

## Chapter 1 : 5E Druid and Paladin Spell List Sheets : DnD

*These are the spells that the Druid class can learn. For a list of every spell, see List of Spells.*

July 26th, Disclaimer I will use the color coding scheme which has become common among Pathfinder build handbooks, which is simple to understand and easy to read at a glance. Bad, useless options, or options which are extremely situational. OK options, or useful options that only apply in rare circumstances Green: Fantastic options, often essential to the function of your character. Once the book is complete, physical copies will be released and I will update to address the new content. Introduction Druids are a very versatile class. Moon Druids emphasize Wild Shape, making them excellent Defenders, Scouts, or Strikers depending on what form they take. The Druid spell list allows them to serve as Controllers, Strikers, Support casters, and Utility casters. Druid Class Features Hit Points: This will probably never matter unless your DM specifically writes something into the campaign to use it. The Druid has many of the best area control effects, like Entangle and Spike Growth, and a lot of unique damage spells like Call Lightning. Turn into a small animal to scout, but turning into an animal to go into melee is not likely to end well since your available forms are so weak. See "Subclasses - Druid Circles", below. Almost certainly no effect on the game. Fly around as a bird and shoot spells at unsuspecting foes. Like Wild Shape, this is much better for the Circle of the Moon Druids, who can switch back into an animal form at the beginning of every turn, thereby making themselves extremely difficult to damage. For other Druids, this just means extra utility. Circle of Dreams offers a few utility options and some healing, but most of the options are lackluster or highly situational. Balm of the Summer Court: A pool of healing which you can use as a bonus action. Hearth of Moonlight and Shadow: Situational, and there are tons of other options available that solve the same issues better. For example, Rope Trick will allow the party to climb into an extradimensional space with an invisible entrance. Excellent range, it works as a Bonus Action, and you get a decent number of uses per day. The unique version of Teleportation Circle is a nice way to get yourself and your party back to a known safe point, but generally you can do that by other means like walking. Circle of the Land PHB: Druids get one less cantrip than other full casters, so this sets the Land Druid on par with everyone else. This provides a bit of sustainability to the Druid which was missing in previous editions. Several excellent area control spells. However, both require Concentration. Slow is still good. And again, both require Concentration. Ice Storm combines well with other area control effects, and Freedom of Movement allows your allies to move through your area control effects more easily. A useful divination, and a good source of damage not normally available to Druids. Coast starts off very strong, but most of the spell options will only rarely see use. Mirror Image is among the best defensive options in the game, and Misty Step is a fantastically useful means of getting around. Neither are available to Druids normally. Both are very situational. Scrying is very situational, but Conjure Elemental is pretty great. Summon a Fire Elemental and set fire to entire encounters. A good mix of different options with different applications, and a couple of spells not normally available to Druids. Blur is a decent defensive option, and Silence is occasionally useful for stealth and for disabling spellcasters. Protection From Energy is considerably more useful. Both are every situational. Both excellent area control options. Spider Climb is situational, and seems a bit silly consider you can turn into a spider. Call lightning is one of my favorite Druid spells. Plant Growth is situational. Two excellent options for stealth and infiltration. The effects remain in place when you use Wild Shape, so you can turn invisible, turn into an owl, and fly around almost undetectable. Daylight is situational, but Haste is one of the best buffs in the game if you have martial characters around to make use of it. Dream is situational, but Insect Plague is excellent area control. Solid options all the way up the list. Lightning bolt is a decent damage option, though somewhat difficult to bring to bear against crowds of enemies. Meld with Stone is very situational. Stone Shape is insanely useful, and Stoneskin is a great buff so long as you have enough gold to pay the component cost. Passwall is extremely useful, and Wall of Stone is great area control. Starts off very strong, but the higher-level options are bad. Two good options, neither of which are available to Druids. Water walk is very situational, but Stinking Cloud is fantastic area control. Both options are very situational. Scrying is situational, but Insect Plague is excellent area control. So I heard you like spiders. Web

