

CONTROL FLAMES

CASTING TIME
1 action

RANGE
60 feet

COMPONENTS
S

DURATION
Instantaneous or 1 hour
(see below)

You choose nonmagical flame that you can see within range and that fits within a 5-foot cube. You affect it in one of the following ways:

- You instantaneously expand the flame 5 feet in one direction, provided that wood or other fuel is present in the new location.
- You instantaneously extinguish the flames within the cube.
- You double or halve the area of bright light and dim light cast by the flame, change its color or both. The change lasts for 1 hour.
- You cause simple shapes-such as the vague form of a creature, an inanimate object, or a location- to appear within the flames and animate as you like. The shapes last for 1 hour.

If you cast this spell multiple times, you can have up to three non-instantaneous effects created by it active at a time, and you can dismiss such an effect as an action.

Druid (XGE)

Transmutation cantrip

CREATE BONFIRE

CASTING TIME
1 action

RANGE
60 feet

COMPONENTS
V, S

DURATION
Concentration, up to 1 minute

You create a bonfire on ground that you can see within range. Until the spells ends, the magic bonfire fills a 5-foot cube. Any creature in the bonfire's space when you cast the spell must succeed on a Dexterity saving throw or take 1d8 fire damage. A creature must also make the saving throw when it enters the bonfire's space for the first time on a turn or ends its turn there. The bonfire ignites flammable objects in its area that aren't being worn or carried. The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Druid (XGE)

Conjuration cantrip

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.

Druid

Transmutation cantrip

FROSTBITE

CASTING TIME
1 action

RANGE
60 feet

COMPONENTS
V, S

DURATION
Instantaneous

You cause numbing frost to form on one creature that you can see within range. The target must make a Constitution saving throw. On a failed save, the target takes 1d6 cold damage, and it has disadvantage on the next weapon attack roll it makes before the end of its next turn. The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Druid (XGE)

Evocation cantrip

GUIDANCE

CASTING TIME
1 action

RANGE
Touch

COMPONENTS
V, S

DURATION
Concentration, 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.

Druid

Divination cantrip

GUST

CASTING TIME
1 action

RANGE
30 feet

COMPONENTS
V, S

DURATION
Instantaneous

You seize the air and compel it to create one of the following effects at a point you can see within range:

- One Medium or smaller creature that you choose must succeed on a Strength saving throw or be pushed up to 5 feet away from you.
- You create a small blast of air capable of moving one object that is neither held nor carried and that weighs no more than 5 pounds. The object is pushed up to 10 feet away from you. It isn't pushed with enough force to cause damage.
- You create a harm less sensory effect using air, such as causing leaves to rustle, wind to slam shutters closed, or your clothing to ripple in a breeze.

Druid (XGE)

Transmutation cantrip

INFESTATION

CASTING TIME
1 action

RANGE
30 feet

COMPONENTS
V, S, M

DURATION
Instantaneous

a living flea

You cause a cloud of mites, fleas, and other parasites to appear momentarily on one creature you can see within range. The target must succeed on a Constitution saving throw, or it takes 1d6 poison damage and moves 5 feet in a random direction if it can move and its speed is at least 5 feet. Roll a d4 for the direction: 1, north; 2, south; 3, east; or 4, west. This movement doesn't provoke opportunity attacks, and if the direction rolled is blocked, the target doesn't move. The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Druid (XGE)

Conjuration cantrip

MAGIC STONE

CASTING TIME
1 bonus action

RANGE
Touch

COMPONENTS
V, S

DURATION
1 minute

You touch one to three pebbles and imbue them with magic. You or someone else can make a ranged spell attack with one of the pebbles by throwing it or hurling it with a sling. If thrown, a pebble has a range of 60 feet. If someone else attacks with a pebble, that attacker adds your spellcasting ability modifier, not the attacker's, to the attack roll. On a hit, the target takes bludgeoning damage equal to 1d6 +your spellcasting ability modifier. Whether the attack hits or misses, the spell then ends on the stone. If you cast this spell again, the spell ends on any pebbles still affected by your previous casting.

Druid (XGE)

Transmutation 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.

Druid

Transmutation cantrip



MOLD EARTH

CASTING TIME
1 action

RANGE
30 feet

COMPONENTS
S

DURATION
Instantaneous or 1 hour
(see below)

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

- If you target an area of loose earth, you can instantaneously excavate it, move it along the ground, and deposit it up to 5 feet away. This movement doesn't involve enough force to cause damage.
- You cause shapes, colors, or both to appear on the dirt or stone, spelling out words, creating images, or shaping patterns. The changes last for 1 hour.
- If the dirt or stone you target is on the ground, you cause it to become difficult terrain. Alternatively, you can cause the ground to become normal terrain if it is already difficult terrain. This change lasts for 1 hour. If you cast this spell multiple times, you can have no more than two of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

Druid (XGE)

Transmutation cantrip

POISON SPRAY

CASTING TIME
1 action

RANGE
10 feet

COMPONENTS
V, S

DURATION
Instantaneous

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

This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

Druid

Conjuration cantrip

PRIMAL SAVAGERY

CASTING TIME
1 action

RANGE
Self

COMPONENTS
S

DURATION
Instantaneous

You channel primal magic to cause your teeth or fingernails to sharpen, ready to deliver a corrosive attack. Make a melee spell attack against one creature within 5 feet of you. On a hit, the target takes 1d10 acid damage. After you make the attack, your teeth or fingernails return to normal.

The spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Druid (XGE)

Transmutation 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

Conjuration cantrip

RESISTANCE

CASTING TIME
1 action

RANGE
Touch

COMPONENTS
V, S, M

DURATION
Concentration, up to 1 minute

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 the saving throw. The spell then ends.

Druid

Abjuration cantrip

SHAPE WATER

CASTING TIME
1 action

RANGE
30 feet

COMPONENTS
S

DURATION
Instantaneous or 1 hour
(see below)

You choose an area of water that you can see within range and that fits within a 5-foot cube. You manipulate it in one of the following ways:

- You instantaneously move or otherwise change the flow of the water as you direct, up to 5 feet in any direction. This movement doesn't have enough force to cause damage.
- You cause the water to form into simple shapes and animate at your direction. This change lasts for 1 hour.
- You change the water's color or opacity. The water must be changed in the same way throughout. This change lasts for 1 hour.
- You freeze the water, provided that there are no creatures in it. The water unfreezes in 1 hour. If you cast this spell multiple times, you can have no more than two of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

Druid (XGE)

Transmutation cantrip

SHILLELAGH

CASTING TIME
1 bonus action

RANGE
Touch

COMPONENTS
V, S, M

DURATION
1 minute

The wood of a club or 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.

Druid

Transmutation cantrip

THORN WHIP

CASTING TIME
1 action

RANGE
30 feet

COMPONENTS
V, S, M

DURATION
Instantaneous

the stem of a plant with thorns

You create a long, vine-like whip covered in thorns that lashes out at your command toward a creature in range. Make a melee spell attack against the target. If the attack hits, the creature takes 1d6 piercing damage, and if the creature is Large or smaller, you pull the creature up to 10 feet closer to you.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Druid

Transmutation cantrip

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



CHILL TOUCH

CASTING TIME

1 action

RANGE

120 feet

COMPONENTS

V, S

DURATION

1 round

You create a ghostly, skeletal hand in the space of a creature within range. Make a ranged spell attack against the creature to assail it with the chill of the grave. On a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target.
If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn.
This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Druid (Spores)

Necromancy cantrip

ABSORB ELEMENTS

CASTING TIME

1 reaction, which you take when you take acid, cold, fire, lightning, or thunder damage

RANGE

Self

COMPONENTS

S

DURATION

1 round

The spell captures some of the incoming energy, lessening its effect on you and storing it for your next melee attack. You have resistance to the triggering damage type until the start of your next turn. Also, the first time you hit with a melee attack on your next turn, the target takes an extra 1d6 damage of the triggering type, and the spell ends.
At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each slot level above 1st.

Druid (XGE)

1st level Abjuration

ANIMAL FRIENDSHIP

CASTING TIME

1 action

RANGE

30 feet

COMPONENTS

V, S, M

DURATION

24 hours

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.

At Higher Levels: When you cast this spell using a 2nd level spell slot or higher, you can affect one additional beast for each slot level above 1st.

Druid

1st level Enchantment

BEAST BOND

CASTING TIME

1 action

RANGE

Touch

COMPONENTS

V, S, M

DURATION

Concentration, up to 10 minutes

a bit of fur wrapped in a cloth

You establish a telepathic link with one beast you touch that is friendly to you or charmed by you. The spell fails if the beast's Intelligence is 4 or higher. Until the spell ends, the link is active while you and the beast are within line of sight of each other. Through the link, the beast can understand your telepathic messages to it, and it can telepathically communicate simple emotions and concepts back to you. While the link is active, the beast gains advantage on attack rolls against any creature within 5 feet of you that you can see.

Druid (XGE)

1st level Divination

CHARM PERSON

CASTING TIME

1 action

RANGE

30 feet

COMPONENTS

V, S

DURATION

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.

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. The creatures must be within 30 feet of each other when you target them.

Druid

1st level Enchantment

CREATE OR DESTROY WATER

CASTING TIME

1 action

RANGE

30 feet

COMPONENTS

V, S, M

DURATION

Instantaneous

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, extinguishing exposed flames in the area.

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.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you create or destroy 10 additional gallons of water, or the size of the cube increases by 5 feet, 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

DETECT MAGIC (RITUAL)

CASTING TIME

1 action

RANGE

Self

COMPONENTS

V, S

DURATION

Concentration, up to 10 minutes

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 is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Druid

1st level Divination

DETECT POISON AND DISEASE

CASTING TIME

1 action

RANGE

Self

COMPONENTS

V, S, M

DURATION

Concentration, up to 10 minutes

a yew leaf

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 is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Druid

1st level Divination



EARTH TREMOR

CASTING TIME

1 action

RANGE

10 feet

COMPONENTS

V, S

DURATION

Instantaneous

You cause a tremor in the ground within range. Each creature other than you in that area must make a Dexterity saving throw. On a failed save, a creature takes 1d6 bludgeoning damage and is knocked prone. If the ground in that area is loose earth or stone, it becomes difficult terrain until cleared, with each 5-foot-diameter portion requiring at least 1 minute to clear by hand.
At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Druid (XGE)

1st level Evocation

ENTANGLE

CASTING TIME

1 action

RANGE

90 feet

COMPONENTS

V, S

DURATION

Concentration, 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.

Druid

1st level Conjunction

FAERIE FIRE

CASTING TIME

1 action

RANGE

60 feet

COMPONENTS

V

DURATION

Concentration, 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.

Druid

1st level Evocation

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 Conjunction

GOODBERRY

CASTING TIME

1 action

RANGE

Touch

COMPONENTS

V, S, M

DURATION

Instantaneous

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

Druid

1st level Transmutation

HEALING WORD

CASTING TIME

1 bonus action

RANGE

60 feet

COMPONENTS

V

DURATION

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.
At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d4 for each slot level above 1st.

Druid

1st level Evocation

ICE KNIFE

CASTING TIME

1 action

RANGE

60 feet

COMPONENTS

S, M

DURATION

Instantaneous

a drop of water or piece of ice

You create a shard of ice and fling it at one creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 piercing damage. Hit or miss, the shard then explodes. The target and each creature within 5 feet of it must succeed on a Dexterity saving throw or take 2d6 cold damage.
At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the cold damage increases by 1d6 for each slot level above 1st.

Druid (XGE)

1st level Conjunction

JUMP

CASTING TIME

1 action

RANGE

Touch

COMPONENTS

V, S, M

DURATION

1 minute

a grasshopper's hind leg

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

Druid

1st level Transmutation

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



PURIFY FOOD AND DRINK (RITUAL)	
CASTING TIME 1 action	RANGE 10 feet
COMPONENTS V, S	DURATION 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.	
Druid	1st level Transmutation

SNARE [1/2]	
CASTING TIME 1 minute	RANGE Touch
COMPONENTS S, M	DURATION 8 hours
25 feet of rope, which the spell consumes	
As you cast this spell, you use the rope to create a circle with a 5-foot radius on the ground or the floor. When you finish casting, the rope disappears and the circle becomes a magic trap. This trap is nearly invisible, requiring a successful Intelligence (Investigation) check against your spell save DC to be discerned. The trap triggers when a Small, Medium, or Large creature moves onto the ground or the floor in the spell's radius. That creature must succeed on a Dexterity saving throw or be magically hoisted into the air, leaving it hanging upside down 3 feet above the ground or the floor. The creature is restrained there until the spell ends. A restrained creature can make a Dexterity saving throw at the end of each of its turns, ending the effect on itself on a success. Alternatively, the creature or someone else who can reach it can use an action to make an Intelligence (Arcana) check against your spell save DC. On a success, the restrained effect ends. After the trap is triggered, the spell ends when no	
Druid (XGE)	1st level Abjuration

SNARE [2/2]	
CASTING TIME 1 minute	RANGE Touch
COMPONENTS S, M	DURATION 8 hours
25 feet of rope, which the spell consumes	
creature is restrained by it.	
Druid (XGE)	1st level Abjuration

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

THUNDERWAVE	
CASTING TIME 1 action	RANGE Self (15-foot cube)
COMPONENTS V, S	DURATION 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. At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.	
Druid	1st level Evocation

PROTECTION FROM EVIL AND GOOD	
CASTING TIME 1 action	RANGE Touch
COMPONENTS V, S, M	DURATION Concentration, up to 10 minutes
holy water or powdered silver and iron, which the spell consumes	
Until the spell ends, one willing creature you touch is protected against certain types of creatures - aberrations, celestials, elementals, fey, fiends, and undead. The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.	
Druid (TCE)	1st level Abjuration

BURNING HANDS	
CASTING TIME 1 action	RANGE Self (15-foot cone)
COMPONENTS V, S	DURATION Instantaneous
As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried. At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.	
Druid (Wildfire)	1st level Evocation

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 (Wildfire)	1st level Evocation

ANIMAL MESSENGER (RITUAL) [1/2]	
CASTING TIME 1 action	RANGE 30 feet
COMPONENTS V, S, M	DURATION 24 hours
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 ray, or a bird. 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 towards 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. At Higher Levels: If you cast this spell using a spell slot of 3rd level or	
Druid	2nd level Enchantment



ANIMAL MESSENGER (RITUAL) [2/2]

CASTING TIME

1 action

RANGE

30 feet

COMPONENTS

V, S, M

DURATION

24 hours

a morsel of food

higher, the duration of the spell increases by 48 hours for each slot level above 2nd.

Druid

2nd level Enchantment

BARKSKIN

CASTING TIME

1 action

RANGE

Touch

COMPONENTS

V, S, M

DURATION

Concentration, up to 1 hour

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.

Druid (*) (Forest)

2nd level Transmutation

BEAST SENSE (RITUAL)

CASTING TIME

1 action

RANGE

Touch

COMPONENTS

S

DURATION

Concentration, up to 1 hour

You touch a willing beast. For the duration of the spell, you can use your action to see through the beast's eyes and hear what it hears, and continue to do so until you use your action to return to your normal senses.

