

EXPANDED SPELLS OF THE WILD



HOMEBREW

By Sonixverse Labs

CANTRIPS

BEAST SPEECH.

Enchantment Cantrip

Casting Time: 1 action

Range: 30ft.

Components: V, S, M(small bits of food)

Duration: 1 Minute

Classes: Druid

For the duration of this spell, you are able to communicate simple ideas to a beast using sound or gestures.

BLIGHTCRAFT

Transmutation Cantrip

Casting Time: 1 action

Range: 30ft.

Components: V, S

Duration: 1 Hour

Classes: Druid

You can use your connection to magic to warp the physiology of the nonmagical plants in a 5ft. cube centered around a point with range with one of the following effects:

- You cause plants in range to wither and die.
- You can cause non-magical food to instantly spoil
- You can cause water to become undrinkable wherein creatures instantly regurgitate it
- You can cause a cloud of spores that lightly obscures the space that it occupies.

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

BLOOMCRAFT

Transmutation Cantrip

Casting Time: 1 action

Range: 30ft.

Components: V, S

Duration: 1 Hour

Classes: Druid

You can use your connection to magic to warp the physiology of the nonmagical plants in a 5ft. cube centered around a point with range with one of the following effects:

- You can cause difficult terrain to become normal
- You can cause normal terrain to become difficult terrain
- You can cause the plant to move or sway under its own will. This movement is not enough to harm the plant or to cause it to uproot itself
- You can cause plant's to take the form of simple shapes such as letters, symbols, or simple shapes.
- You can change the color of one the plants to one of your choice

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

BULL RUSH

Transmutation Cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 Action

Classes: Druid

You can harness your inner beast to erupting into a rampaging charge trampling all creatures in your wake. Upon casting this spell, you can move up to your walking speed to a spot that you can see within range. When you leave a space within 5ft. of a creature, it must succeed a Strength saving throw or be either pushed back 10ft. or be knocked prone (your choice). You can only affect a creature in this manner once on your turn.

CRAB CLAW

Transmutation Cantrip

Casting Time: 1 action

Range: Self

Components: S

Duration: 1 minute

Classes: Druid

Your connection to primal magic to temporarily transform your hands into an enormous claw. For the spell's duration, you can make a melee spell attack against a creature. On a hit, the target takes 1d8 bludgeoning damage and must succeed a Strength saving throw. On a failed saving throw, that creature is considered grappled by you. The spell ends, if you cast it again.

LEAF BLADE

Transmutation Cantrip

Casting Time: 1 action

Range: Self

Components: V, S, M(a leaf)

Duration: Instantaneous

Classes: Druid

You can imbue a leaf with magical energy forming a leaf blade. You can make a melee spell attack against a creature. On a hit, the target takes slashing damage equal to 1d6+ your spell casting modifier

At Higher Levels The spell becomes deadlier as your become stronger when you reach higher levels. You can hit a creature twice at 5th level, three times at 11th level, and four times at 17th level. You can target the same target or different one. You make a separate attack roll for each strike.

MINOR POLYMORPH

Transmutation Cantrip

Casting Time: 1 action

Range: Self

Components: S

Duration: Concentration, up to 1 Hour

Classes: Druid

This spell allows you to harness primal magic to cause your body to become more beast-like in nature. You create one of the following effect within range.

- **Behemoth Strength** You can cause primal magic to surge through your veins granting you the supernatural strength of a beast. For the duration of this spell, you can use your spellcasting modifier instead of Strength when making ability checks that require Strength or when determining the capacity that you can carry, lift, or push.
- **Keen Ears** You can change the sprout a pair a bestial ears, similar to that of a cat or rabbit. For the duration of the spell, you can clearly hear sounds within 60ft. of you as soft as a whisper as it were spoken at normal volume
- **Natural Weapons** Your hands and nails begin to sharpen into claws. For the duration, your unarmed strikes deal 1d4 slashing damage. You are proficient in these attacks for the duration and you can use your spellcasting modifier instead of Strength or Dexterity.
- **Predatory Eyes** You can change the appearance of your eyes to grant you the superior vision of wild beasts. For example, your eyes may become similar to that of a cat. For the duration of the spell, you can clearly see up to 1000ft. away from you as if it were only 100ft from you. You also do not suffer disadvantage on Wisdom (Perception) checks because of dim light.
- **Prehensile Tail** You can sprout a tail, similar to that of a lizard, cat, or other animal. This tail has a reach of 5ft. and can lift a number of pounds equal to 5 times your spellcasting ability score. The tail can be used to do simple tasks or make an unarmed strike. It cannot wield weapons, shields, or anything skilled tasks such as using tools or magic items.
- **Scales** You can cause your skin to become more scaly in appearance akin to that of a lizard. For the duration of this effect, while you are not wearing armor, your armor class is equal to 10 + your spellcasting modifier instead of Dexterity. You can benefit from this feature while holding a shield but not if you are wearing armor

When you cast this spell, you can only maintain one of these effects at a time.

PROWL

Abjuration Cantrip

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 hour

Classes: Druid

You can use your primal magic to channel your predatory instincts to evade detection. For the duration of this effect, you can use your spellcasting modifier whenever you roll for Stealth instead of Dexterity. For the duration of this spell, you are able to travel at your normal pace while moving stealthily and you can take the Hide action whenever you are lightly obscured.

SNAKE BITE

Transmutation Cantrip

Casting Time: 1 action

Range: Self

Components: S

Duration: Instantaneous

Classes: Druid

Your connection to primal magic allows your fangs to elongate and drip with venom. Make a melee spell attack against one creature within 5ft. of you. On a hit, the target takes 1d4 piercing damage and must succeed a Constitution saving throw. On a failed saving throw, that creature takes an additional 2d6 poison damage.

At Higher Levels The spell becomes deadlier as your connection to primal magic becomes stronger when you reach higher levels.

The spell's damage initial damage increases to 2d4 and the poison increases to 4d6. At 11th level, the initial damage increases to 3d4 and the poison increases to 6d6 and at 17th level, the initial damage die increases to 4d4 and the poison damage increases to 8d6.

SPROUTING BOW

Conjuration Cantrip

Casting Time: 1 bonus action

Range: Touch

Components: V,S,M (bark, and a blowgun or shortbow)

Duration: 1 minute

You can imbue a shortbow with floral magic. For the duration, you can use your spellcasting modifier instead of Strength for the attack and damage rolls of ranged attacks using that weapon, the the weapon's damage die becomes a d6. The weapon also becomes magical, if it isn't already. If you reduce a creature to 0 hitpoints, with this spell, you can cause a tiny flower or plant to blossom from the corpse. The spell ends if you cast it again or if you let go of the weapon.

TETHER

Conjuration Cantrip

Casting Time: 1 reaction (when a creature provokes an opportunity attack)

Range: 10ft.

Components: V, S

Duration: 1 Round

Classes: Druid

You are able to conjure a vine to restrain a creature from escaping. When a creature within range provokes an attack of opportunity from you, you are able to force the target to make a Strength saving throw against your spell save DC. On a failed saving throw, you are able to reduce that creature's movement speed to 0 for the rest of its turn.

VINE WHIP

Transmutation Cantrip

Casting Time: 1 action

Range: Touch

Components: V, M(a weapon)

Duration: 1 Round

Classes: Druid

As part of the action used to cast the spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise it fails. When you make this attack, the weapon's reach increases by 10ft. for the duration of the spell round.

On a hit, the target suffers the attacks normal effects.

