

PRIMORDIAL LORE

MASTERS OF THE WILD



A D&D SE SOURCEBOOK FOR BARBARIANS, DRUIDS, & RANGERS
BY DANIEL VITTI & ARCANUM PRESS

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PRIMORDIAL LORE: MASTERS OF THE WILD

INTRODUCTION TO THE WILD

This work is intended to be a comprehensive rules expansion offering new options, class archetypes, feats, backgrounds, spells, magical items, and creatures of use to DUNGEONS & DRAGONS 5th Edition characters of Primordial Power.

Primordial Lore: Masters of the Wild is the second major sourcebook in the [Arcanum D&D](#) series of sourcebooks, the goal of which is to create an expanded rule set for DUNGEONS & DRAGONS 5th Edition that contains internally compatible and balanced options for the game we all love.

Barbarians, Druids, and Rangers will find a huge range of options in this tome to fit a myriad of primal character concepts. Some of the spells in this sourcebook originally appeared in the [Arcane Mysteries: The Secrets of the Arcanum](#) book, they are reprinted here to offer a complete set of primordial options in one sourcebook.

A PRIMORDIAL CAMPAIGN

This section contains campaign ideas for DUNGEONS & DRAGONS games that are especially suited for characters from primordial backgrounds and classes.

Primal or Primordial power is a definition used in earlier editions of D&D to describe the source of a character's power. The three sources, used primarily in reference to spellcasters, were Arcane, Divine, and Primal. Divine Power is derived from 'The Gods' or similar entities of the Outer Planes of existence. Arcane Power is either internal to the user or gleaned from various sources either through innate ability, gifted power, or rigorous study. Primal power is channeled from the inner planes, the Elemental realms, and nature itself.

Campaigns with primal themes tend to focus on juxtapositions between civilization and frontiers, urban corruption and pastoral purity, order and freedom, or the old ways and the new.

ECOLOGICAL THREAT

These campaigns feature some overwhelming threat to the natural order. This could range from the ravages of extra planar entities to mundane pollution and deforestation from a world in the midst of industrialization. Characters in these campaigns assume the role of eco-warriors battling the despoliation of the natural world.

Druids of the Circle of the Warden and rangers with the Primordial Guardian archetype are especially appropriate for campaigns focused around extra-planar threats.

For games focused around a 'civilized' threat, interesting quandaries can arise from the contest of spear and arrow versus musket and cannon. Do the defenders of the natural world adopt the weapons of the enemy or do they stay true to the old ways?

FREEDOM FIGHTERS

The classic story of this theme is the legend of Robin Hood. Characters take on the role of heroes of potentially questionable morals and methods resisting the lawful, but corrupt authorities.

Rogues, Bards, and Rangers of many archetypes are eminently suited for this style of play. A barbarian of the Path of the Reaver meshes very well with such parties and can lend a bit of might to such bands of rogues. Among the ranger archetypes presented in this book, the Wilderness Sharpshooter, Wilderness Slayer, and Wilderness Skirmisher with their 'low magic' feel are also well suited to such campaigns. The Hunter archetype from the Player's Handbook has a similar style.

MONSTER HUNTERS

Campaigns with this theme are especially interesting because the characters can take either side in the conflict. Imagine a setting where the characters are protecting settlers on a frontier from the ravages of marauding monstrosities or humanoids. Alternatively, the characters could be members of tribal humanoid races being hunted simply based upon their heritage and race.

Barbarian characters that follow the Path of Bestial Rage or the Path of Giant Rage could very likely be mistaken for monsters while in their raging forms, as could many druidic shapeshifters, and could face similar persecution.

An interesting twist could have the 'monstrous' characters defending the frontier settlers that attempt to live in harmony with nature from forces on both sides driven by greed or hatred.

THE OLD FAITH

The idea for this type of campaign comes from unfortunate historical experience. This is a setting where the adherents of 'The Old Faith', represented by druidism, are being persecuted and hunted by a preeminent religion who's doctrine includes the idea of a 'One True Faith' that vilifies all other religions.

Note: Care should be taken in this sort of campaign as religious conflict and persecution can be difficult topics to approach, even for mature groups.

TRIBAL CONFLICT

This type of campaign will probably have overtones of a Freedom Fighters campaign. The central theme here would be a closely knit group of characters with similar familiar or regional backgrounds defending their tribal or clan homes from marauders or an invading army. Native American or Scottish overtones from history could be prevalent. It is important to make the clan or tribal society one worth fighting for, but potentially not without its own internal evils or conflict to overcome.

PRIMORDIAL CLASSES

Primal or Primordial characters are those with a deep connection to the powers of the natural world. Traditionally these are characters with the Barbarian, Druid, or Ranger classes. These characters often also show a touch of the primordial powers of the fey. This chapter explores new rules and options for those classes.

The spells of druids and rangers are primal magic. Even though they may share some spells, this magic is distinct from the divine magic of clerics and paladins and the arcane magic of bards, sorcerers, warlocks, and wizards.

Certain bards and sorcerers walk the line between the primal and the arcane:

- A new primal bard archetype, the College of Primal Song, sings the primal songs of creation is included in this book.
- The Fey Touched sorcerous origin from the [Arcane Mysteries: The Secrets of the Arcanum](#) sourcebook wields the natural magic of the fey.
- The Primal Soul sorcerer in this tome naturally wields the primal magic and shape-shifting abilities of the druidic circles.

Also included in this book is a new monastic tradition for the monk class: The Way of the Wild Fist.

Clerics of the Nature domain from the Player's handbook and the Hunt domain (included in the Divine Inspiration: The Power of Faith sourcebook) also incorporate primordial power into their divine magic.

OPTIONAL CLASS FEATURES

You gain class features in the *Player's Handbook* when you reach certain levels in your class or subclass. Many sections of this book contain Optional Class Features and Optional Subclass Features sections. Unlike the features in the *Player's Handbook*, you don't gain the features listed there automatically for that class. Consulting with your DM, you decide whether to gain a feature in that section if you meet the level requirement noted in the feature's description. These optional features can be selected separately from one another; you can use some, all, or none of them.

An * next to the feature name indicates an optional feature that originally appeared in *Tasha's Cauldron of Everything* and is referenced in this section.

Each optional class feature will either replace or enhance an existing class feature in some way, as noted in the description, or be an entirely new class feature added to the class or subclass.

If an optional feature replaces an existing class feature it will be indicated by a (replaces Name of Feature) after the level and class or subclass listed for the feature. If selected, you ignore the rules for the replaced feature entirely, and you are not considered to possess the replaced class feature for the purposes of prerequisites unless the replacement feature indicates otherwise.

If an optional feature enhances an existing class feature, it will be indicated by a (enhancement) after the level and class or subclass listed for the feature. If used, you add the rules described in that section to the rules for that feature.

If an optional feature is a new feature for the class it simply lists the level obtained and class or subclass that grants the feature.



BARBARIAN

THE YOUNG HALFLING TOOK A STEP, GRIPPING A SCIMITAR IN EACH HAND. IT ALWAYS STARTED WITH A SINGLE STEP. THEN ANOTHER TOWARDS, THEN ONE TO THE SIDE. HE WAS ALONE FACING A GANG OF GOBLINS, ALONE BETWEEN THE GOBLINS AND THE YOUNG OF HIS CLAN. THEN SUDDENLY HE WAS SPINNING AMONG THEM LEAVING BLOOD, VISCERA, AND SCREAMS IN HIS WAKE.

WITH THE SOUND OF TEARING CLOTH A BLACK-FURRED HUMANOID FELINE IN THE TATTERED REMAINS OF A RED DRESS POUNCES UPON A GROUP OF MARAUDERS, LAYING ABOUT WITH RENDING CLAWS AND SAVAGE FANGS.

A BARREL CHESTED MAN CLAD IN ONLY A LEATHER KILT STALKS TOWARDS HIS FOES. HE REACHES OUT, SMILING, AS IF TO CLASP HANDS WITH A CLOSE FRIEND AS A MASSIVE SWORD OF BLACK METAL APPEARS IN HIS GRASP.

The ferocious rage of a barbarian usually has its source in primal origins, though some, such as the path of the zealot, have other sources for their fury. This section offers options to further explore the furious might of this class.

OPTIONAL BARBARIAN CLASS FEATURES

This section offers additional or alternate features that you can gain as a barbarian, or enhancements to existing features. Unlike the features in the *Player's Handbook*, you don't gain the features here automatically. Consulting with your DM, you decide whether to gain a feature in this section if you meet the level requirement noted in the feature's description. These features can be selected separately from one another; you can use some, all, or none of them. A feature marked with an * indicates an optional feature presented in *Tasha's Cauldron of Everything* reprinted here for reference.

RAGE

1st-level Barbarian feature (enhancement)

Add the following to the benefits gained while raging and not wearing heavy armor:

- When you make a thrown weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels as a barbarian, as shown in the Rage Damage column of The Barbarian Table.

A barbarian's rage does not end early so long as they are aggressively seeking combat. Add the following to the Rage feature:

If your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then, you can continue your rage if you have done any of the following:

- Attempted to break or attack an object (such as a door or a net) that is preventing you from reaching a hostile creature.
- Attempted to break free of the grappled, restrained, or similar condition that is preventing you from attacking.
- You are pursuing a hostile creature and you end your turn closer to where you believe the creature to be than when you began your turn.

RAGE DIE

1st-level Barbarian feature (replaces the Rage Damage bonus)

When you make a melee or thrown weapon attack using Strength while raging, instead of adding the bonus listed in the Rage Damage column of The Barbarian Table you may roll a d4, your Rage Die, and add the result to your damage. The size of your Rage Die increases as you gain levels, to a d6 at 9th level, a d8 at 13th level, and to a d10 at 17th level.

Additionally, when the Brutal Critical feature allows you to roll additional weapon damage dice to determine the extra damage for a critical hit with a melee attack, if you added a Rage Die to that damage roll, you may instead roll an additional Rage Die.

BARBARIC RESILIENCE

3rd-level barbarian feature (replaces Danger Sense)

You have advantage on ability checks and saving throws using Constitution and you ignore extreme environmental conditions as if you were naturally adapted to the climate.

PRIMAL KNOWLEDGE*

3rd-level barbarian feature

When you reach 3rd level and again at 10th level, you gain proficiency in one skill of your choice from the list of skills available to barbarians at 1st level.

INSTINCTIVE POUNCE*

7th-level barbarian feature

As part of the bonus action you take to enter your rage, you can move up to half your speed.

PRIMAL KNOWLEDGE*

10th-level barbarian feature

When you reach 3rd level and again at 10th level, you gain proficiency in one skill of your choice from the list of skills available to barbarians at 1st level.



BARBARIAN PRIMAL PATH

OPTIONS

This section contains additional rules, variant class features, and options for existing published barbarian primal paths.

PATH OF THE ANCESTRAL GUARDIAN

The Path of the Ancestral Guardian is described on pages 10 and 11 of *Xanathar's Guide to Everything*.

The Ancestral Warrior feat in the Character Options chapter represents a barbarian of this path with an even closer tie to their ancestors.

ANCESTRAL GUIDES

10th-level Path of the Ancestral Guardian feature (replaces Consult the Spirits)

You gain the ability to cast the *augury* and *divination* spells without requiring components, but only as rituals, as described in the Spellcasting section.

PATH OF THE BATTLERAGER

The Dwarf only Path of the Battlerager appears on page 121 of the *Sword Coast Adventurer's Guide*. A variant of the Battlerager Armor feature is presented below that expands a bit on the concept:

BATTLERAGER ARMOR

2nd-level Path of the Battlerager feature (enhancement)

When you choose this path you gain the ability to use spiked armor (see the "Spiked Armor" sidebar) as a weapon.

While you are wearing spiked armor and are raging, you can use a bonus action to make one melee weapon attack with your armor spikes against a target within 5 feet of you. If the attack hits, the spikes deal 1d4 piercing damage. You use your Strength modifier for the attack and damage rolls.

When you attempt to grapple, overrun, or shove a creature, the target takes 3 piercing damage if your grapple, overrun, or shove check succeeds and at the start of each of your turns, you can deal 3 piercing damage to any creatures grappled by you. A creature that successfully grapples you suffers 3 piercing damage, plus an additional 3 piercing damage at the start of each of its turns that you remain grappled and are conscious.

SPIKED ARMOR

Spiked armor is a rare type of medium armor made by dwarves. It consists of a leather coat and leggings covered with spikes that are usually made of metal. The unarmed strikes of a creature wearing this armor are melee weapon attacks that inflict 1d4 piercing damage.

COST: 75 GP

AC: 14 + DEXTERITY MODIFIER (MAX 2)

STEALTH: DISADVANTAGE

WEIGHT: 45 LB.