is good area control. So I heard you like strange gases. Greater Invisibility is fantastic, and Stone Shape is ridiculously useful. Insect Plague is excellent area control. Near-immunity to two types of creatures. By now you should have 20 Wisdom, and beasts and plants both tend to have low Wisdom saves. Circle of the Moon PHB: Circle of the Moon allows the Druid to use Wild Shape as a combat form. However, in most parties the Druid is taking the place of the Cleric-equivalent, so you may need to drop out of Wild Shape in order to cast spells from time to time. Moving into Wild Shape as a swift action means that you can transform, move, and attack in the same turn. It also means that when you get knocked out of Wild Shape you can quickly get back into Wild Shape, often without taking damage to your real hit points. This allows you to take some decent combat forms. See my Practical Guide to Wild Shape for a compilation of possible forms. Fire Elemental is a flaming murder machine that you can use from now until you hit 18 and can turn into a Mammoth. This is a 2nd-level spell, and the problems it solves can be solved better by Wild Shape. Circle of the Shepherd XGtE: Circle of the Shepherd offers excellent options for the Druid to support their party and to summon more powerful creatures with Conjure Animals and Conjure Fey. If you enjoy summoning creatures and buffing your allies, this is a great option. If you want to focus on other aspects of druid spellcasting, Circle of the Land is a better choice. Speech of the Woods: A free language and constant Speak with Animals. Not always useful, but wonderful for a Druid to have. If your party is on the defensive, this is a good way to get some temporary hit points onto your allies. However, the temporary hit points only apply when you first create the spirit, so its effectiveness diminishes quickly in most cases. Your go-to option in most cases. As a back-line spellcaster, you can use your largely ignored Reaction to grant Advantage on attack rolls. If you have a rogue in the party, that means an easy way to get Sneak Attack. It just needs to be a leveled spell that restores hit points. Goodberry works, for example. One of the biggest problems with summoned creatures is their inability to overcome damage resistance to non-magical attacks. This solves that issue, and also makes your summoned creatures slightly more durable so that you get some more mileage from your Conjure X spells. With this and Mighty Summoner, you can make Conjure X spells last for an exceptionally long time. Abilities Wisdom is everything for the Druid. Only needed for Knowledge skills. Dump unless you want Knowledge skills.

### Chapter 2 : 5e Spell List - Dungeons and Dragons Wiki

*Evergreen Army* A druid's greatest power is to command the forest itself. No other spell proves the truth of this in as direct a manner. No other spell proves the truth of this in as direct a manner.

Elemental Blast You form a ball of energy that gathers elemental energy around it and then sends that elemental blast at a creature or object. Ember Strike You enhance your next attack with the embers of a fire. Emit Spores You cover the area around you in a fine toxic cloud of fungal spores. Forceful Breeze You bend the very winds around you to propel a target. Froststrike You enhance your next attack with frost energy. Heat Beam You concentrate your firepower on a single straight beam and shoot toward an enemy within range. Heated Hands This Cantrip allows the user to melt up to 6 in. Hershey Squirt Ice Shards You evoke shards of ice to rain into an area. Ignites You extend your hand and a volcanic explosion sears your foe, taking more damage if they took fire damage previously. Ignitions You extend your hand and a volcanic ignition sears your foe, making them more vulnerable to fire. Phoenix strike Harness the power of the phoenix to create a huge blast of flame energy Pillar of Sand You cause a small pillar of sand to erupt from a point on the ground that you can see. Poison Bolt You hurl a bolt of toxic energy from your fingertips. Rain Blast Hard wind and driving rain descends on a creature that you can see within range. Sandcast You throw sand at an enemy. Shine Shocking Bolt You hurl a small bolt of lightning at a creature or object in range. Smite Rune A runic bolt channelling simple but powerful magic to deal damage, and one that can weave together with other rune spells for increased damage. Spark Shower You bring down sparks of lightning in a small area centered to a point you choose within range. Spellfire You conjure arcane fire in your hand that can be used for light and combat. Storm Rune A runebolt channeling simple but powerful magic to deal damage, and one that can weave together with other Rune spells for increased damage. Water Bolt You hurl a bolt of water at a creature or object within range.

*D&D 5th Edition Compendium. Type to search for a spell, item, class " anything!*

Reduces size or blights growth of normal plants. Subject animal obeys silent mental commands. You and your gear merge with stone. Immunizes subject against poison , detoxifies venom in or on subject. Grows vegetation, improves crops. Touch deals 1d10 Con damage, repeats in 1 min. Extinguishes nonmagical fires or one magic item. Hampers vision and movement. Creates a magic booby trap. You can talk to normal plants and plant creatures. Creatures in area take 1d4 damage, may be slowed. Sculpts stone into any shape. Subjects can breathe underwater. Deflects arrows, smaller creatures, and gases. Subject treads on air as if solid climb at degree angle. Keeps animated plants at bay. Sway the actions of one or more plant creatures. Raises or lowers bodies of water. Cancels spells and magical effects. Turns centipedes, scorpions, or spiders into giant vermin. Hail deals 5d6 damage in cylinder 40 ft. Brings dead subject back in a random body. Insects, spiders, and other vermin stay 10 ft. Your touch corrodes iron and alloys. Spies on subject from a distance. Creatures in area take 1d8 damage, may be slowed.

