

Tier 2 Spells

Barkskin

Requires 1 action ■ concentration

You touch a willing creature. For up to 1 hour, 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.

Find Traps

Requires 1 action

You sense the presence of any trap within 120 feet of you that is within line of sight. A "trap" includes anything that would inflict a sudden or unexpected effect you consider harmful or undesirable, which was specifically intended as such by its creator.

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 the trap.

Flame Blade

Requires 1 bonus action ■ concentration

You evoke a fiery blade in your hand. The blade lasts for up to 10 minutes. The flaming blade sheds light like a torch.

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.

Gust of Wind

Requires 1 action ■ concentration

A line of strong wind 60 feet long and 10 feet wide blasts from you in a direction you choose for up to 1 minute. Each creature that starts its turn in the line must succeed on a STR saving throw or be pushed 15 feet away from you in a direction following the line. Any creature in the line can move only at half speed when moving closer to you.

The gust extinguishes candles, torches, and similar unprotected flames in the area, and it disperses gas or vapor.

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

Pass Without Trace

Requires 1 action ■ concentration

A veil of shadows and silence radiates from you, masking you and your companions from detection. For up to 1 hour, each creature you choose within 30 feet of you (including you) has a +10 bonus to Stealth checks.

Protection from Poison

Requires 1 action

You touch a creature. If it is poisoned, you neutralize the poison. For 1 hour, the target has advantage on saving throws against being poisoned, and it has resistance to poison damage.

DRUID

■ SPELL BOOK ■

Spell Attack Modifier

2 + your WIS modifier = _____

Spell Defense Difficulty

10 + your WIS modifier = _____

About your spellcasting numbers

Some spells in this booklet require you to *make a spell attack*. To do this, roll the d20 and add your Spell Attack Modifier.

Some spells require the target of the spell to *make a saving throw* to defend against any negative effects. The target fails the saving throw if their roll is *less than* your Spell Defense Difficulty.

About concentration

Some spells require *concentration* to keep their magic active. If you lose concentration, such a spell ends.

You automatically lose concentration when you cast another spell that requires concentration (you can't concentrate on two spells at once), or when you become unconscious.

You might lose concentration when you are injured. If you take damage while you are concentrating on a spell, you must make a CON saving throw to maintain your concentration. The difficulty equals 10 or half the damage you take, whichever number is higher. If you fail the saving throw, you lose concentration.

"Heroes Without the Handbook" is by Jason Ermer and available at www.mythematics.org/heroes.

This work includes material taken from the System Reference Document 5.1 ("SRD 5.1") by Wizards of the Coast LLC and available at <https://dnd.wizards.com/resources/systems-reference-document>. The SRD 5.1 is licensed under the Creative Commons Attribution 4.0 International License.

Tier 0 Spells

Animated Scroll

Requires 1 minute

Fold a piece of paper into the shape of an animal while casting this spell. It then becomes an animated paper animal of the kind the folded paper most closely resembles.

The paper creature lasts for 24 hours and can do anything the real creature can do: a paper owl can fly, a paper frog can swim without disintegrating in water, and so on.

The paper creature follows your commands to the best of its ability, including carrying messages to a recipient whose location you know.

Mending

Requires 1 minute

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

Poison Spray

Requires 1 action

You extend your hand toward a creature you can see within 10 feet of you and project a puff of noxious gas from your palm. The creature must succeed on a CON saving throw or take 1d12 poison damage.

Produce Flame

Requires 1 action

A flickering flame appears in your hand. The flame remains there for 10 minutes and harms neither you nor your equipment. The flame sheds light like a torch. 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.

Resistance

Requires 1 action ■ concentration

You touch one willing creature. Once before 1 minute has elapsed, the target can roll a d4 and add the number rolled to one saving throw of its choice.

The target can roll the die before or after making the saving throw. The spell then ends.

True Strike

Requires 1 action ■ concentration

You point a finger at a target within 30 feet of you. Your magic grants you a brief insight into the target's defenses.

On your next turn, you gain advantage on your first attack roll against the target, provided that this spell hasn't ended.

Tier 1 Spells

Alarm

Requires 1 minute

Choose an object or area within 30 feet of you that is no larger than a 20-foot cube. For 8 hours, an alarm alerts you whenever a creature touches the warded object or enters the warded area. When you cast the spell, you can designate creatures that won't set off the alarm.

You also choose whether the alarm is mental or audible. A mental alarm alerts you with a ping in your mind if you are within 1 mile of the warded area. This ping awakens you if you are sleeping. An audible alarm produces the sound of a bell for 10 seconds.

Entangle

Requires 1 action ■ concentration

Grasping weeds and vines sprout from the ground in a 20-foot square at a point within 90 feet of you. For up to 1 minute, these plants turn the ground into difficult terrain.

A creature in the area when you cast the spell must succeed on a STR saving throw or be restrained by the plants. A creature restrained by the plants can use its action to repeat the saving throw to free itself.

Faerie Fire

Requires 1 action ■ concentration

Each object in a 20-foot cube within 60 feet of you is outlined in bright light. Any creature in the area when the spell is cast is also outlined

in light if it fails a DEX saving throw. For up to 1 minute, objects and affected creatures shed dim light.

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.

Healing Word

Requires 1 bonus action

A creature of your choice that you can see within 60 feet of you regains HP equal to 1d4 + your WIS modifier.

Speak with Animals

Requires 1 action

You gain the ability to comprehend and verbally communicate with animals for 10 minutes.

Thunderwave

Requires 1 action

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a CON 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, and the spell emits a thunderous boom audible out to 300 feet.