DUNGEONS & DRAGONS®

Poppy
CHARACTER NAME

Druid (4)	Cloistered Scholar	Debby
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Gnome/Forest Gnome	Neutral Good	
RACE	ALIGNMENT	EXPERIENCE POINTS

Ability Scores

STRENGTH -1 (8)

DEXTERITY 0 (11)

CONSTITUTION +1 (12)

INTELLIGENCE +3 (16)

WISDOM +3 (16)

CHARISMA +1 (13)

INSPIRATION

+2 PROFICIENCY BONUS

Saving Throws
- ○ -1 Strength
- ○ 0 Dexterity
- ○ +1 Constitution
- ◉ +5 Intelligence
- ◉ +5 Wisdom
- ○ +1 Charisma

SAVING THROWS

Skills
- ○ 0 Acrobatics (Dex)
- ○ +3 Animal Handling (Wis)
- ◉ +5 Arcana (Int)
- ○ -1 Athletics (Str)
- ○ +1 Deception (Cha)
- ◉ +5 History (Int)
- ○ +3 Insight (Wis)
- ○ +1 Intimidation (Cha)
- ○ +3 Investigation (Int)
- ◉ +5 Medicine (Wis)
- ◉ +5 Nature (Int)
- ○ +3 Perception (Wis)
- ○ +1 Performance (Cha)
- ○ +1 Persuasion (Cha)
- ○ +3 Religion (Int)
- ○ 0 Sleight of Hand (Dex)
- ○ 0 Stealth (Dex)
- ○ +3 Survival (Wis)

SKILLS

13 PASSIVE WISDOM (PERCEPTION)

Other Proficiencies & Languages

Tool Proficiencies: Herbalism Kit

Weapon Proficiencies: Club; Dagger; Dart; Javelin; Mace; Quarterstaff; Scimitar; Sickle; Sling; Spear

Armor Proficiencies: Light; Medium; Shields

Language Proficiencies: Common; Druidic; Elvish; Gnomish; Sylvan

OTHER PROFICIENCIES & LANGUAGES

Combat

11 ARMOR CLASS

0 INITIATIVE

25 SPEED

Hit Point Maximum 26

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 4d8

HIT DICE

SUCCESSES ○○○
FAILURES ○○○

DEATH SAVES

Attacks & Spellcasting

NAME	ATK BONUS	DAMAGE/TYPE
Quarterstaff	+1	1d6 - 1 bludgeoning

ATTACKS & SPELLCASTING

Equipment

CP	
SP	
EP	
GP	10
PP	

Ink (1); Ink pen (1); Knife, Small (1); Parchment (1); Explorer's Pack (1); Leather (1) Potions (12)

EQUIPMENT

Character

Peace, tranquility and balance embody my very soul.
PERSONALITY TRAITS

We are the care takers of nature. People are second to animals and earth.
IDEALS

To protect the trees and forests from all.
BONDS

Collecting stuff, holding in emotions and occasionally being overly agreeable.
FLAWS

Features & Traits

Darkvision: 60 ft.

(additional features & traits on last page)

FEATURES & TRAITS

Poppy

CHARACTER NAME

89	3"	36
AGE	HEIGHT	WEIGHT
Brown	olive	Green
EYES	SKIN	HAIR

CHARACTER APPEARANCE

NAME

In the prime of my life, I have been moving my way up through the ranks of my druid order and have connections to all druid temples in the Elven forest and many in frontier areas. I am often sent into war and battle torn areas to heal and provide for the indecressions of mortals.

SYMBOL

ALLIES & ORGANIZATIONS

TREASURE

I was on my spiritual journey to the Forest Temple of Mielikki, where I was intending to join their ranks as a teacher and guide. At this point, I just wants to go home as there is literally nothing for me in the Underdark.

CHARACTER BACKSTORY

D&D

Forest Gnome
SPELLCASTING CLASS

Intelligence	13	+5
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

0 CANTRIPS

Minor Illusion

SPELL LEVEL

1 — SLOTS TOTAL **4** — SLOTS EXPENDED

PREPARED — SPELL NAME

2 **3**

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4

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9

SPELLS KNOWN

Druid

SPELLCASTING CLASS

Wisdom	13	+5
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

0 — CANTRIPS

Druidcraft
Shillelagh
Thorn Whip

SPELL LEVEL

1 — SLOTS TOTAL: 4 — SLOTS EXPENDED

PREPARED — SPELL NAME

- Absorb Elements
- Animal Friendship
- Beast Bond
- Charm Person
- Create or Destroy Water
- Cure Wounds
- Detect Magic
- Detect Poison and Disease
- Earth Tremor
- Entangle
- Faerie Fire
- Fog Cloud

2 — 3

- Animal Messenger
- Barkskin
- Beast Sense
- Darkvision
- Dust Devil
- Earthbind
- Enhance Ability
- Find Traps
- Flame Blade
- Flaming Sphere
- Gust of Wind
- Healing Spirit
- Heat Metal