Druid

2nd level Divination

BLUR

CASTING TIME

1 action

RANGE

Self

COMPONENTS

V

DURATION

Concentration, up to 1 minute

Your body becomes blurred, shifting and wavering to all who can see you. For the duration, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

Druid (Desert)

2nd level Illusion

DARKNESS

CASTING TIME

1 action

RANGE

60 feet

COMPONENTS

V, M

DURATION

Concentration, up to 10 minutes

bat fur and a drop of pitch or piece of coal

Magical darkness spreads from a point you choose within range to fill a 15-foot radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness. If any of this spell's area overlaps with an area of light created by a spell of or lower, the spell that created the light is dispelled.

Druid (Swamp)

2nd level Evocation

DARKVISION

CASTING TIME

1 action

RANGE

Touch

COMPONENTS

V, S, M

DURATION

8 hours

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.

Druid

2nd level Transmutation

DUST DEVIL

CASTING TIME

1 action

RANGE

60 feet

COMPONENTS

V, S, M

DURATION

Concentration, up to 1 minute

a pinch of dust

Choose an unoccupied 5-foot cube of air that you can see within range. An elemental force that resembles a dust devil appears in the cube and lasts for the spell's duration. Any creature that ends its turn within 5 feet of the dust devil must make a Strength saving throw. On a failed save, the creature takes 1d8 bludgeoning damage and is pushed 10 feet away from the dust devil. On a successful save, the creature takes half as much damage and isn't pushed. As a bonus action, you can move the dust devil up to 30 feet in any direction. If the dust devil moves over sand, dust, loose dirt, or light gravel, it sucks up the material and forms a 10-foot-radius cloud of debris around itself that lasts until the start of your next turn. The cloud heavily obscures its area. **At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

Druid (XGE)

2nd level Conjuration

EARTHBIND

CASTING TIME

1 action

RANGE

300 feet

COMPONENTS

V

DURATION

Concentration, up to 1 minute

Choose one creature you can see within range. Yellow strips of magical energy loop around the creature. The target must succeed on a Strength saving throw, or its flying speed (if any) is reduced to 0 feet for the spell's duration. An airborne creature affected by this spell safely descends at 60 feet per round until it reaches the ground or the spell ends.

Druid (XGE)

2nd level Transmutation

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



FIND TRAPS

CASTING TIME
1 action

RANGE
120 feet

COMPONENTS
V, S

DURATION
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.

Druid

2nd level Divination

FLAME BLADE

CASTING TIME
1 bonus action

RANGE
Self

COMPONENTS
V, S, M

DURATION
Concentration, up to 10 minutes

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. **At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for every two slot levels above 2nd.

Druid

2nd level Evocation

FLAMING SPHERE

CASTING TIME
1 action

RANGE
60 feet

COMPONENTS
V, S, M

DURATION
Concentration, up to 1 minute

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. **At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

Druid

2nd level Conjunction

GUST OF WIND

CASTING TIME
1 action

RANGE
Self (60-foot line)

COMPONENTS
V, S, M

DURATION
Concentration, up to 1 minute

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 15 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.

Druid

2nd level Evocation

HEALING SPIRIT

CASTING TIME
1 bonus action

RANGE
60 feet

COMPONENTS
V, S

DURATION
Concentration, up to 1 minute

You call forth a nature spirit to soothe the wounded. The intangible spirit appears in a space that is a 5-foot cube you can see within range. The spirit looks like a transparent beast or fey (your choice). Until the spell ends, whenever you or a creature you can see moves into the spirit's space for the first time on a turn or starts its turn there, you can cause the spirit to restore 1d6 hit points to that creature (no action required). The spirit can't heal constructs or undead. As a bonus action on your turn, you can move the spirit up to 30 feet to a space you can see. **At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, the healing increases by 1d6 for each slot level above 2nd.

Druid (XGE)

2nd level Conjunction

HEAT METAL

CASTING TIME
1 action

RANGE
60 feet

COMPONENTS
V, S, M

DURATION
Concentration, up to 1 minute

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

Druid

2nd level Transmutation

HOLD PERSON

CASTING TIME
1 action

RANGE
60 feet

COMPONENTS
V, S, M

DURATION
Concentration, up to 1 minute

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. **At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, you can target an additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.

Druid (*) (Arctic)

2nd level Enchantment

INVISIBILITY

CASTING TIME
1 action

RANGE
Touch

COMPONENTS
V, S, M

DURATION
Concentration, up to 1 hour

an eyelash encased in gum arabic

A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell. **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 (Grassland)

2nd level Illusion

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



LOCATE ANIMALS OR PLANTS (RITUAL)	
CASTING TIME 1 action	RANGE Self
COMPONENTS V, S, M	DURATION Instantaneous
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.	
Druid	2nd level Divination

LOCATE OBJECT	
CASTING TIME 1 action	RANGE Self
COMPONENTS V, S, M	DURATION Concentration, up to 10 minutes
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.	
Druid	2nd level Divination

MELF'S ACID ARROW	
CASTING TIME 1 action	RANGE 90 feet
COMPONENTS V, S, M	DURATION Instantaneous
powdered rhubarb leaf and an adder's stomach	
A shimmering green arrow streaks toward a target within range and bursts in a spray of acid. Make a ranged spell attack against the target. On a hit, the target takes 4d4 acid damage immediately and 2d4 acid damage at the end of its next turn. On a miss, the arrow splashes the target with acid for half as much of the initial damage and no damage at the end of its next turn. At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage (both initial and later) increases by 1d4 for each slot level above 2nd.	
Druid (Swamp)	2nd level Evocation

MIRROR IMAGE	
CASTING TIME 1 action	RANGE Self
COMPONENTS V, S	DURATION 1 minute
Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates. Each time a creature targets you with an attack during the spell's duration, roll a d20 to determine whether the attack instead targets one of your duplicates. If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher. A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The spell ends when all three duplicates are destroyed. A creature is unaffected by this spell if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.	
Druid (Coast)	2nd level Illusion

MISTY STEP	
CASTING TIME 1 bonus action	RANGE Self
COMPONENTS V	DURATION Instantaneous
Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.	
Druid (Coast)	2nd level Conjunction

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

PASS WITHOUT TRACE	
CASTING TIME 1 action	RANGE Self
COMPONENTS V, S, M	DURATION Concentration, up to 1 hour
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.	
Druid (*) (Grassland)	2nd level Abjuration

PROTECTION FROM POISON	
CASTING TIME 1 action	RANGE Touch
COMPONENTS V, S	DURATION 1 hour
You touch a creature. If it is poisoned, you neutralize the poison. If more than one poison afflicts the target, you neutralize on 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.	
Druid	2nd level Abjuration

SILENCE (RITUAL)	
CASTING TIME 1 action	RANGE 120 feet
COMPONENTS V, S	DURATION Concentration, up to 10 minutes
For the duration, no sound can be created within or pass through a 20-foot-radius sphere centered on a point you choose within range. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there.	
Druid (Desert)	2nd level Illusion



SKYWRITE (RITUAL)

CASTING TIME 1 action	RANGE Sight
COMPONENTS V, S	DURATION Concentration, up to 1 hour

You cause up to ten words to form in a part of the sky you can see. The words appear to be made of cloud and remain in place for the spell's duration. The words dissipate when the spell ends. A strong wind can disperse the clouds and end the spell early.

Druid (XGE)2nd level Transmutation

SPIDER CLIMB

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

a drop of bitumen and a spider

Until the spell ends, one willing creature you touch gains the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving its hands free. The target also gains a climbing speed equal to its walking speed.

Druid (Underdark)(Forest)(Mountain)2nd level Transmutation

SPIKE GROWTH

CASTING TIME 1 action	RANGE 150 feet
COMPONENTS V, S, M	DURATION Concentration, up to 10 minutes

seven sharp thorns or seven small twigs, each sharpened to a point

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 transformation of the ground is camouflaged to look natural. Any creature that can't see the area at the time the spell is cast must make a Wisdom (Perception) check against your spell save DC to recognize the terrain as hazardous before entering it.

Druid (*) (Mountain)(Arctic)2nd level Transmutation

SUMMON BEAST

CASTING TIME 1 action	RANGE 90 feet
COMPONENTS V, S, M	DURATION Concentration, up to 1 hour

a feather, tuft of fur, and fish tail inside a gilded acorn worth at least 200 gp

You call forth a bestial spirit. It manifests in an unoccupied space that you can see within range. This corporeal form uses the Bestial Spirit stat block. When you cast the spell, choose an environment: Air, Land, or Water. The creature resembles an animal of your choice that is native to the chosen environment, which determines certain traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends. The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it 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 move to avoid danger. **At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, use the higher level where the spell's level appears in the stat block.

Druid (TCE)2nd-level conjuration

WARDING WIND

CASTING TIME 1 action	RANGE Self
COMPONENTS V	DURATION Concentration, up to 10 minutes

A strong wind (20 miles per hour) blows around you in a 10-foot radius and moves with you, remaining centered on you. The wind lasts for the spell's duration. The wind has the following effects:

- It deafens you and other creatures in its area.
- It extinguishes unprotected flames in its area that are torch-sized or smaller.
- It hedges out vapor, gas, and fog that can be dispersed by strong wind.
- The area is difficult terrain for creatures other than you.
- The attack rolls of ranged weapon attacks have disadvantage if the attacks pass in or out of the wind.

Druid (XGE)2nd level Evocation

WEB

CASTING TIME 1 action	RANGE 60 feet
COMPONENTS V, S, M	DURATION Concentration, up to 1 hour

a bit of spider web

You conjure a mass of thick, sticky webbing at a point of your choice within range. The webs fill a 20-foot cube from that point for the duration. The webs are difficult terrain and lightly obscure their area. If the webs aren't anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the conjured web collapses on itself, and the spell ends at the start of your next turn. Webs layered over a flat surface have a depth of 5 feet. Each creature that starts its turn in the webs or that enters them during its turn must make a Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free. A creature restrained by the webs can use its actions to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained. The webs are flammable. Any 5-foot cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire.

Druid (Underdark)2nd level Conjuration

BLINDNESS/DEAFNESS

CASTING TIME 1 action	RANGE 30 feet
COMPONENTS V	DURATION 1 minute

You can blind or deafen a foe. Choose 1 creature that you can see within range to make a Constitution saving throw. If it fails, the target is either blinded or deafened (your choice) for the duration. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the spell ends. **At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, you can target 1 additional creature for each slot level above 2nd.

Druid (Spores)2nd level Necromancy

GENTLE REPOSE (RITUAL)

CASTING TIME 1 action	RANGE Touch
COMPONENTS V, S, M	DURATION 10 days

a pinch of salt and one copper piece placed on each of the corpse's eyes, which must remain there for the duration

You touch a corpse or other remains. For the duration, the target is protected from decay and can't become undead. The spell also effectively extends the time limit on raising the target from the dead, since days spent under the influence of this spell don't count against the time limit of spells such as *raise dead*.

Druid (Spores)2nd level Necromancy

AUGURY (RITUAL)

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

specialty marked sticks, bones, or similar tokens worth at least 25 gp

By casting gem-inlaid sticks, rolling dragon bones, laying out ornate cards, or employing some other divining tool, you receive an omen from an otherworldly entity about the results of a specific course of action that you plan to take within the next 30 minutes. The DM chooses from the following possible omens.

- *Weal*, for good results
- *Woe*, for bad results
- *Weal and woe*, for both good and bad results
- *Nothing*, for results that aren't especially good or bad

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 completing 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.

Druid (TCE)2nd level Divination



CONTINUAL FLAME	
CASTING TIME	RANGE
1 action	Touch
COMPONENTS	DURATION
V, S, M	Until dispelled

ruby dust worth 50 gp, which the spell consumes

A flame, equivalent in brightness to a torch, springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A *continual flame* can be covered or hidden but not smothered or quenched.

Druid (TCE)2nd level Evocation

FLAMING SPHERE	
CASTING TIME	RANGE
1 action	60 feet
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 minute

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.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

Druid (Wildfire)2nd level Conjunction

CONJURE ANIMALS	
CASTING TIME	RANGE
1 action	60 feet
COMPONENTS	DURATION
V, S	Concentration, 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.

At Higher Levels: When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear - twice as many with a 5th-level slot, three times as many with a 7th-level slot, and four times as many with a 9th-level slot.

Druid3rd level Conjunction

ENLARGE/REDUCE [1/2]	
CASTING TIME	RANGE
1 action	30 feet
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 minute

a pinch of powdered iron

You cause a creature or an object you can see within range to grow larger or smaller for the duration. Choose either a creature or an object that is neither worn nor carried. If the target is unwilling, it can make a Constitution saving throw. On a success, the spell has no effect.

If the target is a creature, everything it is wearing and carrying changes size with it. Any item dropped by an affected creature returns to normal size at once.

Enlarge. The target's size doubles in all dimensions, and its weight is multiplied by eight. This growth increases its size by one category - from Medium to Large, for example. If there isn't enough room for the target to double its size, the creature or object attains the maximum possible size in the space available. Until the spell ends, the target also has advantage on Strength checks and Strength saving throws. The target's weapons also grow to match its new size. While these weapons are enlarged, the target's attack with them deal 1d4 extra damage.

Reduce. The

Druid (TCE)2nd level Transmutation

SCORCHING RAY	
CASTING TIME	RANGE
1 action	120 feet
COMPONENTS	DURATION
V, S	Instantaneous

You create three rays of fire and hurl them at targets within range. You can hurl them at one target or several.

Make a ranged spell attack for each ray. On a hit, the target takes 2d6 fire damage.

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

Druid (Wildfire)2nd level Evocation

CREATE FOOD AND WATER	
CASTING TIME	RANGE
1 action	30 feet
COMPONENTS	DURATION
V, S	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.

Druid (Desert)3rd level Conjunction

ENLARGE/REDUCE [2/2]	
CASTING TIME	RANGE
1 action	30 feet
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 minute

a pinch of powdered iron

target's size is halved in all dimensions, and its weight is reduced to one-eighth of normal. This reduction decreases its size by one category - from Medium to Small, for example. Until the spell ends, the target also has disadvantage on Strength checks and Strength saving throws. The target's weapons also shrink to match its new size. While these weapons are reduced, the target's attacks with them deal 1d4 less damage (this can't reduce the damage below 1).

Druid (TCE)2nd level Transmutation

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

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

Druid (*) (Forest)3rd level Conjunction

DAYLIGHT	
CASTING TIME	RANGE
1 action	60 feet
COMPONENTS	DURATION
V, S	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 with 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 or lower, the spell that created the darkness is dispelled.

Druid (*) (Grassland)3rd level Evocation



DISPEL MAGIC

CASTING TIME
1 action

RANGE
120 feet

COMPONENTS
V, S

DURATION
Instantaneous

Choose any 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.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you automatically end the effects of a spell on the target if the spell's level is equal to or less than the level of the spell slot you used.

Druid

3rd level Abjuration

ERUPTING EARTH

CASTING TIME
1 action

RANGE
120 feet

COMPONENTS
V, S, M

DURATION
Instantaneous

a piece of obsidian

Choose a point you can see on the ground within range. A fountain of churned earth and stone erupts in a 20-foot cube centered on that point. Each creature in that area must make a Dexterity saving throw. A creature takes 3d12 bludgeoning damage on a failed save, or half as much damage on a successful one. Additionally, the ground in that area becomes difficult terrain until cleared. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d12 for each slot level above 3rd.