Dwarves seeking greater mastery of this path can take the Gutbuster barbarian class feat in the Customization Options chapter of this book.

PATH OF THE BEAST

The Path of the Beast is presented in *Tasha's Cauldron of Everything*. It is distinct from the Path of Bestial Rage included in the New Primal Paths section in that you can freely change the bestial characteristics you choose for your Form of the Beast feature each time you use that feature.

FORM OF THE BEAST

3rd-level Path of the Beast feature

Add the following to the natural weapon forms you can choose when you enter a rage:

Horns. A set of great horns sprout from your head which deal 1d8 bludgeoning damage. When you take the Attack or Dash action on your turn you can use a bonus action to attack using the horns. If you hit with this attack, you may immediately make a Shove attempt as part of that bonus action. You can make this attack as part of the same bonus action used to enter your rage.

Tentacles. You sprout two or more tentacles which deal 1d6 bludgeoning damage and have the reach property. When you enter your rage and as a bonus action while it lasts you can make an additional attack using the tentacles. On a hit you can make an immediate attempt to grapple the target. A target grappled by the tentacles is restrained until no longer grappled.

BESTIAL SOUL

6th-level Path of the Beast feature (enhancement)

Add the following options to the list of benefits you can choose with this feature:

Keen Hearing and Smell. You have advantage on Wisdom (Perception) checks that rely on hearing or smell and on Wisdom (Survival) checks made to track by scent.

Keen Hearing and Sight. You have advantage on Wisdom (Perception) checks that rely on hearing or sight and gain darkvision with a range of 120 feet, or increase your darkvision by 120 feet if you already have that sense.

PATH OF THE BERSERKER

The Path of the Berserker is described in the Player's Handbook. A variant of the Frenzy ability is presented below which allows a saving throw to avoid exhaustion after a frenzy. The Berserker feat in the Customization Options chapter allows Barbarians that follow this path to explore, and even share, the depths of their Rage.

MUNDANE RAGE

One goal in this section is to provide options for 'mundane' barbarians. These barbarians have no mystical primal connection, they are just angry and want to hit things. The Battlerager, Berserker, Brawler, Juggernaut, Reaver, Tribal Defender, and Vandal Primal Paths suit this concept well.

BERSERK FRENZY

3rd-level Path of the Berserker feature (Replaces Frenzy)

You can go into a berserk frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your Rage ends you must make a DC 10 Constitution saving throw. On a failed save you suffer one level of Exhaustion.

Each time you enter a Berserk Frenzy after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

Additionally, you ignore any effects from exhaustion while in a rage.

PATH OF THE STORM HERALD

The Path of the Storm Herald is described on pages 10 and 11 of *Xanathar's Guide to Everything*.

The Customization Options chapter contains Barbarian Class feats for each of the variants of this path: The Sea Herald, Sun Herald, and Tundra Herald feats.

STORM AURA STRIKE

3rd-level Path of the Storm Herald Feature (additional feature)

You learn to release the storm within to lend power to your blows. When you hit with a melee attack against a creature within your Storm Aura you can expend a Hit Die to inflict additional damage equal to the result on the die + your Constitution modifier of a type determined by your aura: Desert: Fire, Sea: Lightning or Thunder (your choice), Tundra (Cold).

PATH OF THE TOTEM WARRIOR

The Path of the Totem Warrior appears in the *Player's Handbook*. The *Sword Coast Adventurer's Guide*, presents two additional Totems for this path, Elk and Tiger. Listed below are new additional totem options for the Path of the Totem Warrior Barbarian Archetype: Ape, Boar, Horse, Mongoose, Owl, and Wolverine. (The Wolverine totem is also suitable to represent a Badger totem.)

TOTEM SPIRIT

3rd-level Path of the Totem Warrior feature (enhancement)

Ape. While you are not wearing heavy armor, you gain a climb speed equal to your walking speed and your unarmed damage increases to a d6. If you aren't wielding any weapons or a shield when you make the attack roll, the d6 becomes a d8.

Boar. While you are raging, if an attack that brings you to 0 hit points deals less damage than 2 + your Barbarian level + your Constitution modifier, you are reduced to 1 hit point instead. You can use this feature once per rage.

Horse. While raging, if you move at least 20 feet straight toward a creature and then hit it with a melee attack on the same turn, the target must succeed on a Strength saving throw (DC 8 + your Proficiency Bonus + your Strength modifier) or be knocked prone.

If you are mounted while raging, your mount can take the Attack action even while being ridden as a controlled mount.

Mongoose. While raging, creatures within 5 feet of you provoke an opportunity attack from you when they miss you with a melee attack. In addition, when you make a melee or thrown weapon attack using Dexterity, you gain a bonus to the damage roll that increases as you gain levels as a barbarian, as shown in the Rage Damage column of the Barbarian table. When you use Reckless Attack, you also gain advantage on melee weapon attacks using Dexterity.

Owl. While raging, you don't provoke opportunity attacks when you move out of an enemy's reach. Additionally, the first hit you score with a melee or thrown weapon attack against a creature that is surprised during a combat is a critical hit.

Wolverine. Like your totem creature you are known for your stubborn tenacity. Your hit point maximum increases by 3 and increases by 1 again whenever you gain a level in this class. In addition, while you are raging you have advantage on Constitution and Wisdom saving throws.

ASPECT OF THE BEAST

6th-level Path of the Totem Warrior feature (enhancement)

Ape. You add 10 feet to the short range and 30 feet to the long range of thrown weapons attacks and you are proficient in the use of improvised thrown weapons. While you're raging you double this additional range and gain your Rage Damage bonus to damage rolls with thrown weapon attacks that use Strength.

Boar. You can take the Dash action as a bonus action on your turn and you can do so as part of the same bonus action used to enter a Rage.

Horse. You add the *find steed* spell to the list of spells that can be cast as a ritual using your Spirit Seeker feature, the spell can only summon a warhorse or a warpony. In addition, you gain the benefits of the Mounted Combatant feat.



Ram Totem. The manifestation of the Horse totem for a dwarf is often a Ram. If a Dwarf following this path selects Aspect of the Beast: Horse, the *find steed* spell can instead summon a battle ram. (See wargoat in the creatures appendix).

Mongoose. You gain proficiency in Dexterity saving throws and may add your proficiency bonus to initiative rolls.

Owl. You gain darkvision with a range of 60 feet, or add 60 feet to the range if you already possess that sense. Additionally, you have advantage on Wisdom (Perception) checks that rely on hearing or sight.

Wolverine. When a creature of a size larger than you within 5 feet of you hits or misses you with an attack while you are raging, you can use your reaction to make a melee weapon attack against that creature immediately after its attack, provided that you can see the creature.

TOTEMIC ATTUNEMENT

14th-level Path of the Totem Warrior feature (enhancement)

Ape. You may make an unarmed strike as a bonus action while raging. If you hit with this attack you may make an attempt to grapple or shove the target as part of the same bonus action.

Boar. When you move at least 10 feet straight towards a target while raging and hit it with a melee attack on the same turn, you can roll the attack's damage dice an additional time and add it to the total. If the target is a creature, it must succeed on a Strength saving throw with a DC of 8 + your Strength modifier + your Proficiency Bonus or be knocked prone.

Horse. If you or your mount hit a prone creature with a melee attack while you are raging, and have advantage on the attack roll, the hit is a critical hit if both d20 results would be a hit.

Mongoose. While you are raging, you gain the ability to take two reactions, instead of one. Once you have taken two reactions, you can't take another one until the start of your next turn.

Owl. When you score a critical hit against a creature while raging, it must make a Constitution saving throw (DC 8 + your Wisdom modifier + your proficiency bonus). On a failed save, double the damage of your attack against the creature.

Wolverine. If you take the Attack action and you have advantage from your Reckless Attack feature against a target, you can forgo the advantage for that roll to make an additional melee weapon attack against that target, as part of the same action. You can do so no more than once per turn.

PATH OF THE ZEALOT

The Path of the Zealot is described on page 11 of *Xanathar's Guide to Everything*.

You might allow a Zealot that worships a specific deity to choose a different damage type for their Divine Fury feature. For example, a Zealot worshipping a god of the sky might choose lightning or thunder damage, a Zealot worshipping a fire deity might choose fire, and one that venerates a winter goddess might choose cold damage.

The Fanatic Warrior Barbarian Class Feat in the Customization Options chapter of this book provides interesting enhancements to a Path of the Zealot's class features.

The Path of the Zealot might also have different source for its battle fury: The Path of Ancestral Fury is a zealot that enters battle on behalf of the ancestor spirits of his people while the Path of Primordial fury represents a zealot that worships druidic primordial forces; both can be exemplified by replacing the Zealot's Divine Fury feature as follows:

ANCESTRAL FURY

3rd-level Path of the Zealot (replaces Divine Fury)

You can channel the fury of the ancestor spirits into your weapon strikes. While you're raging, the first creature you hit on each of your turns with a weapon attack takes extra damage equal to 1d6 + half your barbarian level. The extra damage is force damage.

PRIMORDIAL FURY

3rd-level Path of the Zealot (replaces Divine Fury)

You can channel the fury of the ancient primordial forces into your weapon strikes. When you enter a rage, choose acid, cold, fire, lightning, or thunder damage. While you're raging, the first creature you hit on each of your turns with a weapon attack takes extra damage equal to 1d6 + half your barbarian level of the chosen damage type.

PATH OF WILD MAGIC

The Path of Wild Magic is contained in *Tasha's Cauldron of Everything*.

EMPOWERED WILD SURGE

6th-level Path of Wild Magic feature (additional feature)

When you roll damage for any effect of your Wild Surge feature that directly damages a creature (a roll of 1, 3, 5, or 8 on the Wild Magic table), you can gain a bonus to that damage roll equal to your proficiency bonus.

WILD AURA

6th-level Path of Wild Magic feature (replaces Bolstering Magic)

Your aura of wild magic disrupts other magic. You have advantage on saving throws versus spells. Whenever you succeed on a saving throw versus a spell, you can use your reaction to do one of the following:

- Enter a Rage, without expending a use of that feature. Roll on the Wild Magic table as normal when you enter this rage.
- Force the caster of the spell, if within 120 feet, to roll on the sorcerer Wild Magic Surge table to create a magical effect. Once the magical effect is determined you can choose if you or the caster is the target of the effect.
- If you are raging, you can roll on the Wild Magic table and immediately produce the effect rolled. This effect replaces your current Wild Magic effect.

If you have this feature, when you gain the Unstable Backlash feature, you also gain resistance to damage from spells while you are raging.



NEW BARBARIAN

PRIMAL PATHS

This section contains new primal paths that a barbarian can choose when they gain their Primal Path feature at 2nd level.

PATH OF BESTIAL RAGE

You possess the tainted blood of a lycanthrope that is revealed when you rage, causing you to assume a hybrid form somewhere between a humanoid and an animal. Savage and animalistic, even when not raging, barbarians of this path often eschew armor and shield as such is often destroyed or discarded when they change form during their rage. Indeed, some that follow this path disdain even weapons, relying on the savage prowess of their bestial form. This is a common path among the Shifters of Eberron.

The Bestial Form feats in the Customization Options chapter offer ways to explore Bear, Boar, Reptile, Tiger, and Wolf forms.

BESTIAL RAGE

3rd-level Path of Bestial Rage feature

When you enter a rage, you assume a bestial form that resembles a humanoid hybrid of a bear, boar, tiger, or wolf. You gain the following additional benefits while raging.

- You grow a fanged maw and vicious claws which you can use to make unarmed strikes. If you hit with a bite, you deal piercing damage equal to $1d10 +$ your Strength modifier; you can only make a single bite attack as part of any action, bonus action, or Reaction. If you hit with your claws, you deal slashing damage equal to $1d8 +$ your Strength modifier.
- You may add half your Rage Damage Bonus (round up) to your Barbarian Unarmored Defense.
- You are immune to effects that specifically target either beasts or humanoids unless they can affect both creature types.

Armor and clothing worn by you when you enter a rage are destroyed if not specifically designed to accommodate your bestial form. You return to your normal form when your rage ends. When this occurs, you can't move or take actions until after your next turn.

LYCANTHROPIC TAINT

The damage types of the unarmed strikes can be changed to be representative of a different lycanthropic taint. For example, those with the tainted blood of a wereboar may have slashing tusks and bludgeoning 'claws'.

