

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

- ☐ ___ Strength
- ☐ ___ Dexterity
- ☐ ___ Constitution
- ☐ ___ Intelligence
- ☐ ___ Wisdom
- ☐ ___ Charisma

SAVING THROWS

- ☐ ___ Acrobatics (Dex)
- ☐ ___ Animal Handling (Wis)
- ☐ ___ Arcana (Int)
- ☐ ___ Athletics (Str)
- ☐ ___ Deception (Cha)
- ☐ ___ History (Int)
- ☐ ___ Insight (Wis)
- ☐ ___ Intimidation (Cha)
- ☐ ___ Investigation (Int)
- ☐ ___ Medicine (Wis)
- ☐ ___ Nature (Int)
- ☐ ___ Perception (Wis)
- ☐ ___ Performance (Cha)
- ☐ ___ Persuasion (Cha)
- ☐ ___ Religion (Int)
- ☐ ___ Sleight of Hand (Dex)
- ☐ ___ Stealth (Dex)
- ☐ ___ Survival (Wis)

SKILLS

ARMOR
CLASS

INITIATIVE

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

TREASURE

CHARACTER BACKSTORY



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

8

2

5

9

SPELLS KNOWN



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

8

2

5

9

SPELLS KNOWN



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

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PREPARED

SPELL NAME

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7

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9

SPELLS KNOWN



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

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2

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9

SPELLS KNOWN



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

8

2

5

9

SPELLS KNOWN

Level-1 abjuration

**Absorb elements**

1 react. Self S 1 rnd

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 DC 12 Mod +4

Level-2 conjuration

**Ancestral Vengeance**

1 act. 30 ft V,S Inst

You summon the spirit of one of your ancestors and tell it about the crime the target has committed against you, personally, or against another of its descendants. The spirit lashes out at your target, who must make a Constitution saving throw (undead have disadvantage). The target takes 2d10 slashing and 1d10 psychic damage on a failed saving throw, or half as much on a successful one, and its hit point total is reduced by the amount of psychic damage it took. Hit point reduction lasts until the creature takes a short or long rest. This creature must have wronged you or a member of your family personally for this spell to work; you cannot use it on a creature that has not harmed you in some way first. At Higher Levels. When you cast this spell with a 3rd-level or higher spell slot, you inflict an additional 1d10 psychic damage for each slot level above 2nd.

Druid DC 12 Mod +4

Level-1 enchantment

**Animal Friendship**

1 act. 30 ft V,S,M 24 hrs

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 spell slot of 2nd level or higher, you can affect one additional beast for each slot level above 1st.

Druid DC 12 Mod +4

Level-2 transmutation

**Alpha's Moonlight**

1 act. 60 ft V,S,M Conc, 1 hr

An area 30 in radius of soft, blue-gray light shines down from above. In this area, all color is washed out; creatures in that area cannot discern color and can only see in shades of gray. Creatures who have the trait Sunlight Sensitivity are not affected by sunlight while in this area; creatures who take damage from sunlight only take half the normal amount of damage. While in this area, lycanthropes must make a Wisdom saving throw to avoid being forced to transform. If you cast this spell on yourself, the area moves with you. Otherwise, it is stationary.

Druid DC 12 Mod +4

Level-1 enchantment

**Animal Animosity**

1 act. 30 ft V,S 8 hrs

One creature you can see within range must make a Wisdom saving throw or be cursed with a hateful aura beasts can sense. All beasts who come within 30 feet of the target will become angry with that target and may attempt to attack it. A remove curse will end this effect. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional target for each slot level above 1st.

Druid DC 12 Mod +4

Level-2 enchantment

**Animal Messenger**

1 act. 30 ft V,S,M 24 hrs

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 jay, or a bat. 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 toward 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

Druid DC 12 Mod +4

Level-2 necromancy

**Ancestral Blessing**

1 min 30 ft V,S,M Special

You call upon your ancestor spirits for advice or protection. You may ask it to do one of the following: Oracle. You ask the spirit one question, which it answers to the best of its ability. It will not lie to you, but it may not know the answer. Blessing. The spirit blesses you. For the next 24 hours, you have advantage on one saving throw of your choice. Guardianship. The spirit will guard your home or workspace. It will alert you instantly if there are any intruders, no matter where you are (as long as you are on the same plane), but it cannot fight or otherwise interfere. You may specify individuals or types of creatures that are allowed entry. It will remain for one month before departing.

Druid DC 12 Mod +4

Level-2 transmutation

**Animal Aspect**

1 act. Self V,S,M Conc, 1 min

You change partly into an animal and gain some of that animal's abilities. When you cast this spell, choose from the following list: Bear's Hide. You grow thick, dense fur and gain a +1 bonus to your armor class and if you grapple someone, that creature is at -2 to escape the grapple. Cheetah's Legs. Your legs lengthen and become specialized for running and covered with spotted fur. Your walking speed increases by 20 feet, and you can take the Dash action as a bonus action. Falcon's Eyes. Your eyes become wide and raptor-like, and you grow feathers on your face and ears. You gain a +2 bonus on attack rolls with missile weapons and you do not take a penalty when attacking something beyond weapon's normal range. Frog's Legs. Your legs become elongated and muscular and mottled green. You gain a +2 bonus to on Acrobatics checks and you do not need to use a running start in order to jump your full distance. Gecko's

Druid DC 12 Mod +4

Level-1 transmutation

**Animal Sense**

1 act. Touch V,S,M Conc, 10 mins

You grant one willing creature you touch one animal sense. You may choose from one of the following senses: Bat's Sight. The target gains blindsight to 60 feet but cannot use it while deafened. Cat's Whiskers. The target gains darkvision to 60 feet. If the target already has darkvision, its range increases by 30 feet. Dog's Nose. The target gains advantage on all Wisdom (Perception) checks that rely on smell. Hawk's Eyes. The target gains advantage on all Wisdom (Perception) checks that rely on sight. Rabbit's Ears. The target gains advantage on all Wisdom (Perception) checks that rely on hearing. Spider's Touch. The target gains tremorsense to 60 feet.