Druid (XGE)

3rd level Transmutation

FEIGN DEATH (RITUAL)

CASTING TIME
1 action

RANGE
Touch

COMPONENTS
V, S, M

DURATION
1 hour

a pinch of graveyard dirt

You touch a willing creature and put it into a cataleptic state that is indistinguishable from death.

For the spell's duration, or until you use an action to touch the target and dismiss the spell, the target appears dead to all outward inspection and to spells used to determine the target's status. The target is blinded and incapacitated, and its speed drops to 0. The target has resistance to all damage except psychic damage. If the target is diseased or poisoned when you cast the spell, or becomes diseased or poisoned while under the spell's effect, the disease and poison have no effect until the spell ends.

Druid

3rd level Necromancy

FLAME ARROWS

CASTING TIME
1 action

RANGE
Touch

COMPONENTS
V, S

DURATION
Concentration, up to 1 hour

You touch a quiver containing arrows or bolts. When a target is hit by a ranged weapon attack using a piece of ammunition drawn from the quiver, the target takes an extra 1d6 fire damage. The spell's magic ends on the piece of ammunition when it hits or misses, and the spell ends when twelve pieces of ammunition have been drawn from the quiver.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the number of pieces of ammunition you can affect with this spell increases by two for each slot level above 3rd.

Druid (XGE)

3rd level Transmutation

GASEOUS FORM

CASTING TIME
1 action

RANGE
Touch

COMPONENTS
V, S, M

DURATION
Concentration, up to 1 hour

a bit of gauze and a wisp of smoke

You transform a willing creature you touch, along with everything it's wearing and carrying, into a misty cloud for the duration. The spell ends if the creature drops to 0 hit points. An incorporeal creature isn't affected. While in this form, the target's only method of movement is a flying speed of 10 feet. The target can enter and occupy the space of another creature. The target has resistance to nonmagical damage, and it has advantage on Strength, Dexterity, and Constitution saving throws. The target can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces. The target can't fall and remains hovering in the air even when stunned or otherwise incapacitated. While in the form of a misty cloud, the target can't talk or manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. The target can't attack or cast spells.

Druid (Underdark)

3rd level Transmutation

HASTE

CASTING TIME
1 action

RANGE
30 feet

COMPONENTS
V, S, M

DURATION
Concentration, up to 1 minute

a shaving of licorice root

Choose a willing creature that you can see within range. Until the spell ends, the target's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

When the spell ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.

Druid (Grassland)

3rd level Transmutation

LIGHTNING BOLT

CASTING TIME
1 action

RANGE
Self (100-foot line)

COMPONENTS
V, S, M

DURATION
Instantaneous

a bit of fur and a rod of amber, crystal, or glass

A stroke of lightning forming a line of 100 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one.

The lightning ignites flammable objects in the area that aren't being worn or carried.

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.

Druid (Mountain)

3rd level Evocation

MELD INTO STONE (RITUAL)

CASTING TIME
1 action

RANGE
Touch

COMPONENTS
V, S

DURATION
8 hours

You step into a stone object or surface large enough to fully contain your body, melding yourself and all the equipment you carry with the stone for the duration. Using your movement, you step into the stone at a point you can touch. Nothing of your presence remains visible or otherwise detectable by nonmagical senses.

While merged with the stone, you can't see what occurs outside it, and any Wisdom (Perception) checks you make to hear sounds outside it are made with disadvantage. You remain aware of the passage of time and can cast spells on yourself while merged in the stone. You can use your movement to leave the stone where you entered it, which ends the spell. You otherwise can't move.

Minor physical damage to the stone doesn't harm you, but its partial destruction or a change in its shape (to the extent that you no longer fit within it) expels you and deals 6d6 bludgeoning damage to you. The stone's complete destruction (or transmutation into a different substance) expels you and deals 50 bludgeoning damage to you. If expelled, you fall prone in an unoccupied space closest to where you first entered.

Druid (*) (Mountain)

3rd level Transmutation

PLANT GROWTH

CASTING TIME
1 action or 8 hours

RANGE
150 feet

COMPONENTS
V, S

DURATION
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.

Druid (*) (Forest)

3rd level Transmutation



PROTECTION FROM ENERGY	
CASTING TIME	RANGE
1 action	Touch
COMPONENTS	DURATION
V, S	Concentration, 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.

Druid (*) (Desert)3rd level Abjuration

SPEAK WITH PLANTS	
CASTING TIME	RANGE
1 action	Self (30-foot radius)
COMPONENTS	DURATION
V, S	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. You can also turn difficult terrain caused by plant growth (such as thickets and undergrowth) into ordinary terrain that lasts for the duration. Or you can turn ordinary terrain where plants are present into difficult terrain that lasts for the duration, causing vines and branches to hinder pursuers, for example. Plants might be able to perform other tasks on your behalf, at the DM's discretion. The spell doesn't enable plants to uproot themselves and move about, but they can freely move branches, tendrils, and stalks. If a plant creature is in the area, you can communicate with it as if you shared a common language, but you gain no magical ability to influence it. This spell can cause the plants created by the *entangle* spell to release a restrained creature.

Druid3rd level Transmutation

TIDAL WAVE	
CASTING TIME	RANGE
1 action	120 feet
COMPONENTS	DURATION
V, S, M	Instantaneous

a drop of water

You conjure up a wave of water that crashes down on an area within range. The area can be up to 30 feet long, up to 10 feet wide, and up to 10 feet tall. Each creature in that area must make a Dexterity saving throw. On a failed save, a creature takes 4d8 bludgeoning damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone. The water then spreads out across the ground in all directions, extinguishing unprotected flames in its area and within 30 feet of it, and then it vanishes.

Druid (XGE)3rd level Conjunction

SLEET STORM	
CASTING TIME	RANGE
1 action	150 feet
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 minute

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.

Druid (*) (Arctic)3rd level Conjunction

STINKING CLOUD	
CASTING TIME	RANGE
1 action	90 feet
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 minute

a rotten egg or several skunk cabbage leaves

You create a 20-foot-radius sphere of yellow, nauseating gas centered on a point within range. The cloud spreads around corners, and its area is heavily obscured. The cloud lingers in the air for the duration. Each creature that is completely within the cloud at the start of its turn must make a Constitution saving throw against poison. On a failed save, the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw. A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

Druid (Underdark) (Swamp)3rd level Conjunction

WALL OF WATER	
CASTING TIME	RANGE
1 action	60 feet
COMPONENTS	DURATION
V, S, M	Concentration, up to 10 minutes

a drop of water

You create a wall of water on the ground at a point you can see within range. You can make the wall up to 30 feet long, 10 feet high, and 1 foot thick, or you can make a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall vanishes when the spell ends. The wall's space is difficult terrain. Any ranged weapon attack that enters the wall's space has disadvantage on the attack roll, and fire damage is halved if the fire effect passes through the wall to reach its target. Spells that deal cold damage that pass through the wall cause the area of the wall they pass through to freeze solid (at least a 5-foot-square section is frozen). Each 5-foot-square frozen section has AC 5 and 15 hit points. Reducing a frozen section to 0 hit points destroys it. When a section is destroyed, the wall's water doesn't fill it.

Druid (XGE)3rd level Evocation

SLOW	
CASTING TIME	RANGE
1 action	120 feet
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 minute

a drop of molasses

You alter time around up to six creatures of your choice in a 40-foot cube within range. Each target must succeed on a Wisdom saving throw or be affected by this spell for the duration. An affected target's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn. If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted. A creature affected by this spell makes another Wisdom saving throw at the end of its turn. On a successful save, the effect ends for it.

Druid (Arctic)3rd level Transmutation

SUMMON FEY	
CASTING TIME	RANGE
1 action	90 feet
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 hour

a gilded flower worth at least 300 gp

You call forth a fey spirit. It manifests in an unoccupied space that you can see within range. This corporeal form uses the Fey Spirit stat block. When you cast the spell, choose a mood. Fuming, Mirthful, or Tricky. The creature resembles a fey creature of your choice marked by the chosen mood, which determines one of the traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends. The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it 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 move to avoid danger. **At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, use the higher level wherever the spell's level appears in the stat block.

Druid (TCE)3rd-level conjunction

WATER BREATHING (RITUAL)	
CASTING TIME	RANGE
1 action	30 feet
COMPONENTS	DURATION
V, S, M	24 hours

a short reed or piece of straw

This spell grants up to ten willing creatures you can see within range the ability to breathe underwater until the spell ends. Affected creatures also retain their normal mode of respiration.

Druid (*) (Coast)3rd level Transmutation



<div>WATER WALK (RITUAL)</div> <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 action</td><td>30 feet</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V, S, M</td><td>1 hour</td></tr> </table> <div>a piece of cork</div> <div> <p>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.</p> <p>If your 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.</p> </div> <div> <div>Druid (*)</div> <div>(Swamp)(Coast)</div> <div>3rd level Transmutation</div> </div>		CASTING TIME	RANGE	1 action	30 feet	COMPONENTS	DURATION	V, S, M	1 hour
CASTING TIME	RANGE								
1 action	30 feet								
COMPONENTS	DURATION								
V, S, M	1 hour								
<div>WIND WALL</div> <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 action</td><td>120 feet</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V, S, M</td><td>Concentration, up to 1 minute</td></tr> </table> <div>a tiny fan and a feather of exotic origin</div> <div> <p>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.</p> <p>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.</p> <p>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.</p> </div> <div> <div>Druid</div> <div>3rd level Evocation</div> </div>		CASTING TIME	RANGE	1 action	120 feet	COMPONENTS	DURATION	V, S, M	Concentration, up to 1 minute
CASTING TIME	RANGE								
1 action	120 feet								
COMPONENTS	DURATION								
V, S, M	Concentration, up to 1 minute								
<div>ANIMATE DEAD [1/2]</div> <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 minute</td><td>10 feet</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V, S, M</td><td>Instantaneous</td></tr> </table> <div>a drop of blood, a piece of flesh, and a pinch of bone dust</div> <div> <p>This spell creates an undead servant. Choose a pile of bones or a corpse of a Medium or Small humanoid within range. Your spell imbues the target with a foul mimicry of life, raising it as an undead creature. The target becomes a skeleton if you chose bones or a zombie if you chose a corpse (the DM has the creature's game statistics).</p> <p>On each of your turns, you can use a bonus action to mentally command any creature you made with this spell if the creature is within 60 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.</p> <p>The creature is under your control for 24 hours, after which it stops obeying</p> </div> <div> <div>Druid (Spores)</div> <div>3rd level Necromancy</div> </div>		CASTING TIME	RANGE	1 minute	10 feet	COMPONENTS	DURATION	V, S, M	Instantaneous
CASTING TIME	RANGE								
1 minute	10 feet								
COMPONENTS	DURATION								
V, S, M	Instantaneous								
<div>ANIMATE DEAD [2/2]</div> <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 minute</td><td>10 feet</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V, S, M</td><td>Instantaneous</td></tr> </table> <div>a drop of blood, a piece of flesh, and a pinch of bone dust</div> <div> <p>any command you've given it. To maintain the control of the creature for another 24 hours, you must cast this spell on the creature again before the current 24-hour period ends. This use of the spell reasserts your control over up to four creatures you have animated with this spell, rather than animating a new one.</p> <p>At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you animate or reassert control over two additional undead creatures for each slot above 3rd. Each of the creatures must come from a different corpse or pile of bones.</p> </div> <div> <div>Druid (Spores)</div> <div>3rd level Necromancy</div> </div>		CASTING TIME	RANGE	1 minute	10 feet	COMPONENTS	DURATION	V, S, M	Instantaneous
CASTING TIME	RANGE								
1 minute	10 feet								
COMPONENTS	DURATION								
V, S, M	Instantaneous								
<div>GASEOUS FORM</div> <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 action</td><td>Touch</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V, S, M</td><td>Concentration, up to 1 hour</td></tr> </table> <div>a bit of gauze and a wisp of smoke</div> <div> <p>You transform a willing creature you touch, along with everything it's wearing and carrying, into a misty cloud for the duration. The spell ends if the creature drops to 0 hit points. An incorporeal creature isn't affected. While in this form, the target's only method of movement is a flying speed of 10 feet. The target can enter and occupy the space of another creature. The target has resistance to nonmagical damage, and it has advantage on Strength, Dexterity, and Constitution saving throws. The target can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces. The target can't fall and remains hovering in the air even when stunned or otherwise incapacitated. While in the form of a misty cloud, the target can't talk or manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. The target can't attack or cast spells.</p> </div> <div> <div>Druid (Spores)</div> <div>3rd level Transmutation</div> </div>		CASTING TIME	RANGE	1 action	Touch	COMPONENTS	DURATION	V, S, M	Concentration, up to 1 hour
CASTING TIME	RANGE								
1 action	Touch								
COMPONENTS	DURATION								
V, S, M	Concentration, up to 1 hour								
<div>AURA OF VITALITY</div> <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 action</td><td>Self (30-foot radius)</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V</td><td>Concentration, up to 1 minute</td></tr> </table> <div></div> <div> <p>Healing energy radiates from you in an aura with a 30-foot radius. Until the spell ends, the aura moves with you, centered on you. You can use a bonus action to cause one creature in the aura (including you) to regain 2d6 hit points.</p> </div> <div> <div>Druid (TCE)</div> <div>3rd level Evocation</div> </div>		CASTING TIME	RANGE	1 action	Self (30-foot radius)	COMPONENTS	DURATION	V	Concentration, up to 1 minute
CASTING TIME	RANGE								
1 action	Self (30-foot radius)								
COMPONENTS	DURATION								
V	Concentration, up to 1 minute								
<div>ELEMENTAL WEAPON</div> <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 action</td><td>Touch</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V, S</td><td>Concentration, up to 1 hour</td></tr> </table> <div></div> <div> <p>A nonmagical weapon you touch becomes a magic weapon. Choose one of the following damage types - acid, cold, fire, lightning, or thunder. For the duration, the weapon has a +1 bonus to attack rolls and deals an extra 1d4 damage of the chosen type when it hits.</p> <p>At Higher Levels: When you cast this spell using a spell slot of 5th or 6th level, the bonus to attack rolls increases to +2 and the extra damage increases to 2d4. When you use a spell slot of 7th level or higher, the bonus increases to +3 and the extra damage increases to 3d4.</p> </div> <div> <div>Druid (TCE)</div> <div>3rd level Transmutation</div> </div>		CASTING TIME	RANGE	1 action	Touch	COMPONENTS	DURATION	V, S	Concentration, up to 1 hour
CASTING TIME	RANGE								
1 action	Touch								
COMPONENTS	DURATION								
V, S	Concentration, up to 1 hour								
<div>REVIVIFY</div> <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 action</td><td>Touch</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V, S, M</td><td>Instantaneous</td></tr> </table> <div>diamonds worth 300 gp, which the spell consumes</div> <div> <p>You touch a creature that has died within the last minute. That creature returns to life with 1 hit point. This spell can't return to life a creature that has died of old age, nor can it restore any missing body parts.</p> </div> <div> <div>Druid (TCE)</div> <div>3rd level Necromancy</div> </div>		CASTING TIME	RANGE	1 action	Touch	COMPONENTS	DURATION	V, S, M	Instantaneous
CASTING TIME	RANGE								
1 action	Touch								
COMPONENTS	DURATION								
V, S, M	Instantaneous								
<div>PLANT GROWTH</div> <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 action or 8 hours</td><td>150 feet</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V, S</td><td>Instantaneous</td></tr> </table> <div></div> <div> <p>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.</p> <p>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.</p> <p>You can exclude one or more areas of any size within the spell's area from being affected.</p> <p>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.</p> </div> <div> <div>Druid (Wildfire)</div> <div>3rd level Transmutation</div> </div>		CASTING TIME	RANGE	1 action or 8 hours	150 feet	COMPONENTS	DURATION	V, S	Instantaneous
CASTING TIME	RANGE								
1 action or 8 hours	150 feet								
COMPONENTS	DURATION								
V, S	Instantaneous								



REVIVIFY

CASTING TIME
1 action

RANGE
Touch

COMPONENTS
V, S, M

DURATION
Instantaneous

diamonds worth 300 gp, which the spell consumes

You touch a creature that has died within the last minute. That creature returns to life with 1 hit point. This spell can't return to life a creature that has died of old age, nor can it restore any missing body parts.