### Chapter 4 : D&D 5e Spell List | OrcPub

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Cold metal damages those who touch it. Blows away or knocks down smaller creatures. Make metal so hot it damages those who touch it. Shrinks one willing animal. Dispels magical ability penalty or repairs 1d4 ability damage. Soften Earth and Stone: Turns stone to clay or dirt to sand or mud. Grants ability to walk on walls and ceilings. Calls creature to fight. Summons swarm of bats, rats, or spiders. Bends wood shaft, handle, door, plank. Rearranges wooden objects to suit you. Calls down lightning bolts 3d6 per bolt from sky. Infects subject with chosen disease. Reduces size or blights growth of normal plants. You and your gear merge with stone. Immunizes subject against poison, detoxifies venom in or on subject. Grows vegetation, improves crops. Touch deals 1d10 Con damage, repeats in 1 min. Extinguishes nonmagical fires or one magic item. Cures all diseases affecting subject. Hampers vision and movement. Creates a magic booby trap. You can talk to normal plants and plant creatures. Creatures in area take 1d4 damage, may be slowed. Sculpts stone into any shape. Subjects can breathe underwater. Deflects arrows, smaller creatures, and gases. Keeps animated plants at bay. Sway the actions of one or more plant creatures. Raises or lowers bodies of water. Cancels spells and magical effects. Turns centipedes, scorpions, or spiders into giant vermin. Hail deals 5d6 damage in cylinder 40 ft. Brings dead subject back in a random body. Insects, spiders, and other vermin stay 10 ft. Your touch corrodes iron and alloys. Spies on subject from a distance. Creatures in area take 1d8 damage, may be slowed. Removes burden of misdeeds from subject. Animal or tree gains human intellect. Transforms subject into harmless animal. As call lightning, but 5d6 damage per bolt. Change wind direction and speed. Grants immunity to all death spells and negative energy effects. Designates location as holy. Locust swarms attack creatures. Ignore 10 points of damage per attack.

**Chapter 5 : Druidcraft - 5th Edition SRD**

*A web-based version of the 5th Edition Dungeons and Dragons SRD (System Reference Document).*

**Wild Empathy Ex** A druid can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The druid rolls 1d20 and adds her druid level and her Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use wild empathy, the druid and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time. A druid can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.

**Woodland Stride Ex** Starting at 2nd level, a druid may move through any sort of undergrowth such as natural thorns, briars, overgrown areas, and similar terrain at her normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect her.

**Trackless Step Ex** Starting at 3rd level, a druid leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

**Wild Shape Su** At 5th level, a druid gains the ability to turn herself into any Small or Medium animal and back again once per day. Her options for new forms include all creatures with the animal type. This ability functions like the alternate form special ability, except as noted here. The effect lasts for 1 hour per druid level, or until she changes back. Each time you use wild shape, you regain lost hit points as if you had rested for a night. Any gear worn or carried by the druid melds into the new form and becomes nonfunctional. When the druid reverts to her true form, any objects previously melded into the new form reappear in the same location on her body that they previously occupied and are once again functional. The form chosen must be that of an animal the druid is familiar with. A druid loses her ability to speak while in animal form because she is limited to the sounds that a normal, untrained animal can make, but she can communicate normally with other animals of the same general grouping as her new form. The normal sound a wild parrot makes is a squawk, so changing to this form does not permit speech. A druid can use this ability more times per day at 6th, 7th, 10th, 14th, and 18th level, as noted on Table: In addition, she gains the ability to take the shape of a Large animal at 8th level, a Tiny animal at 11th level, and a Huge animal at 15th level. At 12th level, a druid becomes able to use wild shape to change into a plant creature with the same size restrictions as for animal forms. At 16th level, a druid becomes able to use wild shape to change into a Small, Medium, or Large elemental air, earth, fire, or water once per day. These elemental forms are in addition to her normal wild shape usage. At 18th level, a druid becomes able to assume elemental form twice per day, and at 20th level she can do so three times per day. At 20th level, a druid may use this wild shape ability to change into a Huge elemental.