At Higher Levels The spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an additional 1d8 piercing damage. The damage roll increases to 2d8 at 11th level, and 3d8 at 17th level.

1ST LEVEL SPELLS

BLOSSOM

1st Level Conjuration

Casting Time: 1 Minute

Range: 10ft.

Components: V, S, M(a seed which is consumed upon casting the spell)

Duration: 24 hours

Classes: Druid

You are able to imbue nature magic into a nonmagical seed or sporeling allowing it to rapidly sprout into a plant or fungi (dependent on the seed). When you finish casting the spell, you are able to cause a Medium or smaller plant to begin growing at a rapid pace in a unoccupied spot within range. For the duration of the spell, the plant begins to slowly grow, reaching its maximum size at the end of the spell's duration. Once the spell ends, the tree is able to exist on its own without requiring aid from the spell's magic.

The plant will wither and cause the spell to fail if the ground is unsuitable for plant life or if the plant does not have ample space to grow

At Higher Levels When you cast this spell using a spell slot of 3rd level or higher, you can increase the plant's size to Large. At 5th level or higher, you can create a Huge or smaller plant. At 7th level or higher, you can create a Gargantuan or smaller plant. At 9th level, the spell's duration becomes instantaneous.

FLORAL GUISE

1st Level Transmutation(Ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M(a pierce of a plant such as leaf or bark)

Duration: 1 hour (Ritual)

Classes: Druid, Ranger

With a single touch, you are able to transform you or a willing creature to gain a plant like appearance. The target's body and equipments begins to look more plant-like in appearance. For example, one's skin may begin to appear as bark and their hair may become leaves or vines. For the duration of this spell, affected creatures gain the following benefits.

- The target can take the Hide action when lightly obscured by plant life
- The target has advantage on Dexterity(Stealth) checks while obscured by ample plant life
- While motionless, creatures have disadvantage on Perception checks to identify the target. It can only benefit from this feature if the target is lightly obscured by nearby plant life.
- The target can move through any difficult terrain caused by plant life without expending any additional movement.

At Higher Levels You can select one additional creature for each level above 1st that you cast this spell.

REPEL BEASTS

1st Level Abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M(herbs and spices)

Duration: Concentration, up to 10 minutes

Classes: Cleric, Druid, Ranger

Until the spell ends, one willing creature is protected from Beasts.

This spell grants the following benefits. Attack rolls against the target from a beast suffers disadvantage. The target target also has advantage on saving throws against being frightened by beasts as well.

THORN SHIELD

1st Level Abjuration

Casting Time: 1 reaction, which you take when you are hit by an attack or targeted by the magic missile spell

Range: Self (10ft. radius)

Components: V

Duration: Instantaneous

Classes: Druid, Ranger

You surround yourself with a shield of thorns that explodes upon impact. Creatures within a 10ft. radius of you must succeed a Dexterity saving throw. On a failed saving throw, creatures take 4d4 piercing damage on a failed saving throw. Upon a successful saving throw, they take half damage.

At Higher Levels When you cast this spell using a spell slot of 2nd level spell slot, the initial damage increases to by 2d4 for each level above 1st that you cast the spell.

THORN SPIKE

1st Level Conjuration

Casting Time: 1 Action

Range: 60ft.

Components: V, S

Duration: Instantaneous

Classes: Druid, Ranger

You can conjure a thorny spike made of wood or twisted vines and hurl it at a creature. Make a ranged attack against a target. Upon a hit, the target takes 4d4 piercing damage and must make a Strength saving throw. On a failed saving throw, that creature is considered restrained until the end of its next turn.

At Higher Levels When you cast this spell using a spell slot of 2nd level spell slot, the initial damage increases to by 2d4 for each level above 1st that you cast the spell.

2ND LEVEL SPELLS

BRAMBLESEED MACE

2nd Level Conjuration Spell

Casting Time: 1 Bonus Action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 Minute

Classes: Druid, Ranger

You can create a colossal mace made of twisted vines and thorny seeds. Upon hitting you foes, the seed splinters nearby creatures with a storm of needles. This magic mace lasts until the spell ends. It counts as a martial melee weapon with which you are proficient. It deals 4d4 piercing damage on a hit and has the two-handed properties.

In addition, when you hit a target with the mace, creatures (excluding yourself and the target) within 5ft. of it must succeed a Dexterity saving throw or taking 2d4 piercing damage on a failed saving throw.

If you drop the weapon or throw it, it withers into a pile of dead seeds or vines at the end of the turn. Thereafter, while the spell persists, you can use a bonus action to cause the mace to reappear in your hand.

At Higher Levels When you cast this spell using a spell slot of 3rd level or higher, the initial damage increases to 6d4 and the area of effect damage increases to 3d4. When you cast the spell at 5th level or higher, the damage increases to 8d4 and 4d4. When you cast it using a spell slot of 7th level or higher, the damage increases to 10d4 and 5d4 respectively. At 9th level, the damage increases to 12d4 and 6d4 and the spell no longer requires concentration.

ECHOLOCATION

2nd Level Transmutation

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

Classes: Druid, Ranger

With a single touch, you are able to fine tune the hearing of yourself or a willing creature to be able to use the slightest noise to find your way. For the duration, that creature has blindsight up to 30ft. You are unable to benefit from this feature if you are deafened or in an area of silence.

FLOWER CADUECUS

2nd Level Conjunction Spell

Casting Time: 1 Bonus Action

Range: Self

Components: V, S

Duration: Concentration, up to 1 Minute

Classes: Druid

You can create a wand made of flowers and petals. This magic staff lasts until the spell ends. This wand counts as an arcane focus.

While the spell lasts, you can use your action to cause a creature within 60ft. of you to expend a hitdie to regain a number of hitpoints equal to its hit die + its choice of its Constitution modifier or your spellcasting modifier. This feature has no effect on constructs or undead.

Whenever you cast a spell while wielding this caducus, your healing spells can ignore effects that prevents a creature from regaining hitpoints

As an action, you can make a ranged spell attack. Upon a hit, you can deal necrotic damage equal to $1d4 + \text{your spell casting modifier}$. You or one creature of your choice within 30ft. of you can regain a number of hitpoints equal to half the necrotic damage dealt.

At Higher Levels When you cast this spell using a spell slot of 3rd level or higher, the amount of damage dealt increases to $2d4$. At 5th level and higher, the damage increases to $3d4$, at 7th level or higher, the damage increases to $4d4$, and at 9th level, the damage increase to $5d4$ and this spell does not require concentration.

FUNGAL WAND

2nd Level Conjunction Spell

Casting Time: 1 Bonus Action

Range: Self

Components: V, S

Duration: Concentration, up to 1 Minute

Classes: Druid, Ranger

You can create a wand made of fungi and spores. This magic staff lasts until the spell ends. This wand counts as an arcane focus.

While the spell lasts, you can use your action to force a creature within 120ft. of you to make a Constitution saving throw. On a failed saving throw, the creature takes $2d6$ poison damage and is poisoned until the end of its next turn. On a successful save, it takes half damage and is not poisoned.

In addition, whenever you deal poison damage, you can ignore resistance and treat immunity as resistance.

Creatures with immunity to the poisoned condition have advantage on saving throws against be poisoned.

At Higher Levels When you cast this spell using a spell slot of 3rd level or higher, the damage increases to $4d6$. When you use a spell slot of 5th level or higher, the increases to $6d6$. When you use a spell slot of 7th level or higher, the increases to $8d6$. When you use a spell slot of 9th level or higher, the increases to $10d6$ and no longer requires concentration.