PRIMAL EXPRESSION

At times this path represents a primal expression of an existing bestial nature. Anthropomorphic races such as Tabaxi, Lizard Folk, Aarakocra, etc, that pursue this path gain an additional benefit: If your normal form possesses a natural weapon attack, increase the die type of the appropriate bestial form natural weapon by one size. For example a Longtooth Shifter's bite attack while Shifted and raging increases to a $1d12$, while a tabaxi's claws inflict $1d10$ slashing damage. This may also change the damage type as described above.

BESTIAL BRAWLER

3rd-level Path of Bestial Rage feature

Even while you are not raging you are a capable unarmed combatant. Your unarmed strikes can deal bludgeoning damage equal to $1d6 +$ your Strength modifier on a hit. If you aren't wielding any weapons or a shield when you make the attack roll, the $d6$ becomes a $d8$. At the start of each of your turns, you can deal $1d4$ bludgeoning damage to one creature grappled by you.

SAVAGE SENSES

6th-level Path of Bestial Rage feature

Your senses of hearing and smell are more acute, you have advantage on Wisdom (Perception) checks that rely on hearing or smell and on Wisdom (Survival) checks to track creatures by scent.



PRIMAL STRIKES

6th-level Path of Bestial Rage feature

While raging, your unarmed strikes and natural weapon attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

VICIOUS CLAWS

10th-level Path of Bestial Rage feature

You have learned to use your claws with vicious fury, if both your hands are free while raging you can use your claws in the following ways:

- Once on each of your turns when you attack with a claw using the Attack action, you can make one additional claw attack as part of the same action.
- When you take damage from a creature within your reach, you can use your Reaction to make a claw attack against that creature.

WEREBLOOD

14th-level Path of Bestial Rage feature

You have resistance to Bludgeoning, Piercing, and Slashing damage from Nonmagical Attacks that aren't Silvered.

While you are raging you gain Immunity to Bludgeoning, Piercing, and Slashing damage from Nonmagical Attacks that aren't Silvered.

PATH OF EARTHEN FURY

Dwarves, Goliaths, Earth Genasi, and other barbarians with a deep connection to the earth commonly follow this path. When in a rage the ground beneath the feet of a barbarian of this path begins to tremble and shake with their fury.

Barbarians of this path call each other Earth Brother (or Earth Sister or Earth Cousin) and they commonly work alongside druids and rangers to protect the earth.

EARTHEN RAGE

3rd-level Path of Earthen Rage feature

The very earth tremors at your rage. While you are raging, hostile creatures treat earth and stone within 10 feet of you as difficult terrain. If you hit a creature standing upon earth or stone within this area with a melee attack, the target must make a Strength saving throw (DC 8 + your Strength modifier + your proficiency bonus) or be knocked prone.

STONE FOOT

3rd-level Path of Earthen Rage feature

You ignore difficult terrain composed of earth or stone have advantage on saving throws and ability checks made against effects that would push you or knock you prone.

ENDURANCE OF STONE

6th-level Path of Earthen Rage feature

You have advantage on Constitution checks and Constitution saving throws and your hit point maximum increases by 12. Whenever you gain a level in this class thereafter, your hit point maximum increases by an additional 2 hit points.

ROCK SENSE

10th-level Path of Earthen Rage feature

You have tremorsense with a range of 20 feet, this increases to 40 feet at 14th level. The sense only works while you are in contact with earth or stone and is not blocked by total cover composed of earth or stone.

STONE QUAKE

14th-level Path of Earthen Rage feature

The area of your Earthen Rage feature increases to 20 feet.

When a hostile creature you can see starts its turn within the area of your Earthen Rage, or enters the area during a turn, you can use a Reaction to force that creature to make a Dexterity saving throw (DC 8 + your Strength bonus + your proficiency bonus). The creature suffers 1d12 + your Strength modifier bludgeoning damage and is knocked prone on a failed save.



PATH OF GIANTS

The blood of giants flow through the veins of the barbarians that follow this path. When such barbarians rage, they assume hulking proportions, easily the equal of any ogre. Goliath barbarians are the most common followers of this path, though any creature with the possibility of giant heritage can choose this archetype.

Restriction: This path should be restricted to races with the possibility of giant blood, including: bugbear, dwarf, goliath, firbolg, half-orc, human, hobgoblin, minotaur, or orc. Your DM can lift this restriction to better suit the campaign, but the race should be medium size.

BRUTAL BRAWLER

3rd-level Path of Giants feature

You are proficient with improvised weapons and can roll a d6 in place of the normal damage of your unarmed strike. If you aren't wielding any weapons or a shield when you make the attack roll, the d6 becomes a d8. You inflict bludgeoning damage equal to your unarmed strike when you succeed on an attempt to grapple or shove a target.

ENORMOUS RAGE

3rd-level Path of Giants feature

You enlarge to size Large when you go into a Rage: Your size doubles in all dimensions, your weight is multiplied by eight, and you gain the following benefits while raging:

- Your current and maximum hit points increase by an amount equal to twice your barbarian level
- You double your damage dice on Strength-based unarmed strikes.
- You double your carrying capacity and the weight you can push, drag, or lift, add double your Strength modifier when you make Strength checks and Strength saving throws, and double your jump distance.
- You increase your reach by 5 feet.

Your weapons and equipment do not increase in size when you use this feature. Armor and clothing worn by you when you enlarge are destroyed if not specifically designed to accommodate your increased size.

You return to your normal size when your rage ends. When this occurs, you can't move or take actions until after your next turn, you lose any hit points in excess of your normal maximum, and you must make a DC 10 Constitution saving throw. On a failed save you suffer one level of Exhaustion.

Each time you end a Rage after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

PRIMAL PROWESS

6th-level Path of Giants feature

You gain proficiency in Athletics, if you are already proficient in this skill, you add double your proficiency bonus to checks you make using it.

While raging you can take the Dash Action as a bonus action. When you do so your jump distance is quadrupled. If you make a leap of at least 10 feet and land within reach of a target, if your next melee attack against that target on the

same turn is a hit, it must make a Strength saving throw with a DC of 8 + your Proficiency Bonus + your Strength modifier or be knocked prone and suffer an additional 1d6 damage per 10 feet that you leapt

HULKING MENACE

10th-level Path of Giants feature

While Raging you now also double your Strength modifier on damage rolls using Strength and the bonus to your current and maximum hit points from your Enormous Rage feature becomes four times your barbarian level.

GIANT FRENZY

14th-level Path of Giants feature

While in a Rage, you can make an Unarmed Strike or an attempt to Grapple or Shove an opponent as a bonus action on your turn. If you succeed at an attempt to shove an opponent while raging, you may either push the creature an additional 10 feet, or both push it and knock it prone. In addition, while raging you may shove or grapple opponents of any size.

PATH OF STEEL

You must have an Intelligence score of 13 or higher to choose this path.

The secrets of the Path of Steel are the secrets of the forge. These are passed down from master smith to apprentice in certain societies, often from a parent to a child. Paramount among these secrets is the forging of a magical primal weapon that acts a channel for the barbarian's rage.

SECRETS OF THE FORGE

3rd-level Path of Steel feature

You gain proficiency with the Arcana skill and Smith's Tools. If you are already proficient with the skill or tool, you gain expertise with it: you may add double your proficiency bonus to checks you make using it.

You can craft magical items, even though you do not have the Spellcasting feature. When you craft a magical or mundane item for which you have a related artisan tool proficiency, it takes you a quarter of the normal time, and it costs you half as much of the usual gold.

PRIMAL WEAPON

3rd-level Path of Steel feature

You have crafted a weapon of primordial power known as a Primal Weapon. Your Primal Weapon is a magical weapon crafted using ancient forging techniques that binds the weapon to you as it is forged. It takes the form of a Battleaxe, Longsword, Warhammer, Greataxe, Greatsword, or Maul and has a +1 bonus to attack and damage rolls and the Unbreakable minor property (it cannot be damaged so long as you live).

As part of the forging and binding process the weapon must be given a Name, and you become permanently attuned to the weapon. Your attunement to your primal weapon does not count as one of your attuned items and cannot be broken while you live. While wielding your Primal Weapon, you can't be disarmed of the weapon unless you are incapacitated.

You can use a bonus action on your turn to call your Primal Weapon to you, causing it to fly or teleport instantly to your hand from its current location (your choice) and can summon your primal weapon as part of the same bonus action used to enter a Rage.

Other creatures attempting to wield your primal weapon gain no benefits from its magical properties and suffer disadvantage on attack rolls using the weapon.

IRON RAGE

3rd-level Path of Steel feature

While raging and wielding your Primal Weapon, the weapon inflicts an additional 1d4 damage on a hit. This damage increases to 1d6 at 10th level and to 1d8 at 14th level. When you forge the weapon you decide if this additional damage is cold, fire, lightning, thunder, or additional weapon damage.

ENIGMA OF STEEL

6th-level Path of Steel feature

The magic of your Primal Weapon increases. It now has a +2 bonus to attack and damage rolls and gains an additional ability depending upon the form of the Weapon:

Primal Axe. If your Primal Weapon is a Battleaxe or Greataxe, when you score a critical hit while wielding your Primal Axe, do not roll any additional weapon damage dice that would be rolled as a result of the critical, instead each additional weapon damage die, including those granted by your Brutal Critical feature, inflicts maximum damage.

Primal Blade. If your Primal Weapon is a Longsword or Greatsword it scores a critical hit on a roll of 19 or 20.

Primal Hammer. If your Primal Weapon is a Warhammer or Maul, it gains the Thrown property with a range of 30/90. If you throw your Primal Hammer to make an attack it returns to your hand after the attack is completed. You gain your Rage Damage bonus on thrown weapon attacks using your Primal Hammer while Raging.

FORTITUDE OF THE FORGE

10th-level Path of Steel feature

Hours at the forge and in battle have granted you increased resilience, you gain the following benefits:

- While you are wearing armor, you gain a +1 bonus to AC.
- You gain resistance to fire damage.

ADAMANTINE FURY

14th-level Path of Steel feature

Your Primal Weapon becomes the ultimate channel for your rage. Your Primal Weapon now has a +3 bonus to attack and damage rolls and the weapon gains one additional minor property chosen from the table in the *Dungeon Master's Guide*.

When you reach 18th level the weapon gains a Legendary Power, choose one of the following:

Avenging Rage. While you hold the weapon, you can use your Reaction to make one melee attack with it against any creature in your reach that deals damage to you while you are raging. You have Advantage on the attack roll, and any damage dealt with this special attack ignores any damage immunity or resistance the target has.

Elemental Rage. If the weapon inflicts additional cold, fire, lightning, or thunder damage from your Iron Rage feature, it

instead inflicts an additional 2d8 damage of that damage type while you are raging, and 1d8 damage of that type when you are not raging.

Focused Rage. The damage die from your Iron Rage feature increases to 1d10. When you enter a Rage you can choose one hostile creature you can see. While your Rage lasts, you have advantage on attack rolls using the weapon against that creature, and if you hit that creature with an attack using the weapon the additional damage from your Iron Rage feature is increased to 2d10.

Guardian Rage. The first time you attack with the weapon on each of your turns while raging, you can transfer some or all of the weapon's bonus to hit and damage to your Armor Class and Saving Throws, instead of using the bonus on any attacks that turn. For example, you could reduce the bonus to your attack and damage rolls to +1 and gain a +2 bonus to AC and Saving Throws. The adjusted bonuses remain in effect until the start of your next turn, although you must hold the weapon to gain a bonus from it.

Vorpal Rage. (Axe or Sword only). When you attack an object with this weapon, maximize your weapon damage dice

against the target. In addition, the weapon ignores resistance to slashing damage.

While you are raging, if you roll a 20 on the attack roll, you may roll a d4. On a roll of 1-3, you lop off one of the target's limbs, with the effect of such loss determined by the GM. If the creature has no limb to sever, you lop off a portion of its body instead. On a roll of 4, you cut off one of the creature's heads if it has a head. The creature dies if it can't survive without the lost head. If the creature does not have a head you instead lop off a limb or portion of its body.

A creature is immune to this effect if it is immune to slashing damage, has legendary actions, or the GM decides that the creature is too big for its head or limb to be cut off with this weapon. Such a creature instead takes an extra 6d8 slashing damage from the hit.



PATH OF THE BLOODRAGER

Barbarians of this path revel in bloodshed and slaughter, they believe only in the midst of the blood and carnage of battle is the true worth of a being revealed. This path practices ritual scarification and a form of blood magic that aids the barbarian in combat.

FEAST OF BLOOD

3rd-level Path of the Bloodrager feature

You revel in the energy released by your slaughter. Once per turn, when you reduce a creature within your reach to 0 hit points or score a critical hit on a melee weapon attack, you regain hit points equal to your Constitution modifier + your Barbarian level OR regain one hit die (your choice).

If you regain hit points from this feature while you are raging, any excess beyond that necessary to restore you to maximum hit points becomes temporary hit points.