Druid (Wildfire)

3rd level Necromancy

BLIGHT

CASTING TIME
1 action

RANGE
30 feet

COMPONENTS
V, S

DURATION
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. This 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.
At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

Druid (*) (Desert)

4th level Necromancy

CHARM MONSTER

CASTING TIME
1 action

RANGE
30 feet

COMPONENTS
V, S

DURATION
1 hour

You attempt to charm a creature you can see within range. It must make a Wisdom saving throw, and it 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 is friendly to you. When the spell ends, the creature knows it was charmed by you.
At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th. The creatures must be within 30 feet of each other when you target them.

Druid (XGE)

4th level Enchantment

CONFUSION [1/2]

CASTING TIME
1 action

RANGE
90 feet

COMPONENTS
V, S, M

DURATION
Concentration, up to 1 minute

three nut shells

This spell assaults and twists creatures' minds, spawning delusions and provoking uncontrolled actions. Each creature in a 10-foot-radius sphere centered on a point you choose within range must succeed on a Wisdom saving throw when you cast this spell or be affected by it.

An affected target can't take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn.

1: The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.

2-6: The creature doesn't move or take actions this turn.

7-8: The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.

9-10: The creature can act and move normally. At the end of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that

Druid

4th level Enchantment

CONFUSION [2/2]

CASTING TIME
1 action

RANGE
90 feet

COMPONENTS
V, S, M

DURATION
Concentration, up to 1 minute

three nut shells

target.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the radius of the sphere increases by 5 feet for each slot above 4th.

Druid

4th level Enchantment

CONJURE MINOR ELEMENTALS

CASTING TIME
1 minute

RANGE
90 feet

COMPONENTS
V, S

DURATION
Concentration, up to 1 hour

You summon elementals that appear in unoccupied spaces that you can see within range. You choose one 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.

At Higher Levels: When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear - twice as many with a 6th-level slot and three times as many with an 8th-level slot.

Druid

4th level Conjuration

CONJURE WOODLAND BEINGS [1/2]

CASTING TIME
1 action

RANGE
60 feet

COMPONENTS
V, S, M

DURATION
Concentration, up to 1 hour

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.

At Higher Levels: When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear - twice as many with

Druid

4th level Conjuration

CONJURE WOODLAND BEINGS [2/2]

CASTING TIME
1 action

RANGE
60 feet

COMPONENTS
V, S, M

DURATION
Concentration, up to 1 hour

one holly berry per creature summoned

a 6th-level slot and three times as many with an 8th-level slot.

Druid

4th level Conjuration

CONTROL WATER [1/3]

CASTING TIME
1 action

RANGE
300 feet

COMPONENTS
V, S, M

DURATION
Concentration, up to 10 minutes

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.

Flood: You cause the water level of all standing water in the area to rise by as much as 20 feet. If the area includes a shore, the flooding water spills over onto dry land.

If you choose an area in a large body of water, you instead create a 20-foot tall wave that travels from one side of the area to the other and then crashes down. Any Huge or smaller vehicles in the wave's path are carried with it to the other side. Any Huge or smaller vehicles struck by the wave have a 25 percent chance of capsizing.

The water level remains elevated until the spell ends or you choose a different effect. If this effect produced a wave, the wave repeats on the start of your next turn while the flood effect lasts.

Part Water: You cause

Druid (*) (Coast)

4th level Transmutation



CONTROL WATER [2/3]

CASTING TIME

1 action

RANGE

300 feet

COMPONENTS

V, S, M

DURATION

Concentration, up to 10 minutes

a drop of water and a pinch of dust

water in the area to move apart and create a trench. The trench extends across the spell's area, and the separated water forms a wall to either side. The trench remains until the spell ends or you choose a different effect. The water then slowly fills in the trench over the course of the next round until the normal water level is restored.

Redirect Flow: You cause flowing water in the area to move in a direction you choose, even if the water has to flow over obstacles, up walls, or in other unlikely directions. The water in the area moves as you direct it, but once it moves beyond the spell's area, it resumes its flow based on the terrain conditions. The water continues to move in the direction you chose until the spell ends or you choose a different effect.

Whirlpool: This effect requires a body of water at least 50 feet square and 25 feet deep. You cause a whirlpool to form in the center of the area. The whirlpool forms a vortex that is 5 feet wide at the base, up to 50 feet wide at the top, and 25 feet tall.

Druid (*) (Coast)

4th level Transmutation

CONTROL WATER [3/3]

CASTING TIME

1 action

RANGE

300 feet

COMPONENTS

V, S, M

DURATION

Concentration, up to 10 minutes

a drop of water and a pinch of dust

Any creature or object in the water and within 25 feet of the vortex is pulled 10 feet toward it. A creature can swim away from the vortex by making a Strength (Athletics) check against your spell save DC.

When a creature enters the vortex for the first time on a turn or starts its turn there, it must make a Strength saving throw. On a failed save, the creature takes 2d8 bludgeoning damage and is caught in the vortex until the spell ends. On a successful save, the creature takes half damage, and isn't caught in the vortex. A creature caught in the vortex can use its action to try to swim away from the vortex as described above, but has disadvantage on the Strength (Athletics) check to do so.

The first time each turn that an object enters the vortex, the object takes 2d8 bludgeoning damage, this damage occurs each round it remains in the vortex.

Druid (*) (Coast)

4th level Transmutation

DIVINATION (RITUAL)

CASTING TIME

1 action

RANGE

Self

COMPONENTS

V, S, M

DURATION

Instantaneous

incense and a sacrificial offering appropriate to your religion, together worth at least 25 gp, 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 this 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.

Druid (Grassland) (Forest)

4th level Divination

DOMINATE BEAST [1/2]

CASTING TIME

1 action

RANGE

60 feet

COMPONENTS

V, S

DURATION

Concentration, up to 1 minute

You attempt to beguile a beast 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.

While the beast is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as Attack that creature, Run over there, or Fetch that object. If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving

Druid

4th level Enchantment

DOMINATE BEAST [2/2]

CASTING TIME

1 action

RANGE

60 feet

COMPONENTS

V, S

DURATION

Concentration, up to 1 minute

succeeds, the spell ends.

At Higher Levels: When you cast this spell with a 5th-level spell slot, the duration is concentration, up to 10 minutes. When you use a 6th-level spell slot, the duration is concentration, up to 1 hour. When you use a spell slot of 7th level or higher, the duration is concentration, up to 8 hours.

Druid

4th level Enchantment

ELEMENTAL BANE

CASTING TIME

1 action

RANGE

90 feet

COMPONENTS

V, S

DURATION

Concentration, up to 1 minute

Choose one creature you can see within range, and choose one of the following damage types - acid, cold, fire, lightning, or thunder. The target must succeed on a Constitution saving throw or be affected by the spell for its duration. The first time each turn the affected target takes damage of the chosen type, the target takes an extra 2d6 damage of that type. Moreover, the target loses any resistance to that damage type until the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th. The creatures must be within 30 feet of each other when you target them.

Druid (XGE)

4th level Transmutation

FREEDOM OF MOVEMENT

CASTING TIME

1 action

RANGE

Touch

COMPONENTS

V, S, M

DURATION

1 hour

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.

Druid (XGE)

4th level Abjuration

GIANT INSECT

CASTING TIME

1 action

RANGE

30 feet

COMPONENTS

V, S

DURATION

Concentration, 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.

Druid

4th level Transmutation

GRASPING VINE

CASTING TIME

1 bonus action

RANGE

30 feet

COMPONENTS

V, S

DURATION

Concentration, up to 1 minute

You conjure a vine that sprouts from the ground in an unoccupied space of your choice that you can see within range. When you cast this spell, you can direct the vine to lash out at a creature within 30 feet of it that you can see. That creature must succeed on a Dexterity saving throw or be pulled 20 feet directly toward the vine.

Until the spell ends, you can direct the vine to lash out at the same creature or another one as a bonus action on each of your turns.

Druid

4th level Conjuration



GREATER INVISIBILITY	
CASTING TIME 1 action	RANGE Touch
COMPONENTS V, S	DURATION Concentration, up to 1 minute
You or a creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person.	
Druid (Underdark)4th level Illusion	

GUARDIAN OF NATURE	
CASTING TIME 1 bonus action	RANGE Self
COMPONENTS V	DURATION Concentration, up to 1 minute
A nature spirit answers your call and transforms you into a powerful guardian. The transformation lasts until the spell ends. You choose one of the following forms to assume: Primal Beast or Great Tree. Primal Beast: Bestial fur covers your body, your facial features become feral, and you gain the following benefits: <ul style="list-style-type: none">• Your walking speed increases by 10 feet.• You gain darkvision with a range of 120 feet.• You make Strength-based attack rolls with advantage.• Your melee weapon attacks deal an extra 1d6 force damage on a hit. Great Tree: Your skin appears barky, leaves sprout from your hair, and you gain the following benefits: <ul style="list-style-type: none">• You gain 10 temporary hit points.• You make Constitution saving throws with advantage.• You make Dexterity- and Wisdom-based attack rolls with advantage.• While you are on the ground, the ground within 15 feet of you is difficult terrain for your enemies.	
Druid (XGE)4th level Transmutation	

HALLUCINATORY TERRAIN	
CASTING TIME 10 minutes	RANGE 300 feet
COMPONENTS V, S, M	DURATION 24 hours
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.	
Druid (*) (Desert)4th level Illusion	

ICE STORM	
CASTING TIME 1 action	RANGE 300 feet
COMPONENTS V, S, M	DURATION Instantaneous
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. At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the bludgeoning damage increases by 1d8 for each slot level above 4th.	
Druid (*) (Arctic)4th level Evocation	

LOCATE CREATURE	
CASTING TIME 1 action	RANGE Self
COMPONENTS V, S, M	DURATION Concentration, up to 1 hour
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.	
Druid (*) (Swamp)4th level Divination	

POLYMORPH [1/2]	
CASTING TIME 1 action	RANGE 60 feet
COMPONENTS V, S, M	DURATION Concentration, up to 1 hour
a caterpillar cocoon	
This spell transforms a creature with at least 1 hit point 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. The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The new form can be any beast whose challenge rating is equal to or less than the target's (or the target's level, if it doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen beast. It retains its alignment and personality. The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.	
Druid4th level Transmutation	

POLYMORPH [2/2]	
CASTING TIME 1 action	RANGE 60 feet
COMPONENTS V, S, M	DURATION Concentration, up to 1 hour
a caterpillar cocoon	
The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech. The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.	
Druid4th level Transmutation	

STONE SHAPE	
CASTING TIME 1 action	RANGE Touch
COMPONENTS V, S, M	DURATION Instantaneous
soft clay, which must be worked into roughly the desired shape of 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.	
Druid (*) (Underdark) (Mountain)4th level Transmutation	

STONESKIN	
CASTING TIME 1 action	RANGE Touch
COMPONENTS V, S, M	DURATION Concentration, up to 1 hour
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.	
Druid (*) (Mountain)4th level Abjuration	



SUMMON ELEMENTAL	
CASTING TIME 1 action	RANGE 90 feet
COMPONENTS V, S, M	DURATION Concentration, up to 1 hour
air, a pebble, ash, and water inside a crystal vial worth at least 400 gp	
You call forth an elemental spirit. It manifests in an unoccupied space that you can see within range. This corporeal form uses the Elemental Spirit stat block. When you cast the spell, choose an element: Air, Earth, Fire, or Water. The creature resembles a bipedal form wreathed in the chosen element, which determines certain traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends. The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it 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 move to avoid danger. At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, use the higher level wherever the spell's level appears in the stat block.	
Druid (TCE)	4th-level conjuration

WALL OF FIRE	
CASTING TIME 1 action	RANGE 120 feet
COMPONENTS V, S, M	DURATION Concentration, up to 1 minute
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. At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.	
Druid	4th level Evocation

WATERY SPHERE [1/2]	
CASTING TIME 1 action	RANGE 90 feet
COMPONENTS V, S, M	DURATION Concentration, up to 1 minute
a droplet of water	
You conjure up a sphere of water with a 5-foot radius on a point you can see within range. The sphere can hover but no more than 10 feet off the ground. The sphere remains for the spell's duration. Any creature in the sphere's space must make a Strength saving throw. On a successful save, a creature is ejected from that space to the nearest unoccupied space of the creature's choice outside the sphere. A Huge or larger creature succeeds on the saving throw automatically, and a Large or smaller creature can choose to fail it. On a failed save, a creature is restrained by the sphere and is engulfed by the water. At the end of each of its turns, a restrained target can repeat the saving throw, ending the effect on itself on a success. The sphere can restrain as many as four Medium or smaller creatures or one Large creature. If the sphere restrains a creature that causes it to exceed this capacity, a random creature that was already restrained by the sphere falls out of it and lands prone in a space within 5 feet of it. As an	
Druid (XGE)	4th level Conjuration

WATERY SPHERE [2/2]	
CASTING TIME 1 action	RANGE 90 feet
COMPONENTS V, S, M	DURATION Concentration, up to 1 minute
a droplet of water	
action, you can move the sphere up to 30 feet in a straight line. If it moves over a pit, a cliff, or other drop-off, it safely descends until it is hovering 10 feet above the ground. Any creature restrained by the sphere moves with it. You can ram the sphere into creatures, forcing them to make the saving throw. When the spell ends, the sphere falls to the ground and extinguishes all normal flames within 30 feet of it. Any creature restrained by the sphere is knocked prone in the space where it falls. The water then vanishes.	
Druid (XGE)	4th level Conjuration

BLIGHT	
CASTING TIME 1 action	RANGE 30 feet
COMPONENTS V, S	DURATION 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. This 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. At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.	
Druid (Spores)	4th level Necromancy