POLLEN PUFF

2nd Level Conjuration

Casting Time: 1 action

Range: 60ft.

Components: V, S, M(pollen or spores)

Duration: Concentration, 1 minute

Classes: Druid, ranger

You can conjure a cloud of toxic pollen and spores that infects creature within range to make a Constitution saving throw. On a failed saving throw, the creature is poisoned for the spell's duration.

While a creature is poisoned in this manner, you can use your action to deal 2d8 necrotic damage to that creatures as the pollen and spores begin to rapidly grow inside its body. Creatures can repeat its saving throw at the end of each of its turns to end the the spell on a success.

If this spell reduces a creature to 0 hitpoints, tiny flowers and fungi begin to sprout and bloom from its corpse.

At Higher Levels When you cast this spell using a spell slot of 3rd level or higher, the initial damage increases by 1d8 for each spell slot above 2nd.

THORN SPITTER

2nd Level Conjuration

Casting Time: 1 bonus action

Range: 60ft.

Components: V, S, M(a seed, flower, or bulb)

Duration: 1 minute

Classes: Druid, ranger

You can plant a bulb that instantly sprouts into a plant that spits spiny thorns at lasts for the duration or until you cast the spell again. When you cast the spell, the Thorn Spitter appears in unoccupied space you can see within range and does not move. The Thorn Spitter occupies its own space but is immune to all damage and conditions as it instantly resprouts when damaged.

Upon casting the spell and using your bonus action on subsequent turns, you can make a ranged spell attack from the space of the Thorn Spitter. On a hit, the target takes piercing damage equal to 1d6 + your spellcasting modifier.

At Higher Levels When you cast this spell using a spell slot of 3rd level spell slot, you can create one additional thorn spitter within range for every two slots above 2nd. You can use you bonus action to command each of the Thorn Spitters to make a ranged spell attack against the same target or several targets.

VINE LASH

2nd Level Conjuration

Casting Time: 1 bonus action

Range: 60ft.

Components: V, S, M(a seed, flower, or bulb)

Duration: 1 minute

Classes: Druid, ranger

You can plant a bulb that instantly sprouts into a piercing vine that grasps at any creature in range for the duration or until you cast the spell again. When you cast the spell, the vine appears in unoccupied space you can see within range and does not move. The vine has a reach of 10ft. and occupies its own space but is immune to all damage and conditions as it instantly resprouts when damaged.

Upon casting the spell and using your bonus action on subsequent turns, you can cast a make a melee spell attack from the space of the Vine. On a hit, the target takes piercing damage equal to 1d6 + your spellcasting modifier and the target must succeed a Strength saving throw equal to your spell DC or it is pulled 10ft. towards the vine.

At Higher Levels When you cast this spell using a spell slot of 3rd level spell slot, you can cause one additional vine to appear within range for every two slots above 2nd. You can use you bonus action to command each of the vines to make a ranged spell attack against the same target or several targets.

VINE BLADE

2nd Level Transmutation Spell

Casting Time: 1 Bonus Action

Range: Touch

Components: V, S, M(a weapon)

Duration: Concentration, up to 1 Hour

Classes: Druid, Ranger

You can wrap living vines around a weapon you touch giving it a life of its own. Until the spell the ends, the weapon has an increased reach of 10ft. for the duration as animate vines propels it towards your foes. In addition, weapon attacks made with it deal an extra 1d4 piercing damage on a hit as it is covered with thorny vines. If the weapon isn't already a magic weapon, it becomes one for the duration.

At Higher Levels When you cast this spell using a spell slot of 3rd level or higher, the damage bonus increases to 2d4. When you use a spell slot of 5th level or higher, the bonus increases to 3d4. At 7th level or higher, the bonus increases to 4d4. At 9th level, this spell no longer requires concentration and deals an additional 5d4 damage on a hit.

THIRD LEVEL SPELLS

ANIMA ORB

3rd Level Conjuration

Casting Time: 1 action

Range: 150ft.

Components: V, S, M (animal fur, or bone)

Duration: 1 Hour

Classes: Druid, Ranger

You are able to condense nature magic into a brilliant orb of light and pollen. Creatures in a 20ft. radius around a spot that you can see within range must succeed a Constitution saving throw. On a failed saving throw, creatures takes 4d4 necrotic damage + 4d4 radiant damage and half as much on a successful saving throw.

Upon casting this spell, Tiny nonmagical plants begin to sprout in the affected area. If this spell kills a creature, a small sapling begins to grow from the plants corpse. Within 1 month, a Medium plant will fully bloom from that corpse.

At Higher Levels When you cast this spell at 4th level or higher, you can increase the radiant and necrotic damage dealt from this spell by 1d4 each for each spell slot above 3rd.

ASPECT OF THE LEVIATHAN

3rd Level Transmutation Spell

Casting Time: 1 Action

Range: Self

Components: V, S, M (a scale, fin, or tooth of a creature with a swimming speed.)

Duration: Concentration, up to 1 Hour

Classes: Druid, Ranger

You begin to harness the power of the leviathan granted you supernatural agility and endurance while underwater.

Until the spell ends, the target of the spell gains the following benefits:

- The target gains the ability to breathe in air and in water
- It gains a swimming speed equal to its base walking speed if it does not have it already. While underwater, you can use your bonus action to Dash.
- The target can swim out of the reach of any enemy creature without provoking opportunity attack

CONJURE BEAST

3rd Level Conjuration Spell

Casting Time: 1 Minute

Range: 90ft.

Components: V, S, M(a strand of a fur, a feather, or scale of a beast)

Duration: Concentration, up to 1 Hour

Classes: Druid, Ranger

You are able call forth a beast of the wilds to come to your aid which fills an unoccupied space within range. The beast must be challenge rating 3 or lower.

The beast is friendly to you and your companions for the duration. The summoned beasts act on your initiative after your turn. 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.

A summoned beast disappears when it drops to 0 hitpoints or when the spell ends.

The DM has the beast's statistics.

At Higher Levels When you cast this spell using a spell slot of 4th level or higher, the challenge rating increases by 1 for each slot level above 3rd.

CONJURE LESSER PLANTS

3rd Level Conjuration Spell

Casting Time: 1 Action

Range: 60ft.

Components: V, S

Duration: Concentration, up to 1 Hour

Classes: Druid, Ranger

You summon plants to come to your appearing appearing in an unoccupied spot you can see within range.

Choose one of the following options for what appears:

- One plant of challenge rating 2 or lower
- Two plants of challenge rating 1 or lower
- Four Plants of challenge rating 1/2 or lower
- Eight Plants of challenge rating 1/4 or lower Each plant 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.

BLIGHT ANIMATION

3rd Level Transmutation Spell

Casting Time: 1 Minute

Range: 10ft.

Components: V, S, M(a single plant seed)

Duration: Instantaneous

Classes: Druid, Ranger

This spell plants a blighted seed that germinates within the corpse of a creature of challenge rating 1 or lower that has died within the last month, that is not an Construct, Plant, or Undead to raise it back to life as a blighted creation.

Your spells gives the seed a spark of life as it germinates within the corpse raising it as plant. The creature retains its original statistics excluding any Class features, Innate Spellcasting, Pact Magic, Spellcasting, abilities with a recharge, legendary actions or lair actions of its original form. The DM has the statistics of the creature. Upon raising it in this manner, the creature gains the following additional features if it does not already possess it.