SUSTAINED BY SLAUGHTER

3rd-level Path of the Bloodrager feature

On any day that you slay at least one living creature of size small or larger with a melee attack, you don't require food, water, or sleep. You still require rest to reduce exhaustion and still benefit from finishing short and long rests.

DEATH MARK

6th-level Path of the Bloodrager feature

You gain the ability to use your own life force to mark your enemies for death. Once per turn, when you damage a creature with a melee attack you can expend a hit die. The attack inflicts additional necrotic damage equal to the result rolled on the hit die + your Constitution modifier and the

creature becomes Marked. The mark lasts until you use this feature again or until you or the target is slain. A Death Mark causes the following effects:

- You deal an extra 1d6 necrotic damage to the marked creature whenever you hit it with an attack.
- Any opportunity attack against the marked creature has advantage, your first opportunity attack against it on each of its turns doesn't expend your Reaction, and the creature provokes an opportunity attack from you if it attacks a creature other than you.

A *remove curse* cast on the target can remove the mark early.

BLOOD DEBT

6th-level Path of the Bloodrager feature

You can use a class feature or feat that requires the expenditure of a hit die when you have no hit dice remaining, at the risk of your own destruction. Roll a d12 for each hit die you would spend to use the ability, your current and maximum hit points are reduced by the number rolled, and the ability functions as if you had rolled that number on the hit die. The reduction in your hit point maximum lasts until you finish a long rest. You die if this effect reduces your hit point maximum to 0.

BLOODRAGE

10th-level Path of the Bloodrager feature

The blood magic that surrounds you grows more powerful, you gain the following benefits:

- When you enter a Rage or as a bonus action while raging you can expend a hit die to gain temporary hit points equal to the result on the hit die + your Constitution modifier + your Rage Damage bonus.
- As a bonus action you can expend and roll a hit die to enter a Rage without expending a use of that feature. When you do so, you also gain temporary hit points equal to the result on the hit die.
 - While raging, if you have temporary hit points from this feature or from your Feast of Blood feature you have resistance to all damage.
 - While raging you have advantage on saving throws against spells and magical effects..

DEADLY RAGE

14th-level Path of the Bloodrager feature

When a creature hits you with a melee attack while you are raging it suffers Necrotic damage equal to your Constitution modifier. You can use a Reaction when a creature suffers this damage to expend a hit die. The creature suffers additional necrotic damage equal to the result rolled on the hit die + your Constitution modifier and receives your Death Mark.



PATH OF THE BRAWLER

The brawler is an unarmed combatant that channels an inner rage into savage prowess in the fighting pits or on the streets. Barbarians that follow this path may be pit fighters that fight for money and bloodlust or athletes that enjoy the contest and the thrill of the sport. This is one path that is as common in urban, ‘civilized’, environments as it is among tribal cultures. Many ‘barbarians’ of this path in civilized lands are from castes or social strata that are not allowed to carry or train with weapons.

PRIMAL BRAWLER

3rd-level Path of the Brawler feature

You can roll a d6 in place of the normal damage of your unarmed strike. If you aren’t wielding any weapons or a shield when you make the attack roll, the d6 becomes a d8. You inflict bludgeoning damage equal to 1d4 + your Strength modifier when you succeed on an attempt to grapple or shove a creature. You may add your rage damage bonus to this damage while raging.

While in a Rage, you can make an Unarmed Strike or an attempt to grapple or shove an opponent as a bonus action on your turn.

SAVAGE ATHLETE

3rd-level Path of the Brawler feature

You add your proficiency bonus to all Strength and Constitution checks you make. If you are proficient in Athletics, you add double your proficiency bonus to checks you make using it.

ABSORB BLOWS

6th-level Path of the Brawler feature

Taking a beating just makes you more dangerous. When you suffer damage while raging, you can make a Constitution saving throw with a DC equal to the damage you take. On a success, you don’t suffer the damage immediately. Instead you suffer the damage at the end of your next turn.

Once before the end of your next turn, when you inflict damage with a melee attack, you can gain a bonus to the damage roll equal to half the amount of damage you delayed.

PRIMAL FIST

6th-level Path of the Brawler feature

While raging, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage and inflict a d8 damage, or a d10 damage if you aren’t wielding any weapons or a shield. The bludgeoning damage on a successful grapple or shove also increases while raging, to a d6.



SHRUG IT OFF

10th-level Path of the Brawler feature

You have advantage on Constitution saving throws and Constitution checks while raging. In addition, when you inflict bonus damage using your Absorb Blows feature, you gain temporary hit points equal to the bonus damage you inflict.

BRUTAL PUMMELING

14th-level Path of the Brawler feature

Once on each of your turns, when you hit a creature with an unarmed strike or succeed on an attempt to grapple or shove a creature, you may immediately make an additional unarmed strike or an additional attempt to grapple or shove against the same target as part of that action.

While raging, the damage of your unarmed strikes increases to a d10, or to a d12 if you aren’t wielding any weapons or a shield. The bludgeoning damage on a successful grapple or shove also increases while raging, to a d8.

PATH OF THE CURSED

Some barbarians did not begin life with a spark of that rage. Not until they found themselves bound to an unnatural spirit of blood lust and destruction through a cursed instrument of violence did their rage express itself. The Path of the Cursed is one with explosive outbursts during battle and times of need where the spirit cursing them shows them everything they hate in their enemies. When this type of barbarian enters a rage, their one goal is killing the enemy designated by their malicious curse and will die trying.

The Spirit that curses you can be any type of vengeful spirit or being. Examples include wrathful barbarian ancestor spirits, bound demons, devious celestials with alternative agendas, infernal beings, vicious fey, or destructive elemental forces. Work with your DM to determine the attitudes and purposes of your cursing spirit, though this may be as simple as a proclivity to mindless destruction and carnage.

CURSED WEAPON

3rd-level Path of the Cursed feature

You have in your possession a cursed weapon, the weapon's curse has so entwined itself with your spirit, that you are now permanently affected by the curse, which cannot be removed. Choose one weapon in your possession, that weapon becomes a magical focus for the curse inhabiting you, and is considered a magical weapon. If you lose or set aside this weapon, you must choose a new weapon in your possession to become cursed when you finish your next short or long rest.

If you become attuned to a magical weapon, that weapon becomes your cursed weapon. Your attunement to your cursed weapon does not count against your limit of three attuned magic items.

As a side effect of your curse, you are immune to the effects of curses caused by other cursed magical items.



CURSE MARK

3rd-level Path of the Cursed feature

When you enter a Rage you can choose one hostile creature you can see within 60 feet, that creature becomes Curse Marked and is the focus of your rage. You have disadvantage on attack rolls against creatures other than the Curse Marked target, and the marked target has disadvantage on attack rolls against creatures other than you. You gain the following advantages when battling a marked creature:

- If you hit the marked target with a melee attack using your Cursed Weapon, you inflict additional psychic damage equal to your Charisma modifier.
- If the marked target makes an attack against a creature other than you while within your reach, it provokes an opportunity attack from you.
- Your rage cannot end early while you have a creature marked, unless you or the marked creature are knocked unconscious.

The Curse Mark lasts until your rage ends, or the marked creature is reduced to 0 hit points or slain.

While raging if you do not currently have a creature marked you can use a bonus action to mark a hostile creature that you can see within 60 feet, or use a Reaction to mark a creature within 60 feet that damages you as described in your Accursed Rage feature.

ACCURSED RAGE

3rd-level Path of the Cursed feature

Unless you currently have a creature Curse Marked, whenever a hostile creature within 60 feet of you damages you while your cursed weapon is in your possession, you can use your Reaction to immediately enter your Rage (if you are not already raging) and Curse Mark the creature that damaged you.

If you do not do so, you must succeed on a DC 15 Charisma saving throw or your curse immediately forces you into a Rage (if you are not already raging), and Curse Marks the creature that damaged you. This does not expend a use of your Rage feature, but you are charmed by the weapon during this rage as the curse controls you. You can take no other action than attempting to attack the marked creature.

When you fell your marked target you can make a Charisma saving throw as described above, on a failed save you Curse Mark the nearest hostile target you can see. This continues until your Rage ends, you make a successful Charisma saving throw, or you start your turn with no hostile creatures within 60 feet of you that you can see or hear.

UNREASONED FURY

6th-level Path of the Cursed feature

You gain proficiency with Charisma saving throws. While you are raging you are immune to the charmed and frightened conditions from sources other than your own curse.

MIND BREAK CURSE

10th-level Path of the Cursed feature

Once per turn when you hit a creature with your Cursed Weapon, you can release your hold on the curse within your weapon to sear the target's mind with the sudden presence of a vengeful spirit. The target suffers 2d6 + your Charisma modifier psychic damage and must make a Wisdom saving throw with a DC of 8 + your Proficiency Bonus + your Charisma modifier or be frightened until the end of your next turn.

When you use this feature, your next Charisma saving throw to restrain your Accursed Rage suffers disadvantage if made before the end of your next turn.

CURSED RESURRECTION

14th-level Path of the Cursed feature

Your cursed spirit decides that you are too important to die. Your rage does not end if you fall unconscious. At the beginning of your next turn, instead of rolling a death saving throw, your cursed spirit causes you to expend and roll any available hit dice, up to a maximum equal to your Charisma modifier. You regain hit points from the expended hit dice normally, and your cursed spirit takes control as described in your Accursed Rage feature, immediately Curse Marking the creature that reduced you to 0 hp and continues the fight for the remainder of your Rage.

In addition, if you are slain, your cursed spirit refuses to easily release your soul to its rest. You may multiply the maximum time since your death allowed by a spell that would restore you to life by your Charisma modifier to determine if such a spell is successful.



THE CURSED WEAPON

If you and your DM wish to give your Cursed Spirit more of a presence in your game, you can create the cursed weapon as a Sentient Weapon using the rules found in Chapter 7 of The Dungeon Master's Guide. The weapon has no inherent magical abilities (other than making any weapon your curse inhabits magical) but assumes those of the weapon it inhabits.

The cursed weapon is a quasi-sentient magical item that can communicate only by transmitting emotion to you. It possesses no senses of its own but shares your senses. Work with your DM to determine the item's Abilities, Alignment, Characteristics, and Special Purpose. The general tendency of the weapon should be towards rage and destruction, but other facets of its personality are yours to determine..

PATH OF THE DERVISH

Barbarians of the path of the dervish use a whirling, howling, dance to enter an ecstatic state. This path is often followed by races more inclined to precision and finesse over brute force, such as halflings and goblins.

FIGHTING STYLE

3rd-level Path of the Dervish feature

You gain the Martial Finesse, Revenant Blade Fighting, Two Weapon Fighting, or Versatile Fighting style.

WHIRLING FRENZY

3rd-level Path of the Dervish feature

You gain proficiency in the Performance skill and you gain the following benefits while raging and not wearing heavy armor.

- Opportunity attacks against you suffer disadvantage and when you make a melee attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.
- When you make a melee or thrown weapon attack using Dexterity, you gain a bonus to the damage roll that increases as you gain levels as a barbarian, as shown in the Rage Damage column of the Barbarian table.
- When you use Reckless Attack, you gain advantage on melee weapon attacks using Strength or Dexterity until the start of your next turn, and only melee attacks against you gain advantage from that feature.
- When you use your bonus action to enter a Rage, you gain an additional bonus action that turn which can only be used to make a weapon attack by engaging in two weapon fighting, wielding a weapon such as a double bladed scimitar, using the versatile fighting style, or using a feat or feature that grants such an attack as a bonus action.

DANCE OF THE DERVISH

6th-level Path of the Dervish feature

You gain proficiency in Dexterity saving throws and with the Athletics and Acrobatics skills.

If you are already proficient in Dexterity saving throws you gain proficiency in Strength or Wisdom saving throws instead. If you are already proficient with Athletics or Acrobatics, you double your proficiency bonus on checks using that skill.

SPINNING ESCAPE

10th-level Path of the Dervish feature

While raging, if you are subjected to an effect that allows you to make a Strength or Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

SPIRALING STEP

14th-level Path of the Dervish feature

Nothing can stop or slow your step. While raging your movement is unaffected by difficult terrain, and spells and other magical effects can neither reduce your speed nor cause you to be paralyzed or restrained.

You can also spend 5 feet of movement while raging to automatically escape from nonmagical restraints, such as manacles or a creature that has you grappled.

Additionally, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during your move while raging.

PATH OF THE JUGGERNAUT

Barbarians of the Path of the Juggernaut are unique in their use of heavy armor. They have adopted several techniques that allow them to use the mass of their armored forms as a weapon on the battlefield. This path is most commonly pursued by dwarven and warforged barbarians, though any race with the skill at metallurgy to field troops outfitted with heavy metal armor may choose this path. Barbarians of this path often choose the Siegebreaker feat.

