

DRUIDCRAFT

Transmutation cantrip

CASTING TIME

Action

RANGE

30 feet

COMPONENTS

V, S

DURATION

Instantaneous

Weather Sensor: Creates a Tiny sensory effect predicting weather for 24 hours, lasting 1 round. **Bloom:** Instantly causes a flower, seed pod, or leaf to bloom. **Sensory Effect:** Creates a harmless sensory effect within a 5-foot cube. **Fire Play:** Lights or snuffs out a candle, torch, or campfire.

DRUID

GUIDANCE

Divination cantrip

CASTING TIME

Action

RANGE

Touch

COMPONENTS

V, S

DURATION

up to 1 minute 

You touch a willing creature and choose a skill. Until the spell ends, the creature adds 1d4 to any ability check using the chosen skill.

CLERIC, DRUID

CURE WOUNDS

1st-level abjuration

CASTING TIME

Action

RANGE

Touch

COMPONENTS

V, S

DURATION

Instantaneous

A creature you touch regains a number of Hit Points equal to 2d8 plus your spellcasting ability modifier.

At Higher Levels

The healing increases by 2d8 for each spell slot level above 1.

BARD, CLERIC, DRUID, PALADIN, RANGER

ENTANGLE

1st-level conjuration

CASTING TIME

Action

RANGE

90 feet

COMPONENTS

V, S

DURATION

up to 1 minute 

Grasping plants appear in a 20-foot square, turning the ground into Difficult Terrain. Creatures (except caster) must succeed on a Strength save or be Restrained until the spell ends. Restrained creatures can use an action to make a Strength (Athletics) check against your spell save DC to escape.

DRUID, RANGER

ENSNARING STRIKE

1st-level conjuration

CASTING TIME

Bonus action

RANGE

Self

COMPONENTS

V

DURATION

up to 1 minute 

Vines appear on hit, forcing a Strength save (advantage if Large or larger). Fail: target is Restrained until the spell ends. While Restrained, it takes 1d6 piercing damage at start of each turn. It or an adjacent creature can use an action to make a Strength (Athletics) check to end the spell.

At Higher Levels

The damage increases by 1d6 for each spell slot level above 1.

RANGER

HAIL OF THORNS

1st-level conjuration

CASTING TIME

Bonus action

RANGE

Self

COMPONENTS

V

DURATION

Instantaneous

As you hit the creature, this spell creates a rain of thorns that sprouts from your Ranged weapon or ammunition. The target of the attack and each creature within 5 feet of it make a Dexterity saving throw, taking 1d10 Piercing damage on a failed save or half as much damage on a successful one.

At Higher Levels

The damage increases by 1d10 for each spell slot level above 1.

RANGER

HUNTER'S MARK

1st-level divination

CASTING TIME

Bonus action

RANGE

90 feet

COMPONENTS

V

DURATION

up to 1 hour 

You mark a creature within range as your quarry. You deal an extra 1d6 force damage on hits and have advantage on Wisdom (Perception or Survival) checks to find it. If it drops to 0 HP, you can mark a new target with a bonus action. Duration depends on spell slot level, up to 8 or 24 hours.

At Higher Levels

Your Concentration can last longer with a spell slot of level 3-4 (up to 8 hours) or 5+ (up to 24 hours).

RANGER

LONGSTRIDER

1st-level transmutation

CASTING TIME

Action

RANGE

Touch

COMPONENTS

V, S, M

DURATION

1 hour

Material: a pinch of dirt

You touch a creature. The target's Speed increases by 10 feet until the spell ends.

At Higher Levels

You can target one additional creature for each spell slot level above 1.

BARD, DRUID, RANGER, WIZARD

FOG CLOUD

1st-level conjuration

CASTING TIME

Action

RANGE

120 feet

COMPONENTS

V, S

DURATION

up to 1 hour 

You create a 20-foot-radius Sphere of fog centered on a point within range. The Sphere is Heavily Obscured. It lasts for the duration or until a strong wind (such as one created by Gust of Wind) disperses it.

At Higher Levels

The fog's radius increases by 20 feet for each spell slot level above 1.

DRUID, RANGER, SORCERER, WIZARD

SPEAK WITH ANIMALS

1st-level divination (Ritual)

CASTING TIME

Action

RANGE

Self

COMPONENTS

V, S

DURATION

10 minutes

For the duration, you can comprehend and verbally communicate with Beasts, and you can use any of the Influence action's skill options with them.

Most Beasts have little to say about topics that don't pertain to survival or companionship, but at minimum, a Beast can give you information about nearby locations and monsters, including whatever it has perceived within the past day.

BARD, DRUID, RANGER, WARLOCK

PASS WITHOUT TRACE

2nd-level abjuration

CASTING TIME

Action

RANGE

Self

COMPONENTS

V, S, M

DURATION

up to 1 hour



Material: ashes from a burned mistletoe

You radiate a concealing aura in a 30-foot Emanation for the duration. While in the aura, you and each creature you choose have a +10 bonus to Dexterity (Stealth) checks and leave no tracks.

DRUID, RANGER

SPIKE GROWTH

2nd-level transmutation

CASTING TIME

Action

RANGE

150 feet

COMPONENTS

V, S, M

DURATION

up to 10 minutes



Material: seven thorns

Creates a 20-foot-radius sphere of difficult terrain with spikes and thorns. Moving through it deals 2d4 piercing damage per 5 feet traveled. The terrain is camouflaged; unseen creatures must succeed on a Wisdom (Perception or Survival) check against your spell save DC to recognize the hazard before entering.

DRUID, RANGER

SUMMON BEAST

2nd-level conjuration

CASTING TIME

Action

RANGE

90 feet

COMPONENTS

V, S, M

DURATION

up to 1 hour



Material: a feather, tuft of fur, and fish tail inside a gilded acorn worth 200+ GP

Conjures a bestial spirit in an unoccupied space, using a stat block based on environment (Air, Land, Water). It acts after your turn, obeys your commands, and shares your initiative. It disappears when reduced to 0 HP or when the spell ends. If no commands, it takes the Dodge action.

At Higher Levels

Use the spell slot's level for the spell's level in the stat block.

DRUID, RANGER