- Its creature type is considered to be a plant
- It has a blindsight of 60ft.
- The creature gains resistance to necrotic and poison damage.
- Upon being hit with its melee attacks, the creature's target must succeed a Constitution saving throw equal to your spell save DC. Upon a failed saving throw, it cannot regain hitpoints until the end of its next turn.
- That creature has advantage on attack rolls against Plants

On each of your turns, you can use a bonus action to mental command any creature raised by this spell (if you control multiple creature, you can command any or all of them at the same time issue the same command to each one).

You decide what action the creature will take during its next turn or you can issue a general command such as guard a door. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until the task is complete.

The creature is under your control for 24 hours after which it stops obeying any command you've given it as it returns to a corpse as the life giving magic animating the seed fades.

To rejuvenate the creature for another 24 hours, you must cast this spell on the creature again before the 24 hour period ends.

You can permanently animate creatures in this manner by casting this spell on the same set of creatures every day for one year.

At Higher Levels When you cast this using a spell slot of 3rd level or higher, the CR of creatures that you can animate or control increases by 1.

BLOOMPLAQUE ANIMATION

3rd Level Transmutation Spell

Casting Time: 1 Minute

Range: 10ft.

Components: V, S, M(a single plant seed)

Duration: Instantaneous

Classes: Druid, Ranger

This spell plants a blooming seed that germinates within the corpse of a creature of challenge rating 1 or lower that has died within the last month, that is not an Construct, Plant, or Undead to raise it back to life as a blighted creation.

Your spells gives the seed a spark of life as it germinates within the corpse raising it as plant. The creature retains its original statistics excluding any Class features, Innate Spellcasting, Pact Magic, Spellcasting, abilities with a recharge, legendary actions or lair actions of its original form. The DM has the statistics of the creature. Upon raising it in this manner, the creature gains the following additional features if it does not already possess it.

- Its creature type is considered to be a plant
- It has a blindsight of 60ft.
- The creature's melee attacks have an increases reach of 5ft.
- Upon being hit with its melee attacks, the creature's target must succeed a Strength saving throw equal to your spell save DC. Upon a failed saving throw, it is considered grappled. The bloomplague creature can only grapple one creature at a time in this manner.
- The creature is indistinguishable from a normal plant while motionless
- When it is hit with a grappled or hit with a melee attack from a creature within 5ft. of it, the attacker takes 1d4 piercing damage.

On each of your turns, you can use a bonus action to mental command any creature raised by this spell (if you control multiple creature, you can command any or all of them at the same time issue the same command to each one).

You decide what action the creature will take during its next turn or you can issue a general command such as guard a door. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until the task is complete.

The creature is under your control for 24 hours after which it stops obeying any command you've given it as it returns to a corpse as the life giving magic animating the seed fades.

To rejuvenate the creature for another 24 hours, you must cast this spell on the creature again before the 24 hour period ends.

You can permanently animate creatures in this manner by casting this spell on the same set of creatures every day for one year.

At Higher Levels When you cast this using a spell slot of 3rd level or higher, the CR of creatures that you can animate or control increases by 1.

GORE HAMMER

3rd Level Conjuration Spell

Casting Time: 1 Bonus Action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Druid, Ranger

You are able to conjure a hammer made of twisted bone or ivory to slam into your foes. This weapon counts as a heavy two-handed melee weapon that your are proficient with.

Upon a hit, it deals 4d6 bludgeoning damage.

If the target is a creature, it must succeed a Strength saving throw equal to your spell save DC or be knocked prone on a failed saving throw. This weapon also has the siege property dealing double damage to buildings and objects.

If the user moves at least 20ft. in a straight line and makes a weapon attack against a creature on the same turn, it deals an additional 2d6 damage to that creature.

At Higher Levels When you cast this spell using a spell slot of 5th level or 6th level spell slot, the initial damage increases to 6d6. When you cast it uses a spell slot of 7th level or higher, the damage increases to 8d6. At 9th level, the damage increases to 10d6 and the spell no longer requires concentration.

LEAF STORM

3rd Level Conjuration Spell

Casting Time: 1 Action

Range: Self(60ft. cone)

Components: V, S, M (a handful of leaves)

Duration: Instantaneous

Classes: Druid, Ranger

You can surround yourself with a swirling cyclone of leaves unleashing them in a devastating torrent of blade-like leaves. Each creature in a 60ft. cone must succeed a Dexterity saving throw. On a failed saving throw, a creature takes 6d4 slashing damage and is blinded until the end of its next turn. On a successful saving throw, creatures take half damage and are not blinded.

At Higher Levels When you cast this spell using a spell slot of 4th level or higher, the damage increases by 2d4 for each slot level above 3rd.

PETAL SHIELD

3rd Level Abjuration Spell

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a flower)

Duration: Concentration, up to 10 minutes

Classes: Druid, Ranger

You can conjure a colossal flower to protect you from harm with its large blade-like petals granting a +2 bonus to AC for the duration.

Whenever you are hit with an attack or an effect such as magic missile, a petal of the flower can break off to be launched at the attack. You can use your reaction to make a ranged spell attack against a creature within 60ft. Upon a hit, the target take piercing damage equal to $1d8 + \text{your spelcasting modifier}$.

At Higher Levels When you cast this spell using a spell slot of 5th level or higher, you can use your reaction to launch two petals. These petals can hit the same or several targets. When you cast it uses a spell slot of 7th level or higher, you can fire up to three petals. At 9th level, you are able to fire up to 4 petals.

PIN NEEDLE

3rd Level Abjuration Spell

Casting Time: 1 Action

Range: 30ft.

Components: V, S, M(plant seeds or nuts)

Duration: Concentration up to 1 minute

Classes: Druid, Ranger

You can conjure a spiny nut or seed that repeatedly fires thorny barbs at any creature that gets to close. When you cast the spell, you can toss this seed to an unoccupied space with range. Each creature within 10ft. of the seed must make a Dexterity saving throw. On a failed saving throw, creature's take 6d4 piercing damage and half as much on a successful saving throw.

On each of your turns until the spell ends, you can use your action to cause the seed to spray thorns at any creature in range.

At Higher Levels When you cas tthis spell using a spell slot of 4th level or higher, the damage increase by 2d4 for each slot above 3rd.

POISONOUS SMITE

3rd Level Evocation Spell

Casting Time: 1 Bonus action

Range: Self

Components: V

Duration: Concentration up to 1 minute

Classes: Druid, Ranger, Paladin

The next time you hit a creature with a melee weapon attack during this spell's duration, you can imbue the blade with toxic venom or virulent spores and the attack deals an additional 4d6 poison damage. Additionally, the target must succeed a Constitution saving throw or become poisoned until the spell ends.

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

At Higher Levels When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot above 3rd.

SHROUD OF SPORES

Casting Time: 1 Action

Range: Self(10ft. radius)

Components: V, S, M (a mushroom or flower petal)

Duration: Concentration up to 10 minutes

Classes: Druid

You can emit a cloud of noxious spores or pollen that poisons any creature that gets too close. This aura can appear as a cloud of spores, flowers, or pollen. When you cast this spell, creatures within 10ft. radius around you must make a Constitution saving throw. On a failed saving throw, creatures take 4d6 poison damage and are poisoned until the start of its next turn. On a successful saving throw, creatures take half damage and are not poisoned.

At Higher Levels When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 poison damage for each slot level above 3rd.

SPOREBLOOM ANIMATION

3rd Level Transmutation Spell

Casting Time: 1 Minute

Range: 10ft.