CONFUSION [1/2]	
CASTING TIME 1 action	RANGE 90 feet
COMPONENTS V, S, M	DURATION Concentration, up to 1 minute
3 nut shells	
This spell assaults and twists creatures' minds, spawning delusions and provoking uncontrolled actions. Each creature in a 10-foot-radius sphere centered on a point you choose within range must succeed on a Wisdom saving throw when you cast this spell or be affected by it. An affected target can't take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn. 1: The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn. 2-6: The creature doesn't move or take actions this turn. 7-8: The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn. 9-10: The creature can act and move normally. At the end of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that	
Druid (Spores)	4th level Enchantment

CONFUSION [2/2]	
CASTING TIME 1 action	RANGE 90 feet
COMPONENTS V, S, M	DURATION Concentration, up to 1 minute
3 nut shells	
target. At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the radius of the sphere increases by 5 feet for each slot above 4th.	
Druid (Spores)	4th level Enchantment

DIVINATION (RITUAL)	
CASTING TIME 1 action	RANGE Self
COMPONENTS V, S, M	DURATION Instantaneous
incense and a sacrificial offering appropriate to your religion, together worth at least 25 gp, 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 this 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.	
Druid (TCE)	4th level Divination

FIRE SHIELD	
CASTING TIME 1 action	RANGE Self
COMPONENTS V, S, M	DURATION 10 minutes
a bit of phosphorous or a firefly	
Thin and wispy flames wreathe your body for the duration, shedding bright light in a 10-foot radius and dim light for an additional 10 feet. You can end the spell early by using an action to dismiss it. The flames provide you with a warm shield or a chill shield, as you choose. The warm shield grants you resistance to cold damage, and the chill shield grants you resistance to fire damage. In addition, whenever a creature within 5 feet of you hits you with a melee attack, the shield erupts with flame. The attacker takes 2d8 fire damage from a warm shield, or 2d8 cold damage from a cold shield.	
Druid (TCE)	4th level Evocation



AURA OF LIFE

CASTING TIME

1 action

RANGE

Self (30-foot radius)

COMPONENTS

V

DURATION

Concentration, up to 10 minutes

Life-preserving energy radiates from you in an aura with a 30-foot radius. Until the spell ends, the aura moves with you, centered on you. Each non-hostile creature in the aura (including you) has resistance to necrotic damage, and its hit point maximum can't be reduced. In addition, a non-hostile, living creature regains 1 hit point when it starts its turn in the aura with 0 hit points.

Druid (Wildfire)

4th level Abjuration

FIRE SHIELD

CASTING TIME

1 action

RANGE

Self

COMPONENTS

V, S, M

DURATION

10 minutes

a bit of phosphorous or a firefly

Thin and wispy flames wreathe your body for the duration, shedding bright light in a 10-foot radius and dim light for an additional 10 feet. You can end the spell early by using an action to dismiss it.

The flames provide you with a warm shield or a chill shield, as you choose. The warm shield grants you resistance to cold damage, and the chill shield grants you resistance to fire damage. In addition, whenever a creature within 5 feet of you hits you with a melee attack, the shield erupts with flame. The attacker takes 2d8 fire damage from a warm shield, or 2d8 cold damage from a cold shield.

Druid (Wildfire)

4th level Evocation

ANTILIFE SHELL

CASTING TIME

1 action

RANGE

Self (10-foot radius)

COMPONENTS

V, S

DURATION

Concentration, 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 affect creature is forced to pass through the barrier, the spell ends.

Druid

5th level Abjuration

AWAKEN

CASTING TIME

8 hours

RANGE

Touch

COMPONENTS

V, S, M

DURATION

Instantaneous

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 and 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.

Druid

5th level Transmutation

CLOUDKILL

CASTING TIME

1 action

RANGE

120 feet

COMPONENTS

V, S

DURATION

Concentration, up to 10 minutes

You create a 20-foot-radius sphere of poisonous, yellow-green fog centered on a point you choose within range. The fog spreads around corners. It lasts for the duration or until strong wind disperses the fog, ending the spell. Its area is heavily obscured.

When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. The creature takes 5d8 poison damage on a failed save, or half as much damage on a successful one. Creatures are affected even if they hold their breath or don't need to breathe.

The fog moves 10 feet away from you at the start of each of your turns, rolling along the surface of the ground. The vapors, being heavier than air, sink to the lowest level of the land, even pouring down openings.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

Druid (Underdark)

5th level Conjunction

COMMUNE WITH NATURE (RITUAL)

CASTING TIME

1 minute

RANGE

Self

COMPONENTS

V, S

DURATION

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.

Druid (*) (Forest) (Arctic)

5th level Divination

CONE OF COLD

CASTING TIME

1 action

RANGE

Self (60-foot cone)

COMPONENTS

V, S, M

DURATION

Instantaneous

a small crystal or glass cone

A blast of cold air erupts from your hands. Each creature in a 60-foot cone must make a Constitution saving throw. A creature takes 8d8 cold damage on a failed save, or half as much damage on a successful one.

A creature killed by this spell becomes a frozen statue until it thaws.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

Druid (Arctic)

5th level Evocation

CONJURE ELEMENTAL [1/2]

CASTING TIME

1 minute

RANGE

90 feet

COMPONENTS

V, S, M

DURATION

Concentration, up to 1 hour

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.

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

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

Druid (*) (Coast)

5th level Conjunction

CONJURE ELEMENTAL [2/2]

CASTING TIME

1 minute

RANGE

90 feet

COMPONENTS

V, S, M

DURATION

Concentration, up to 1 hour

burning incense for air, soft clay for earth, sulfur and phosphorus for fire, or water and sand for water

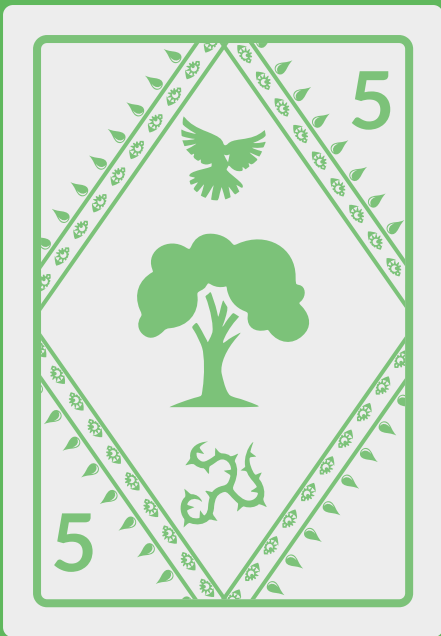
summoned it.

The DM has the elemental's statistics.

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 slot level above 5th.

Druid (*) (Coast)

5th level Conjunction



CONTAGION [1/2]

CASTING TIME	RANGE
1 action	Touch
COMPONENTS	DURATION
V, S	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. At the end of each of the target's turns, it must make a Constitution saving throw. After failing three of these saving throws, the disease's effects last for the duration, and the creature stops making these saves. After succeeding on three of these saving throws, the creature recovers from the disease, and the spell ends. Since this spell induces a natural disease in its target, any effect that removes a disease or otherwise ameliorates a disease's effects apply to it.

Blinding Sickness: Pain grips the creature's mind, and its eyes turn milky white. The creature has disadvantage on Wisdom checks and Wisdom saving throws and is blinded.

Filth Fever: A raging fever sweeps through the creature's body. The creature has disadvantage on Strength checks, Strength saving throws, and attack rolls that use Strength.

Flesh Rot: The creature's flesh decays. The creature has disadvantage on Charisma checks and vulnerability to all damage.

Mindfire: The creature's mind becomes

Druid5th level Necromancy

CONTAGION [2/2]

CASTING TIME	RANGE
1 action	Touch
COMPONENTS	DURATION
V, S	7 days

feverish. The creature has disadvantage on Intelligence checks and Intelligence saving throws, and the creature behaves as if under the effects of the confusion spell during combat.

Seizure: The creature is overcome with shaking. The creature has disadvantage on Dexterity checks, Dexterity saving throws, and attack rolls that use Dexterity.

Slimy Doom: The creature begins to bleed uncontrollably. The creature has disadvantage on Constitution checks and Constitution saving throws. In addition, whenever the creature takes damage, it is stunned until the end of its next turn.

Druid5th level Necromancy

CONTROL WINDS [1/2]

CASTING TIME	RANGE
1 action	300 feet
COMPONENTS	DURATION
V, S	Concentration, up to 1 hour

You take control of the air in a 100-foot cube that you can see within range. Choose one of the following effects when you cast the spell. The effect lasts for the spell's duration, unless you use your action on a later turn to switch to a different effect. You can also use your action to temporarily halt the effect or to restart one you've halted.

Gusts: A wind picks up within the cube, continually blowing in a horizontal direction you designate. You choose the intensity of the wind: calm, moderate, or strong. If the wind is moderate or strong, ranged weapon attacks that enter or leave the cube or pass through it have disadvantage on their attack rolls. If the wind is strong, any creature moving against the wind must spend 1 extra foot of movement for each foot moved.

Downdraft: You cause a sustained blast of strong wind to blow downward from the top of the cube. Ranged weapon attacks that pass through the cube or that are made against targets within it have disadvantage on their attack rolls. A creature must make a Strength saving throw if it flies into the cube for the first time on a turn or starts its turn there flying. On a failed save, the creature is knocked prone.

Druid (XGE)5th level Transmutation

CONTROL WINDS [2/2]

CASTING TIME	RANGE
1 action	300 feet
COMPONENTS	DURATION
V, S	Concentration, up to 1 hour

Updraft: You cause a sustained updraft within the cube, rising upward from the cube's bottom side. Creatures that end a fall within the cube take only half damage from the fall. When a creature in the cube makes a vertical jump, the creature can jump up to 10 feet higher than normal.

Druid (XGE)5th level Transmutation

DREAM [1/2]

CASTING TIME	RANGE
1 minute	Special
COMPONENTS	DURATION
V, S, M	8 hours

a handful of sand, a dab of ink, and a writing quill plucked from a sleeping bird

This spell shapes a creature's dreams. Choose a creature known to you as the target of this spell. The target must be on the same plane of existence as you. Creatures that don't sleep, such as elves, can't be contacted by this spell. You, or a willing creature you touch, enters a trance state, acting as a messenger. While in the trance, the messenger is aware of his or her surroundings, but can't take actions or move. If the target is asleep, the messenger appears in the target's dreams and can converse with the target as long as it remains asleep, through the duration of the spell. The messenger can also shape the environment of the dream, creating landscapes, objects, and other images. The messenger can emerge from the trance at any time, ending the effect of the spell early. The target recalls the dream perfectly upon waking. If the target is awake when you cast the spell, the messenger knows it, and can either end the trance (and the spell) or wait for the target to fall asleep, at which point the messenger appears in the

Druid (Grassland)5th level Illusion

DREAM [2/2]

CASTING TIME	RANGE
1 minute	Special
COMPONENTS	DURATION
V, S, M	8 hours

a handful of sand, a dab of ink, and a writing quill plucked from a sleeping bird

target's dreams.

You can make the messenger appear monstrous and terrifying to the target. If you do, the messenger can deliver a message of no more than ten words and then the target must make a Wisdom saving throw. On a failed save, echoes of the phantasmal monstrosity spawn a nightmare that lasts the duration of the target's sleep and prevents the target from gaining any benefit from that rest. In addition, when the target wakes up, it takes 3d6 psychic damage.

If you have a body part, lock of hair, clipping from a nail, or similar portion of the target's body, the target makes its saving throw with disadvantage.

Druid (Grassland)5th level Illusion

GEAS

CASTING TIME	RANGE
1 minute	60 feet
COMPONENTS	DURATION
V	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.

At Higher Levels: When you cast this spell using a spell slot of 7th or 8th level, the duration is 1 year. When you cast this spell using a spell slot of the spell lasts until it is ended by one of the spells mentioned above.

Druid5th level Enchantment

GREATER RESTORATION

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

diamond dust worth 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

Druid5th level Abjuration

INSECT PLAGUE

CASTING TIME	RANGE
1 action	300 feet
COMPONENTS	DURATION
V, S, M	Concentration, up to 10 minutes

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.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d10 for each slot level above 5th.

Druid5th level Conjuration



MAELSTROM

CASTING TIME
1 action

RANGE
120 feet

COMPONENTS
V, S, M

DURATION
Concentration, up to 1 minute

paper or leaf in the shape of a funnel

A swirling mass of 5-foot-deep water appears in a 30-foot radius centered on a point you can see within range. The point must be on ground or in a body of water. Until the spell ends, that area is difficult terrain, and any creature that starts its turn there must succeed on a Strength saving throw or take 6d6 bludgeoning damage and be pulled 10 feet toward the center.

Druid (XGE)

5th level Evocation

MASS CURE WOUNDS

CASTING TIME
1 action

RANGE
60 feet

COMPONENTS
V, S

DURATION
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. **At Higher Levels:** When you cast this spell using a spell slot of 6th level or higher, the healing increases by 1d8 for each slot level above 5th.

Druid

5th level Evocation

PASSWALL

CASTING TIME
1 action

RANGE
30 feet

COMPONENTS
V, S, M

DURATION
1 hour

a pinch of sesame seeds

A passage appears at a point of your choice that you can see on a wooden, plaster, or stone surface (such as a wall, a ceiling, or a floor) within range, and lasts for the duration. You choose the opening's dimensions - up to 5 feet wide, 8 feet tall, and 20 feet deep. The passage creates no instability in a structure surrounding it. When the opening disappears, any creatures or objects still in the passage created by the spell are safely ejected to an unoccupied space nearest to the surface on which you cast the spell.

Druid (Mountain)

5th level Transmutation

PLANAR BINDING [1/2]

CASTING TIME
1 hour

RANGE
60 feet

COMPONENTS
V, S, M

DURATION
24 hours

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.

A bound creature must follow your instructions to the best of its ability. You might command the creature to accompany you on an adventure, to guard a location, or to deliver a message. The creature obeys the letter of your instructions, but if the creature is hostile to you, it strives to twist your words to achieve its own objectives. If the creature carries out your instructions completely before the spell ends, it travels to you to report this

Druid

5th level Abjuration

PLANAR BINDING [2/2]

CASTING TIME
1 hour

RANGE
60 feet

COMPONENTS
V, S, M

DURATION
24 hours

a jewel worth at least 1,000 gp, which the spell consumes

fact if you are on the same plane of existence. If you are on a different plane of existence, it returns to the place where you bound it and remains there until the spell ends.

At Higher Levels: When you cast this spell using a spell slot of a higher level, the duration increases to 10 days with a 6th-level slot, to 30 days with a 7th-level slot, to 180 days with an 8th-level slot, and to a year and a day with a 9th-level spell slot.

Druid

5th level Abjuration

REINCARNATE

CASTING TIME
1 hour

RANGE
Touch

COMPONENTS
V, S, M

DURATION
Instantaneous

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.