Druid DC 12 Mod +4

<p>Animal Aspect <i>(reverse)</i></p> <p>Setae. Your hands and feet grow dozens of thin hair-like objects. You gain a climbing speed equal to one-half of your normal walking speed (if you already have a climbing speed, it increases by 25%), and you gain advantage on rolls you make in order to climb, and +2 to attack rolls when using thrown weapons. Gorilla's Arms. Your arms become long and strong and covered with dark hair. You do +2 damage when attacking with your bare hands, and if you grapple someone, that creature is at -2 to escape the grapple. Monkey's Hands. Your hands and arms become modified for climbing and throwing. You gain advantage on rolls you make in order to climb, and +2 to attack rolls when using thrown weapons. Nightingale's Throat. Your tongue narrows and you grow small feathers on your face and throat. You gain advantage on Charisma (Performance) ability checks when singing and a +2 bonus on Charisma (Persuasion) ability checks. Otter's Paws. Your hands and feet become flat and webbed. You gain a swimming speed equal to one-half of your normal walking speed (if you already have a swimming speed, it increases by 25%),</p>		
	<p>Animal Messenger <i>(reverse)</i></p> <p>where you cast this spell. At Higher Levels. If you cast this spell using a spell slot of 3rd level or higher, the duration of the spell increases by 48 hours for each slot level above 2nd.</p>	

<p>Level-1 abjuration</p> <p>Banish Dazzle</p> <p>1 act. Touch V,S,M 1 min</p> <p>You or one willing creature you touch becomes immune to being blinded by nonmagical light, can see through nonmagical mirages and optical illusions, and have advantage on ability checks to determine if visual-only illusions are real or not, and on saving throws to resist spells that cause blindness through light, such as blinding smite, color spray, or holy aura. This spell also keeps creatures with the Sunlight Sensitivity trait from taking disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight. It does not prevent creatures with Sunlight Hypersensitivity (such as vampires) from taking damage, nor does it provide any resistance against radiant damage. At Higher Levels. When you cast this spell with a spell slot of 2nd level or higher, you may protect one additional creature per slot level above 1st.</p> <p>Druid DC 12 Mod +4</p>	<p>Level-2 transmutation</p> <p>Barkskin</p> <p>1 act. Touch V,S,M Conc, 1 hr</p> <p>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.</p> <p>Druid DC 12 Mod +4</p>	<p>Level-2 transmutation</p> <p>Bear Hug</p> <p>1 act. Self V,S,M 1 min</p> <p>You gain the ability to bear hug a creature up to one size category larger or smaller than you. If you successfully make an unarmed attack, you can grapple that creature (escape DC is equal to your spell save DC). As long as the grapple remains in effect, that target is restrained. At the start of each of your turns, you may constrict, doing bludgeoning damage equal to 2d10 + your Spellcasting ability modifier. While grappling someone, you cannot use your hands or arms for any other purpose.</p> <p>Druid DC 12 Mod +4</p>
<p>Level-1 divination</p> <p>Beast Bond</p> <p>1 act. Touch V,S,M Conc, 10 mins</p> <p>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.</p> <p>Druid DC 12 Mod +4</p>	<p>Level-2 divination</p> <p>Beast Sense</p> <p>1 Action Touch S Conc, 1 hr</p> <p>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. While perceiving through the beast's senses, you gain the benefits of any special senses possessed by that creature, though you are blinded and deafened to your own surroundings.</p> <p>Druid DC 12 Mod +4</p>	<p>Level-2 illusion</p> <p>Beastmask</p> <p>1 act. Touch V,S,M 12 hrs</p> <p>You or one willing creature you touch is made to look, feel, sound, and smell exactly like a particular species of aberration, beast, dragon, or monstrosity that has an Intelligence of 4 or lower--but only to other members of that species. Members of that species will treat you as they would normally treat another member of their species: they might ignore you, see you as a rival, pack or herd leader, or even potential mate. Members of closely related species are also fooled, provided those creatures have Intelligences of 4 or less. For instance, a dog mask will also fool wolves and death dogs, and a bear mask will also fool giant bears and owlbears. This spell does not give you any ability to communicate with animals.</p> <p>Druid DC 12 Mod +4</p>
<p>Level-1 transmutation</p> <p>Brambles</p> <p>1 act. Touch V,S,M 1 min</p> <p>A wooden or primarily wooden weapon you are wielding (such as a club or staff) grows thorns and barbs all over its striking surface. For the spell's duration, it does 2d4 additional points of piercing damage.</p> <p>Druid DC 12 Mod +4</p>	<p>Level-1 illusion</p> <p>Camouflage</p> <p>1 act. Self V,S Conc, 1 hr</p> <p>You and everything you are carrying and wearing shift in color as you move, allowing you to blend into your background. You have advantage on all Dexterity (Stealth) ability checks while this spell is active.</p> <p>Druid DC 12 Mod +4</p>	<p>Level-1 enchantment</p> <p>Charm Person</p> <p>1 act. 30 ft V,S 1 hr</p> <p>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.</p> <p>Druid DC 12 Mod +4</p>