ARMORED JUGGERNAUT

3rd-level Path of the Juggernaut feature

You gain proficiency with Heavy Armor. While wearing heavy armor you gain the full benefit of any Barbarian class feature that would otherwise be limited by the wearing of heavy armor. Additionally, you do not gain the Fast Movement feature at 5th level, instead you suffer no penalty for sleeping in armor and have advantage on saving throws and ability checks to avoid being pushed or knocked prone.

WEIGHT OF METAL

3rd-level Path of the Juggernaut feature

While raging and wearing heavy armor, you can use the extra mass of your armor to aid you in combat. You gain the following benefits:

- You can make a Shove attempt as a Bonus Action on your turn.
- When you successfully resist a Shove or Overrun attempt, you can use your Reaction to knock the creature making the attempt prone.
- When you succeed at an attempt to Shove or Overrun a creature, the creature suffers bludgeoning damage equal to 1d4 + your Strength modifier + your Rage Damage bonus.

HEAVY ARMOR ADEPT

6th-level Path of the Juggernaut feature

You gain the benefits of the Heavy Armor Master feat: While you are wearing heavy armor, bludgeoning, piercing, and slashing damage that you take from nonmagical weapons is reduced by 3.

METAL BEHEMOTH

10th-level Path of the Juggernaut feature

While raging and wearing heavy armor, if you are subjected to an effect that allows you to make a Strength or Constitution saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

ARMORED DEFLECTION

14th-level Path of the Juggernaut feature

You can use your Reaction to deflect the force of an attack when you suffer damage while wearing heavy armor. When you do so, the damage you take from the attack is reduced by 1d10 + your Strength modifier + the total AC bonus of your armor and shield.

If you reduce the damage of a melee attack to 0, the attacker suffers 1d4 + your Strength modifier bludgeoning damage if it is within 5 feet. (Add your Rage Damage bonus to both damage reduction and damage inflicted if you use this Reaction while raging.)



PATH OF THE REAVER

Sweeping in from the seas, the barren wastes, or the forbidden forests that lie beyond the civilized realms, reavers raid and plunder, then just as quickly disappear back to their inhospitable homelands. Barbarians of this path are experts at mounting sudden ferocious ambushes and vanishing into the night.

Barbarians of this path will often choose feats that enhance their skills at combat, such as the Deadly Strike, Dual Wielder, Fighting Style Adept (Dueling, Shield Fighting, Two-Weapon Fighting, or Versatile Fighting styles), Great Weapon Master, Hand and a Half Style, or Two-Weapon Master feats. They may also choose from among the general Barbarian Class Feats such as Barbaric Prowess, Brutal Killer, Primal Rage, or Savage Brawler

RAIDER

3rd-level Path of the Reaver feature

You gain proficiency with the Perception and Stealth skills and with one vehicle type of your choice. If you are already proficient with a skill you add double your proficiency bonus to checks you make using it.

FURIOUS AMBUSH

3rd-level Path of the Reaver feature

When you use a bonus action to enter a Rage, you can take the Dash action as part of that same bonus action.

The first time you take the Attack action after entering a Rage during a combat, you can make one additional weapon attack as part of that action and each attack that hits during that action inflicts an extra 1d6 damage of the weapon's damage type. This extra damage increases to 2d6 at 10th level.

BARBARIC APTITUDE

6th-level Path of the Reaver feature

You can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Alternatively, you can forgo taking the ability score increase to take a feat of your choice instead.

BRUTAL ADVANTAGE

10th-level Path of the Reaver feature

Once per turn, when you hit with a weapon attack using Strength while raging, and have advantage on the attack roll, if the lower of the d20 results would also be a hit, you can cause the hit to be a critical hit.

POWERFUL PRECISION

14th-level Path of the Reaver feature

You can give yourself a bonus to Dexterity checks and saving throws equal to your Strength modifier. You can give yourself a bonus to weapon damage rolls using Strength equal to your Dexterity modifier.

PATH OF THE TRIBAL DEFENDER

Family, clan, and tribe are everything to barbarians of this path. Even when there are none of their own blood around, these barbarians tend to adopt their companions and allies as surrogate tribe members. Your rage is sparked by any injury to your friends and family, and you will defend or avenge such allies unto your death. Blood feuds are a common custom among the tribes where this path originates.

FURY FOR THE FALLEN

3rd-level Path of the Tribal Defender feature

When an ally you can see suffers a critical hit or is reduced to 0 hit points by a hostile creature you immediately enter a Rage without expending a use of that feature.

GUARDIAN RAGE

3rd-level Path of the Tribal Defender feature

While you are raging you gain the following benefits:

- A creature within your reach provokes an opportunity attack from you if it makes an attack against a friendly creature other than you.
- You can use your Reaction when a creature ends its turn within 15 feet of you to move up to half your speed to a space closer to the creature. This movement doesn't provoke opportunity attacks.
- When an ally you can see suffers a critical hit or is reduced to 0 hit points by a hostile creature you may move up to half your speed towards the hostile creature. This movement doesn't provoke opportunity attacks and if you end this movement with the hostile creature within your reach you may make a melee weapon attack against it. Once you use this ability, you may not do so again until after the start of your next turn.

FAITHFUL DEFENDER

6th-level Path of the Tribal Defender feature

You are immune to the charmed and frightened conditions while raging. If you are charmed or frightened when you enter your rage, the effect ends.

When a friendly creature you can see is attacked by a creature, you can use your Reaction to immediately enter a Rage.

RECKLESS OPPORTUNITY

10th-level Path of the Tribal Defender feature

When you use your Reckless Attack feature, you gain advantage on melee weapon attacks using Strength until the start of your next turn.

If you used Reckless Attack on your previous turn, the first opportunity attack you make against a creature on its turn that is provoked by it attacking a friendly creature does not use your Reaction.

DEADLY DEFENDER

14th-level Path of the Tribal Defender feature

If you hit with a melee weapon attack as part of an opportunity attack, using your Reaction, or using your Guardian Rage feature, and have advantage on the attack roll, if both of the d20 results would be a hit, the hit is a critical hit.

PATH OF THE VANDAL

Barbarians of this path exult in destruction and battle. Many worship gods of ruin and devastation, others simply revel in breaking things. They will most commonly be found wielding heavy great axes or mauls; or, more rarely, a polearm such as a halberd. They use the heft and powerful swings of their mighty weapons to hew through foes on the battlefield like grain before a scythe.

POWER ATTACK

3rd-level Path of the Vandal feature

You gain the Great Weapon Master feat, if you already have this feat, you gain a feat of your choice instead:

GREAT WEAPON MASTER

- On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 hit points with one, you can make one melee weapon attack as a bonus action.
- Before you make a melee attack with a heavy weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

VANDAL

6th-level Path of the Vandal feature

You have advantage on attack rolls against objects or structures and deal double damage to objects or structures on a successful hit.

In addition, when you succeed at a Sunder attempt (see sidebar), if your attack roll would hit the creature holding the object, that creature suffers any additional damage beyond that necessary to reduce the sundered object to 0 hit points.

SAVAGE MOMENTUM

10th-level Path of the Vandal feature

Immediately before or after making a melee weapon attack with a heavy weapon, you may move 5 feet without provoking an opportunity attack. Moving in this way does not use your movement.

Additionally, if you reduce a creature or object to 0 hit points with a melee weapon attack using a heavy weapon, you may choose a target within 5 feet of the original target and within your reach after making the attack. If the original attack roll would hit the chosen target, that target suffers any additional damage beyond that necessary to reduce the original target to 0 hit points.

IMPROVED POWER ATTACK

14th-level Path of the Vandal feature

When you inflict the additional damage from your Great Weapon Master feat while raging, increase the additional damage inflicted by that feat by your Rage Damage bonus.

Wild Synergy. If you are using the Rage Die optional feature, this feature still increases the additional damage inflicted by your Great Weapon Master feat by the Rage Damage bonus shown for your barbarian level on The Barbarian Table.



ATTACK OPTION: SUNDER

A Sunder attack is one of the new combat attack options introduced in the upcoming Martial Options: The Art of Combat sourcebook. When you take the Attack action on your turn, you can make a Sunder attempt in place of one of the attacks made as part of that action.

SUNDER

A creature can use a weapon attack to attempt to break a nonmagical item held or wielded by a creature. The attacker makes an attack roll contested by the target's Strength (Athletics) check or Dexterity (Acrobatics) check. If the attacker wins the contest, the attack causes no damage or other ill effect to the wielder, but if the attack roll would hit the item's AC the object suffers damage. (See the rules for breaking objects on p.246-247 of the DMG.).

PATH OF THE WAR LEADER

Barbarians of this path act as war leaders and commanders to their people in time of war. You lead by example, at the head of every charge and holding ground wherever the battle is most fierce. These barbarians believe that while strategy and tactics have their place, battles are won by courage and ferocity.

LEAD THE CHARGE

3rd-level Path of the War Leader feature

When you use a bonus action to enter a Rage, you may choose a number of other creatures within 60 feet of you that can see you, up to a number equal to your Charisma modifier (minimum 1). Each chosen creature gains temporary hit points equal to 1d6 plus your Barbarian level and can immediately use its Reaction to move up to its speed.

You gain 5 temporary hit points for each creature you affect with this feature, and if you affected at least one creature, you may immediately take the Dash action as part of the bonus action used to enter your rage.

Any creature with temporary hit points from one of your barbarian class features is immune to the frightened condition.

WAR LEADER'S PROWESS

3rd-level Path of the War Leader feature

When you score a critical hit or reduce a hostile creature to 0 hit points with a melee attack, this display of your prowess intimidates your enemies and inspires your allies, causing the following effects:

- You and friendly creatures within 30 feet that can see you gain temporary hit points equal to your Charisma modifier and have advantage the next attack roll or saving throw they make before the end of your next turn.
- Hostile creatures within 30 feet that can see you must make a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier) or be frightened of you until the end of your next turn. A creature that succeeds on the Wisdom saving throw is immune to the frightened condition from this feature for the next 24 hours.

TEMPORARY HIT POINTS

A rule reminder: Temporary hit points don't stack. Healing can't restore temporary hit points, and they can't be added together. If you have temporary hit points and receive more of them, you decide whether to keep the ones you have or to gain the new ones.

WAR LEADER TEMPORARY HIT POINTS

The War Leader subclass features multiple ways of granting temporary hit points. It is important to keep in mind that when the War Leader grants these temporary hit points they don't keep adding to one another, you either replace existing ones or use the new ones. This is intentional.

Also note that creatures with temporary hit points from War Leader features are granted immunity to the frightened condition from the Lead the Charge feature, which means they may wish to keep War Leader temporary hit points, even if they would be granted more from a different source. ..

PRIMAL FEROCITY

6th-level Path of the War Leader feature

You project an aura of primal ferocity while raging.

Whenever you or a friendly creature within 10 feet of you makes a weapon damage roll while you are raging, the creature gains a bonus to the roll equal to your Charisma modifier. A creature can benefit from this feature from only one barbarian at a time.

WAR LEADER'S COMMAND

10th-level Path of the War Leader feature

You gain proficiency in Charisma saving throws. When you, or a creature within 60 feet of you that you can see, fails a saving throw, you may use your Reaction to make a Charisma saving throw versus the DC of the failed saving throw. On a success the original saving throw succeeds instead.

PRIMAL WARBAND

14th-level Path of the War Leader feature

The range of your Primal Ferocity feature increases to 30 feet and when you or a friendly creature starts its turn within range of that feature it gains temporary hit points equal to your Charisma modifier.



PATH OF THUNDER

You are a member of an ancient line of mariners known as the Storm Lords. The homeland of these peoples was a cruel tempest hammered coastline on the edge of the world, but they have since made their way across oceans to far flung lands in many worlds. After centuries of such travels and interactions with inhabitants of other lands, any creature might discover within themselves the spark of the rage of a storm lord.

THUNDEROUS FURY

3rd-level Path of Thunder feature

Once per turn, when you hit with a melee or thrown weapon attack while raging, you can cause the target to suffer additional lightning or thunder damage equal to 1d4 + your Constitution modifier.

When you cause lightning damage, you can force each creature of your choice within 5 feet of the target to succeed on Dexterity saving throw or suffer the damage as well. When you cause thunder damage, you can force each creature of your choice within 5 feet of the target to succeed on Constitution saving throw or suffer the damage as well. The DC equals 8 + your proficiency bonus + your Constitution modifier. The damage from this feature increases as you gain levels in this class, to 2d4 at 6th level, 3d4 at 10th level, to 4d4 at 14th level, and to 5d4 at 18th level.