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SPELLS KNOWN

D&D

Druid

SPELLCASTING CLASS

Wisdom	13	+5
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

0 CANTRIPS

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SPELL LEVEL

SLOTS TOTAL — SLOTS EXPENDED

1 — **4**

PREPARED — SPELL NAME

- ○ Goodberry
- ○ Guiding Hand
- ○ Healing Word
- ○ Ice Knife
- ○ Jump
- ○ Longstrider
- ○ Purify Food and Drink
- ○ Snare
- ○ Speak with Animals
- ○ Thunderwave
- ○ Wild Cunning
- ○ _____

2 — **3**

- ○ Hold Person
- ○ Lesser Restoration
- ○ Locate Animals or Plants
- ○ Locate Object
- ○ Moonbeam
- ○ Pass without Trace
- ○ Protection from Poison
- ○ Skywrite
- ○ Spike Growth
- ○ Warding Wind
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SPELLS KNOWN

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--------------Actions--------------
Wild Shape. You can transform into a beast you have seen with CR 1/2 and no flying speed (lasts 2 hours, use twice/rest).

-----------Other Traits------------
Circle Forms. The rites of your circle grant you the ability to transform into more dangerous animal forms. Starting at 2nd level, you can use your Wild Shape to transform into a beast with a challenge rating as high as 1 (you ignore the Max CR column of the Beast Shapes table, but must abide by the other limitations there).

Combat Wild Shape. When you choose this circle at 2nd level, you gain the ability to use Wild Shape on your turn as a bonus action, rather than as an action.
Additionally, while you are transformed by Wild Shape. You can use a bonus action to expend one spell slot to regain 1d8 hit points per level of the spell slot expended.

Druidic. You can speak Druidic and use it to leave hidden message and automatically spot messages left by others.

Gnome Cunning. Advantage on INT, WIS, and CHA saves against magic.

Library Access. Though others must often endure extensive interviews and significant fees to gain access to even the most common archives in your library, you have free and easy access to the majority of the library, though it might also have repositories of lore that are too valuable, magical, or secret to permit anyone immediate access. You have a working knowledge of your cloister's personnel and bureaucracy, and you know how to navigate those connections with some ease. Additionally, you are likely to gain preferential treatment at other libraries across the Realms, as professional courtesy shown to a fellow scholar.

Medic. Master physician's arts. During short rest, you can clean and bind the wounds of up to six willing beasts and humanoids. Make a DC15 medicine check for each creature on a success spend a hit die and get maximum instead of rolling.

Speak with Small Beasts. Through sounds and gestures, you can communicate simple ideas with Small or smaller beasts. Forest gnomes love animals and often keep squirrels, badgers, rabbits, moles, woodpeckers, and other creatures as beloved pets.

Absorb Elements
Level-1 abjuration · ⚒ORCPUB

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 13* *Mod +5*

Animal Friendship
Level-1 enchantment · ⚒ORCPUB

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 13* *Mod +5*

Animal Messenger
Level-2 enchantment · ⚒ORCPUB

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 13* *Mod +5* ↻

Barkskin
Level-2 transmutation · ⚒ORCPUB

1 act. · Touch · V,S,M · Conc, 1 hr

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 *DC 13* *Mod +5*

Beast Bond
Level-1 divination · ⚒ORCPUB

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

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 *DC 13* *Mod +5*

Beast Sense
Level-2 divination · ⚒ORCPUB

1 Action · Touch · S · Conc, 1 hr

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.

Druid *DC 13* *Mod +5*

Charm Person
Level-1 enchantment · ⚒ORCPUB

1 act. · 30 ft · V,S · 1 hr

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 *DC 13* *Mod +5*

Create or Destroy Water
Level-1 transmutation · ⚒ORCPUB

1 act. · 30 ft · V,S,M · Inst

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 *DC 13* *Mod +5*

Cure Wounds
Level-1 evocation · ⚒ORCPUB

1 act. · Touch · V,S · Inst

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 *DC 13* *Mod +5*

Animal Messenger *(reverse)*
where you cast this spell. At Higher Levels. If you cast this spell using a spell slot of 3nd level or higher, the duration of the spell increases by 48 hours for each slot level above 2nd.

Animal Messenger *(reverse)*
where you cast this spell. At Higher Levels. If you cast this spell using a spell slot of 3nd level or higher, the duration of the spell increases by 48 hours for each slot level above 2nd.

Darkvision
Level-2 transmutation ORCPUB

1 act. | Touch | V,S,M | 8 hrs

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 *DC 13* *Mod +5*

Detect Magic
Level-1 divination ORCPUB

1 act. | Self | V,S | Conc, 10 mins

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.

Druid *DC 13* *Mod +5*

Detect Poison and Disease
Level-1 divination ORCPUB

1 act. | Self | V,S,M | Conc, 10 mins

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.