<p>Level-1 divination</p> <p>Compass</p> <p>1 act. Touch V,S,M 1 week</p> <p>You use the pin, cork, and brass bowl to make a simple compass. However, instead of pointing to magnetic north, the needle points towards any destination you choose, as long as you know for certain that destination exists. For instance, you could set it to point towards your home port or a major city, but not to the rumored location of a long-lost dungeon. The spell ends if the water is drained from the bowl or the cork or needle is removed.</p> <p>Druid DC 12 Mod +4</p>	<p>Level-1 transmutation</p> <p>Create or Destroy Water</p> <p>1 act. 30 ft V,S,M Inst</p> <p>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.</p> <p>Druid DC 12 Mod +4</p>	<p>Level-1 evocation</p> <p>Cure Wounds</p> <p>1 act. Touch V,S Inst</p> <p>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.</p> <p>Druid DC 12 Mod +4</p>
<p>Level-2 transmutation</p> <p>Darkvision</p> <p>1 act. Touch V,S,M 8 hrs</p> <p>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.</p> <p>Druid DC 12 Mod +4</p>	<p>Level-1 divination</p> <p>Detect Magic</p> <p>1 act. Self V,S Conc, 10 mins</p> <p>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 it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.</p> <p>Druid DC 12 Mod +4</p>	<p>Level-1 divination</p> <p>Detect Poison and Disease</p> <p>1 act. Self V,S,M Conc, 10 mins</p> <p>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 it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.</p> <p>Druid DC 12 Mod +4</p>
<p>Level-2 transmutation</p> <p>Dive/Rise</p> <p>1 act. 30 ft V,S,M Conc, 1 min</p> <p>You point to a creature or object floating in the water and cause it to dive. Creatures may make a Strength saving throw to resist. On a failure, it sinks at a rate of 30 feet each round until the spell ends or it hits the bottom; at that point, it will remain at the bottom until the spell ends. A creature may make a new Strength saving throw at the end of each of its turns, ending the effect on a success. You may also use this spell to cause a creature or object to rise to the surface, as long as it weighs 1,000 pounds or less. Creatures may make a Strength saving throw to resist. On a failure, it rises at the rate of 30 feet each round until the spell ends or it hits the surface; at that point, it will float until the spell ends. A creature or object that is buoyant will continue to float even after the spell ends; otherwise, it will sink again. The target may make a new saving throw at the end of each of its turns, ending the effect on a success. At Higher Levels.</p> <p>Druid DC 12 Mod +4</p>	<p>Level-1 transmutation</p> <p>Drawmij's Breath of Life</p> <p>1 b.a. 100 ft V,S,M Inst</p> <p>You endow yourself and up eight other allies with the ability to hold your breath for 15 minutes.</p> <p>Druid DC 12 Mod +4</p>	<p>Level-1 transmutation</p> <p>Drawmij's Scent Mask</p> <p>1 act. Touch V,S,M 1 hr</p> <p>One creature you touch is rendered scentless and cannot be tracked by smell. This spell can also be cast on a creature that attacks through scent, such as a troglodyte. That creature may make a Constitution saving throw to resist. On a failure, it cannot use this attack for the duration.</p> <p>Druid DC 12 Mod +4</p>

		Dive/Rise (reverse) When you cast this spell with a 3rd-level or higher spell slot, you may cause an additional 1,000 pounds to rise to the surface per slot level above 2nd.

Level-2 conjuration

**Dust Devil**

1 act. 60 ft V, S, M Conc, 1 min

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. 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 small 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 DC 12 Mod +4

Level-1 evocation

**Earth Tremor**

1 act. Self V, S Inst

You cause a tremor in the ground in a 10-foot radius. 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. 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 DC 12 Mod +4

Level-2 transmutation

**Earthbind**

1 act. 300 ft V Conc, 1 min

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 descends at 60 feet per round until it reaches the ground or the spell ends.

Druid DC 12 Mod +4

Level-2 transmutation

**Enhance Ability**

1 act. Touch V, S, M Conc, 1 hr.

You touch a creature and bestow upon it a magical enhancement. Choose one of the following effects; the target gains that 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 DC 12 Mod +4

Level-1 conjuration

**Entangle**

1 act. 90 ft V, S Conc, 1 min

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 DC 12 Mod +4

Level-1 evocation

**Faerie Fire**

1 act. 60 ft V Conc, 1 min

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 DC 12 Mod +4

Level-1 illusion

**False Tracks**

1 act. Self S Conc, 1 hr

For the duration of this spell, your footprints are those of beast or monstrosity native to the area you are in and that is within one size category of you. If part of your clothes or hair get snagged on undergrowth, it will appear to be bits of animal fur or scale. Dropped objects do not change their appearance. When the spell expires, your footprints and snagged clothing change resume their normal appearance. At Higher Levels: When you cast this spell with a 3rd-level or higher spell slot, you may cause your footprints to appear to have been left by a dragon or monstrosity.

Druid DC 12 Mod +4

Level-2 transmutation

**Fang Fist**

1 act. Self V, S Conc, 1 min.