The magic fashions a new body for the creature to inhabit, which likely causes the creature's race to change. The DM rolls a d100 and consults the following table to determine what form the creature takes when restored to life, or the DM chooses a form. 01-04 Dragonborn. 05-13 Dwarf, hill. 14-21 Dwarf, mountain. 22-25 Elf, dark. 26-34 Elf, high. 35-42 Elf, wood. 43-46 Gnome, forest. 47-52 Gnome, rock. 53-56 Half-elf. 57-60 Half-orc. 61-68 Halfling, lightfoot. 69-76 Halfling, stout. 77-96 Human. 97-00 Tiefling. The reincarnated creature recalls its former life and experiences. It retains the capabilities it had in its original form, except it exchanges its original race for the new one and changes its racial traits accordingly.

Druid

5th level Transmutation

SCRYING [1/2]

CASTING TIME
10 minutes

RANGE
Self

COMPONENTS
V, S, M

DURATION
Concentration, up to 10 minutes

a focus worth at least 1,000 gp, such as a crystal ball, a silver mirror, or a font filled with holy water

You can see and hear a particular creature you choose that is on the same plane of existence as you. The target must make a Wisdom saving throw, which is modified by how well you know the target and the sort of physical connection you have to it. If a target knows you're casting this spell, it can fail the saving throw voluntarily if it wants to be observed.

Knowledge - Secondhand (you have heard of the target) +5. Firsthand (you have met the target) +0. Familiar (you know the target well) -5.

Connection Likeness or picture -2. Possession or garment -4. Body part, lock of hair, bit of nail, or the like -10.

On a successful save, the target isn't affected, and you can't use this spell against it again for 24 hours.

On a failed save, the spell creates an invisible sensor within 10 feet of the target. You can see and hear through the sensor as if you were there. The sensor moves with the target, remaining within 10 feet of it for the duration. A creature that can see invisible objects sees the sensor as a

Druid (*) (Swamp) (Coast)

5th level Divination

SCRYING [2/2]

CASTING TIME
10 minutes

RANGE
Self

COMPONENTS
V, S, M

DURATION
Concentration, up to 10 minutes

a focus worth at least 1,000 gp, such as a crystal ball, a silver mirror, or a font filled with holy water

luminous orb about the size of your fist. Instead of targeting a creature, you can choose a location you have seen before as the target of this spell. When you do, the sensor appears at that location and doesn't move.

Druid (*) (Swamp) (Coast)

5th level Divination

TRANSMUTE ROCK [1/2]

CASTING TIME
1 action

RANGE
120 feet

COMPONENTS
V, S, M

DURATION
Until dispelled

clay and water

You choose an area of stone or mud that you can see that fits within a 40-foot cube and that is within range, and choose one of the following effects.

Transmute Rock to Mud: Nonmagical rock of any sort in the area becomes an equal volume of thick, flowing mud that remains for the spell's duration. The ground in the spell's area becomes muddy enough that creatures can sink into it. Each foot that a creature moves through the mud costs 4 feet of movement, and any creature on the ground when you cast the spell must make a Strength saving throw. A creature must also make the saving throw when it moves into the area for the first time on a turn or ends its turn there. On a failed save, a creature sinks into the mud and is restrained, though it can use an action to end the restrained condition on itself by pulling itself free of the mud.

If you cast the spell on a ceiling, the mud falls. Any creature under the mud when it falls must make a Dexterity saving throw. A creature takes 4d8 bludgeoning damage on a failed save,

Druid (XGE)

5th level Transmutation



TRANSMUTE ROCK [2/2]		TREE STRIDE		WALL OF STONE [1/2]	
CASTING TIME	RANGE	CASTING TIME	RANGE	CASTING TIME	RANGE
1 action	120 feet	1 action	Self	1 action	120 feet
COMPONENTS	DURATION	COMPONENTS	DURATION	COMPONENTS	DURATION
V, S, M	Until dispelled	V, S	Concentration, up to 1 minute	V, S, M	Concentration, up to 10 minutes
clay and water		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.		a small block of granite	
or half as much damage on a successful one. Transmute Mud to Rock: Nonmagical mud or quicksand in the area no more than 10 feet deep transforms into soft stone for the spell's duration. Any creature in the mud when it transforms must make a Dexterity saving throw. On a successful save, a creature is shunted safely to the surface in an unoccupied space. On a failed save, a creature becomes restrained by the rock. A restrained creature, or a nother creature within reach, can use an action to try to break the rock by succeeding on a DC 20 Strength check or by dealing damage to it. The rock has AC 15 and 25 hit points, and it is immune to poison and psychic damage.		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 on other panel. Alternatively, you can create 10-foot-by-20-foot panels that are only 3 inches thick. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice). If a creature would be surrounded on all sides by the wall (or the wall and another solid surface), that creature can make a Dexterity saving throw. On a success, it can use its reaction to move up to its speed so that it is no longer enclosed by the wall. The wall can have any shape you desire, though it can't occupy the same space as a creature or object. The wall doesn't need to be vertical or resting on any firm foundation. It must, however, merge with and be solidly supported by existing stone. Thus you can use this spell to bridge a chasm or create a ramp. If you create a span greater			
Druid (XGE)	5th level Transmutation	Druid (*) (Forest)	5th level Conjunction	Druid (*) (Mountain) (Desert)	5th level Evocation
WALL OF STONE [2/2]		WRATH OF NATURE [1/2]		WRATH OF NATURE [2/2]	
CASTING TIME	RANGE	CASTING TIME	RANGE	CASTING TIME	RANGE
1 action	120 feet	1 action	120 feet	1 action	120 feet
COMPONENTS	DURATION	COMPONENTS	DURATION	COMPONENTS	DURATION
V, S, M	Concentration, up to 10 minutes	V, S	Concentration, up to 1 minute	V, S	Concentration, up to 1 minute
a small block of granite		You call out to the spirits of nature to rouse them against your enemies. Choose a point you can see within range. The spirits cause trees, rocks, and grasses in a 60-foot cube centered on that point to become animated until the spell ends. Grasses and Undergrowth: Any area of ground in the cube that is covered by grass or undergrowth is difficult terrain for your enemies. Trees: At the start of each of your turns, each of your enemies within 10 feet of any tree in the cube must succeed on a Dexterity saving throw or take 4d6 slashing damage from whipping branches. Roots and Vines: At the end of each of your turns, one creature of your choice that is on the ground in the cube must succeed on a Strength saving throw or become restrained until the spell ends. A restrained creature can use an action to make a Strength (Athletics) check against your spell save DC, ending the effect on itself on a success. Rocks: As a bonus action on your turn, you can cause a loose rock in the cube to launch at a creature you can see in the cube. Make a ranged spell attack against the target. On a hit, the target takes 3d8 nonmagical bludgeoning damage, and it must succeed on a		saving throw or fall prone.	
than 20 feet in length, you must halve the size of each panel to create supports. You can crudely shape the wall to create crenellations, battlements, and so on. The wall is an object made of stone that can be damaged and thus breached. Each panel has AC 15 and 30 hit points per inch of thickness. Reducing a panel to 0 hit points destroys it and might cause connected panels to collapse at the DM's discretion. If you maintain your concentration on this spell for its whole duration, the wall becomes permanent and can't be dispelled. Otherwise, the wall disappears when the spell ends.		You call out to the spirits of nature to rouse them against your enemies. Choose a point you can see within range. The spirits cause trees, rocks, and grasses in a 60-foot cube centered on that point to become animated until the spell ends. Grasses and Undergrowth: Any area of ground in the cube that is covered by grass or undergrowth is difficult terrain for your enemies. Trees: At the start of each of your turns, each of your enemies within 10 feet of any tree in the cube must succeed on a Dexterity saving throw or take 4d6 slashing damage from whipping branches. Roots and Vines: At the end of each of your turns, one creature of your choice that is on the ground in the cube must succeed on a Strength saving throw or become restrained until the spell ends. A restrained creature can use an action to make a Strength (Athletics) check against your spell save DC, ending the effect on itself on a success. Rocks: As a bonus action on your turn, you can cause a loose rock in the cube to launch at a creature you can see in the cube. Make a ranged spell attack against the target. On a hit, the target takes 3d8 nonmagical bludgeoning damage, and it must succeed on a			
Druid (*) (Mountain) (Desert)	5th level Evocation	Druid (XGE)	5th level Evocation	Druid (XGE)	5th level Evocation
CLOUDKILL		CONTAGION [1/2]		CONTAGION [2/2]	
CASTING TIME	RANGE	CASTING TIME	RANGE	CASTING TIME	RANGE
1 action	120 feet	1 action	Touch	1 action	Touch
COMPONENTS	DURATION	COMPONENTS	DURATION	COMPONENTS	DURATION
V, S	Concentration, up to 10 minutes	V, S	7 days	V, S	7 days
You create a 20-foot-radius sphere of poisonous, yellow-green fog centered on a point you choose within range. The fog spreads around corners. It lasts for the duration or until strong wind disperses the fog, ending the spell. Its area is heavily obscured. When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. The creature takes 5d8 poison damage on a failed save, or half as much damage on a successful one. Creatures are affected even if they hold their breath or don't need to breathe. The fog moves 10 feet away from you at the start of each of your turns, rolling along the surface of the ground. The vapors, being heavier than air, sink to the lowest level of the land, even pouring down openings. At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.		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. At the end of each of the target's turns, it must make a Constitution saving throw. After failing three of these saving throws, the disease's effects last for the duration, and the creature stops making these saves. After succeeding on three of these saving throws, the creature recovers from the disease, and the spell ends. Since this spell induces a natural disease in its target, any effect that removes a disease or otherwise ameliorates a disease's effects apply to it. Blinding Sickness: Pain grips the creature's mind, and its eyes turn milky white. The creature has disadvantage on Wisdom checks and Wisdom saving throws and is blinded. Filth Fever: A raging fever sweeps through the creature's body. The creature has disadvantage on Strength checks, Strength saving throws, and attack rolls that use Strength. Flesh Rot: The creature's flesh decays. The creature has disadvantage on Charisma checks and vulnerability to all damage. Mindfire: The creature's mind becomes		feverish. The creature has disadvantage on Intelligence checks and Intelligence saving throws, and the creature behaves as if under the effects of the confusion spell during combat. Seizure: The creature is overcome with shaking. The creature has disadvantage on Dexterity checks, Dexterity saving throws, and attack rolls that use Dexterity. Slimy Doom: The creature begins to bleed uncontrollably. The creature has disadvantage on Constitution checks and Constitution saving throws. In addition, whenever the creature takes damage, it is stunned until the end of its next turn.	
Druid (Spores)	5th level Conjunction	Druid (Spores)	5th level Necromancy	Druid (Spores)	5th level Necromancy



CONE OF COLD

CASTING TIME	RANGE
1 action	Self (60-foot cone)
COMPONENTS	DURATION
V, S, M	Instantaneous

a small crystal or glass cone

A blast of cold air erupts from your hands. Each creature in a 60-foot cone must make a Constitution saving throw. A creature takes 8d8 cold damage on a failed save, or half as much damage on a successful one.

A creature killed by this spell becomes a frozen statue until it thaws.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

Druid (TCE) 5th level Evocation

FLAME STRIKE

CASTING TIME	RANGE
1 action	60 feet
COMPONENTS	DURATION
V, S, M	Instantaneous

pinch of sulfur

A vertical column of divine fire roars down from the heavens in a location you specify. Each creature in a 10-foot radius, 40-foot-high cylinder centered on a point within range must make a Dexterity saving throw. A creature takes 4d6 fire damage and 4d6 radiant damage on a failed save, or half as much damage on a successful one.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the fire damage or the radiant damage (your choice) increases by 1d6 for each slot level above 5th.

Druid (Wildfire) 5th level Evocation

MASS CURE WOUNDS

CASTING TIME	RANGE
1 action	60 feet
COMPONENTS	DURATION
V, S	Instantaneous

A wave of healing energy washes out from a point of your choice within range. Choose up to 6 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.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the healing increases by 1d8 for each slot level above 5th.

Druid (Wildfire) 5th level Evocation

BONES OF THE EARTH [1/2]

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

You cause up to six pillars of stone to burst from places on the ground that you can see within range. Each pillar is a cylinder that has a diameter of 5 feet and a height of up to 30 feet. The ground where a pillar appears must be wide enough for its diameter, and you can target ground under a creature if that creature is Medium or smaller. Each pillar has AC 5 and 30 hit points. When reduced to 0 hit points, a pillar crumbles into rubble, which creates an area of difficult terrain with a 10-foot radius that lasts until the rubble is cleared. Each 5-foot-diameter portion of the area requires at least 1 minute to clear by hand. If a pillar is created under a creature, that creature must succeed on a Dexterity saving throw or be lifted by the pillar. A creature can choose to fail the save. If a pillar is prevented from reaching its full height because of a ceiling or other obstacle, a creature on the pillar takes 6d6 bludgeoning damage and is restrained, pinched between the pillar and the obstacle. The restrained creature can use an action to make a Strength or Dexterity check (the creature's choice) against the spell's save DC. On a success, the creature is no longer restrained and must either move off

Druid (XGE) 6th level Transmutation

BONES OF THE EARTH [2/2]

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

the pillar or fall off it.

At Higher Levels: When you cast this spell using a spell slot of 7th level or higher, you can create two additional pillars for each slot level above 6th.

Druid (XGE) 6th level Transmutation

CONJURE FEY

CASTING TIME	RANGE
1 minute	90 feet
COMPONENTS	DURATION
V, S	Concentration, 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. **At Higher Levels:** When you cast this spell using a spell slot of 7th level or higher, the challenge rating increases by 1 for each slot level above 6th.

Druid 6th level Conjuration

DRUID GROVE [1/3]

CASTING TIME	RANGE
10 minutes	Touch
COMPONENTS	DURATION
V, S, M	24 hours

mistletoe, which the spell consumes, that was harvested with a golden sickle under the light of a full moon

You invoke the spirits of nature to protect an area outdoors or underground. The area can be as small as a 30-foot cube or as large as a 90-foot cube. Buildings and other structures are excluded from the affected area. If you cast this spell in the same area every day for a year, the spell lasts until dispelled. The spell creates the following effects within the area. When you cast this spell, you can specify creatures as friends who are immune to the effects. You can also specify a password that, when spoken aloud, makes the speaker immune to these effects.

The entire warded area radiates magic. A *dispel magic* cast on the area, if successful, removes only one of the following effects, not the entire area. That spell's caster chooses which effect to end. Only when all its effects are gone is this spell dispelled.

Solid Fog: You can fill any number of 5-foot squares on the ground with thick fog, making them heavily obscured. The fog reaches 10 feet high. In addition, every foot of movement through the fog

Druid (XGE) 6th level Abjuration

DRUID GROVE [2/3]

CASTING TIME	RANGE
10 minutes	Touch
COMPONENTS	DURATION
V, S, M	24 hours

mistletoe, which the spell consumes, that was harvested with a golden sickle under the light of a full moon

costs 2 extra feet. To a creature immune to this effect, the fog obscures nothing and looks like soft mist, with motes of green light floating in the air.

Grasping Undergrowth: You can fill any number of 5-foot squares on the ground that aren't filled with fog with grasping weeds and vines, as if they were affected by an *entangle* spell. To a creature immune to this effect, the weeds and vines feel soft and reshape themselves to serve as temporary seats or beds.