Components: V, S, M(a single plant seed)

Duration: Instantaneous

Classes: Druid, Ranger

This spell plants an infectious spore that germinates within the corpse of a creature of challenge rating 1 or lower that has died within the last month, that is not an Construct, Plant, or Undead to raise it back to life as a blighted creation.

Your spells gives the spore a spark of life as it germinates within the corpse raising it as plant. The creature retains its original statistics excluding any Class features, Innate Spellcasting, Pact Magic, Spellcasting, abilities with a recharge, legendary actions or lair actions of its original form. The DM has the statistics of the creature. Upon raising it in this manner, the creature gains the following additional features if it does not already possess it.

- Its creature type is considered to be a plant (specifically a fungi)
- It gains blindsight up to 60ft.
- It gains immunity to poison damage and being poisoned
- Creatures that first enter or starts its turn within 5ft. of the fungi, it must succeed a Constitution saving throw or become poisoned until the end of its next turn. Upon a successful saving throw, creatures are immune to being poisoned in this manner for 24 hours.
- The creature is indistinguishable from a normal fungi while motionless

On each of your turns, you can use a bonus action to mental command any creature raised by this spell (if you control multiple creature, you can command any or all of them at the same time issue the same command to each one).

You decide what action the creature will take during its next turn or you can issue a general command such as guard a door. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until the task is complete.

The creature is under your control for 24 hours after which it stops obeying any command you've given it as it returns to a corpse as the life giving magic animating the seed fades.

To rejuvenate the creature for another 24 hours, you must cast this spell on the creature again before the 24 hour period ends.

You can permanently animate creatures in this manner by casting this spell on the same set of creatures every day for one year.

At Higher Levels When you cast this using a spell slot of 3rd level or higher, the CR of creatures that you can animate or control increases by 1.

STORM OF THORNS

3rd Level Conjuration Spell

Casting Time: 1 Action

Range: 120ft.

Components: V, S, M (a handful of leaves or bark)

Duration: Instantaneous

Classes: Druid, Ranger

You can unleash a torrent of spiny thorns and leaves impaling all creatures in range. Creatures in a 60ft. tall and 20ft. radius column must succeed a Dexterity saving throw. On a failed saving throw, creatures take 4d6 piercing damage and are riddled with thorny vines.

If a creature does not use its action to remove these vines or brambles, it takes an additional 4d6 piercing damage at the end of its next turn.

On a successful saving throw, creatures take half damage and are otherwise unaffected.

At Higher Levels When you cast this spell using a spell slot of 4th level or higher, both damage die increases by 1d6 for each slot level above 3rd.

SUMMON PLANT

3rd Level Conjuration Spell

Casting Time: 1 action

Range: 90ft.

Components: V, S, M (a flower, seed, bark, mushroom worth at least 200 gp)

Duration: Concentration, up to 1 hour

Classes: Ranger, Druid

You can call forth a plant based spirit. It manifests itself in an unoccupied space that you see within range. This incorporeal form uses the Plant Statblock. When you cast the spell, choose an variant: Blighted, Floran, or Fungal. The creatures resembles a plant of that respective variant, which determines certain traits in its stat block.

The creature disappears when it drops to 0 hitpoints or when the spell ends.

The creature is an ally to you and your companions. In combat it shares your initiative count, but takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its movement to avoid danger.

PLANT SPIRIT

Medium Plant

Armor Class 10 + spell level

Hit Points 30 (Fungal and Blighted only), 40 (Anima only) + 15 for each level above 3rd

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	4 (-3)	10 (+0)	16 (+3)

Damage Immunities Poison and Necrotic (Blighted and Fungal Only)

Condition Immunities Blinded, Exhausted, Paralyzed, Poisoned(Blighted and Fungal Only), Stunned

Senses blindsight 30ft., passive Perception 10

Languages Understands language you speak

Challenge Challenge and Xp

Regeneration(Floran Only) If the Floran has at least 1 hitpoint and hasn't taken fire damage on its turn, it regains 5 hitpoints at the start of its turn.

Spore Cloud(Fungal Only) Creatures that first enter within 5ft. of the plant must succeed a Constitution saving throw equal to your spell save DC. On a failed save, creatures are poisoned until the end of its next turn

Blighted Hunger(Blighted Only) If the target is a beast, plant, or humanoid, its attacks have advantage.

Actions

Multiattack The Creature makes Number of attacks equal to half the spell's level rounded down

Blighted Touch. (Blighted Only) Melee Weapon Attack

Attack: your spell attack modifier to hit, reach 5ft., Hit: $1d4 + 3 + \text{the spell's level bludgeoning damage} + 1d4$ necrotic damage. Creatures hit by this attack cannot recover hitpoints until the end of its next turn..

Fungal Slam. (Fungal Only) Melee Weapon Attack:

your spell attack modifier to hit, reach 5 ft., one target. Hit: $1d4 + 3 + \text{the spell's level bludgeoning damage} + 1d4$ poison damage. Creatures hit by this attack must succeed a Constitution saving throw equal to your spell save DC or become poisoned until the end of its next turn.

Vine Lash. (Floran Only) Melee Weapon Attack: your spell attack modifier to hit, reach 10 ft., one target.

Hit: $2d4 + 3 + \text{the spell's level piercing damage}$. Creatures hit by this effect are considered grapple (escape DC equals your spell save DC) by the creature. Until this grapple ends, the creature can't use this attack on another target.

RUNE OF NATURE

3rd Level Transmutation Spell

Casting Time: 24 Hours

Range: Touch

Components: V, S, M(plant seeds, nuts, or herbs worth at least 200gp that the spell consumes)

Duration: Until Dispelled

Classes: Druid, Ranger

You can touch a point and infuse an area around it with a surge of nature magic. The area can have a 60ft. radius and the spell fails if the radius includes an area already under the effect of a Rune of Nature. The affected area is subject to one of the following traits of your choice.

- **Abundant Overgrowth** Plants with this are becomes extremely overgrown. Nonmagical plants increase by one size and this area is considered magical difficult terrain. This abundant overgrowth reduces visibility down to 10ft.
- **Blighted Bloom** Plants cannot grow in this area except by magical means. Medium or smaller nonmagical plants instantly wither. Large and greater nonmagical plants in this area decrease by one size. Any food these plant's produce is diseased and rotting and does not provide nourishment.
- **Spore Garden** Fungal growth explodes in the affected area coating in a cloud of spores which heavily obscures the vision of creatures in this area. Any creature of your choice that dies are fully decomposed within 1 hour after death (this does not affect components for resurrection). Affected nonmagical plants in the area are considered to be fungi as they are corrupted by the rampant spores
- **Vibrant Animus** Aromatic pollen or spores give the surrounding plant life magical and healing properties. Creatures can recover an additional hit die during a short long rest (even if it does not have an remaining hitdie.) If this area is in sunlight, creatures can recover two additional hit die instead of one.

TREE BASH

3rd Level Transmutation

Casting Time: 1 Action

Range: Self(30ft. line)

Components: V, S, M(a stick which is consumed upon use)

Duration: Instantaneous

Classes: Druid

With a surge of nature magic, you can transform a simple stick into a tremendous tree trunk that you can slam onto your enemies. Upon impact, the tree bough immediately splinters and is destroyed.

Creatures in a 30ft. long and 5ft. wide line in a direction of your choice must succeed a Dexterity saving throw. On a failed saving throw, creature take 4d10 bludgeoning damage and are knocked prone. This spell can deal double damage to buildings and objects.

On a successful saving throw, creatures take no damage.

At Higher Levels When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each slot above 3rd.

