### Druid Alchemy:

When learning druid alchemy, you gain both of the following spells as cantrips. They can be used at any time, unless further regulations apply.

* **Befriend:** Roll a charisma check. On 14 or higher, turn any non-intelligent creature you are on neutral terms with into an ally. This effect lasts for twenty minutes, after which the creature will enter a state of confusion with a 50% potential to lash out at the party.
* **Transform:** When you first learn Druid Alchemy, select an animal. From now on, you can transform into this wild animal. Ask the DM about its statistics. One important difference from base DnD- the percentage of health that you have stays with you throughout the transformation.

### Plant

* **Basic Spell:** From now on, you succeed in growing any plant that you choose, provided that you have its seeds. Plants do not die around you once they are plucked, even if they are not dried. You can also concentrate on a plant to make it grow faster. You are immune to the effects of fungus and mold, and enemies suffering from the effects of fungus and mold within a hundred feet of you take double damage. *Because some poisons are mold-based, this can be very useful.*
* **Grade C:** You are now immune to the effects of plant-based poison, and plants within twenty feet of you will attempt to constrict/entangle/strange enemies that are around you. Once per long rest, you can cause a larger plant to uproot itself and fall in any direction you choose- this is limited to plants that are less than six times your height.
* **Grade B:** You may now cause any object to grow in the way that a plant does. It expands upwards and outwards towards the direction of light and heat. The rate of the objects’ expansions is proportional to their sizes. Whenever the object is plantified, it becomes vulnerable to fire damage. This happens on touch.
* **Grade A:** Receive a pouch of ten Mystical Seeds. You can plant the seeds anywhere. These seeds grow directly out of the object they are planted in, take the behavior of any plant that you are aware of, and take the form of the object that they are planted in. These plants, after a set amount of time, will begin growing roots into their subject, eventually devouring their base after a period of time. Mystical Seeds can be used to create *extremely valuable objects.* You may now plantify objects from ten feet away.

### Stone

* **Basic Spell:** Twice per combat, you may choose to skip your turn and become completely indestructible. During this time, you become unable to see, hear, move, or talk. For all intents and purposes, you are a statue. In addition, once per long rest, you can turn any metal into gold, up to the equivalent of two gold pieces.
* **Grade C:** You gain 2 strength. Provided that you have some sort of tool, you can mold stone in the same way that you would be able to shape or play with mud- once you are no longer touching the stone, it sets in place over the course of ten seconds.
* **Grade B:** Gain wormlike abilities- you are able to phase through the ground, solid (nonmetal/magical/organic) surfaces, and the majority of walls. Stone druids are completely stealthed while they are within the surface of their choice, however, they can get stuck. In addition, once you are within a solid surface for more than five minutes, it spits you out in a random direction- be careful, it could be downwards!
* **Grade A:** Gain Goliath Shift. Once per combat session, you are able to transform into a giant stone monster- ask the DM for its statistics. If you are defeated in Goliath form, you revert back to your normal shape/strength abilities. Spells/alchemy used in Goliath form are still used up.

### Life

* **Basic Spell:** As an action during combat, you can heal your allies for 1d8 health at any time that you choose. Once enemies around you are vanquished, you lose this ability. In addition, you passively gain 3 health every time it is your turn.
* **Grade C:** You are now able to bring inanimate objects to life. To control the movements of the object, you must concentrate on it, and doing so takes up your turn. Without concentrating on it, the object will slowly lose its ability to move. The speed of the object’s movement depends on its size; you are unable to animate objects that are larger than you are.
* **Grade B:** After the end of combat, you can fully heal your allies. This might be really broken, but honestly I’m not sure. Fuck it.
* **Grade A:** You are now able to animate any object, and the speed of the objects you animate is significantly faster. Animation of an object now takes up a bonus action instead of your full action.

**-----UNDER CONSTRUCTION-----**

**Animal**

* **Basic Spell:**
* **Grade C:**
* **Grade B:**
* **Grade A:**

**Cosmic**

* **Grade C:**
* **Grade B:**
* **Grade A:’**

**Swamp**

* **Grade C:**
* **Grade B:**
* **Grade A:**