can reshape dirt, sand, or clay in the area in any manner you choose for the duration. You can raise or lower the area's elevation, create or fill in a trench, erect or flatten a wall, or form a pillar. The extent of any such changes can't exceed half the area's largest dimension. So, if you affect a 40-foot square, you can create a pillar up to 20 feet high, raise or lower the square's elevation by up to 20 feet, dig a trench up to 20 feet deep, and so on. It takes 10 minutes for these changes to complete.

*See the player's handbook for more information.*

## Wall of Thorns

Druid - Level 6 Conjunction Spell ⚡ V\*S\*M

1 action  
120 feet  
Up to 10 minutes



*Material:* A handful of thorns.

You create a wall of tough, pliable, tangled brush bristling with needle-sharp thorns. The wall appears within range on a solid surface and lasts for the duration. You choose to make the wall up to 60 feet long, 10 feet high, and 5 feet thick or a circle that has a 20-foot diameter and is up to 20 feet high and 5 feet thick. The wall blocks line of sight.

When the wall appears, each creature within its area must make a dexterity saving throw. On a failed save, a creature takes  $7d8$  piercing damage, or half as much damage on a successful save.

A creature can move through the wall, albeit slowly and painfully. For every 1 foot a creature moves through the wall, it must spend 4 feet of movement. Furthermore, the first time a creature enters the wall on a turn or ends its turn there, the creature must make a dexterity saving throw. It takes  $7d8$  slashing damage on a failed save, or half as much damage on a successful one.

## Transport via Plants

Druid - Level 6 Conjunction Spell ⚡ V\*S

1 action  
10 feet  
1 round

This spell creates a magical link between a Large or larger inanimate plant within range and another plant, at any distance, on the same plane of existence. You must have seen or touched the destination plant at least once before. For the duration, any creature can step into the target plant and exit from the destination plant by using 5 feet of movement.



## Wind Walk

Druid - Level 6 Transmutation Spell V\*S\*M

1 minute  
30 feet  
8 hours

Material: Fire and holy water.

You and up to ten willing creatures you can see within range assume a gaseous form for the duration, appearing as wisps of cloud. While in this cloud form, a creature has a flying speed of 300 feet and has resistance to damage from nonmagical weapons. The only actions a creature can take in this form are the Dash action or to revert to its normal form. Reverting takes 1 minute, during which time a creature is incapacitated and can't move. Until the spell ends, a creature can revert to cloud form, which also requires the 1-minute transformation.

If a creature is in cloud form and flying when the effect ends, the creature descends 60 feet per round for 1 minute until it lands, which it does safely. If it can't land after 1 minute, the creature falls the remaining distance.

## Fire Storm

Druid - Level 7 Evocation Spell V\*S

1 action  
150 feet  
Instantaneous

A storm made up of sheets of roaring flame appears in a location you choose within range. The area of the storm consists of up to ten 10-foot cubes, which you can arrange as you wish. Each cube must have at least one face adjacent to the face of another cube. Each creature in the area must make a dexterity saving throw. It takes 7d10 fire damage on a failed save, or half as much damage on a successful one.

The fire damages objects in the area and ignites flammable objects that aren't being worn or carried. If you choose, plant life in the area is unaffected by this spell.



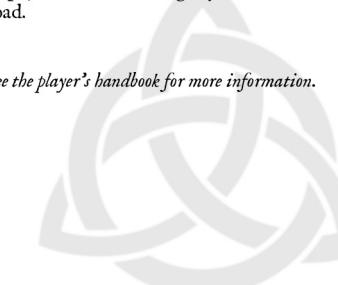
## Mirage Arcane

Druid - Level 7 Illusion Spell V\*S

10 minutes  
Sight  
10 days

You make terrain in an area up to 1 mile square look, sound, smell, and even feel like some other sort of terrain. The terrain's general shape remains the same, however. Open fields or a road could be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road.

*See the player's handbook for more information.*



## Plane Shift

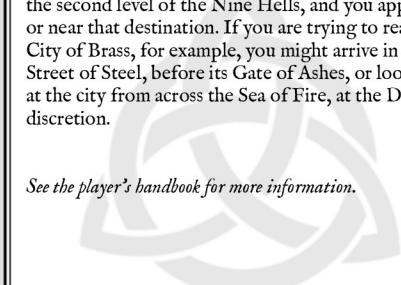
Druid - Level 7 Conjunction Spell V\*S\*M

1 action  
Touch  
Instantaneous

Material: A forked, metal rod worth at least 250 gp, attuned to a particular plane of existence.

