

SPELLS

DRUIDCRAFT

CASTING TIME 1 action	RANGE 30 feet
COMPONENTS V, S	DURATION 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 blossom, 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 odor 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.

DruidTransmutation cantrip

MENDING

CASTING TIME 1 minute	RANGE Touch
COMPONENTS V, S, M	DURATION Instantaneous

two lodestones

This spell repairs a single break or tear in an object you touch, such as broken chain link, two halves of a broken key, a torn clack, 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. This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

DruidTransmutation cantrip

STARRY WISP

Evocation Cantrip (Bard, Druid)

Casting Time: Action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You launch a mote of light at one creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 Radiant damage, and until the end of your next turn, it emits Dim Light in a 10-foot radius and can't benefit from the Invisible condition.

Cantrip Upgrade. The damage increases by 1d8 when you reach levels 5 (2d8), 11 (3d8), and 17 (4d8).

ELEMENTALISM

Transmutation Cantrip (Druid, Sorcerer, Wizard)

Casting Time: Action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You exert control over the elements, creating one of the following effects within range.

Beckon Air. You create a breeze strong enough to ripple cloth, stir dust, rustle leaves, and close open doors and shutters, all in a 5-foot Cube. Doors and shutters being held open by someone or something aren't affected.

Beckon Earth. You create a thin shroud of dust or sand that covers surfaces in a 5-foot-square area, or you cause a single word to appear in your handwriting in a patch of dirt or sand.

Beckon Fire. You create a thin cloud of harmless embers and colored, scented smoke in a 5-foot Cube. You choose the color and scent, and the embers can light candles, torches, or lamps in that area. The smoke's scent lingers for 1 minute.

Beckon Water. You create a spray of cool mist that lightly dampens creatures and objects in a 5-foot Cube. Alternatively, you create 1 cup of clean water either in an open container or on a surface, and the water evaporates in 1 minute.

Sculpt Element. You cause dirt, sand, fire, smoke, mist, or water that can fit in a 1-foot Cube to assume a crude shape (such as that of a creature) for 1 hour.

SPARE THE DYING
Necromancy Cantrip (Cleric, Druid)

Casting Time: Action
Range: 15 feet
Components: V, S
Duration: Instantaneous

Choose a creature within range that has 0 Hit Points and isn't dead. The creature becomes Stable.
Cantrip Upgrade. The range doubles when you reach levels 5 (30 feet), 11 (60 feet), and 17 (120 feet).

THUNDERCLAP

CASTING TIME 1 action	RANGE 5 feet
COMPONENTS S	DURATION Instantaneous

You create a burst of thunderous sound that can be heard up to 100 feet away. Each creature within range, other than you, must make a Constitution saving throw or take 1d6 thunder damage.
The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Druid (XGE) Evocation cantrip

PRODUCE FLAME

CASTING TIME 1 action	RANGE Self
COMPONENTS V, S	DURATION 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).

Druid Conjuraction cantrip

SPEAK WITH ANIMALS (RITUAL)

CASTING TIME 1 action	RANGE Self
COMPONENTS V, S	DURATION 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 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.

Druid 1st level Divination

LONGSTRIDER

CASTING TIME 1 action	RANGE Touch
COMPONENTS V, S, M	DURATION 1 hour

a pinch of dirt

You touch a creature. The target's speed increases by 10 feet until the spell ends.
At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Druid

1st level Transmutation

CURE WOUNDS

CASTING TIME 1 action	RANGE Touch
COMPONENTS V, S	DURATION 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.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

Druid

1st level Evocation

HEALING WORD

FIND FAMILIAR

Level 1 Conjuration (Wizard)

Casting Time: 1 hour or Ritual

Range: 10 feet

Components: V, S, M (burning incense worth 10+ GP, which the spell consumes)

Duration: Instantaneous

You gain the service of a familiar, a spirit that takes an animal form you choose: **Bat, Cat, Frog, Hawk, Lizard, Octopus, Owl, Rat, Raven, Spider, Weasel**, or another Beast that has a Challenge Rating of 0. Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form (see appendix B), though it is a Celestial, Fey, or Fiend (your choice) instead of a Beast. Your familiar acts independently of you, but it obeys your commands.

Telepathic Connection. While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as a Bonus Action, you can see through the familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses it has.

Finally, when you cast a spell with a range of touch, your familiar can deliver the touch. Your familiar must be within 100 feet of you, and it must take a Reaction to deliver the touch when you cast the spell.

Combat. The familiar is an ally to you and your allies. It rolls its own Initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal.

GOODBERRY

CASTING TIME 1 action	RANGE Touch
COMPONENTS V, S, M	DURATION Instantaneous

a pinch of mistletoe

FOG CLOUD

CASTING TIME 1 action	RANGE 120 feet
COMPONENTS V, S	DURATION Concentration, 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.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the radius of the fog increases by 20 feet for each slot level above 1st.

Druid

1st level Conjuration

MOONBEAM

CASTING TIME

1 action

RANGE

120 feet

COMPONENTS

V, S, M

DURATION

Concentration, up to 1 minute

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.
At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d10 for each slot level above 2nd.

Druid

2nd level Evocation

AID

Level 2 Abjuration (Bard, Cleric, Druid, Paladin, Ranger)

Casting Time: Action

Range: 30 feet

Components: V, S, M (a strip of white cloth)

Duration: 8 hours

Choose up to three creatures within range. Each target's Hit Point maximum and current Hit Points increase by 5 for the duration.

Using a Higher-Level Spell Slot. Each target's Hit Points increase by 5 for each spell slot level above 2.

ENHANCE ABILITY

CASTING TIME

1 action

RANGE

Touch

COMPONENTS

V, S, M

DURATION

Concentration, up to 1 hour

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 the 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.
At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Druid

2nd level Transmutation

LESSER RESTORATION

CASTING TIME

1 action

RANGE

Touch

COMPONENTS

V, S

DURATION

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.

Druid

2nd level Abjuration