One of your arms turns into a venomous snake. Roll initiative for the snake, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). The snake uses your spell attack modifier to hit, has a reach of 15 feet, an armor class of 14, and 15 hit points. On a successful hit, it inflicts 1d6+2 piercing damage and the target must make a Constitution saving throw. It takes an additional 2d6 poison damage on a failed saving throw, or half as much on a successful one, and is poisoned until the end of its next turn. Any damage inflicted to the snake is transferred to you when the spell if over. If the snake is brought to 0 hit points, your arm is crippled and you can't use it until you regain full hit points. The snake can also be used as a clumsy arm. It is capable of grasping objects firmly, although it cannot manipulate them. At Higher Levels: When you cast this spell with a 4th-level or higher spell slot, you may

Druid DC 12 Mod +4

Level-2 transmutation

**Favor of the Earth**

1 act. 30 ft V, S, M Permanent

This spell is granted by gods of plants, the woodlands, and of agriculture. Choose a point within 30 feet. All mundane plants within 5 feet of that point are healed of all nonmagical diseases and toxins and their yield of fruit, flowers, or other usable parts is doubled for 1 month.


Druid DC 12 Mod +4

	Fang Fist (reverse) turn both your arms into snakes, and you may make one attack with each arm per round.	

<div>Level-2 evocation</div> <div>MORCPUB</div> <div>Favorable Wind</div> <div> 1 act. 60 ft V,S 1 hr</div> <div>You summon a wind that fills the sails of a ship and moves it in the direction in which you wish. While this spell is in effect, your sailing ship's speed increases by 25%. In addition, all creatures on that ship have advantage on saving throws against gas-based attacks, such as cloudkill or the breath of a green dragon.</div> <div>Druid DC 12 Mod +4</div>	<div>Level-1 transmutation</div> <div>MORCPUB</div> <div>Fertility</div> <div> 1 min Touch V,S,M 1 week</div> <div>You touch a willing creature, or any beast or monstrosity with an Intelligence of 4 or lower. For the duration, that creature becomes incredibly fertile. The creature is all but guaranteed to become pregnant or sire offspring with its next mating. You may not use this spell on yourself, although you can use it on your partner.</div> <div>Druid DC 12 Mod +4</div>	<div>Level-2 divination</div> <div>MORCPUB</div> <div>Find Traps</div> <div> 1 act. 120 ft V,S Inst</div> <div>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.</div> <div>Druid DC 12 Mod +4</div>
<div>Level-2 abjuration</div> <div>MORCPUB</div> <div>Fireproof</div> <div> 1 act. Touch V,S,M 8 hrs</div> <div>You touch a Medium or smaller inanimate object and render it immune to natural fire and resistant to magical fire. At Higher Levels. When you cast this spell using a 3rd-level spell slot, you can protect a Large item; when using a 4th-level spell slot, you can protect a Huge item; and when moving 5th-level or higher spell slot, you can protect a Gargantuan item.</div> <div>Druid DC 12 Mod +4</div>	<div>Level-1 transmutation</div> <div>MORCPUB</div> <div>Fist of Stone</div> <div> 1 act. Self V,S 1 min</div> <div>One of your forearms and hands turns into flexible stone. Although you retain your sense of touch, that hand does not feel pain. You have a Strength of 16 with that hand (only), and that arm's AC improves by +2. Unarmed attacks do 1d8 bludgeoning damage. In addition, that hand has resistance to acid, cold, fire, lightning, and poison damage. This resistance comes into effect only if you would take damage from touching something with that hand, not if you are attacked with that damage type or if the rest of your body is affected by that damage type. At Higher Levels. When you cast this spell with a 3rd-level spell slot, your arm's Strength increases to 18 and your punch does 2d8 damage. When you cast it with a 5th-level spell slot, the Strength increases to 20 and your punch does 3d8 damage, and that hand has immunity to acid, cold, fire, lightning, and poison damage. When you cast it with a</div> <div>Druid DC 12 Mod +4</div>	<div>Level-2 evocation</div> <div>MORCPUB</div> <div>Flame Blade</div> <div> 1 b.a. Self V,S,M Conc, 10 mins</div> <div>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.</div> <div>Druid DC 12 Mod +4</div>
<div>Level-2 conjuration</div> <div>MORCPUB</div> <div>Flaming Sphere</div> <div> 1 act. 60 ft V,S,M Conc, 1 min</div> <div>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.</div> <div>Druid DC 12 Mod +4</div>	<div>Level-1 conjuration</div> <div>MORCPUB</div> <div>Fog Cloud</div> <div> 1 act. 120 ft V,S Conc, 1 hr</div> <div>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.</div> <div>Druid DC 12 Mod +4</div>	<div>Level-2 transmutation</div> <div>MORCPUB</div> <div>Frostfire</div> <div> 1 act. 100 ft V,S,M Conc, 1 hr</div> <div>You point to a fire of any size within range and change it so that it becomes cold, not hot. For the duration of the spell, the flames burn clear blue. The fire must be one that burns for at least one minute, not one with an instantaneous duration (such as a fireball spell). This spell produces one of three effects: Chilled Flame. You make a ranged spell attack against one fire elemental or creature that is aflame due to magical or natural ability such as a balor or flameskull, or a creature under the effect of a fire aura (q.v.) or fire shield spell. On a hit, you inflict 3d10 cold damage to that creature. This attack is instantaneous. You can also cast this spell on a creature that has been set on fire and is taking damage because of that. This spell will automatically extinguish the flames without damaging the target. Cold Flame. The flame inflicts cold damage instead of fire damage. Cool Flame. All heat is removed from the flame. It burns fuel and</div> <div>Druid DC 12 Mod +4</div>