You and up to eight willing creatures who link hands in a circle are transported to a different plane of existence. You can specify a target destination in general terms, such as the City of Brass on the Elemental Plane of Fire or the palace of Displate on the second level of the Nine Hells, and you appear in or near that destination. If you are trying to reach the City of Brass, for example, you might arrive in its Street of Steel, before its Gate of Ashes, or looking at the city from across the Sea of Fire, at the DM's discretion.

*See the player's handbook for more information.*



## Regenerate

Druid - Level 7 Transmutation Spell V\*S\*M

1 minute  
Touch  
1 hour

Material: A prayer wheel and holy water.

You touch a creature and stimulate its natural healing ability. The target regains  $4d8 + 15$  hit points. For the duration of the spell, the target regains 1 hit point at the start of each of its turns (10 hit points each minute).

The target's severed body members (fingers, legs, tails, and so on), if any, are restored after 2 minutes. If you have the severed part and hold it to the stump, the spell instantaneously causes the limb to knit to the stump.



## Reverse Gravity

Druid - Level 7 Transmutation Spell V\*S\*M

1 action  
100 feet  
Up to 1 minute

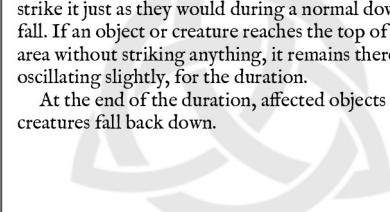


Material: A lodestone and iron filings.

This spell reverses gravity in a 50-foot-radius, 100-foot high cylinder centered on a point within range. All creatures and objects that aren't somehow anchored to the ground in the area fall upward and reach the top of the area when you cast this spell. A creature can make a dexterity saving throw to grab onto a fixed object it can reach, thus avoiding the fall.

If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it just as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, for the duration.

At the end of the duration, affected objects and creatures fall back down.



## Animal Shapes

Druid - Level 8 Transmutation Spell V\*S

1 action  
30 feet  
Up to 24 hours



Your magic turns others into beasts. Choose any number of willing creatures that you can see within range. You transform each target into the form of a Large or smaller beast with a challenge rating of 4 or lower. On subsequent turns, you can use your action to transform affected creatures into new forms.

*See the player's handbook for more information.*



## Antipathy/Sympathy

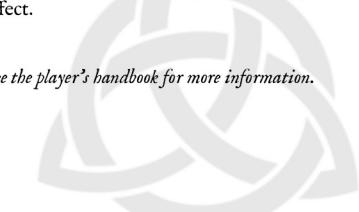
Druid - Level 8 Enchantment Spell V\*S\*M

1 hour  
60 feet  
10 days

Material: Either a lump of alum soaked in vinegar for the antipathy effect or a drop of honey for the sympathy effect.

This spell attracts or repels creatures of your choice. You target something within range, either a Huge or smaller object or creature or an area that is no larger than a 200-foot cube. Then specify a kind of intelligent creature, such as red dragons, goblins, or vampires. You invest the target with an aura that either attracts or repels the specified creatures for the duration. Choose antipathy or sympathy as the aura's effect.

*See the player's handbook for more information.*



## Control Weather

Druid - Level 8 Transmutation Spell  V\*S\*M

10 minutes  
Self  
Up to 8 hours



*Material:* Burning incense and bits of earth and wood mixed in water.

You take control of the weather within 5 miles of you for the duration. You must be outdoors to cast this spell. Moving to a place where you don't have a clear path to the sky ends the spell early.

When you cast the spell, you change the current weather conditions, which are determined by the DM based on the climate and season. You can change precipitation, temperature, and wind. It takes 1d4 x 10 minutes for the new conditions to take effect. Once they do so, you can change the conditions again. When the spell ends, the weather gradually returns to normal.

When you change the weather conditions, find a current condition on the following tables and change its stage by one, up or down. When changing the wind, you can change its direction.