Grove Guardians: You can animate up to four trees in the area, causing them to uproot themselves from the ground. These trees have the same statistics as an awakened tree, which appears in the *Monster Manual*, except they can't speak, and their bark is covered with druidic symbols. If any creature not immune to this effect enters the warded area, the grove guardians fight until they have driven off or slain the intruders. The grove guardians also obey your spoken commands (no action required by you) that you issue while in the area. If you

Druid (XGE) 6th level Abjuration

DRUID GROVE [3/3]

CASTING TIME	RANGE
10 minutes	Touch
COMPONENTS	DURATION
V, S, M	24 hours

mistletoe, which the spell consumes, that was harvested with a golden sickle under the light of a full moon

don't give them commands and no intruders are present, the grove guardians do nothing. The grove guardians can't leave the warded area. When the spell ends, the magic animating them disappears, and the trees take root again if possible.

Additional Spell Effect: You can place your choice of one of the following magical effects within the warded area:

- A constant *gust of wind* in two locations of your choice
 - *Spike growth* in one location of your choice
 - *Wind wall* in two locations of your choice.
- To a creature immune to this effect, the winds are a fragrant, gentle breeze, and the area of *spike growth* is harmless.

Druid (XGE) 6th level Abjuration



FIND THE PATH

CASTING TIME
1 minute

RANGE
Self

COMPONENTS
V, S, M

DURATION
Concentration, up to 1 day

a set of divinatory tools - such as bones, ivory sticks, cards, teeth, or carved runes - worth 100 gp and an object from the location you wish to find

This spell allows you to find the shortest, most direct physical route to a specific fixed location that you are familiar with on the same plane of existence. If you name a destination on another plan of existence, a destination that moves (such as a mobile fortress), or a destination that isn't specific (such as a green dragon's lair), the spell fails.

For the duration, as long as you are on the same plane of existence as the destination, you know how far it is and in what direction it lies. While you are traveling there, whenever you are presented with a choice of paths along the way, you automatically determine which path is the shortest and most direct route (but not necessarily the safest route) to the destination.

Druid

6th level Divination

HEAL

CASTING TIME
1 action

RANGE
60 feet

COMPONENTS
V, S

DURATION
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. The spell also ends blindness, deafness, and any diseases affecting the target. This spell has no effect on constructs or undead.

At Higher Levels: When you cast this spell using a spell slot of 7th level or higher, the amount of healing increases by 10 for each slot level above 6th.

Druid

6th level Evocation

HEROES' FEAST

CASTING TIME
10 minutes

RANGE
30 feet

COMPONENTS
V, S, M

DURATION
Instantaneous

a gem-encrusted bowl worth at least 1,000 gp, 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.

Druid

6th level Conjuraction

INVESTITURE OF FLAME

CASTING TIME
1 action

RANGE
Self

COMPONENTS
V, S

DURATION
Concentration, up to 10 minutes

Flames race across your body, shedding bright light in a 30-foot radius and dim light for an additional 30 feet for the spell's duration. The flames don't harm you. Until the spell ends, you gain the following benefits:

- You are immune to fire damage and have resistance to cold damage.
- Any creature that moves within 5 feet of you for the first time on a turn or ends its turn there takes 1d10 fire damage.
- You can use your action to create a line of fire 15 feet long and 5 feet wide extending from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 4d8 fire damage on a failed save, or half as much damage on a successful one.

Druid (XGE)

6th level Transmutation

INVESTITURE OF ICE

CASTING TIME
1 action

RANGE
Self

COMPONENTS
V, S

DURATION
Concentration, up to 10 minutes

Until the spell ends, ice rimes your body, and you gain the following benefits:

- You are immune to cold damage and have resistance to fire damage.
- You can move across difficult terrain created by ice or snow without spending extra movement.
- The ground in a 10-foot radius around you is icy and is difficult terra in for creatures other than you. The radius moves with you.
- You can use your action to create a 15-foot cone of freezing wind extending from your outstretched hand in a direction you choose. Each creature in the cone must make a Constitution saving throw. A creature takes 4d6 cold damage on a failed save, or half as much damage on a successful one. A creature that fails its save against this effect has its speed halved until the start of your next turn.

Druid (XGE)

6th level Transmutation

INVESTITURE OF STONE

CASTING TIME
1 action

RANGE
Self

COMPONENTS
V, S

DURATION
Concentration, up to 10 minutes

Until the spell ends, bits of rock spread across your body, and you gain the following benefits:

- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You can use your action to create a small earthquake on the ground in a 15-foot radius centered on you. Other creatures on that ground must succeed on a Dexterity saving throw or be knocked prone.
- You can move across difficult terrain made of earth or stone without spending extra movement. You can move through solid earth or stone as if it was air and without destabilizing it, but you can't end your movement there. If you do so, you are ejected to the nearest unoccupied space, this spell ends, and you are stunned until the end of your next turn.

Druid (XGE)

6th level Transmutation

INVESTITURE OF WIND

CASTING TIME
1 action

RANGE
Self

COMPONENTS
V, S

DURATION
Concentration, up to 10 minutes

Until the spell ends, wind whirls around you, and you gain the following benefits:

- Ranged weapon attacks made against you have disadvantage on the attack roll.
- You gain a flying speed of 60 feet. If you are still flying when the spell ends, you fall, unless you can somehow prevent it.
- You can use your action to create a 15-foot cube of swirling wind centered on a point you can see within 60 feet of you. Each creature in that area must make a Constitution saving throw. A creature takes 2d10 bludgeoning damage on a failed save, or half as much damage on a successful one. If a Large or smaller creature fails the save, that creature is also pushed up to 10 feet away from the center of the cube.

Druid (XGE)

6th level Transmutation

MOVE EARTH [1/2]

CASTING TIME
1 action

RANGE
120 feet

COMPONENTS
V, S, M

DURATION
Concentration, up to 2 hours

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.

At the end of every 10 minutes you spend concentrating on the spell, you can choose a new area of terrain to affect.

Because the terrain's transformation occurs slowly, creatures in the area can't usually be trapped or injured by the ground's movement.

This spell can't manipulate natural stone or stone construction. Rocks and structures shift to accommodate the new terrain. If the way you shape the terrain would make a structure unstable, it

Druid

6th level Transmutation

MOVE EARTH [2/2]

CASTING TIME
1 action

RANGE
120 feet

COMPONENTS
V, S, M

DURATION
Concentration, up to 2 hours

an iron blade and a small bag containing a mixture of soils - clay, loam, and sand

might collapse. Similarly, this spell doesn't directly affect plant growth. The moved earth carries any plants along with it.

Druid

6th level Transmutation



PRIMORDIAL WARD	
CASTING TIME 1 action	RANGE Self
COMPONENTS V, S	DURATION Concentration, up to 1 minute
You have resistance to acid, cold, fire, lightning, and thunder damage for the spell's duration. When you take damage of one of those types, you can use your reaction to gain immunity to that type of damage, including against the triggering damage. If you do so, the resistances end, and you have the immunity until the end of your next turn, at which time the spell ends.	
Druid (XGE)6th level Abjuration	

SUNBEAM	
CASTING TIME 1 action	RANGE Self (60-foot line)
COMPONENTS V, S, M	DURATION Concentration, up to 1 minute
<i>a magnifying glass</i> A beam of brilliant light flashes out from your hand in a 5-foot-wide, 60-foot-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. The light is sunlight.	
Druid6th level Evocation	

TRANSPORT VIA PLANTS	
CASTING TIME 1 action	RANGE 10 feet
COMPONENTS V, S	DURATION 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.	
Druid6th level Conjunction	

WALL OF THORNS [1/2]	
CASTING TIME 1 action	RANGE 120 feet
COMPONENTS V, S, M	DURATION Concentration, up to 10 minutes
<i>a handful of thorns</i> 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 on a successful save. At Higher Levels: When you cast this spell using a spell slot of 7th level or higher, both types of	
Druid6th level Conjunction	

WALL OF THORNS [2/2]	
CASTING TIME 1 action	RANGE 120 feet
COMPONENTS V, S, M	DURATION Concentration, up to 10 minutes
<i>a handful of thorns</i> damage increase by 1d8 for each slot level above 6th.	
Druid6th level Conjunction	

WIND WALK	
CASTING TIME 1 action	RANGE 30 feet
COMPONENTS V, S, M	DURATION 8 hours
<i>fire and holy water</i> 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.	
Druid6th level Transmutation	

FLESH TO STONE	
CASTING TIME 1 action	RANGE 60 feet
COMPONENTS V, S, M	DURATION Concentration, up to 1 minute
<i>a pinch of lime, water, and earth</i> You attempt to turn one creature that you can see within range into stone. If the targets body is made of flesh, the creature must make a Constitution saving throw. On a failed save, it is restrained as its flesh begins to harden. On a successful save, the creature isn't affected. A creature restrained by this spell must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this spell three times, the spell ends. If it fails saves three times, it is turned to stone and subjected to the petrified condition for the duration. The successes and failures don't need to be consecutive, keep track of both until the target collects three of a kind. If the creature is physically broken while petrified, it suffers from similar deformities if it reverts to its original state. If you maintain your concentration on this spell for the entire possible duration, the creature is turned to stone until the effect is removed.	
Druid (TCE)6th level Transmutation	

FIRE STORM	
CASTING TIME 1 action	RANGE 150 feet
COMPONENTS V, S	DURATION 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 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.	
Druid7th level Evocation	

MIRAGE ARCANES	
CASTING TIME 10 minutes	RANGE Sight
COMPONENTS V, S	DURATION 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. Similarly, you can alter the appearance of structures, or add them where none are present. The spell doesn't disguise, conceal, or add creatures. The illusion includes audible, visual, tactile, and olfactory elements, so it can turn clear ground into difficult terrain (or vice versa) or otherwise impede movement through the area. Any piece of the illusory terrain (such as a rock or stick) that is removed from the spell's area disappears immediately. Creatures with truesight can see through the illusion to the terrain's true form, however, all other elements of the illusion remain, so while the creature is aware of the illusion's presence, the creature can still physically interact with the illusion.	
Druid7th level Illusion	



PLANE SHIFT [1/2]

CASTING TIME
1 action

RANGE
Touch

COMPONENTS
V, S, M

DURATION
Instantaneous

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 Dispatar 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.

Alternatively, if you know the sigil sequence of a teleportation circle on another plane of existence, this spell can take you to that circle. If the teleportation circle is too small to hold all the creatures you transported, they appear in the closest unoccupied spaces next to the circle.

You can use this spell to banish an unwilling creature to another plane. Choose a creature within your reach and make a melee spell attack against it. On a hit, the creature must make a Charisma saving throw.

Druid

7th level Conjunction

PLANE SHIFT [2/2]

CASTING TIME
1 action

RANGE
Touch

COMPONENTS
V, S, M

DURATION
Instantaneous

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

If the creature fails the save, it is transported to a random location on the plane of existence you specify. A creature so transported must find its own way back to your current plane of existence.

Druid

7th level Conjunction

REGENERATE

CASTING TIME
1 minute

RANGE
Touch

COMPONENTS
V, S, M

DURATION
1 hour

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.

Druid

7th level Transmutation

REVERSE GRAVITY

CASTING TIME
1 action

RANGE
100 feet

COMPONENTS
V, S, M

DURATION
Concentration, up to 1 minute

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.

Druid

7th level Transmutation

WHIRLWIND [1/2]

CASTING TIME
1 action

RANGE
300 feet

COMPONENTS
V, M

DURATION
Concentration, up to 1 minute

a piece of straw

A whirlwind howls down to a point that you can see on the ground within range. The whirlwind is a 10-foot-radius, 30-foot-high cylinder centered on that point. Until the spell ends, you can use your action to move the whirlwind up to 30 feet in any direction along the ground. The whirlwind sucks up any Medium or smaller objects that aren't secured to anything and that aren't worn or carried by anyone. A creature must make a Dexterity saving throw the first time on a turn that it enters the whirlwind or that the whirlwind enters its space, including when the whirlwind first appears. A creature takes 10d6 bludgeoning damage on a failed save, or half as much damage on a successful one. In addition, a Large or smaller creature that fails the save must succeed on a Strength saving throw or become restrained in the whirlwind until the spell ends. When a creature starts its turn restrained by the whirlwind, the creature is pulled 5 feet higher inside it, unless the creature is at the top. A restrained creature moves with the whirlwind.

Druid (XGE)

7th level Evocation

WHIRLWIND [2/2]

CASTING TIME
1 action

RANGE
300 feet

COMPONENTS
V, M

DURATION
Concentration, up to 1 minute

a piece of straw

and falls when the spell ends, unless the creature has some means to stay aloft.

A restrained creature can use an action to make a Strength or Dexterity check against your spell save DC. If successful, the creature is no longer restrained by the whirlwind and is hurled 3d6 x 10 feet away from it in a random direction.

Druid (XGE)

7th level Evocation

SYMBOL [1/4]

CASTING TIME
1 minute

RANGE
Touch

COMPONENTS
V, S, M

DURATION
Until dispelled or triggered

Mercury, phosphorus, and powdered diamond and opal with a total value of at least 1,000 gp, Consumed

When you cast this spell, you inscribe a harmful glyph either on a surface (such as a section of floor, a wall, or a table) or within an object that can be closed to conceal the glyph (such as a book, a scroll, or a treasure chest). If you choose a surface, the glyph can cover an area of the surface no larger than 10 feet in diameter. If you choose an object, that object must remain in its place, if the object is moved more than 10 feet from where you cast this spell, the glyph is broken, and the spell ends without being triggered.

The glyph is nearly invisible, requiring an Intelligence (Investigation) check against your spell save DC to find it. - - - - You decide what triggers the glyph when you cast the spell. For glyphs inscribed on a surface, the most typical triggers include touching or stepping on the glyph, removing another object covering it, approaching within a certain distance of it, or manipulating the object that holds it. For glyphs inscribed within an object, the most common triggers are opening the object,

Druid (TCE)

7th level Abjuration

SYMBOL [2/4]

CASTING TIME
1 minute

RANGE
Touch

COMPONENTS
V, S, M

DURATION
Until dispelled or triggered

Mercury, phosphorus, and powdered diamond and opal with a total value of at least 1,000 gp, Consumed

approaching within a certain distance of it, or seeing or reading the glyph.

You can further refine the trigger so the spell is activated only under certain circumstances or according to a creature's physical characteristics (such as height or weight), or physical kind (for example, the ward could be set to affect hags or shapechangers). You can also specify creatures that don't trigger the glyph, such as those who say a certain password. When you inscribe the glyph, choose 1 of the options below for its effect. Once triggered, the glyph glows, filling a 60-foot-radius sphere with dim light for 10 minutes, after which time the spell ends. Each creature in the sphere when the glyph activates is targeted by its effect, as is a creature that enters the sphere for the first time on a turn or ends its turn there.

Death: Each target must make a Constitution saving throw, taking 10d10 necrotic damage on a failed save,

Druid (TCE)

7th level Abjuration

SYMBOL [3/4]

CASTING TIME
1 minute

RANGE
Touch

COMPONENTS
V, S, M

DURATION
Until dispelled or triggered

Mercury, phosphorus, and powdered diamond and opal with a total value of at least 1,000 gp, Consumed

or half as much damage on a successful save.