	<p>Fist of Stone <i>(reverse)</i> 7th-level spell slot, the Strength increases to 22 and your punch does 4d8 damage. In addition, when you cast it with a 5th-level or higher spell slot, you may choose to have both of your hands turn to stone.</p>	
<p>Frostfire <i>(reverse)</i> produces light but causes no damage if touched and cannot set anything other than the fuel you give it on fire.</p>		

<p>Level-1 transmutation</p> <p>Goodberry</p> <p>1 act. Touch V,S,M Inst</p> <p>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.</p> <p>Druid DC 12 Mod +4</p>	<p>Level-2 transmutation</p> <p>Grassdart</p> <p>1 act. Self V,S,M 10 mins</p> <p>You pluck a number of blades of grass equal to your level and they are magically changed to be as strong as iron and razor-sharp, allowing you to use them as weapons. They are considered to be finesse weapons and you have proficiency in them. The grass can be used as either a melee or thrown weapon. A blade of grass less than one foot long does 1d4 piercing damage and has a range of 20/60. A blade longer than that does 1d6 piercing damage and has a range of 30/120.</p> <p>Druid DC 12 Mod +4</p>	<p>Level-1 divination</p> <p>Guiding Hand</p> <p>1 min 5 ft V,S Conc, 8 hrs</p> <p>You create a Tiny incorporeal hand of shimmering light in an unoccupied space you can see within range. The hand exists for the duration, but it disappears if you teleport or you travel to a different plane of existence. When the hand appears, you name one major landmark, such as a city, mountain, castle, or battlefield on the same plane of existence as you. Someone in history must have visited the site and mapped it. If the landmark appears on no map in existence, the spell fails. Otherwise, whenever you move toward the hand, it moves away from you at the same speed you moved, and it moves in the direction of the landmark, always remaining 5 feet away from you. If you don't move toward the hand, it remains in place until you do and beckons for you to follow once every 1d4 minutes.</p> <p>Druid DC 12 Mod +4</p>
<p>Level-2 evocation</p> <p>Gust of Wind</p> <p>1 act. Self V,S,M Conc, 1 min</p> <p>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.</p> <p>Druid DC 12 Mod +4</p>	<p>Level-1 conjuration</p> <p>Hail of Stone</p> <p>1 act. 300 ft V,S,M Inst</p> <p>A storm made of stones appears in a location you choose within range. The area of the storm consists of up to five 5-foot cubes, which you can arrange as you wish. Each cube must have at least once face adjacent to the face of another cube. Each creature in the area must make a Dexterity saving throw. A creature takes 2d6 bludgeoning damage on a failed save, or half as much damage on a successful one, each round that the creature ends its turn in the storm. 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.</p> <p>Druid DC 12 Mod +4</p>	<p>Level-2 transmutation</p> <p>Harvest Season</p> <p>1 min Self V,S Inst</p> <p>You cause all plants within 10 feet of you to grow rapidly until the fruit, vegetables, grains, or edible flowers they normally produce are ripe and ready to be harvested. Produce picked from the plants rots after 24 hours.</p> <p>Druid DC 12 Mod +4</p>
<p>Level-2 conjuration</p> <p>Healing Spirit</p> <p>1 b.a. 60 ft V,S Conc, 1 min</p> <p>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.</p> <p>Druid DC 12 Mod +4</p>	<p>Level-1 evocation</p> <p>Healing Word</p> <p>1 b.a. 60 ft V Inst</p> <p>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.</p> <p>Druid DC 12 Mod +4</p>	<p>Level-2 evocation</p> <p>Heartfire</p> <p>1 act. 30 ft V,S Conc, 1 min</p> <p>All targets within 30 feet of you must make a Wisdom saving throw or be outlined in pulsing red flames. An affected creature sheds bright light to a distance of 5 feet and dim light for an additional 5 feet. While this spell is in effect, a creature cannot hide in darkness and does not benefit from spells such as blur or invisibility. This spell is countered by darkness. While this spell is in effect, should an affected creature need to make a Constitution or Wisdom saving throw and fail, the light will flare up into unbearable heat, inflicting 2d10 fire damage to that creature. At Higher Levels. When you cast this spell with a 3rd-level or higher spell slot, the flames inflict an additional 1d10 fire damage per slot level above 2nd.</p> <p>Druid DC 12 Mod +4</p>