STORM LORD

3rd-level Path of Thunder feature

Your people have learned to survive as mariners on the storm-swept fringes of the world. You gain proficiency with the Survival skill and with Water Vessels. If you are already proficient with this skill or vehicle, you may add double your proficiency bonus to checks you make using it.

TEMPEST ARMED

6th-level Path of Thunder feature

You gain resistance to lightning and thunder damage.

Additionally, whenever you would make an attack, you can cause a *Storm Bolt* to appear in your hand. You can wield the *Storm Bolt* as a martial melee weapon with the Versatile and Thrown (range 30/120) properties that inflicts 1d8 lightning damage on a hit, or 1d10 lightning damage if wielded in two hands. The *Storm Bolt* sheds bright light in a 20-foot radius and dim light for an additional 20 feet while you hold it and disappears if you release it (no action required). If you throw this weapon to make an attack it disappears immediately after it hits or misses its target.

THUNDEROUS IMPACT

10th-level Path of Thunder feature

When you inflict damage using your Thunderous Fury feature you can now force creatures of your choice within 10 feet of the target to make saving throws versus the effect. Additionally, a creature that suffers lightning or thunder damage from that feature suffers an additional effect:

- A creature that suffers lightning damage can't take reactions until after the end of your next turn.
- A creature that suffers thunder damage can be pushed 10 feet in a direction of your choice,

STORM LORD'S VENGEANCE

14th-level Path of Thunder feature

When a creature within 10 feet of you deals damage to you or a creature friendly to you while you are raging, you can use your Thunderous Fury feature as a reaction to force each creature of your choice within 10 feet of you to make a saving throw or suffer lightning or thunder damage as described in that feature.



BARD

The magic of many bards is a fusion of arcane magic and the primal magic of the druidic tradition. This section offers a new bardic college that explores this fusion.

BARDIC COLLEGES

The bards of the College of Primal Song lean more towards the druidic tradition, you can choose this college as your bard college when you reach 3rd level as a bard.

COLLEGE OF PRIMAL SONG

Bards of the College of Primal Song study ancient druidic lore to discover echoes of the original primal song that created all life. These primal echoes contain both beautiful songs of healing and rejuvenation and magnificent chords of primal power and destruction. A Bard of this college learns both varieties of song and finds that one is afforded a certain additional measure of respect when one can literally whistle up a storm.

The bards of this college are known as Earthsingers or Greensingers (or in some cases Stormsingers) and are closely aligned with Druidic orders and those that seek to protect and preserve the natural world.

PRIMAL SONG

3rd-level College of Primal Song feature

You gain proficiency in the Nature and Performance skills. If you are already proficient in a skill, your proficiency bonus is doubled for any ability check you make using it.

You learn ancient songs of primal magic. In addition to your bard spells known, you may prepare a limited number of spells from the druid spell list. You prepare the list of druid spells that are available for you to cast, choosing from the druid spell list. When you do so, choose a number of druid spells equal to your Wisdom modifier + 1/3rd your bard level (round down, minimum of one spell). The spells must be of a level for which you have bard spell slots, or a cantrip. These are bard spells for you and use Charisma as their spellcasting ability.

You can change your list of prepared druid spells when you finish a long rest. Preparing a new list of druid spells requires time spent in meditation: at least 1 minute per spell level for each spell on your list.

When you cast a bard spell with a casting time of 1 Action or less, you may replace any required Somatic or Material component with a Verbal Component.

DRUIDIC

3rd-level College of Primal Song feature

You know Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

PRIMORDIAL MYSTERIES

3rd-level College of Primal Song feature

You may choose one Old Magic option from the list in the Old Magic druid class feature of the Circle of Mysteries. You must meet any prerequisites for the option you choose as normal, except that you use your bard level to determine if you meet a level prerequisite. If an Old Magic option references a druid spell or spell slot it applies to a bard spell or spell slot for you.

You may choose an additional Old Magic option at 10th, 14th, and 18th level.

SONGS OF HEALING

6th-level College of Primal Song feature

Friendly creatures affected by your Countercharm performance have advantage on saving throws versus poison and disease and on death saves.

You can expend one Bardic Inspiration die or a spell slot when you start a Countercharm to turn the performance into a Song of Healing. In addition to the normal benefits, you and friendly creatures within 30 feet of you when you start the performance regain hit points equal to the result on the Bardic Inspiration die or 1d8 hit points per level of the spell slot.

At the beginning of their turn, each friendly creature affected by a Song of Healing may spend hit dice to regain additional hit points as if they had just completed a short rest, to a maximum number of hit dice equal to your Charisma modifier. A creature that spends a hit die in this manner may forgo regaining hit points from that die to be cleansed of one poison or disease instead.

In addition, a creature that benefits from your Song of Rest feature is cleansed of any condition that would cause its hit point maximum to be reduced.

SONG OF ANCIENT POWER

14th-level College of Primal Song feature

As an Action you can expend a spell slot to sing a Song of Ancient Power. This song duplicates the effects of any other druid or bard spell of a level lower than the spell slot you expended, to a maximum of a 5th level spell. You don't need to meet any requirements in that spell, including costly components. The spell simply takes effect as a spell of the level of the spell slot you expended.

You can use this feature without consequence once, you regain the ability to do so when you finish a long rest. Each additional time you use this feature before finishing a long rest, you suffer one level of exhaustion.





DRUID

A TORTLE STANDS QUIETLY CHANTING, LEANING ON THEIR STAFF. AS THEIR CHANT FINISHES, THEY LOOK UP TO SEE A CLUSTER OF MAPLE SEED PODS SPINNING DOWN ONE OF THE TWO PATHS BEFORE THEM, PROMPTING THEM TO CONFIDENTLY PLOD DOWN THE INDICATED TRAIL.

AN ORC CLASHES HIS SPEAR AGAINST HIS SHIELD CAUSING AN ANSWERING PEAL OF THUNDER FROM THE STORM-SWEPT SKY ABOVE AND A ROAR OF BUILDING FURY FROM THE WAR BAND AROUND HIM.

THE RANGY FIRBOLG WOMAN STANDS AS SHE FINISHES HER ENTREATING CHANT CALLING UPON PRIMAL POWER TO BRING A FEY SPIRIT INTO PHYSICAL FORM. THE LARGE OWLBEAR THAT TAKES FORM BEFORE HER GIVES A HOOTING GROWL OF AFFECTION AND NUZZLES HER, KNOCKING HER SMILING TO THE GROUND.

Druids are primal shamans capable of calling upon and wielding primordial forces of nature. This section offers additional options to expand that primal might.

DRUID CLASS FEATURES

This section offers additional or alternate features that you can gain as a barbarian, or enhancements to existing features. Unlike the features in the *Player's Handbook*, you don't gain the features here automatically. Consulting with your DM, you decide whether to gain a feature in this section if you meet the level requirement noted in the feature's description. These features can be selected separately from one another; you can use some, all, or none of them. A feature marked with an * indicates an optional feature presented in *Tasha's Cauldron of Everything* reprinted here for reference.

DRUIDIC SCHOLAR

1st-level Druid Proficiencies (variant)

If you choose druid as your first class at 1st level, you can choose this variant. Your druidic training was more natural scholar than primordial warrior of nature. Replace the usual Armor and Weapon proficiencies granted by your druid Proficiencies feature with the following:

Armor: None

Weapons: Clubs, daggers, darts, slings, quarterstaves, sickles
You gain the Natural Scholar feature at 1st level:

NATURAL SCHOLAR

1st-level Druidic Scholar feature

Your druidic training emphasizes lore and natural knowledge, you learn one additional druid cantrip of your choice and you gain proficiency in two additional skills chosen from: Arcana, History, Investigation, Medicine, Nature, or Religion.

Note: Characters that choose the Druidic Scholar variant cannot later choose the Circle of Fury, Circle of Stone, or Circle of the Warden, as these circles are representations of more martial druidic traditions.

SPELLCASTING

1st-level Druid feature (enhances Spellcasting)

Spellcasting for a Druid works as described in the player's handbook, with the following addition:

Prepared Cantrips. When you prepare spells for the day, you can prepare a cantrip from the druid spell list in place of a spell of 1st level or higher.

WILD SHAPE

The following are variant rules that allow druids two additional ways to use their Wild Shape feature:

WILD AWARENESS

2nd-level Druid feature (enhances Wild Shape)

You can use your Action to expend a use of your Wild Shape to gain Primal Awareness. For a number of hours equal to half your druid level (rounded down), you gain the following benefits:

- You can add your proficiency bonus to your initiative rolls.
- You can take the Search action as a Bonus Action on your turn.
- Moving at a fast pace causes no penalty to your Perception checks.
- You cannot be surprised by an aberration, celestial, dragon, elemental, fey, fiend, or undead if you are conscious.
- When an aberration, celestial, dragon, elemental, fey, fiend, or undead creature approaches within 60 feet you automatically sense the presence if you are conscious. This also reveals the creatures' location, number, and type within that range.
- If the area of a Regional Effect caused by an aberration, celestial, dragon, elemental, fey, fiend, or undead creature of sufficient power is within 1 mile of you, you sense the presence of the creature and learn what type of creature is causing the effect and the approximate location of the source of the effect.

WILD FOCUS

2nd-level Druid feature (enhances Wild Shape)

You can expend a use of your Wild Shape when you cast a druid spell and choose one of the following effects:

- Your concentration on the spell can't be broken as a result of taking damage, but ends early if you fall unconscious, drop to 0 hit points, die, or if you use this feature again.
- The spell's duration is extended: If the spell has a duration of 1 hour or longer, its duration is extended for a number of hours equal to half your druid level (rounded down). A spell with a duration of 1 minute is extended for a number of minutes equal to half your druid level, while a spell with a duration of 10 minutes is extended by 10 minutes per two druid levels.
- The spell is cast as if you used a spell slot two levels higher than you expended.

CANTRIP VERSATILITY

4th-level druid feature

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can replace one cantrip you learned from this class's Spellcasting feature with another cantrip from the druid spell list.

WILD COMPANION*

2nd-level Druid feature (enhances Wild Shape)

You gain the ability to summon a spirit that assumes an animal form: as an action, you can expend a use of your Wild Shape feature to cast the find familiar spell, without material components.

When you cast the spell in this way, the familiar is a fey instead of a beast, and the familiar disappears after a number of hours equal to half your druid level.

A more advanced version of this feature is represented by the *animal companion* spell found in the Primordial Spells chapter. Druids that wish to explore a closer bond with an *animal companion* can choose the Beastbonded druid class feat from the Customization Options chapter.

DRUID CIRCLE OPTIONS

This section contains additional rules, variant class features, and options for existing published druid circles.

CIRCLE OF DREAMS

The Circle of Dreams appears on pages 22 and 23 of *Xanathar's Guide to Everything*. The Dreamweaver and Dreamstalker class feats in the Customization Options chapter of this book offer additional options for druids touched by the summer or winter courts, while the Wild Watcher class feat is specific to wild elves and shows a deeper connection to the secretive wild fey.

CIRCLE OF SPORES

Rules for druids of this circle are contained in *Tasha's Cauldron of Everything*. These druids explore the cycle of life, decay, death, and rebirth. It is worth noting, that while these druids engage in the creation of Undead, the methods they use produce creatures that are unaligned, rather than evil. That is not to say that one of their zombies might not feast upon humanoid flesh, but it does so out of fungal instinct rather than malice.

Druids of the Circle of Spores that wish to further explore this strange lore might choose the Sporecaller feat, in the Druid Class Feats section.

CIRCLE SPELLS

2nd-level Circle of Spores feature (enhancement)

Add the following line to this feature:

Whenever you would inflict necrotic or poison damage with a druid spell or class feature you can choose to inflict either poison or necrotic damage instead of the spell or feature's normal damage type.

BOLSTERING SYMBIOSIS

10th-level Circle of Spores feature (replaces Spreading Spores)

The area of your Halo of Spores increases to 20 feet while Symbiotic Entity is active. Additionally, when you use Symbiotic Entity, you can choose yourself, any undead you control, and any number of other creatures of your choice within 60 feet as Symbiotic Creatures.

For the duration of your Symbiotic Entity, any creature other than one of your Symbiotic Creatures that enters the area of your Halo of Spores or starts their turn there must succeed on a Constitution saving throw against your Spell save DC or suffer the damage from that feature. You can suppress or restart this effect as a bonus action.