## Earthquake

Druid - Level 8 Evocation Spell  V\*S\*M

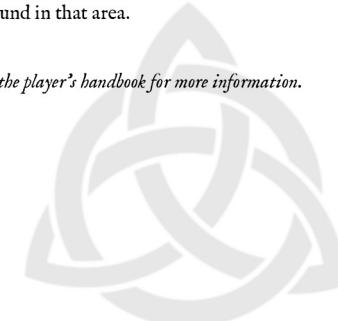
1 action  
500 feet  
Up to 1 minute



*Material:* A pinch of dirt, a piece of rock, and a lump of clay.

You create a seismic disturbance at a point on the ground that you can see within range. For the duration, an intense tremor rips through the ground in a 100-foot-radius circle centered on that point and shakes creatures and structures in contact with the ground in that area.

*See the player's handbook for more information.*



## Foresight

Druid - Level 9 Divination Spell  V\*S\*M

1 minute  
Touch  
8 hours

*Material:* A hummingbird feather.

You touch a willing creature and bestow a limited ability to see into the immediate future. For the duration, the target can't be surprised and has advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against the target for the duration.

This spell immediately ends if you cast it again before its duration ends.



## Shapechange

Druid - Level 9 Transmutation Spell  V\*S\*M

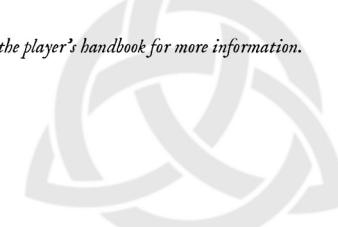
1 action  
Self  
Up to 1 hour



*Material:* A jade circlet worth at least 1,500 gp, which you must place on your head before you cast the spell.

You assume the form of a different creature for the duration. The new form can be of any creature with a challenge rating equal to your level or lower. The creature can't be a construct or an undead, and you must have seen the sort of creature at least once. You transform into an average example of that creature, one without any class levels or the Spellcasting trait.

*See the player's handbook for more information.*



## Feeblemind

Druid - Level 8 Enchantment Spell  V\*S\*M

1 action  
150 feet  
Instantaneous

*Material:* A handful of clay, crystal, glass, or mineral spheres.

You blast the mind of a creature that you can see within range, attempting to shatter its intellect and personality. The target takes 4d6 psychic damage and must make an intelligence saving throw.

On a failed save, the creature's Intelligence and Charisma scores become 1. The creature can't cast spells, activate magic items, understand language, or communicate in any intelligible way. The creature can, however, identify its friends, follow them, and even protect them.

At the end of every 30 days, the creature can repeat its saving throw against this spell. If it succeeds on its saving throw, the spell ends.

The spell can also be ended by greater restoration, heal, or wish.



## Sunburst

Druid - Level 8 Evocation Spell  V\*S\*M

1 action  
150 feet  
Instantaneous

*Material:* Fire and a piece of sunstone.

Brilliant sunlight flashes in a 60-foot radius centered on a point you choose within range. Each creature in that light must make a constitution saving throw. On a failed save, a creature takes 12d6 radiant damage and is blinded for 1 minute. On a successful save, it takes half as much damage and isn't blinded by this spell. Undead and oozes have disadvantage on this saving throw.

A creature blinded by this spell makes another constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded.

This spell dispels any darkness in its area that was created by a spell.



## Storm of Vengeance

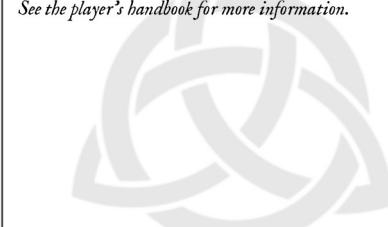
Druid - Level 9 Conjunction Spell  V\*S

1 action  
Sight  
Up to 1 minute



A churning storm cloud forms, centered on a point you can see and spreading to a radius of 360 feet. Lightning flashes in the area, thunder booms, and strong winds roar. Each creature under the cloud (no more than 5,000 feet beneath the cloud) when it appears must make a constitution saving throw. On a failed save, a creature takes 2d6 thunder damage and becomes deafened for 5 minutes.

*See the player's handbook for more information.*



## True Resurrection

Druid - Level 9 Necromancy Spell  V\*S\*M

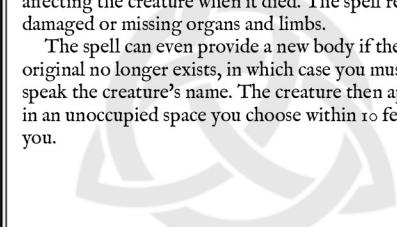
1 hour  
Touch  
Instantaneous

*Material:* A sprinkle of holy water and diamonds worth at least 25,000 gp, which the spell consumes.