<div>Level-2 transmutation</div> <div>MORCPUB</div> <div>Heat Metal</div> <div>1 act. 60 ft V,S,M Conc, 1 min</div> <div>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 level above 2nd.</div> <div>Druid DC 12 Mod +4</div>	<div>Level-2 enchantment</div> <div>MORCPUB</div> <div>Hold Person</div> <div>1 act. 60 ft V,S,M Conc, 1 min</div> <div>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 one additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.</div> <div>Druid DC 12 Mod +4</div>	<div>Level-1 conjuration</div> <div>MORCPUB</div> <div>Ice Knife</div> <div>1 act. 60 ft S,M Inst</div> <div>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 the point where the ice exploded 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.</div> <div>Druid DC 12 Mod +4</div>
<div>Level-1 abjuration</div> <div>MORCPUB</div> <div>Ironguts</div> <div>1 act. Touch V,S,M 1 hr</div> <div>A willing target has advantage on saving throws to avoid being poisoned and is resistant to poison damage. At Higher Levels. When you cast this spell with a 2nd-level or higher spell slot, you may affect one additional creature per slot level above 1st. When you cast this spell with a 5th-level or higher spell slot, your targets are immune to poison damage and the poisoned condition.</div> <div>Druid DC 12 Mod +4</div>	<div>Level-1 transmutation</div> <div>MORCPUB</div> <div>Jump</div> <div>1 act. Touch V,S,M 1 min</div> <div>You touch a creature. The creature's jump distance is tripled until the spell ends.</div> <div>Druid DC 12 Mod +4</div>	<div>Level-2 abjuration</div> <div>MORCPUB</div> <div>Lesser Restoration</div> <div>1 act. Touch V,S Inst</div> <div>You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.</div> <div>Druid DC 12 Mod +4</div>
<div>Level-2 divination</div> <div>MORCPUB</div> <div>Locate Animals or Plants</div> <div>1 act. Self V,S,M Inst</div> <div>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.</div> <div>Druid DC 12 Mod +4</div>	<div>Level-2 divination</div> <div>MORCPUB</div> <div>Locate Object</div> <div>1 act. Self V,S,M Conc, 10 mins</div> <div>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.</div> <div>Druid DC 12 Mod +4</div>	<div>Level-1 transmutation</div> <div>MORCPUB</div> <div>Longstrider</div> <div>1 act. Touch V,S,M 1 hr</div> <div>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.</div> <div>Druid DC 12 Mod +4</div>

Transmutation cantrip

**Magic Stone**

1 b.a. Touch V,S 1 min

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, it has a range of 60 feet. If someone else attacks with the 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. Hit or miss, the spell then ends on the stone. If you cast this spell again, the spell ends early on any pebbles still affected by it

Druid DC 12 Mod +4

Level-2 enchantment

**Make Lost**

1 round 60 ft V,S Inst

You target up to two creatures you can see within range. Those creatures must make a Wisdom saving throw. A creature that fails its roll is stripped of its sense of direction and memories of the last hour of travel. Although the creature will remember all of the events, it won't remember how they traveled during that time, what direction they came from, and minor landmarks such as signposts that it came across or forks in the road. The creature will remember major or memorable landmarks (such as villages, entire downed trees, ambush sites, etc.), but not where those landmarks are in relation to the creature's current location or each other. At Higher Levels. When you cast this spell with a 3rd-level or higher spell slot, you may affect and additional two creatures for each slot level above 2nd.

Druid DC 12 Mod +4

Transmutation cantrip

**Mold Earth**

1 act. 30 ft S Inst

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 have 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 DC 12 Mod +4

Level-2 illusion

**Moon Rune**

1 act. Touch V,S,M Permanent

You write up to 50 words on any surface. These runes remain invisible until conditions that you specify while casting the spell are met. The condition can be anything: a specific time of day or year, when moonlight from a particular phase of the moon illuminates them, or when the surface is touched by a member of a specific race, class, or sex, or so on. The runes are permanent; when the condition goes away, the runes become invisible again, but they reappear the next time the condition is met. The runes can also be read by someone casting see invisible or true seeing. At Higher Levels. When you cast this spell with a spell slot of 3rd level or higher, you can increase the number of words you can write by 50 for each spell slot above 2nd.

Druid DC 12 Mod +4

Level-2 evocation

**Moonbeam**

1 act. 120 ft V,S,M Conc, 1 min

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 DC 12 Mod +4

Level-2 abjuration

**Pass without Trace**

1 act. Self V,S,M Conc, 1 hr

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 DC 12 Mod +4

Level-2 abjuration

**Preservation**

1 min Touch V,S,M 1 month

Up to 250 pounds of inanimate, edible material will remain perfectly preserved for one month. This spell can also be used to preserve a corpse in preparation for being raised: the time spent protected by this spell isn't counted when determining how long the corpse has been dead. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can preserve an additional 50 pounds for each slot level above 2nd.

Druid DC 12 Mod +4

Level-2 abjuration

**Protection from Poison**

1 act. Touch V,S 1 hr

You touch a creature. If it is poisoned, you neutralize the poison. If more than one poison afflicts the target, you neutralize one 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 DC 12 Mod +4