Whenever a creature suffers this damage while your Symbiotic Entity feature is active, you can use your reaction to restore an equal amount of hit points to one of your Symbiotic Creatures within the area. If this healing would cause a creature to regain hit points in excess of its hit point maximum, any excess healing becomes temporary hit points. This effect can increase the temporary hit points you gained from the Symbiotic Entity feature.

CIRCLE OF STARS

The Circle of Stars can be found in *Tasha's Cauldron of Everything*. An enhancement to their Starry Form feature adds three additional constellations that can be used by that feature. The Star Shaman druid class feat offers additional options to these astrological minded druids.

STARRY FORM

2nd-level Circle of the Stars feature (enhancement)

Add the following to the list of constellations you can choose from when you assume your Starry Form:

Crown. A constellation of a crown appears on you. When you activate this form, and as a bonus action on subsequent turns you can grant temporary hit points equal to 1d8 plus your druid level to one creature of your choice within 60 feet of you. While a creature possesses these temporary hit points, it is immune to the charmed and frightened conditions. (This d8 becomes 2d8 when you gain the Twinkling Constellations feature.)

Stag. A constellation of a noble stag appears on you. You and friendly creatures within 30 feet of you increase their movement speed by 10 feet and can take the Dash action as a bonus action. (The bonus to your movement speed increases to 20 feet when you gain the Twinkling Constellations feature.)

Warrior. A constellation of a warrior appears on you. When you activate this form, and as a bonus action on your subsequent turns while it lasts, you can make a melee spell attack, causing a starry warrior to strike at a creature within your reach. You can also make this melee spell attack as a reaction when a creature provokes an opportunity attack from you or hits you with a melee attack. On a hit, the attack deals radiant damage equal to 1d8 + your Wisdom modifier. (This d8 becomes 2d8 when you gain the Twinkling Constellations feature.)

CIRCLE OF THE LAND

The optional features for the Circle of the Land adds a cantrip and 1st level spells to their Circle Spells feature and alters their Land's Stride class feature to make it more generally applicable to druids from a wider range of environments.

LAND MAGIC

2nd-level Circle of the Land feature (replaces Bonus Cantrip)

You learn the following cantrip, and add the following 1st level spells to your Circle Spells feature, depending upon your chosen Circle:

- **Arctic.** The *frostbite* cantrip and the *armor of agathys* and *hoarfrost* spells.
- **Coast.** The *shape water* cantrip and the *fog cloud* and *stormsight* spells.
- **Desert.** The *burning blade* cantrip and the *create or destroy water* and *silent image* spells.
- **Forest.** The *shillelagh* cantrip and the *entangle* and *goodberry* spells.
- **Grassland.** The *impel weapon* cantrip and the *longstrider* and *zephyr strike* spells.
- **Mountain.** The *mold earth* cantrip and the *earthen durability* and *feather fall* spells.
- **Swamp.** The *acid splash* cantrip and the *fog cloud* and *viscous splash* spells.
- **Underdark.** The *poison spray* cantrip and the *detect poison and disease* and *potent venom* spells.

LAND'S STRIDE

6th-level Circle of the Land feature (enhances Land's Stride)

You become adept at moving through and surviving in a variety of natural environments:

- Moving through nonmagical difficult terrain costs you no extra movement, nor does climbing or swimming.
- You can pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.
- Non-magical natural hazards such as quicksand, muddy, icy, or snowy terrain, or natural currents and tides, do not impede your movement and checks to safely traverse such terrain gain advantage.
- You remain unbothered by normal insects and you ignore extreme environmental conditions as if you were naturally adapted to the climate.
- You have advantage on saving throws against natural aspects of the terrain or environment that are magically created or manipulated to impede movement, such those created by the *entangle* or *transmute rock* spells.

The Wild Customization Options chapter contains a druid class feat specific to each of the Circle Spells options that further explores their environmental connection: Cave Shaman (Underdark), Forest Shaman (Forest), Highland Shaman (Mountain), Land Circle Magic (Any), Plains Shaman (Grassland), Sand Shaman (Desert), Swamp Shaman (Swamp), Tundra Shaman (Arctic), and Water Shaman (Coast).

CIRCLE OF THE MOON

The circle of the moon is described in *The Player's Handbook* on p 69. Druids of this circle are master shapechangers. Those druids that wish to further explore that aspect of the druid class can choose the Form Affinity feat to gain greater proficiency and skill with a few selected

beast forms. The Totemic Magic feat also meshes well with the talents of these druids.

Additionally, a druid of this circle wishing to focus purely on bestial magic can replace their Elemental Wild Shape feature with the following:

IMPROVED BEAST FORMS

10th-level Circle of the Moon feature (replaces Elemental Wild Shape)

You can expend two uses of Wild Shape at the same time to transform into a beast with a maximum challenge rating of double the normal challenge rating allowed by your Circle Forms feature.

In addition, when you transform in to a Beast Form you gain temporary hit points equal to your druid level.

CIRCLE OF THE SHEPHERD

The circle of the shepherd is contained on pages 23 and 24 of *Xanathar's Guide to Everything*. An enhancement to the Spirit Totem feature is presented below and druids wishing to further develop their connection to their totem spirits can choose the Spirit Talker druid class feat from the Wild Customization Options chapter

SPIRIT TOTEM

2nd-level Circle of the Shepherd feature (enhancement)

The spirits of cat, elk, and wolf answer your call, add the following spirits to the list of spirits that can be summoned using your Spirit Totem feature:

Cat. The spirit of the great cat lends you and your allies its grace and ferocity. When a creature within the spirit's aura hits a target with a melee attack, you can use your Reaction to grant that creature an additional melee attack. In addition, you and your allies have advantage on Dexterity checks and Dexterity saving throws while in the aura.

Elk. The elk spirit imbues you and your allies with its speed and fortitude. When you or an ally start their turn within the aura, or enter the aura during a turn, they increase their movement speed by 10 feet until the end of their next turn. In addition, you and your allies gain advantage on Constitution checks and Constitution saving throws while in the aura.

Wolf. The wolf spirit grants you and your allies the might of the pack. You and allies within the spirit's aura have advantage on attack rolls against creatures within 5 feet of the spirit. When a creature within the spirit's aura hits a target with a melee attack, you can use your Reaction to knock the target prone.

Additionally, you can expend a spell slot to use this feature additional times, if you do so, the totem persists for a number of minutes equal to the level of the spell slot expended.

CIRCLE OF WILDFIRE

The Circle of Wildfire can be found in *Tasha's Cauldron of Everything*. These druids can choose the Bonded Wildfire Spirit feat in the Customization Options chapter to cause their Wildfire Spirit to remain as a permanent bonded companion once summoned.

NEW DRUID CIRCLES

This section contains new druid circles that a druid can choose when they gain their Druid Circle feature at 2nd level.

CIRCLE OF ELEMENTS

Druids of the Circle of Elements revere the elemental forces of the world and see it as their purpose to maintain balance among these forces. It is a rare druid of this circle that specializes in one element. Instead they tend to adopt the aspect that will best preserve balance among the elements.

ELEMENTAL COMPANION

2nd-level Circle of Elements feature

You learn the Primordial language and the *animal companion* spell. This spell is always prepared and does not count against the number of druid spells you may prepare each day. When you cast the spell, it instead summons an elemental spirit in the form of a pure mephit, a minor elemental described in the Primordial Creatures appendix. The mephit often assumes the form of a tiny beast composed of its element when summoned this way.

When you assume an Elemental Aspect, the form of your elemental companion changes to match the element of the aspect you assume. When you leave an Elemental Aspect the mephit may either remain in its current form or assume the form of a pure mephit of your choice. Each time the mephit changes form, it is restored to full hit points.

PRIMARY ELEMENTS

2nd-level Circle of Elements feature

You learn the *control flames*, *gust*, *mold earth*, and *shape water* cantrips as additional druid cantrips known.

ELEMENTAL ASPECT

2nd-level Circle of Elements feature

As a bonus action on your turn you can expend a use of your Wild Shape to gain an Elemental Aspect rather than transforming into a beast form. Choose one of the natural elements of Air, Earth, Fire, or Water, for 10 minutes you adopt a magical aspect that enhances your druid spells related to that element, granting you the following benefits:

- Choose a number of cantrips equal to 1+ your half your proficiency bonus (round down) from the druid or sorcerer spell list that are appropriate to the Elemental Aspect adopted. You gain the ability to cast these cantrips for the duration of the Elemental Aspect effect. These are druid cantrips for you.
- When you roll damage for a cantrip appropriate to the Elemental Aspect, you inflict additional damage equal to your Wisdom modifier.
- Choose a number of spells of 1st level or higher equal to 1+ your proficiency bonus that are appropriate to the Elemental Aspect from the druid or sorcerer spell list. The chosen spells must be of a level you can cast and become druid spells for you. You can cast these spells using your spell slots for the duration of the effect.
- When you cast a druid spell of 1st level or higher that is appropriate to your Elemental Aspect, the spell is treated

as being cast using a spell slot one level higher than you expended.

- You can use a druidic focus in place of any material components required by a spell of that element, including those with a gp cost.

An Elemental Aspect ends early if you fall unconscious, drop to 0 hit points, or die.

PRIMORDIAL RECOVERY

6th-level Circle of Elements feature

When you adopt an Elemental Aspect, you can use the primal energy to replenish your magical reserves. You may choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than your druid level divided by three (rounded down), and none of the slots can be 6th level or higher. You can't use this feature again until you finish a short or long rest.

EMPOWER ELEMENTAL COMPANION

10th-level Circle of Elements feature

As an Action you can expend a spell slot to cause your mephit familiar to assume the form of a large elemental of a type matching its current form. The mephit remains in this form for 10 minutes per level of the spell slot you expended. When this effect ends, or if it drops to 0 hit points in this form, your companion disappears back to the elemental planes, leaving behind no physical form.

Once you use this ability you cannot do so again until summon your companion again.

IMPROVED ELEMENTAL ASPECT

14th-level Circle of Elements feature

You gain an additional use of your Wild Shape that can only be used to enter an Elemental Aspect. You regain this additional Wild Shape use when you finish a short or long rest.

While your Elemental Aspect is active you gain the following additional benefits:

- As a bonus action on your turn you can change the Element of your Aspect.
- You may cast a cantrip appropriate to your Elemental Aspect as a bonus action on each of your turns. Doing so does not prevent you from casting a spell appropriate to your Aspect of 1st level or higher that turn.
- You may maintain concentration on up to two spells at once, so long as both spells are appropriate to your Elemental Aspect. If you change your aspect or your aspect ends while maintaining concentration on two spells, you must choose one spell to end. You cannot take bonus actions while maintaining concentration on two spells.



CIRCLE OF FURY

Druids of this circle are common among barbaric peoples living in the savage and desolate regions of the world. They enter battle along side the warriors of their tribes, lending elemental fury to the battle.

Genasi often choose this circle and they tend to specialize spells and weapons representing the element of their heritage

ELEMENTAL WARRIOR

2nd-level Circle of Storms feature

You have learned a style of druidic combat that combines primal elemental magic and skill with weapons.

- You gain proficiency with simple and martial weapons.
- If you're proficient with a weapon or a wooden shield, you can use it as a spellcasting focus for your druid spells. You may treat any spell you cast as requiring a focus as a component.
- When you take the Attack action on your turn wielding a weapon you can use as a focus, you can cast or attack with a spell in place of the attacks you could make as part of that action and are considered to have attacked using the weapon. The spell must have a casting time of 1 Action or 1 Bonus Action.
- When you activate a class feature or cast or use a spell that requires a bonus action and does not include an attack, you may engage in two-weapon fighting or use a feat or class feature that grants an additional weapon attack as a bonus action (such as polearm master) once that turn without using a bonus action, so long as you can use that weapon as a focus.
- You learn one of the following cantrips: *booming blade, burning blade, critical insight, crushing blow, impel weapon, mordant blade, rime blade, smelting smite, or storm hammer*; this cantrip does not count against your number of cantrips known.

You may choose an additional cantrip known from this list at 6th level and 14th level.

UNARMORED DEFENSE

2nd-level Circle of Storms feature

While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

PRIMAL FURY

2nd-level Circle of Storms feature

As a bonus action on your turn you can expend a use of your Wild Shape to enter a Primal Fury instead of assuming a beast form. You gain temporary hit points equal to double your druid level and a pool of Primal Fury dice, represented by d6s, equal to your druid level. For the duration of this feature, you can use these Primal Fury dice in the following ways:

- When you roll damage for a druid spell or a weapon attack, you can spend Primal Fury dice to increase the damage. Roll the spent dice and add them to the damage roll as additional acid, bludgeoning, cold, fire, lightning, or thunder damage (your choice).