VENATOR BLADE

3rd Level Conjuration Spell

Casting Time: 1 Bonus Action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Druid, Ranger

As primal magic courses through your veins, you can conjure a fanged blade that resembles a toothy maw or jagged claw. This weapon lasts until the spell ends. It counts as a two-handed melee weapon with which you are proficient. The weapon has a reach of 10ft. Upon a hit, it deals 2d12 piercing damage and forces a Medium or smaller creature to make a Strength saving throw or become grappled.

If the target is a creature that is Medium or smaller, you can use your bonus action to force that creature to make a Strength saving throw. On a failed saving throw, that creature is grappled by your blade. While grappled in this manner, you are unable to make a melee attack with this weapon against another creature but can use your bonus action to make an additional weapon attack against a grappled creature.

At Higher Levels When you cast this spell using a spell slot of 5th level or higher, the damage increases to 3d12. When you cast it uses a spell slot of 7th level or higher, the damage increases to 4d12. At 5th level, the damage for this spell increase to 5d12 and does not require concentration for the duration

VIPER WHIP

3rd Level Conjuration Spell

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Druid, Ranger

You can conjure a venomous whip lined with a deadly stinger at the tip. This weapon lasts until the spell ends. This counts as a light one-handed melee finesse weapon with a reach of 10ft that you are proficient with. Upon a hit, it deals 2d4 piercing damage.

If the target is a creature, it must succeed a Constitution saving throw equal to your spell save DC.

At Higher Levels When you cast this spell using a spell slot of 5th level or 6th level spell slot, the piercing damage of the spell increases to 4d4 and the poison damage increases to 4d6. When you cast it uses a spell slot of 7th level or higher, the damage increases to 6d4 and 6d6 respectively. At 9th level, the damage increases to 8d4 and 8d6 and the spell no longer requires concentration.

UPROOT

3rd Level Transmutation Spell

Casting Time: 1 Action

Range: 120ft.

Components: V, S, M (a Huge plant which is consumed upon casting the spell.)

Duration: 1 action

Classes: Druid

As an action, you can cause Huge or smaller plant to immediately collapse in a direction of your choice. Creatures in a distance equal to half the distance of a plant's height must make a Dexterity saving throw. On a failed save, the creature takes 4d6 bludgeoning damage, is knocked prone, and is pinned under the tree, requiring a DC 15 Strength (Athletics) check as an action to escape.

4TH LEVEL SPELLS

ASPECT OF THE BEHEMMOTH

4th Level Transmutation Spell

Casting Time: 1 Action

Range: Self

Components: V, S, M (tooth, bone, or scale of a Huge or larger beast)

Duration: Concentration, up to 1 Hour

Classes: Druid, Ranger

You are able to channel the primal endurance and strength of some of the largest and most powerful beasts to walk the Material plane.

Until the spell ends, the target of the spell gains the following benefits:

- The target gains advantage on Strength checks and saving throws.
- Upon succeeding a Constitution saving throw against an effect that deals damage, the target takes no damage. On a failed saving throw, you take half damage.
- The target's melee weapon attacks deals double damage to buildings and objects
- The target's size counts as increases by one size and the reach of its melee attacks increase by 5ft.

ASPECT OF THE SKYLORD

4th Level Transmutation Spell

Casting Time: 1 Action

Range: Self

Components: V, S, M (a feather or scale from a creature with a flying speed)

Duration: Concentration, up to 1 Hour

Classes: Druid, Ranger

You are able to empower a creature with the power of a soaring bird as magnificent wings sprout from that creature's back.

Until the spell ends, the target of the spell gains the following benefits:

- The target gains a flying speed equal to its base walking speed
- The target can fly out of the reach of any enemy creature without provoking opportunity attack
- Whenever the target takes fall damage, it can decrease the total fall damage taken by its walking speed.
- Upon diving at least 20ft. towards a target, the target's melee attack against that creature deals an additional 2d6 damage.

BRAMBLE CAGE

4th Level Conjuration Spell

Casting Time: 1 action

Range: 120ft.

Components: V, S, M(a thorny vine or flower)

Duration: Concentration, up to 1 minute

Classes: Druid, Ranger

You can cause a tangled briar of angry thorns, vines, and carnivorous plants to appear in a 30ft. cube centered on a point within range that lasts for the duration. Creatures of your choice must treat this area as difficult terrain and have their vision heavily obscured as this area is shrouded by overgrown plants and jagged vines.

Any creature of your choice that starts its turn in this area takes 4d4 piercing damage. Any creature that ends its turn in this area must succeed a Strength saving throw or become restrained until the start of its next turn.

CONJURE GREATER PLANT

4th Level Conjuration Spell

Casting Time: 1 Minute

Range: 90ft.

Components: V, S, M(a vine, mushroom, leaf, or other piece of flora)

Duration: Concentration, up to 1 Hour

Classes: Druid, Ranger

You are able call forth a plant or fungi to come to your aid which fills an unoccupied space within range. The plant must be challenge rating 4 or lower.

The plant is friendly to you and your companions for the duration. The summoned plant acts on your initiative after your turn. It obeys any verbal commands that you issue to the, (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.

A summoned plant disappears when it drops to 0 hitpoints or when the spell ends.

The DM has the plants's statistics.

At Higher Levels When you cast this spell using a spell slot of 5th level or higher, the challenge rating increases by 1 for each slot level above 4th.

IMPALING VINES

4th Level Conjuration Spell

Casting Time: 1 action

Range: 60ft.

Components: V, S

Duration: Instantaneous

Classes: Druid

You can call forth colossal roots, vines, or trees to erupt from the ground impaling creatures in range. Creatures within a 30ft. cube originating from a spot that you can in range must succeed a Strength saving throw or take 3d12 piercing damage.

On a failed saving throw, creatures are suspending 30ft. into the air and are restrained on a floral spike. These spikes remain suspended for one minute before withering as the magic fades.

Restrained creatures must use its action to escape upon succeeding a Strength saving throw against your spell save DC. Upon escaping, creatures fall from 30ft. taking damage as normal unless they have a means of keeping themselves aloft.

If the vines are conjured in a location where the creatures collide with a ceiling, they take an additional 1d12 piercing damage.

On a successful saving throw, creatures take half damage and are not restrained.

At Higher Levels When you cast this spell using a spell slot of 5th level or higher, the damage dealt by this spell increases by 1d12 for each level above 4th.

SWARM CLOUD

Casting Time: 1 Action

Range: Self(10ft. radius)

Components: V, S, M (a insect)

Duration: Concentration up to 10 minutes

Classes: Druid, Ranger

You can conjure a cloud of biting insects or birds that harrass any creature in choice. When you cast this spell, creatures of your choice within 10ft. radius around you must make a Constitution saving throw. On a failed saving throw, creatures take 6d4 piercing damage and suffers disadvantage on its attack rolls until the start of its next turn. On a successful saving throw, creatures take half damage and are otherwise unaffected.

Unattended non-magical food, plants, and fabric in this area is instantly devoured by the ravenous swarm.

At Higher Levels When you cast this spell using a spell slot of 5th level or higher, the damage increases by 2d4 for each slot level above 4th.

5TH LEVEL SPELLS

ANIMA SEED

5th Level Conjunction Spell

Casting Time: 1 action

Range: Touch (3 seeds)

Components: V, S, M (3 nonmagical seeds which spell consumes upon use)

Duration: 24 hours

Classes: Druid, Ranger

You can imbue three mundane, non-magical seeds with nature magic. This magic remains in the seeds for up to 24 hours after which it fades returning the seeds to their non-magical state. If this spell is cast again on other seeds while this spell is already active, the effect ends on the first set of seeds ends as your magic is transferred upon a second casting.