Discord: Each target must make a Constitution saving throw. On a failed save, a target bickers and argues with other creatures for 1 minute. During this time, it is incapable of meaningful communication and has disadvantage on attack rolls and ability checks.

Fear: Each target must make a Wisdom saving throw and becomes frightened for 1 minute on a failed save. While frightened, the target drops whatever it is holding and must move at least 30 feet away from the glyph on each of its turns, if able.

Hopelessness: Each target must make a Charisma saving throw. On a failed save, the target is overwhelmed with despair for 1 minute. During this time, it can't attack or target any creature with harmful abilities, spells, or other magical effects.

Insanity: Each target must make an Intelligence saving throw. On a failed save, the target is driven insane for 1 minute. An insane creature can't take actions, can't understand what other creatures say,

Druid (TCE)

7th level Abjuration



SYMBOL [4/4]

CASTING TIME
1 minute

RANGE
Touch

COMPONENTS
V, S, M

DURATION
Until dispelled or triggered

Mercury, phosphorus, and powdered diamond and opal with a total value of at least 1,000 gp, Consumed

can't read, and speaks only in gibberish. The DM controls its movement, which is erratic.

Pain: Each target must make a Constitution saving throw and becomes incapacitated with excruciating pain for 1 minute on a failed save.

Sleep: Each target must make a Wisdom saving throw and falls unconscious for 10 minutes on a failed save. A creature awakens if it takes damage or if someone uses an action to shake or slap it awake.

Stunning: Each target must make a Wisdom saving throw and becomes stunned for 1 minute on a failed save.

Druid (TCE)

7th level Abjuration

ANTIPATHY/SYMPATHY [1/3]

CASTING TIME
1 hour

RANGE
60 feet

COMPONENTS
V, S, M

DURATION
10 days

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. **Antipathy:** The enchantment causes creatures of the kind you designated to feel an intense urge to leave the area and avoid the target.

When such a creature can see the target or comes within 60 feet of it, the creature must succeed on a Wisdom saving throw or become frightened. The creature remains frightened while it can see the target or is within 60 feet of it.

While frightened by the target, the creature must use its movement to move to the nearest safe spot from which it can't see the target. If the creature moves more than 60 feet from the target and can't see it, the creature is no longer

Druid

8th level Enchantment

ANIMAL SHAPES [1/2]

CASTING TIME
1 action

RANGE
30 feet

COMPONENTS
V, S

DURATION
Concentration, 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 actions to transform affected creatures into new forms. The transformation lasts for the duration for each target, or until the target drops to 0 hit points or dies. You can choose a different form for each target. A target's game statistics are replaced by the statistics of the chosen beast, though the target retains its alignment and Intelligence, Wisdom, and Charisma scores. The target assumes the hit points of its new form, and when it reverts to its normal form, it returns to the number of hit point it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious. The creature is limited in the actions it can perform by the nature of its new form, and it can't speak or cast spells.

The target's gear melds into the new form. The target can't activate, wield, or otherwise

Druid

8th level Transmutation

ANTIPATHY/SYMPATHY [2/3]

CASTING TIME
1 hour

RANGE
60 feet

COMPONENTS
V, S, M

DURATION
10 days

either a lump of alum soaked in vinegar for the antipathy effect or a drop of honey for the sympathy effect

frightened, but the creature becomes frightened again if it regains sight of the target or moves within 60 feet of it.

Sympathy: The enchantment causes the specified creatures to feel an intense urge to approach the target while within 60 feet of it or able to see it. When such a creature can see the target or comes within 60 feet of it, the creature must succeed on a Wisdom saving throw or use its movement on each of its turns to enter the area or move within reach of the target. When the creature has done so, it can't willingly move away from the target. If the target damages or otherwise harms an affected creature, the affected creature can make a Wisdom saving throw to end the effect, as described below.

Ending the Effect: If an affected creature ends its turn while not within 60 feet of the target or able to see it, the creature makes a Wisdom saving throw. ON a successful save, the creature is no longer affected by the target and recognizes the feeling of repugnance or attraction as magical. In addition,

Druid

8th level Enchantment

ANIMAL SHAPES [2/2]

CASTING TIME
1 action

RANGE
30 feet

COMPONENTS
V, S

DURATION
Concentration, up to 24 hours

benefit from any of its equipment.

Druid

8th level Transmutation

ANTIPATHY/SYMPATHY [3/3]

CASTING TIME
1 hour

RANGE
60 feet

COMPONENTS
V, S, M

DURATION
10 days

either a lump of alum soaked in vinegar for the antipathy effect or a drop of honey for the sympathy effect

a creature affected by the spells is allowed another Wisdom saving throw every 24 hours while the spell persists. A creature that successfully saves against this effect is immune to it for 1 minute, after which time it can be affected again.

Druid

8th level Enchantment

CONTROL WEATHER [1/2]

CASTING TIME
10 minutes

RANGE
Self (5-mile radius)

COMPONENTS
V, S, M

DURATION
Concentration, up to 8 hours

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.

Precipitation: Stage 1 - Clear Stage 2 - Light clouds Stage 3 - Overcast or ground fog Stage 4 - Rain, hail or snow Stage 5 - Torrential rain, driving hail or blizzard

Temperature: Stage 1 - Unbearable heat Stage 2 - Hot Stage 3 - Warm Stage 4 - Cool Stage 5 - Cold

Druid

8th level Transmutation

CONTROL WEATHER [2/2]

CASTING TIME
10 minutes

RANGE
Self (5-mile radius)

COMPONENTS
V, S, M

DURATION
Concentration, up to 8 hours

burning incense and bits of earth and wood mixed in water

Stage 6 - Arctic cold

Wind: Stage 1 - Calm Stage 2 - Moderate wind

Stage 3 - Strong wind Stage 4 - Gale Stage 5 - Storm

Druid

8th level Transmutation

EARTHQUAKE [1/3]

CASTING TIME
1 action

RANGE
500 feet

COMPONENTS
V, S, M

DURATION
Concentration, up to 1 minute

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.

The ground in the area becomes difficult terrain. Each creature on the ground that is concentrating must make a Constitution saving throw. On a failed save, the creature's concentration is broken.

When you cast this spell and at the end of each turn you spend concentrating on it, each creature on the ground in the area must make a Dexterity saving throw. On a failed save, the creature is knocked prone. This spell can have additional effects depending on the terrain in the area, as determined by the DM.

Fissures: Fissures open throughout the spell's area at the start of your next turn after you cast the spell. A total of 1d6 such fissures open in locations chosen by the DM. Each is 1d10 x 10 feet deep, 10 feet wide, and extends from one

Druid

8th level Evocation



EARTHQUAKE [2/3]		EARTHQUAKE [3/3]		FEEBLEMIND	
CASTING TIME	RANGE	CASTING TIME	RANGE	CASTING TIME	RANGE
1 action	500 feet	1 action	500 feet	1 action	150 feet
COMPONENTS	DURATION	COMPONENTS	DURATION	COMPONENTS	DURATION
V, S, M	Concentration, up to 1 minute	V, S, M	Concentration, up to 1 minute	V, S, M	Instantaneous
a pinch of dirt, a piece of rock, and a lump of clay		a pinch of dirt, a piece of rock, and a lump of clay		a handful of clay, crystal, glass, or mineral spheres	
edge of the spell's area to the opposite side. A creature standing on a spot where a fissure opens must succeed on a Dexterity saving throw or fall in. A creature that successfully saves moves with the fissure's edge as it opens. A fissure that opens beneath a structure causes it to automatically collapse (see below). Structures: The tremor deals 50 bludgeoning damage to any structure in contact with the ground in the area when you cast the spell and at the start of each of your turns until the spell ends. If a structure drops to 0 hit points, it collapses and potentially damages nearby creatures. A creature within half the distance of a structure's height must make a Dexterity saving throw. On a failed save, the creature takes 5d6 bludgeoning damage, is knocked prone, and is buried in the rubble, requiring a DC 20 Strength (Athletics) check as an action to escape. The DM can adjust the DC higher or lower, depending on the nature of the rubble. On a successful save, the creature takes half as much damage and doesn't		fall prone or become buried.		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 <i>greater restoration</i> , <i>heal</i> or <i>wish</i> .	
Druid8th level Evocation		Druid8th level Evocation		Druid8th level Enchantment	
SUNBURST		TSUNAMI [1/2]		TSUNAMI [2/2]	
CASTING TIME	RANGE	CASTING TIME	RANGE	CASTING TIME	RANGE
1 action	150 feet	1 minute	Sight	1 minute	Sight
COMPONENTS	DURATION	COMPONENTS	DURATION	COMPONENTS	DURATION
V, S, M	Instantaneous	V, S	Concentration, up to 6 rounds	V, S	Concentration, up to 6 rounds
fire and a piece of sunstone		A wall of water springs into existence at a point you choose within range. You can make the wall up to 300 feet long, 300 feet high, and 50 feet thick. The wall lasts for the duration. When the wall appears, each creature within its area must make a Strength saving throw. On a failed save, a creature takes 6d10 bludgeoning damage, or half as much damage on a successful save. At the start of each of your turns after the wall appears, the wall, along with any creatures in it, moves 50 feet away from you. Any Huge or smaller creature inside the wall or whose space the wall enters when it moves must succeed on a Strength saving throw or take 5d10 bludgeoning damage. A creature can take this damage only once per round. At the end of the turn, the wall's height is reduced by 50 feet, and the damage creatures take from the spell on subsequent rounds is reduced by 1d10. When the wall reaches 0 feet in height, the spell ends. A creature caught in the wall can move by swimming. Because of the force of the wave, though, the creature must make a successful Strength (Athletics) check against your spell save DC in order to move at all. If it fails the check, it can't move. A creature that moves		to the ground.	
Druid8th level Evocation		Druid8th level Conjunction		Druid8th level Conjunction	
INCENDIARY CLOUD		FORESIGHT		SHAPECHANGE [1/3]	
CASTING TIME	RANGE	CASTING TIME	RANGE	CASTING TIME	RANGE
1 action	150 feet	1 minute	Touch	1 action	Self
COMPONENTS	DURATION	COMPONENTS	DURATION	COMPONENTS	DURATION
V, S	Concentration, up to 1 minute	V, S, M	8 hours	V, S, M	Concentration, up to 1 hour
a hummingbird feather		a jade circlet worth at least 1,500 gp, which you must place on your head before you cast the spell			
A swirling cloud of smoke shot through with white-hot embers appears in a 20-foot-radius sphere centered on a point within range. The cloud spreads around corners and 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. When the cloud appears, each creature in it must make a Dexterity saving throw. A creature takes 10d8 fire 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. The cloud moves 10 feet directly away from you in a direction that you choose at the start of each of your turns.		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.		You assume the form of a different creature for the duration. The new form can be 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. Your game statistics are replaced by the statistics of the chosen creature, though you retain your alignment and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you, and the bonus listed in its statistics is higher than yours, use the creature's bonus in place of yours. You can't use any legendary actions or lair actions of the new form. You assume the hit points and Hit Dice of the new form. When you revert to your normal, you return to the number of hit points you had before you transformed. If you revert as a	
Druid (TCE)8th level Conjunction		Druid9th level Divination		Druid9th level Transmutation	



SHAPECHANGE [2/3]

CASTING TIME 1 action	RANGE Self
COMPONENTS V, S, M	DURATION Concentration, up to 1 hour

a jade circlet worth at least 1,500 gp, which you must place on your head before you cast the spell

result of dropping to 0 hit points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious. You retain the benefit of any features from your class, race, or other source and can use them, provided that your new form is physically capable of doing so. You can't use any special senses you have (for example, darkvision) unless your new form also has that sense. You can only speak if the creature can normally speak. When you transform, you choose whether your equipment falls to the ground, merges into the new form, or is worn by it. Worn equipment functions as normal. The DM determines whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change shape or size to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge into your new form. Equipment that merges has no effect in that state.

Druid9th level Transmutation

SHAPECHANGE [3/3]

CASTING TIME 1 action	RANGE Self
COMPONENTS V, S, M	DURATION Concentration, up to 1 hour

a jade circlet worth at least 1,500 gp, which you must place on your head before you cast the spell

During this spell's duration, you can use your action to assume a different form following the same restrictions and rules for the original form, with one exception - if your new form has more hit pints than your current one, your hit points remain at their current value.

Druid9th level Transmutation

STORM OF VENGEANCE [1/2]

CASTING TIME 1 action	RANGE Sight
COMPONENTS V, S	DURATION Concentration, 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. Each round you maintain concentration on this spell, the storm produces additional effects on your turn.

Round 2: Acidic rain falls from the cloud. Each creature and object under the cloud takes 1d6 acid damage.

Round 3: You call six bolts of lightning from the cloud to strike six creatures or objects of your choice beneath the cloud. A given creature or object can't be struck by more than one bolt. A struck creature must make a Dexterity saving throw. The creature takes 10d6 lightning damage on a failed save, or half as much damage on a successful one.

Round 4: Hailstones rain down from the cloud. Each creature under the cloud takes 2d6 bludgeoning damage.

Round 5-10: Gusts and freezing rain assail the area under the cloud, the area becomes difficult terrain and

Druid9th level Conjunction

STORM OF VENGEANCE [2/2]

CASTING TIME 1 action	RANGE Sight
COMPONENTS V, S	DURATION Concentration, up to 1 minute

Each creature there takes 1d6 cold damage. Ranged weapon attacks in the area are impossible. The wind and rain count as a severe distraction for the purposes of maintaining concentration on spells. Finally, gusts of strong wind (ranging from 20 to 50 miles per hour) automatically disperse fog, mists, and similar phenomena in the area whether mundane or magical.

Druid9th level Conjunction

TRUE RESURRECTION

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

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 or 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.

Druid9th level Necromancy

DRACONIC TRANSFORMATION

CASTING TIME 1 bonus action	RANGE Self (60-foot cone)
COMPONENTS V, S, M (a statuette of a dragon, worth at least 500 gp)	DURATION Concentration, up to 1 minute

With a roar, you draw on the magic of dragons to transform yourself, taking on draconic features. You gain the following benefits until the spell ends:

Blindsight. You have blindsight with a range of 30 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see an invisible creature, unless the creature successfully hides from you.

Breath Weapon. When you cast this spell, and as a bonus action on subsequent turns for the duration, you can exhale shimmering energy in a 60-foot cone. Each creature in that area must make a Dexterity saving throw, taking 6d8 force damage on a failed save, or half as much damage on a successful one.

Wings. Incorporeal wings sprout from your back, giving you a flying speed of 60 feet.

Druid(FToD)7th Level Transmutation

SUMMON DRACONIC SPIRIT

CASTING TIME 1 action	RANGE 60 feet
COMPONENTS V, S, M (an object with the image of a dragon engraved on it, worth at least 500 gp)	DURATION Concentration, up to 1 hour

You call forth a draconic spirit. It manifests in an unoccupied space that you can see within range. This corporeal form uses the Draconic Spirit stat block. When you cast this spell, choose a family of dragon: chromatic, gem, or metallic. The creature resembles a dragon of the chosen family, which determines certain traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends. The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it 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 move to avoid danger.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, use the higher level wherever the spell's level appears in the stat block.

Druid(FToD)5th Level Conjunction