You touch a creature that has been dead for no longer than 200 years and that died for any reason except old age. If the creature's soul is free and willing, the creature is restored to life with all its hit points.

This spell closes all wounds, neutralizes any poison, cures all diseases, and lifts any curses affecting the creature when it died. The spell replaces damaged or missing organs and limbs.

The spell can even provide a new body if the original no longer exists, in which case you must speak the creature's name. The creature then appears in an unoccupied space you choose within 10 feet of you.



# CANTRIP

*Transmutation*



FOR A DRUID'S EYES ONLY

I  
*Evocation*



FOR A DRUID'S EYES ONLY

# CANTRIP

*Divination*



FOR A DRUID'S EYES ONLY

I  
*Enchantment*



FOR A DRUID'S EYES ONLY

# CANTRIP

*Conjuration*



FOR A DRUID'S EYES ONLY

CANTRIP  
*Abjuration*



FOR A DRUID'S EYES ONLY

# CANTRIP

*Transmutation*



FOR A DRUID'S EYES ONLY

I  
*Enchantment*



FOR A DRUID'S EYES ONLY

I  
*Conjuration*



FOR A DRUID'S EYES ONLY

I  
*Divination*



FOR A DRUID'S EYES ONLY

I  
*Transmutation*



FOR A DRUID'S EYES ONLY

I  
*Divination*



FOR A DRUID'S EYES ONLY

I  
*Evocation*



FOR A DRUID'S EYES ONLY

I  
*Transmutation*



FOR A DRUID'S EYES ONLY

I  
*Conjuration*



FOR A DRUID'S EYES ONLY

I  
*Evocation*



FOR A DRUID'S EYES ONLY

**I**  
*Divination*



FOR A DRUID'S EYES ONLY

**I**  
*Transmutation*



FOR A DRUID'S EYES ONLY

**I**  
*Transmutation*



FOR A DRUID'S EYES ONLY

**I**  
*Transmutation*



FOR A DRUID'S EYES ONLY

**II**  
*Transmutation*



FOR A DRUID'S EYES ONLY

**II**  
*Transmutation*



FOR A DRUID'S EYES ONLY

**I**  
*Evocation*



FOR A DRUID'S EYES ONLY

**II**  
*Enchantment*



FOR A DRUID'S EYES ONLY

**II**

*Evocation*



FOR A DRUID'S EYES ONLY

**II**

*Conjuration*



FOR A DRUID'S EYES ONLY

**II**

*Divination*



FOR A DRUID'S EYES ONLY

**II**

*Transmutation*



FOR A DRUID'S EYES ONLY

**II**

*Divination*



FOR A DRUID'S EYES ONLY

**II**

*Enchantment*



FOR A DRUID'S EYES ONLY

**II**

*Transmutation*



FOR A DRUID'S EYES ONLY

**II**

*Evocation*



FOR A DRUID'S EYES ONLY

**II**  
*Abjuration*



FOR A DRUID'S EYES ONLY

**II**  
*Abjuration*



FOR A DRUID'S EYES ONLY

**II**  
*Evocation*



FOR A DRUID'S EYES ONLY

**II**  
*Divination*



FOR A DRUID'S EYES ONLY

**III**  
*Conjuration*



FOR A DRUID'S EYES ONLY

**II**  
*Transmutation*



FOR A DRUID'S EYES ONLY

**III**  
*Conjuration*



FOR A DRUID'S EYES ONLY

**II**  
*Abjuration*



FOR A DRUID'S EYES ONLY

**III**

*Abjuration*



FOR A DRUID'S EYES ONLY

**III**

*Abjuration*



FOR A DRUID'S EYES ONLY

**III**

*Evocation*



FOR A DRUID'S EYES ONLY

**III**

*Conjuration*



FOR A DRUID'S EYES ONLY

**III**

*Transmutation*



FOR A DRUID'S EYES ONLY

**III**

*Transmutation*