Upon casting this spell, you can choose one of the following effects to imbue the seeds. These seeds can be used as a bonus action by any creature holding them.

- **Restoration Seed** You can suffuse this seed with life-giving magic and throw it to a spot that you can see within 60ft. Creatures within a 20ft. radius of that location must regain a number of hitpoints equal to 2d8 +your spellcasting modifier. Affected creatures can also end one of the following effects: blinded, deafened, diseased, or poisoned. This feature has no effect on constructs or undead.
- **Sunseed** You can imbue a seed with the power of sunlight and throw this seed to a spot that you can see within 60ft. Creatures within a 20ft. radius of that location must succeed a Constitution saving throw or take 3d8 radiant damage and become blinded until the end of your next turn. On a successful saving throw, creatures take half damage and are not blinded.
- **Sporesroom** You can throw imbue a seed with virulent spores and throw it to a spot that you can see within 60ft. Creatures within a 20ft. radius of that location must succeed a Constitution saving throw or take 5d6 poison damage and become poisoned until the end of your next turn. This area becomes heavily obscured by a cloud of spores that lasts until the end of your next turn. On a successful saving throw, creatures take half damage and are not poisoned.
- **Tanglespike Seed** You can throw this seed lined with hundreds of tiny spines and throw it to a spot that you can see within 60ft. Creatures within a 20ft. radius of that location must succeed a Dexterity saving throw or take 4d4 piercing damage and are restrained for up to 1 minute. On a successful saving throw, creatures take half damage and are not restrained.

At Higher Levels When you cast this spell using a spell slot of 6th level or higher, you can create an additional seed for each spell slot level above 5th.

ASPECT OF THE PREDATOR

5th Level Transmutation Spell

Casting Time: 1 Action

Range: Self

Components: V, S, M (a claw or tooth from a predator)

Duration: Concentration, up to 1 Hour

Classes: Druid, Ranger

You are able to empower a creature with the bestial spirit of an apex predator enhancing their physical abilities to that of a dominant predator capable of hunting any prey.

Until the spell ends, the target of the spell gains the following benefits:

- As a bonus action, you can move up to its movement speed towards a hostile creature.
- The target gains advantage on Initiative checks, Wisdom (Perception) checks, and Dexterity(Stealth) checks
- When the target takes the Attack action, it can make one additional weapon attack as part of that action.

ASPECT OF THE SWARM

5th Level Transmutation Spell

Casting Time: 1 Action

Range: Self

Components: V, S, M (scarab of an insect)

Duration: Concentration, up to 1 Hour

Classes: Druid, Ranger

You are able to split your essence transforming yourself into a writhing swarm of tiny beasts.

Until the spell ends, the target of the spell gains the following benefits:

- You gain resistance to bludgeoning, piercing, and slashing damage
- You gain the ability to climb difficult surfaces(including ceilings) without needing to make an ability check
- You can squeeze through a space small enough for a Tiny creature without squeezing
- You are immune to being grappled, restrained, or knocked prone
- You can move through another creatures space and creatures can enter through your space as if your were difficult terrain

ASPECT OF THE PACK

5th Level Transmutation Spell

Casting Time: 1 action

Range: Self(30ft. radius)

Components: V

Duration: Concentration, up to 1 minute

Classes: Druid, Ranger

You begin to embrace the traits of a alpha predator leading your allies into a glorious hunt. Until the spell ends, creatures of your choice (equal to your spellcasting modifier) within 30ft. that can see or hear you gain the following effects. These effects are centered on you moving with you.

- Affected creatures have advantage on attack rolls against creatures that are within 5ft. of one of your allies that are not incapacitated
- Affected creatures cannot be charmed or frightened
- You can use your bonus action on each of your turns to command one creature within range to use its reaction to make a weapon attack against a creature within range.

CREATE BEAST

5th Level Transmutation Spell

Casting Time: 24 Hours

Range: 10ft.

Components: V, S, M (1000 gp worth of animal bones, feathers, or fur)

Duration: Instantaneous

Classes: Druid

You can channel the magic of the wilds to create a beast from the magical aether. After spending the casting time, you can create a beast of your choice that is of challenging rating 1 or lower in an unoccupied spot with range.

The beast can take the appearance of whatever type of creature you have chosen but you can determine its appear such as number of eyes, colors, tails, and similar features. A beast created in this manner is fully under the DM's control and behaves according to its nature.

At Higher Levels Upon casting this spell at 6th level or higher, you can increase the challenge rating of a created creature by 1 for each level above 5th.

TRUE FAMILIAR

5th Level Enchantment Spell

Casting Time: 8 Hours

Range: Touch

Components: V, S, M (a gem worth at least 1000gp which the spell consumes)

Duration: Instantaneous

Classes: Druid, Ranger, Wizard

After spending the casting times imbuing a crystal with magical energy that binds you to a creature to your essence. You can touch a beast with a challenge rating of 6 or lower forcing it to make a Charisma saving throw. If the creature is willing, it can choose to fail the saving throw. Upon a failed saving throw, the creature becomes bound to you as your familiar gaining the following characteristics.

- Your creature acts independently of you but it always obeys your commands(no action required). In combat, it acts on your own initiative but takes its turn immediately after yours. If you don't issue any, it takes the Dodge action and uses its move to avoid danger.
- Its attacks become magical for the purpose of overcoming resistance or immunities
- While the beast is within 100ft. of you, you can communicate with it telepathically. Additionally, as an action, you can see through your beast's eyes and hear it what it hears until the start of your next turn, gaining the benefits of any special senses that it possess. During the time, you are deafened and blinded with regard to your own senses.
- As an action, you can temporarily dismiss your beast and it disappears into a pocket dimension, where it awaits your summons. As an action while temporarily dismissed, you can cause it to reappear in any unoccupied space within 30ft. of you.
- If your beast is reduced to 0 hitpoints, it disappears back into a pocket dimension. It can reappear again by casting spell again.

You can't have more than one creature bound in this manner at a time. This bond ends if the caster is killed or if this spell is cast on another creature.

At Higher Levels When you cast this spell using a spell slot of 6th level or higher, the challenge rating increases by 1 for each level above 5th.

6TH LEVEL SPELLS

ANIMUS BEAM

6th Level Evocation Spell

Casting Time: 1 Action

Range: Self (60ft. line)

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Druid, Wizard

You are able to harness the power of the sun as well as channel the magic binding all life together to form a green concentrated beam of energy in a 5ft. wide and 60ft. long line. Each creature along the line must make a Constitution saving throw or take 2d8 radiant and 2d8 necrotic damage. On a successful saving throw, creatures take half damage.

For the duration of the spell, whenever you use your action to deal damage using this spell, you can use your bonus action to heal a creature you can see within 30ft. by a number of hitpoints equal to the necrotic damage dealt. This feature has no effect on constructs or undead.

If you cast this spell while in sunlight, this beam has a length of 120ft. and is 10ft. wide.

LEAFY SHROUD

6th Level Conjuration Spell

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

Classes: Druid

You can summon a vortex of leaves to surround you protecting from harm and lacerating any creature that comes too close.

For the duration of the spell, you gain the benefits of half cover and creatures that enter first enter or starts its turn within 10ft. of you must succeed a Dexterity saving throw or take 4d4 piercing damage. Upon a successful saving throw, creatures take half damage. This area also counts as difficult terrain for creatures within range.