At 9th level, a druid gains immunity to all poisons.

**A Thousand Faces Su** At 13th level, a druid gains the ability to change her appearance at will, as if using the disguise self spell, but only while in her normal form.

**Timeless Body Ex** After attaining 15th level, a druid no longer takes ability score penalties for aging and cannot be magically aged. Any penalties she may have already incurred, however, remain in place. Bonuses still accrue, and the druid still dies of old age when her time is up.

**Ex-Druids** A druid who ceases to revere nature, changes to a prohibited alignment, or teaches the Druidic language to a nondruid loses all spells and druid abilities including her animal companion, but not including weapon, armor, and shield proficiencies. She cannot thereafter gain levels as a druid until she atones see the atonement spell description.

## DOWNLOAD PDF 5E DETAILED DRUID SPELL LIST

### Chapter 6 : Druid " 5th Edition SRD

*5E Druid and Paladin Spell List Sheets 5th Edition submitted 3 years ago \* by Zolo49 Fighter The cleric spell list sheets I shared earlier were well received, and /u/orchidguy reminded me that druids have the same casting mechanics.*

Cold metal damages those who touch it. Blows away or knocks down smaller creatures. Make metal so hot it damages those who touch it. Shrinks one willing animal. Dispels magical ability penalty or repairs 1d4 ability damage. Soften Earth and Stone: Turns stone to clay or dirt to sand or mud. Grants ability to walk on walls and ceilings. Calls creature to fight. Summons swarm of bats, rats, or spiders. Bends wood shaft, handle, door, plank. Rearranges wooden objects to suit you. Calls down lightning bolts 3d6 per bolt from sky. Infects subject with chosen disease. Reduces size or blights growth of normal plants. You and your gear merge with stone. Immunizes subject against poison, detoxifies venom in or on subject. Grows vegetation, improves crops. Touch deals 1d10 Con damage, repeats in 1 min. Extinguishes nonmagical fires or one magic item. Cures all diseases affecting subject. Hampers vision and movement. Creates a magic booby trap. You can talk to normal plants and plant creatures. Creatures in area take 1d4 damage, may be slowed. Sculpts stone into any shape. Subjects can breathe underwater. Deflects arrows, smaller creatures, and gases.

## Chapter 7 : 5e Druid Handbook - Land & Moon

*You prepare the list of druid spells that are available for you to cast, choosing from the Druid Spells list. When you do so, choose a number of druid spells equal to your Wisdom modifier + your druid level (minimum of one spell).*