FOR A DRUID'S EYES ONLY

**III**

*Conjuration*



FOR A DRUID'S EYES ONLY

**III**

*Transmutation*



FOR A DRUID'S EYES ONLY

**IV**

*Enchantment*



FOR A DRUID'S EYES ONLY

**IV**

*Necromancy*



FOR A DRUID'S EYES ONLY

**III**

*Evocation*



FOR A DRUID'S EYES ONLY

**III**

*Transmutation*



FOR A DRUID'S EYES ONLY

**IV**

*Divination*



FOR A DRUID'S EYES ONLY

**IV**

*Transmutation*



FOR A DRUID'S EYES ONLY

**IV**

*Conjuration*



FOR A DRUID'S EYES ONLY

**IV**

*Conjuration*



FOR A DRUID'S EYES ONLY

# CANTRIP

*Transmutation*



FOR A DRUID'S EYES ONLY

# IV

*Transmutation*



FOR A DRUID'S EYES ONLY

# IV

*Enchantment*



FOR A DRUID'S EYES ONLY

# IV

*Abjuration*



FOR A DRUID'S EYES ONLY

# IV

*Transmutation*



FOR A DRUID'S EYES ONLY

# IV

*Divination*



FOR A DRUID'S EYES ONLY

# IV

*Evocation*



FOR A DRUID'S EYES ONLY

# IV

*Illusion*



FOR A DRUID'S EYES ONLY

**V**  
*Abjuration*



FOR A DRUID'S EYES ONLY

**IV**  
*Evocation*



FOR A DRUID'S EYES ONLY

**IV**  
*Abjuration*



FOR A DRUID'S EYES ONLY

**IV**  
*Transmutation*



FOR A DRUID'S EYES ONLY

**V**  
*Conjuration*



FOR A DRUID'S EYES ONLY

**V**  
*Necromancy*



FOR A DRUID'S EYES ONLY

**V**  
*Divination*



FOR A DRUID'S EYES ONLY

**V**  
*Transmutation*



FOR A DRUID'S EYES ONLY

V

*Conjuration*



FOR A DRUID'S EYES ONLY

V

*Conjuration*



FOR A DRUID'S EYES ONLY

V

*Abjuration*



FOR A DRUID'S EYES ONLY

V

*Enchantment*



FOR A DRUID'S EYES ONLY

V

*Conjuration*



FOR A DRUID'S EYES ONLY

V

*Divination*



FOR A DRUID'S EYES ONLY

V

*Transmutation*



FOR A DRUID'S EYES ONLY

V

*Abjuration*



FOR A DRUID'S EYES ONLY

**VI**

*Transmutation*



FOR A DRUID'S EYES ONLY

**VI**

*Evocation*



FOR A DRUID'S EYES ONLY

**VI**

*Conjuration*



FOR A DRUID'S EYES ONLY

**V**

*Evocation*



FOR A DRUID'S EYES ONLY

**VI**

*Conjuration*



FOR A DRUID'S EYES ONLY

**VI**

*Conjuration*



FOR A DRUID'S EYES ONLY

**VI**

*Evocation*



FOR A DRUID'S EYES ONLY

**VI**

*Conjuration*



FOR A DRUID'S EYES ONLY

**VII**

*Conjuration*



FOR A DRUID'S EYES ONLY

**VII**

*Illusion*



FOR A DRUID'S EYES ONLY

**VII**

*Evocation*



FOR A DRUID'S EYES ONLY

**VI**

*Transmutation*



FOR A DRUID'S EYES ONLY

**VIII**

*Enchantment*



FOR A DRUID'S EYES ONLY

**VIII**

*Transmutation*



FOR A DRUID'S EYES ONLY

**VII**

*Transmutation*



FOR A DRUID'S EYES ONLY

**VII**

*Transmutation*



FOR A DRUID'S EYES ONLY

**VIII**

*Evocation*



FOR A DRUID'S EYES ONLY

**VIII**

*Enchantment*



FOR A DRUID'S EYES ONLY

**VIII**

*Evocation*



FOR A DRUID'S EYES ONLY

**VIII**

*Transmutation*



FOR A DRUID'S EYES ONLY

**IX**

*Necromancy*



FOR A DRUID'S EYES ONLY

**IX**

*Conjuration*



FOR A DRUID'S EYES ONLY

**IX**

*Transmutation*



FOR A DRUID'S EYES ONLY

**IX**

*Divination*



FOR A DRUID'S EYES ONLY