As a bonus action on each of your turn, you can summon a swarm of leaves to attack creatures within 30ft. of you. Creatures with a 20ft. wide and 20ft tall column around a spot you can see within 30ft. must succeed a Dexterity saving throw. On a failed saving throw, it takes 4d4 piercing damage and is blinded until the end of its next turn. On a successful saving throw, it takes half damage and is not blinded.

7TH LEVEL SPELLS

ANIMUS BLOOM

7th Level Evocation Spell

Casting Time: 1 action

Range: Self (60ft. radius)

Components: V, S

Duration: Instantaneous

Classes: Druid

You can siphon the life force of creatures around you and use it to revitalize your allies. As an action, you can force creatures of your choice to make a Constitution saving throw. On a failed saving throw, creatures take 8d8 necrotic damage. On a successful saving throw, creatures take half damage.

As a part of this action, creatures of your choice within 60ft. of you regain a number of hitpoints equal to half the amount of damage rolled from this spell. Undead and constructs cannot benefit from this feature.

At Higher Levels When you cast this spell using a spell slot of 8th level or higher, the damage dealt by this spell increases by 2d8 and the amount of hitpoints granted increases by 1d8.

HUNGERING VINE

7th Level Conjuration Spell

Casting Time: 1 action

Range: 120ft.

Components: V, S, M (a flower, seed, spore or nut)

Duration: Concentration, up to 1 Minute

Classes: Druid

You can conjure a colossal carnivorous vine to erupt from the ground snapping up foes in range. Creature in a 30ft. radius centered around a point on the ground that you can see in range must succeed a Dexterity saving throw. On a failed saving throw, creatures in range take 8d6 piercing damage and are restrained for the spells duration. On a successful saving throw, creatures take no damage.

Creatures restrained in this manner must use its action to break free with a successful Strength saving throw. For the spell's duration, restrained creatures takes 8d6 piercing damage at the start of each of its turns as the plant slowly crushes it.

BIOLOGICAL ADAPTATION

7th Level Druid Spell

Casting Time: 1 Hour

Range: Touch

Components: V, S, M (1000 gp worth of body parts from various beasts or humanoids)

Duration: Instantaneous

Classes: Druid, Wizard

You can touch an humanoid to alter its form with new biological adaptations.

After casting this spell, the target indefinitely gains one of the following modifications to its form.

- **Aquatic Modification** The target acquires gills, fins, and webbed limbs. It gains the ability to breathe in air and underwater as well as gains a swimming speed equal to its walking speed.
- **Altered Appearance** You transform your appearance. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, gender, and distinguishing characteristics, if any. You can make yourself appear as a member of another race, though none of your statistics change. You also can't appear as a creature of a different size than you, and your basic shape stays the same; if you're bipedal, you can't use this spell to become quadrupedal, for instance. At any time for the duration of the spell, you can use your action to change your appearance in this way again.
- **Armored Modification** You are able to adorn the target with harden scales or spines. While not wearing armor, the target's Armor class is equal to $13 + \text{your Dexterity modifier}$. It can still wear a shield and benefit from this feature.
- **Avian Modification** The target acquires a pair of wings resembling that of a bird, bat, or insect. It gains the ability to a flying speed equal to its walking speed.
- **Climbing Modification** The target a gains the ability to nimbly climb walls. You gain a climbing speed equal to your walking speed and can climb difficult surfaces without needing to make an ability check.

• **Natural Weapons** Your body has been equipped with claws, fangs, spines, or horns. Your unarmed strikes deals $1d6$ bludgeoning damage, piercing, or slashing damage as appropriate to your new form. The target is proficient in it unarmed strikes and can use its bonus action to make an additional unarmed strike as part of its Attack action.

• **Size Modification** The target's size can be increased by one size smaller or larger of your original form. The target can only choose to be one size smaller or larger than its original form, even with multiple castings of this spell.

• **Sensory Modification** The target gains darkvision up to 120ft. and have advantage on Wisdom(Perception) checks relying on sight, smell, or sound.

When the ritual is completed, you and the target suffer one level of exhaustion. Upon casting this spell again on the same creature, the spell has a 33% per chance of failing.

Regardless of success or failure, this spell expends the the material's required and both creatures are exhausted. Upon a failure, the spell will no longer effect that creature unless a Wish spell is used to reverse this effect.

APEX FAMILIAR

9th Level Transmutation Spell

Casting Time: 1 Hour

Range: Touch

Components: V, S, M (a gem worth at least 10000 gp which the spell consumes)

Duration: Instantaneous

Classes: Druid

With a single touch, you can imbue a beast with an abundance of magical energy with a single touch. This arcane sparks triggers a series of transformations causing the creature to grow to colossal proportions. You can touch a beast with a challenge rating of 10 or lower forcing it to make a Wisdom saving throw. If the creature is willing, it can choose to fail the saving throw. Upon a failed saving throw, the creature is charmed by you and grows to titanic proportions.

While under the effects of the spell, its normal statistics are replaced by the accompanying statblock. When you cast the Statblock: you can choose a variant: Behemoth, Skylord, or Leviathan. This transformation would reflect the type of creature it was before the spell.

This statblock replaces the creature's original statblock.

The creature is an ally to you and your companions. In combat it shares your initiative count, but takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its movement to avoid danger.

A creature can only benefit from this spell effect once. Upon casting this spell, the caster has a 33 percent chance of being unable to cast this spell again

APEX FAMILIAR

Gargantuan Beast

Armor Class 19

Hit Points 250(Behemoth and Leviathan),
200(Skylord only)

Speed 50ft., 50ft. climb (Behemoth), 30ft., 120ft.
fly(Skylord only), 30ft., 60ft. swim(Leviathan
only)

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+5)	4 (-3)	15 (+2)	11 (+0)

Senses darkvision 120ft., passive Perception 12

Languages Understands language you speak

Challenge Challenge and Xp

Amphibious (Leviathan only) The Apex familiar can breathe in air and in water

Flyby (Skylord only) The Apex familiar can fly outside a creature's reach without provoking opportunity attack.

Endurance (Behemoth Only) Upon succeeding a Constitution saving throw, the beast takes no damage. Upon a failed saving throw, it takes half damage.

Siege Monster The Apex Familiar can deal double damage to buildings and objects

Frightful Presence Creatures that first enters or starts its turn within 60ft. of the Apex Familiar must succeed a Wisdom saving throw equal to your spell DC. On a failed saving throw, the target is frightened until the end of its next turn.

Actions

Multiattack The Apex Familiar can make an attack with its Titanic Tail and its Titanic Maw

Titanic Maw Melee Weapon Attack: your spell attack modifier to hit, reach 20ft., Hit: 4d12 + 10 piercing damage. Upon a hit, the target must succeed a Strength saving throw equal to your spell DC or grappled and restrained. While grappling a creature, it cannot make another Titanic Maw attack against another creature

Titanic Tail Melee Weapon Attack: your spell attack modifier to hit, reach 20ft., Hit: 4d10 + 10 bludgeoning damage. Upon a hit, the target must succeed a Strength saving throw equal to your spell DC or be pushed back 10ft. and knocked prone.

A SPECIAL THANKS TO MY PATRONS

MYTHIC PATRONS

MARCELLA V.

MARSHMELLOW OWLBEAR

JAKE C.

THE EMCREDIBLE

TERRA NOVA

KANDROS VASHTET

SHRIKE

LEGENDARY PATRONS

KATE

DANIEL M.

EDDIE

SIR PRIZE

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