

Druid

SPELLCASTING CLASS

Wis

SPELLCASTING ABILITY

SPELL SAVE DC
8 + prof. + ability mod.

SPELL ATTACK BONUS
prof. + ability mod

0

CANTRIPS

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

Prepare ability mod. + spellcaster level

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|--|--|
| <input type="checkbox"/> Absorb Elements | <input type="checkbox"/> Goodberry |
| <input type="checkbox"/> Animal Friendship | <input type="checkbox"/> Healing Word |
| <input type="checkbox"/> Beast Bond | <input type="checkbox"/> Ice Knife |
| <input type="checkbox"/> Charm Person | <input type="checkbox"/> Jump |
| <input type="checkbox"/> Create or Destroy Water | <input type="checkbox"/> Longstrider |
| <input type="checkbox"/> Cure Wounds | <input type="checkbox"/> Purify Food and Drink |
| <input type="checkbox"/> Detect Magic | <input type="checkbox"/> Snare |
| <input type="checkbox"/> Detect Poison and Disease | <input type="checkbox"/> Speak with Animals |
| <input type="checkbox"/> Earth Tremor | <input type="checkbox"/> Thunderwave |
| <input type="checkbox"/> Entangle | |
| <input type="checkbox"/> Faerie Fire | |
| <input type="checkbox"/> Fog Cloud | |

2

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|---|---|
| <input type="checkbox"/> Animal Messenger | <input type="checkbox"/> Hold Person |
| <input type="checkbox"/> Barkskin | <input type="checkbox"/> Lesser Restoration |
| <input type="checkbox"/> Beast Sense | <input type="checkbox"/> Locate Animals or Plants |
| <input type="checkbox"/> Darkvision | <input type="checkbox"/> Locate Object |
| <input type="checkbox"/> Dust Devil | <input type="checkbox"/> Moonbeam |
| <input type="checkbox"/> Earthbind | <input type="checkbox"/> Pass Without Trace |
| <input type="checkbox"/> Enhance Ability | <input type="checkbox"/> Protection from Poison |
| <input type="checkbox"/> Find Traps | <input type="checkbox"/> Skywrite |
| <input type="checkbox"/> Flame Blade | <input type="checkbox"/> Spike Growth |
| <input type="checkbox"/> Flaming Sphere | <input type="checkbox"/> Warding Wind |
| <input type="checkbox"/> Gust of Wind | |
| <input type="checkbox"/> Healing Spirit | |
| <input type="checkbox"/> Heat Metal | |

3

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|---|--|
| <input type="checkbox"/> Call Lightning | <input type="checkbox"/> Wall of Water |
| <input type="checkbox"/> Conjure Animals | <input type="checkbox"/> Water Breathing |
| <input type="checkbox"/> Daylight | <input type="checkbox"/> Water Walk |
| <input type="checkbox"/> Dispel Magic | <input type="checkbox"/> Wind Wall |
| <input type="checkbox"/> Erupting Earth | |
| <input type="checkbox"/> Feign Death | |
| <input type="checkbox"/> Flame Arrows | |
| <input type="checkbox"/> Meld into Stone | |
| <input type="checkbox"/> Plant Growth | |
| <input type="checkbox"/> Protection from Energy | |
| <input type="checkbox"/> Sleet Storm | |
| <input type="checkbox"/> Speak with Plants | |
| <input type="checkbox"/> Tidal Wave | |

4

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| <input type="checkbox"/> Blight | <input type="checkbox"/> Ice Storm |
| <input type="checkbox"/> Charm Monster | <input type="checkbox"/> Locate Creature |
| <input type="checkbox"/> Confusion | <input type="checkbox"/> Polymorph |
| <input type="checkbox"/> Conjure Minor Elementals | <input type="checkbox"/> Stone Shape |
| <input type="checkbox"/> Conjure Woodland Beings | <input type="checkbox"/> Stoneskin |
| <input type="checkbox"/> Control Water | <input type="checkbox"/> Wall of Fire |
| <input type="checkbox"/> Dominate Beast | <input type="checkbox"/> Watery Sphere |
| <input type="checkbox"/> Elemental Bane | |
| <input type="checkbox"/> Freedom of Movement | |
| <input type="checkbox"/> Giant Insect | |
| <input type="checkbox"/> Grasping Vine | |
| <input type="checkbox"/> Guardian of Nature | |
| <input type="checkbox"/> Hallucinatory Terrain | |

5

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| <input type="checkbox"/> Antilife Shell | <input type="checkbox"/> Maelstrom |
| <input type="checkbox"/> Awaken | <input type="checkbox"/> Mass Cure Wounds |
| <input type="checkbox"/> Commune with Nature | <input type="checkbox"/> Planar Binding |
| <input type="checkbox"/> Conjure Elemental | <input type="checkbox"/> Reincarnate |
| <input type="checkbox"/> Contagion | <input type="checkbox"/> Scrying |
| <input type="checkbox"/> Control Winds | <input type="checkbox"/> Transmute Rock |
| <input type="checkbox"/> Geas | <input type="checkbox"/> Tree Stride |
| <input type="checkbox"/> Greater Restoration | <input type="checkbox"/> Wall of Stone |
| <input type="checkbox"/> Insect Plague | <input type="checkbox"/> Wrath of Nature |

6

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| <input type="checkbox"/> Bones of the Earth | <input type="checkbox"/> Investiture of Wind |
| <input type="checkbox"/> Conjure Fey | <input type="checkbox"/> Move Earth |
| <input type="checkbox"/> Druid Grove | <input type="checkbox"/> Primordial Ward |
| <input type="checkbox"/> Find the Path | <input type="checkbox"/> Sunbeam |
| <input type="checkbox"/> Heal | <input type="checkbox"/> Transport via Plants |
| <input type="checkbox"/> Heroes' Feast | <input type="checkbox"/> Wall of Thorns |
| <input type="checkbox"/> Investiture of Flame | <input type="checkbox"/> Wind Walk |
| <input type="checkbox"/> Investiture of Ice | |
| <input type="checkbox"/> Investiture of Stone | |

7

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| <input type="checkbox"/> Fire Storm | |
| <input type="checkbox"/> Mirage Arcane | |
| <input type="checkbox"/> Plane Shift | |
| <input type="checkbox"/> Regenerate | |
| <input type="checkbox"/> Reverse Gravity | |
| <input type="checkbox"/> Whirlwind | |
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8

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| <input type="checkbox"/> Animal Shapes | |
| <input type="checkbox"/> Antipathy/Sympathy | |
| <input type="checkbox"/> Control Weather | |
| <input type="checkbox"/> Earthquake | |
| <input type="checkbox"/> Feeblemind | |
| <input type="checkbox"/> Sunburst | |
| <input type="checkbox"/> Tsunami | |

9

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| <input type="checkbox"/> Foresight | |
| <input type="checkbox"/> Shapechange | |
| <input type="checkbox"/> Storm of Vengeance | |
| <input type="checkbox"/> True Resurrection | |
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