**Concentration** Some spells require you to maintain Concentration in order to keep their magic active. If you lose Concentration, such a spell ends. If a spell must be maintained with Concentration, that fact appears in its Duration entry, and the spell specifies how long you can concentrate on it. You can end Concentration at any time no action required. The following factors can break concentration: Casting another spell that requires Concentration. You lose Concentration on a spell if you cast another spell that requires Concentration. Whenever you take damage while you are concentrating on a spell, you must make a Constitution saving throw to maintain your Concentration. The DC equals 10 or half the damage you take, whichever number is higher. Being Incapacitated or killed. You lose Concentration on a spell if you are Incapacitated or if you die. Unless a spell has a perceptible effect, a creature might not know it was targeted by a spell at all. Targeting Yourself If a spell Targets a creature of your choice, you can choose yourself, unless the creature must be hostile or specifically a creature other than you. If you are in the area of effect of a spell you cast, you can target yourself. Areas of Effect Spells such as Burning Hands and Cone of Cold cover an area, allowing them to affect multiple creatures at once. The rules for each shape specify how you position its point of Origin. Typically, a point of Origin is a point in space, but some spells have an area whose Origin is a creature or an object. To block one of these imaginary lines, an obstruction must provide total cover. Cone A cone extends in a direction you choose from its point of Origin. The circle must either be on the ground or at the height of the spell effect. The energy in a Cylinder expands in straight lines from the point of Origin to the perimeter of the circle, forming the base of the Cylinder. Line A line extends from its point of Origin in a straight path up to its length and covers an area defined by its width. The spell specifies the ability that the target uses for the save and what happens on a success or failure. Attack Rolls Some spells require the caster to make an Attack roll to determine whether the spell effect hits the intended target. Most spells that require Attack rolls involve Ranged Attacks. The Schools of Magic Academies of magic group spells into eight categories called schools of magic. Scholars, particularly wizards, apply these categories to all spells, believing that all magic functions in essentially the same way, whether it derives from rigorous study or is bestowed by a deity. The schools of magic help describe spells; they have no rules of their own, although some rules refer to the schools. Abjuration Abjuration spells are protective in Nature, though some of them have aggressive uses. They create magical barriers, negate harmful effects, harm trespassers, or banish creatures to Other Planes of existence. Conjunction Conjunction spells involve the transportation of Objects and creatures from one location to another. Some conjunctions create Objects or effects out of nothing. Divination spells reveal information, whether in the form of secrets long forgotten, glimpses of the future, the locations of hidden things, the truth behind illusions, or visions of distant people or places. Enchantment Enchantment spells affect the minds of others, influencing or controlling their behavior. Such spells can make enemies see the caster as a friend, force creatures to take a course of action, or even control another creature like a puppet. Evocation Evocation spells manipulate magical energy to produce a desired effect. Some call up blasts of fire or lightning. Others channel positive energy to heal wounds. Illusion Illusion spells deceive the Senses or minds of others. They cause people to see things that are not there, to miss things that are there, to hear phantom noises, or to remember things that never happened. Some illusions create phantom images that any creature can see, but the most insidious illusions plant an image directly in the mind of a creature. Necromancy Necromancy spells manipulate the energies of life and death. Such spells can grant an extra reserve of life force, drain the life energy from another creature, create the Undead, or even bring the dead back to life. Creating the Undead through the use of necromancy spells such as Animate Dead is not a good act, and only evil casters use such spells frequently. Transmutation Transmutation spells change the properties of a creature, object, or Environment. Combining Magical Effects The effects of different spells add together while the durations of those spells overlap. Instead, the most potent effect—such as the highest bonus—from those castings applies

while their durations overlap.

## Chapter 8 : Druid Spells - 5th Edition SRD

*phb Player's Handbook ee Elemental Evil Player's Companion scag Sword Coast Adventurer's Guide xge Xanathar's Guide to Everything.*

**Giant eagle** You can stay in a beast shape for a number of hours equal to half your druid level rounded down. You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die. While you are transformed, the following rules apply: Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Equipment that merges with the form has no effect until you leave the form.

**Druid Circle** At 2nd level, you choose to identify with a circle of druids: Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level. You can use this feature twice. You regain expended uses when you finish a short or long rest.

**Ability Score Improvement** When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

**Timeless Body** Starting at 18th level, the primal magic that you wield causes you to age more slowly. For every 10 years that pass, your body ages only 1 year.

**Beast Spells** Beginning at 18th level, you can cast many of your druid spells in any shape you assume using Wild Shape.

**Archdruid** At 20th level, you can use your Wild Shape an unlimited number of times. You gain this benefit in both your normal shape and your beast shape from Wild Shape.

**Druid Circles** Though their organization is invisible to most outsiders, druids are part of a society that spans the land, ignoring political borders. All druids are nominally members of this druidic society, though some individuals are so isolated that they have never seen any high-ranking members of the society or participated in druidic gatherings. Druids recognize each other as brothers and sisters. Like creatures of the wilderness, however, druids sometimes compete with or even prey on each other.

**Circle of the Land** The Circle of the Land is made up of mystics and sages who safeguard ancient knowledge and rites through a vast oral tradition. These druids meet within sacred circles of trees or standing stones to whisper primal secrets in Druidic.

**Bonus Cantrip** When you choose this circle at 2nd level, you learn one additional druid cantrip of your choice.

**Natural Recovery** Starting at 2nd level, you can regain some of your magical energy by sitting in meditation and communing with nature. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your druid level rounded up, and none of the slots can be 6th level or higher. You can recover either a 2nd-level slot or two 1st-level slots.

**Circle Spells** Your mystical connection to the land infuses you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to circle spells connected to the land where you became a druid. Choose that land "arctic, coast, desert, forest, grassland, mountain, swamp, or Underdark" and consult the associated list of spells.

## Chapter 9 : donjon; 5e Spell Sheet

*D&D Spells. Lots of you gamers think D&D-Spells is a time saver. So why not buy The DM a beer, get one for yourself, and let's keep this site going!*