Level-1 transmutation

**Purify Food and Drink**

1 act. 10 ft V,S Inst

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 DC 12 Mod +4

<p>Level-1 transmutation </p> <p>Quick Step</p> <p>   </p> <p>One willing creature you touch gains the ability to run at full speed plus 15 feet for an hour without tiring. When the spell's duration ends, the creature will need to take a short rest before it can be affected by this spell again. At Higher Levels. When you cast this spell with a spell slot of 2nd level or higher, the duration increases by 1 hour for each slot level above 1st.</p> <p>Druid DC 12 Mod +4</p>	<p>Level-2 transmutation </p> <p>Raven's Flight</p> <p>   </p> <p>You must cast this spell at the start of your turn, before you move. You are briefly changed into a Tiny, raven-shaped blur of shadowy feathers and can fly up to 100 feet away. When you land, you change back. Until the start of your next turn, however, you cannot move from the place where you landed, although you can perform any other action that doesn't require physically moving from that area. At Higher Levels. When you cast this spell with a 3rd-level or higher spell slot, you can move an additional 20 feet per slot level above 2nd.</p> <p>Druid DC 12 Mod +4</p>	<p>Level-2 conjuration </p> <p>Sap</p> <p>   </p> <p>You choose a point within range. Everything within a 10-foot radius of that point is covered in sticky tree sap. The area becomes difficult terrain. In order to perform any action that is not purely mental or vocal in nature requires a DC 10 Dexterity ability check first. Creatures in the area lose their Dexterity bonus to AC. Winged creatures cannot fly. A creature under the effects of a freedom of movement spell is unaffected by this spell.</p> <p>Druid DC 12 Mod +4</p>
<p>Level-2 transmutation </p> <p>Savage Maw</p> <p>   </p> <p>You enlarge and sharpen your own teeth and strengthen your jaw, granting you a powerful bite attack. While this spell is active, you have proficiency with your bite and inflict 1d10 piercing damage (or 2d10 damage, if you already have a bite attack), and you have advantage on Charisma (Intimidate) skill checks. In addition, your bites are so powerful and cause such terrible blood loss that each time you successful hit a foe, you reduce its hit point total by 1. This hit point reduction lasts until the creature has taken a short or long rest or has a spell such as greater restoration cast on it.</p> <p>Druid DC 12 Mod +4</p>	<p>Level-1 abjuration </p> <p>Segojan's Armor</p> <p>   </p> <p>You gather together an armful of grasses and roots which are magically woven together into a suit of armor. This armor provides AC 12 + the wearer's Dexterity bonus.</p> <p>Druid DC 12 Mod +4</p>	<p>Level-2 evocation </p> <p>Silverlight</p> <p>   </p> <p>An object you touch sheds bright, silvery light in a 30-foot radius and dim light 30 feet further. Any creature that is resistant to nonsilvered weapons, such as lycanthropes, ends its turn in the area of bright light must make a Constitution saving throw. A creature that fails the saving throw takes 1d10 poison damage and is poisoned for one minute. The creature will continue to take 1d10 poison damage each round it ends its turn in the area of bright light or until the spell ends.</p> <p>Druid DC 12 Mod +4</p>
<p>Level-2 transmutation </p> <p>Skywrite</p> <p>   </p> <p>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.</p> <p>Druid DC 12 Mod +4</p>	<p>Level-1 abjuration </p> <p>Snare</p> <p>   </p> <p>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</p> <p>Druid DC 12 Mod +4</p>	<p>Level-1 divination </p> <p>Speak with Animals</p> <p>   </p> <p>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 GM's discretion.</p> <p>Druid DC 12 Mod +4</p>

	Snare <i>(reverse)</i> save DC. On a success, the restrained effect ends. After the trap is triggered, the spell ends when no creature is restrained by it.	

<p>Level-2 transmutation</p> <p>Spike Growth</p> <p>1 act. 150 ft V,S,M Conc, 10 mins</p> <p>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.</p> <p>Druid DC 12 Mod +4</p>	<p>Level-1 abjuration</p> <p>Spirit Mask</p> <p>1 act. Self V,S Conc, 10 mins</p> <p>You catch a minor spirit and wrap a fragment of your magic around it and let it go. While under the effects of this spell, all attempts to use a divination spell on you are misdirected to the spirit instead.</p> <p>Druid DC 12 Mod +4</p>	<p>Level-2 transmutation</p> <p>Splinter Wood</p> <p>1 act. 60 ft V,S Inst</p> <p>You cause a Medium or smaller wooden object or tree to shudder violently and then explode, sending sharp splinters flying everywhere. All creatures within 30 feet must make a Dexterity saving throw. A creature takes 4d6 piercing damage on a failed saving throw, or half as much on a successful one. If the wooden object is held by a creature (such as a spear or quarterstaff), the creature who is holding it may not attempt to make a saving throw to avoid damage, but must make a Constitution saving throw or be blinded for 1 minute due to flying splinters (if the creature is wearing something over its eyes, such as a full-face helmet, it is immune).</p> <p>Druid DC 12 Mod +4</p>
<p>Level-2 transmutation</p> <p>Spring</p> <p>1 act. 30 ft V,S,M 1 hr</p> <p>You create a temporary freshwater spring that flows at a rate of 2d8 gallons per minute. If this spell is cast in a desert or an area that is under drought conditions, it only produces 1d4 gallons per minute. If cast in a particularly wet area, it produces 4d8 gallons per minute. The water in the spring is pure. You can create a permanent spring by casting this spell in the same location every day for one month. The water is pure. Introduced contaminants, such as poison, degrade into harmlessness in half the time it would normally take them, and if a spellcaster attempts to magically foul the water, that caster must make a DC 12 spellcasting ability check to do so. At Higher Levels. If you cast this spell with a 3rd level or higher spell slot, the spring flows with an additional 1d8 gallons/minute (1d4 gallons in arid conditions) for each slot level above 2nd. In addition, if you cast this spell with certain higher level spell slots, the duration increases</p> <p>Druid DC 12 Mod +4</p>	<p>Transmutation cantrip</p> <p>Thorn Whip</p> <p>1 act. 30 ft V,S,M Inst</p> <p>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).</p> <p>Druid DC 12 Mod +4</p>	<p>Level-1 evocation</p> <p>Thunderwave</p> <p>1 act. Self V,S Inst</p> <p>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.</p> <p>Druid DC 12 Mod +4</p>
<p>Level-2 transmutation</p> <p>Untangle</p> <p>1 act. Self V,S,M Conc, 10 mins</p> <p>Plants that have been entangled are untangled, moving aside as you pass, and areas of difficult terrain caused by plants are turned into normal terrain. In addition, while this spell is active, other forms of entangling (such as the that caused by vine blights or ropes of entanglement) cannot come within 10 feet of you. You also have resistance on saving throws to avoid being grappled or restrained, or on attempts to escape grapples or restraints.</p> <p>Druid DC 12 Mod +4</p>	<p>Level-2 transmutation</p> <p>Venomous Blade</p> <p>1 act. Touch V,S,M Special</p> <p>You magically cover one piercing or slashing weapon with a deadly poison. This poison remains effective for three successful strikes on a blade. Each blow inflicts an additional 2d6 poison damage, and the target must make a Constitution saving throw or be poisoned for 1 minute. A poisoned creature may make a new saving throw at the beginning of each of its turns, ending the effect on a success. At Higher Levels. When you cast this spell with a 3rd-level or higher spell slot, you may use the blade for one additional strike for each slot level above 2nd.</p> <p>Druid DC 12 Mod +4</p>	<p>Level-2 evocation</p> <p>Vylja's Airbolt</p> <p>1 act. 120 ft V,S,M Inst</p> <p>You blow air through the blowpipe and it turns into a powerful gust of wind that strikes a single creature within range. That creature must make a Dexterity saving throw. It takes 4d8 bludgeoning damage on a failed saving throw, or half as much on a successful one. The creature is also knocked prone if it fails its saving throw, or is pushed backwards 5 feet if it succeeds.</p> <p>Druid DC 12 Mod +4</p>