Druid *DC 13* *Mod +5*

Druidcraft
Transmutation cantrip ORCPUB

1 act. | 30 ft | V,S | Inst

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 *DC 13* *Mod +5*

Dust Devil
Level-2 conjuration ORCPUB

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 13* *Mod +5*

Earth Tremor
Level-1 evocation ORCPUB
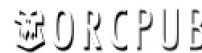
1 act. | 10 ft | V,S | Inst

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 *DC 13* *Mod +5*

Earthbind
Level-2 transmutation ORCPUB

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

Druid *DC 13* *Mod +5*

Enhance Ability
Level-2 transmutation ORCPUB

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 13* *Mod +5*

Entangle
Level-1 conjuration ORCPUB

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 13* *Mod +5*

Faerie Fire
Level-1 evocation ORCPUB

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 13*   *Mod +5*

Find Traps
Level-2 divination ORCPUB

1 act.   120 ft   V,S   Inst

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   *DC 13*   *Mod +5*

Flame Blade
Level-2 evocation ORCPUB
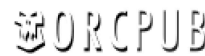
1 b.a.   Self   V,S,M   Conc, 10 mins

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   *DC 13*   *Mod +5*

Flaming Sphere
Level-2 conjuration ORCPUB

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

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   *DC 13*   *Mod +5*

Fog Cloud
Level-1 conjuration ORCPUB

1 act.   120 ft   V,S   Conc, 1 hr

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   *DC 13*   *Mod +5*

Goodberry
Level-1 transmutation ORCPUB

1 act.   Touch   V,S,M   Inst

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   *DC 13*   *Mod +5*

Guiding Hand
Level-1 divination ORCPUB

1 min   5 ft   V,S   Conc, 8 hrs

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.

Druid   *DC 13*   *Mod +5*

Gust of Wind
Level-2 evocation ORCPUB

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

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   *DC 13*   *Mod +5*

Healing Spirit
Level-2 conjuration ORCPUB

1 b.a.   60 ft   V,S   Conc, 1 min

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   *DC 13*   *Mod +5*

Healing Word
Level-1 evocation ORCPUB

1 b.a.   60 ft   V   Inst

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   *DC 13*   *Mod +5*

Heat Metal
Level-2 transmutation ORCPUB

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

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.

Druid   *DC 13*   *Mod +5*

Hold Person
Level-2 enchantment ORCPUB

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

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.

Druid   *DC 13*   *Mod +5*

Ice Knife
Level-1 conjuration ORCPUB

1 act.   60 ft   S,M   Inst

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   *DC 13*   *Mod +5*

Jump
Level-1 transmutation ORCPUB

1 act.   Touch   V,S,M   1 min

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

Druid   *DC 13*   *Mod +5*

Lesser Restoration
Level-2 abjuration ORCPUB

1 act.   Touch   V,S   Inst

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   *DC 13*   *Mod +5*

Locate Animals or Plants
Level-2 divination ORCPUB

1 act.   Self   V,S,M   Inst

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   *DC 13*   *Mod +5*

Locate Object
Level-2 divination ORCPUB

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

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   *DC 13*   *Mod +5*

Longstrider
Level-1 transmutation ORCPUB

1 act.   Touch   V,S,M   1 hr

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   *DC 13*   *Mod +5*

Level-2 evocation ORCPUB

Moonbeam

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

A silvery beam of pale light shines down in a 5-footradius, 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 13* *Mod +5*

Level-2 abjuration ORCPUB

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 13* *Mod +5*

Level-2 abjuration ORCPUB

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 13* *Mod +5*

Level-1 transmutation ORCPUB

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 13* *Mod +5*

Transmutation cantrip ORCPUB

Shillelagh

1 b.a. **Touch** **V,S,M** **1 min**

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 *DC 13* *Mod +5*

Level-2 transmutation ORCPUB

Skywrite

1 act. **Sight** **V,S** **Conc, 1 hr**

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 *DC 13* *Mod +5*

Level-1 abjuration ORCPUB

Snare

1 min **Touch** **S,M** **8 hrs**

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

Druid *DC 13* *Mod +5*

Level-1 divination ORCPUB

Speak with Animals

1 act. **Self** **V,S** **10 mins**

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.

Druid *DC 13* *Mod +5*

Level-2 transmutation ORCPUB

Spike Growth

1 act. **150 ft** **V,S,M** **Conc, 10 mins**

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 *DC 13* *Mod +5*

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

Transmutation cantrip   ORCPUB

Thorn Whip

1 act.   **30 ft**   **V,S,M**   **Inst**

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   *DC 13*   *Mod +5*

Level-1 evocation   ORCPUB

Thunderwave

1 act.   **Self**   **V,S**   **Inst**

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   *DC 13*   *Mod +5*

Level-2 evocation   ORCPUB

Warding Wind

1 act.   **Self**   **V**   **Conc, 10 mins**

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   *DC 13*   *Mod +5*

Level-1 transmutation   ORCPUB

Wild Cunning

1 act.   **120 ft**   **V,S**   **Inst**

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. • 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

Druid   *DC 13*   *Mod +5*   ↻

Illusion cantrip   ORCPUB

Minor Illusion

1 act.   **30 ft**   **S,M**   **1 min**

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again. If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends. If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it. If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save

Forest Gnome   *DC 13*   *Mod +5*   ↻

Minor Illusion *(reverse)*
DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

Wild Cunning *(reverse)*
rubbish.