		Spring (reverse) to 8 hours (with a 4th-level slot), 24 hours (6th-level slot), or 1 week (8th-level slot).

<div>Level-2 evocation</div> <div><div>Warding Wind</div><div><div>Concentration</div><div>1 action</div></div><p>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. • The area is difficult terrain for creatures other than you. • The attack rolls of ranged weapon attacks have disadvantage if they pass in or out of the wind. • It hedges out vapor, gas, and fog that can be dispersed by strong wind.</p><div>Druid DC 12 Mod +4</div></div>	<div>Level-1 transmutation</div> <div><div>Weapon of the Earth</div><div><div>1 act.</div><div>Touch</div><div>V,S,M</div><div>Conc, 1 min</div></div><p>You pick up a chunk of rock or a handful of sand or soil and transform it into a melee weapon of your choice. It acts as a normal weapon but is immune to spells and effects that target metal.</p><div>Druid DC 12 Mod +4</div></div>	<div>Level-2 conjuration</div> <div><div>Whip of Vermin</div><div><div>1 act.</div><div>30 ft</div><div>V,S,M</div><div>Conc, 1 min</div></div><p>You create a long whip made of hundreds of insects that lashes out at your command towards a creature in range. Make a melee spell attack against the target. If the attack hits, the creature takes 2d10 piercing damage and must make a Constitution saving throw or become poisoned for 1 minute, and if the creature is Large or smaller, you pull it up to 10 feet closer to you. You may also choose to dissolve the whip and turn it into a swarm of insects--you may choose either the normal insect swarm or any of the variants listed in the Monster Manual. On each of your turns as a bonus action, you may mentally command the swarm to attack a creature within 10 feet of it.</p><div>Druid DC 12 Mod +4</div></div>
<div>Level-1 transmutation</div> <div><div>Wild Cunning</div><div><div>1 act.</div><div>120 ft</div><div>V,S</div><div>Inst</div></div><p>You call out to the spirits of nature to aid you. When you cast this spell, choose one of the following effects: • If there are any tracks on the ground within range, you know where they are, and you make Wisdom (Survival) checks to follow these tracks with advantage for 1 hour or until you cast this spell again. • If there is edible forage within range, you know it and where to find it. • If there is clean drinking water within range, you know it and where to find it. • If there is suitable shelter for you and your companions with range, you know it and where to find it. • Send the spirits to bring back wood for a fire and to set up a campsite in the area using your supplies. The spirits build the fire in a circle of stones, put up tents, unroll bedrolls, and put out any rations and water for consumption. • Have the spirits instantly break down a campsite, which includes putting out a fire, taking down tents, packing up bags, and burying any</p><div>Druid DC 12 Mod +4</div></div>	<div>Level-2 transmutation</div> <div><div>Wolfjaws</div><div><div>1 act.</div><div>Self</div><div>V,S,M</div><div>1 min</div></div><p>You transform your hand into a pair of powerful, wolf-like jaws. You use your spell attack modifier to attack. On a hit, you inflict 2d8 + your spellcasting attribute modifier in piercing damage and, if you choose, the target is grappled (escape DC equals your spell save DC). Until this grapple ends, the target is restrained and you can't use the jaws to bite another target. At the beginning of each of your turns, you inflict an additional 1d8 piercing damage for as long as the grapple remains in effect.</p><div>Druid DC 12 Mod +4</div></div>	<div>Conjuration cantrip</div> <div><div>Poison Spray</div><div><div>1 act.</div><div>10 ft</div><div>V,S</div><div>Inst</div></div><p>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).</p><div>Yuan-Ti Pureblood DC 10 Mod +2</div></div>

		Wild Cunning (reverse) rubbish.