- As a reaction when an ally within 30 feet of you rolls damage for a weapon attack, you can spend Primal Fury dice to lend the attack additional elemental force. Roll the spent dice and add them to the damage roll as additional acid, bludgeoning, cold, fire, lightning, or thunder damage (your choice).

The maximum number of Primal Fury dice you can use to enhance a single damage roll equals half your druid level. Once per turn, when you score a critical hit or reduce a hostile creature to 0 hit points, you regain one spent Primal Fury die.

Primal Fury lasts for 10 minutes. It ends early if you fall unconscious, drop to 0 hit points, or die. You lose any unspent Primal Fury dice when this feature ends.

When you enter a Primal Fury, friendly creatures within 30 feet of you that have the Rage feature may immediately enter a rage without expending a use of that feature (no action required).

EXTRA ATTACK

6th-level Circle of Fury feature

You can attack twice, instead of once, whenever you take the Attack action on your turn. Moreover, you can cast one of your cantrips in place of one of those attacks.



WEAPONS OF THE ELEMENTS

6th-level Circle of Storms feature (replaces extra attack)

You learn to shape elemental forces into potent magical weapons. As a bonus action you can expend a second level or higher spell slot to cast one of the following spells: *Earth Hammer*, *Flame Brand*, *Ice Spar*, *Ooze Whip*, *Skybreaker*, *Wavespike*, or *Windbow* without requiring components. You gain the following benefits when you cast any of these spells:

- Your concentration on the spell can't be broken as a result of taking damage.
- The duration increases to 1 hour.
- You gain the ability to cast the following cantrip(s), based upon the weapon you summoned:

Earth Hammer: The *crushing blow* cantrip.

Flame Brand: The *burning blade* cantrip.

Ice Spar: The *rime blade* cantrip.

Ooze Whip: The *mordant blade* cantrip.

Skybreaker: The *booming blade* and *storm hammer* cantrips.

Wavespike: The *critical insight* cantrip.

Windbow: The *impel weapon* cantrip.

Alternatively, when you enter a Primal Fury, and as a bonus action while that feature lasts, you can summon any of the weapons listed above as if you had cast the spell using a spell slot equal to 1/3rd your druid level, without expending a spell slot or requiring components, but the spell ends when your Primal Fury ends.

IMPROVED PRIMAL FURY

10th-level Circle of Storms feature

The size of your Primal Fury die increases to a d10.

ELEMENTAL SURGE

14th-level Circle of Storms feature

You gain an additional use of your Wild Shape that can only be used to enter a Primal Fury. You regain this additional wild shape use when you finish a short or long rest.

In addition, once on the turn you enter a Primal Fury, you can take one additional action, you cannot do so again until you finish a short or long rest.



CIRCLE OF MYSTERIES

The circle of mysteries is made up of shamans and mystics that act as keepers of ancient lore. This lore is contained in a rich oral tradition of legend and parable, and druids of this circle are often tribal advisors and entertainers.

DRUIDIC LOREKEEPER

2nd-level Circle of Mysteries

You have inherited the accumulated knowledge of an ancient druidic order of lorekeepers. This grants you several benefits:

- You gain proficiency with two of the following skills of your choice: Arcana, History, Investigation, Medicine, Nature, Performance, Religion, or Survival or any Tool, Instrument, or Language proficiency. You gain an additional proficiency from this list when you reach 6th, 10th, 14th and 18th level.
- You may use Intelligence, Wisdom, or Charisma as your spellcasting ability for your druid spells and to determine Spell Save DC and Spell Attack Modifier. You choose which ability to use when you cast a druid spell. You still use Wisdom to determine the number of spells you may prepare each day.
- You can accurately recall anything you have seen, heard, or read within the past month.

OLD MAGIC

2nd-level Circle of Mysteries

You have studied the Old Magic, the original ancient techniques that form the structure for all current magical traditions. You may choose two Old Magic options from the list below. You may choose an additional Old Magic option when you gain the following druid levels: 4th, 8th, 12th, 16th, and 20th level.

Additionally, when you gain a level in this class you can choose one Old Magic you know and replace it with another option that you could learn at that level.

If an Old Magic option has prerequisites, you must meet them to learn it. You can learn the Old Magic at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class.

STRONG SPIRIT

6th-level Circle of Mysteries

Increase each of your Intelligence, Wisdom, and Charisma scores by 1. If this would increase a score above 20, you may instead increase a different ability score of your choice by 1.

WISDOM, KNOWLEDGE, AND CRAFT

10th-level Circle of Mysteries

You gain proficiency with Charisma Saving throws and whenever you make an ability check or saving throw using Intelligence, Wisdom, or Charisma, you can treat a d20 roll of 7 or lower as an 8.

ANCIENT LORE

14th-level Circle of Mysteries

You may choose two additional Old Magic options and two additional cantrips known from any spell list. These count as Druid cantrips for you.

CIRCLE OF MYSTERIES: OLD MAGIC OPTIONS

These options may be chosen by a druid of the Circle of Mysteries using their Old Magic feature, by a bard of the College of Primal Song with the Primordial Mysteries feature, or by a character that choose the Old Magic Adept feat.

ANCIENT ADVICE

You can use the Help action as a bonus action. Additionally, when you use the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 feet of you, rather than within 5 feet of you, if the ally or the target can see or hear you.

ANCIENT MEDICINE

Prerequisite: 4th level, proficiency in the Medicine skill and Herbalism kits

You gain the *spare the dying* cantrip as an additional cantrip known, when you cast this spell on a creature with 0 hit points it regains 1 hit point. During a short rest you can tend to the health of a number of allies equal to your Wisdom or Intelligence modifier. At the end of the rest each tended ally regains hit points equal to 1d8 + your proficiency bonus and is cleansed of one poison or disease.

ARCANE METHODS

Prerequisite: proficiency in the Arcana skill

Each time you prepare spells you may choose a number of spells equal to your Intelligence modifier from the Wizard spell list. A spell you choose must be of a level you can cast, or a cantrip. The chosen spells count as druid spells for you but don't count against the number of druid cantrips you know or the number of spells of 1st level or higher you may prepare.

ANCESTRAL LORE

Prerequisite: Wild Shape feature

As a bonus action you may expend a use of your Wild Shape to gain proficiency in a single weapon, skill, tool, or language of your choice. If you use this ability to gain a skill or tool proficiency you already possess, you add double your proficiency bonus to checks you make using it. You retain this proficiency for a number of hours equal to your druid level, or until you use this option again.

BARDIC KNOWLEDGE

You can add half your proficiency bonus, rounded down, to any Intelligence, Wisdom, or Charisma check you make that doesn't already include your proficiency bonus.

BARDIC METHODS

Prerequisite: proficiency in the Performance skill

Each time you prepare spells you may choose a number of spells equal your Charisma modifier from the Bard spell list. A spell you choose must be of a level you can cast, or a cantrip. The chosen spells count as druid spells for you but don't count against the number of druid cantrips you know or the number of spells of 1st level or higher you may prepare.

BASIC ELEMENTS

You learn the *control flames*, *gust*, *mold earth*, and *shape water* cantrips as additional cantrips known.

DRUIDIC INFLUENCE

You gain proficiency in the Deception, Intimidation, and Persuasion skills, if you already have proficiency in a skill you add double your proficiency bonus for checks you make using it.

DRUID TRANCE

You do not need to sleep, instead you meditate deeply, remaining semiconscious, for 4 hours a day. While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the benefits of a long rest.

If you spend at least one hour in this trance you may change your list of prepared druid spells as if you had just finished a long rest or recall one piece of information that you once knew, but had forgotten.

ELDRITCH SUMMONS

Creatures you summon or create with magic manifest with additional hit points equal to your proficiency bonus and their attacks are considered magical for the purposes of overcoming resistance or immunity to damage.

FEY SIGHT

You can cast *detect magic* at will, without expending a spell slot or using components. For the duration of the spell you can see normally through mist and fog to a range of 30 feet.

FLEETING FORMS

Prerequisite: 8th level, Wild Shape feature

When you use your Wild Shape class feature to transform into a beast of CR 1/4 or less, you can freely switch between any form you choose as an Bonus Action on your turn, as long as each form you assume is a new beast form with a CR of 1/4 or less. Each beast shape that you assume increases its movement speed by 10 feet for all modes of movement it possess.

FORBIDDEN MAGIC

Prerequisite: proficiency in the Arcana skill

You learn a single Eldritch Invocation from the list in the Warlock class feature. You must meet any prerequisites for the invocation you choose as normal, except that you use your Druid level in place of Warlock level to determine if you meet a level prerequisite. Any invocation that refers to using a Warlock spell slot can be cast by you using any spell slot of sufficient level available to you.

GIFT OF TONGUES

You know a number of additional languages equal to half your druid level (round up) and you can learn additional languages in 1/4 the normal amount of time.

IMPROVED WILD AWARENESS

Prerequisite: Wild Shape feature

When you use the Wild Awareness wild shape option, it lasts for a number of hours equal to your druid level.

IMPROVED WILD FOCUS

Prerequisite: Wild Shape feature

When you use the Wild Focus wild shape option, you can choose two options instead of one.

LADY (LORD) OF THE LAKE

Prerequisite: 6th level

Being underwater imposes no penalty on your movement or attacks and you gain the ability to breathe underwater. You can also cast *water breathing* once without expending a spell slot or requiring components. You regain the ability to do so when you finish a long rest.

MANY FACES

Prerequisite: 16th level

You can cast the *alter form* spell at will, without expending a spell slot or requiring components.

MIND SPEECH

You gain proficiency in the Insight skill and have the ability to touch the minds of other creatures. You can communicate telepathically with any creature within 30 feet of you. You don't need to share a language with the creature for it to understand your telepathic communications, but the creature must be able to understand at least one language in order for you to receive more than broad impressions.

MOON SIGHT

You gain Darkvision to a range of 60 feet (or increase the range of your Darkvision by 60 feet) and Dim light doesn't impose disadvantage on your Wisdom (Perception) checks relying on sight.

MYSTICAL BASICS

You learn the *druidcraft*, *mending*, *prestidigitation*, and *thaumaturgy* cantrips as additional cantrips known.

OLD TONGUES

You learn the Sylvan and Primordial languages and gain the ability to comprehend and verbally communicate with elementals, plants, beasts, and fey creatures. You can communicate mentally with such creatures, regardless of language, if you also have the Mind Speech option.

ONE MAGIC

You can use any bard, sorcerer, or wizard arcane focus or a holy symbol of a deity that has the Nature domain as a spellcasting focus for your spells. You can become attuned to one additional magic item and can attune to magic items that normally require attunement by a bard, cleric, druid, sorcerer, or wizard.

NATURAL ALERTNESS

You gain proficiency in the Investigation and Perception skills, if you already have proficiency in a skill you add double your proficiency bonus for checks you make using it.

PIERCE THE VEIL

Prerequisite: 8th level

You can cast *see invisibility* on yourself at will, without expending a spell slot or using components. While you can see invisibility you have advantage on Intelligence (Investigation) checks and Intelligence saving throws.

RITUAL LORE

You can cast a druid spell as a ritual if that spell has the ritual tag and the spell's level is equal to or less than half your level. You don't need to have the spell prepared.

RUNIC KNOWLEDGE

Prerequisite: Proficiency with Arcana and you must know the Giant, Dwarvish, or Elvish language

When you gain this feat, you learn one rune from the artificer Runewright's Runewrighting feature for each of the following languages you know: Giant, Dwarvish, or Elvish. If the rune has a prerequisite of any kind, you can choose that rune only if you are a Runewright artificer or a Rune Knight or Rune Smith fighter who meets the prerequisite.

Whenever you finish a long rest, you can inscribe a single rune you know on a single object, as described in the Runewrighting feature.

Whenever you gain a level, you can replace one rune you know with another one from the Runewrighting feature.

The artificer Runewright specialty is contained in the [Arcane Mysteries: The Secrets of the Arcanum](#) sourcebook.

SIMPLE MAGIC

You may learn one additional cantrip of your choice from any class, this counts as a druid cantrip for you. In addition, you can use your vast magical knowledge to find substitutes for expensive material components, you ignore material component requirements with a gold piece cost for spells you cast, though you must provide natural components from a spell component pouch or use a spellcasting focus to replace them.

SKILLS OF THE ANCIENTS

Choose one of your skill or tool proficiencies. You gain Expertise with that skill or tool, which means your proficiency bonus is doubled for any ability check you make with it.

For each of the skills or tools with which you have Expertise, you may choose one Skill Trick or Tool Trick from the rogue Adventurer archetype's Skill Trick feature. If you later gain expertise in a skill or tool, you may choose a trick for that skill or tool as well. You can exchange one skill or tool trick you know for a different one each time you gain a level.

The artificer Runewright specialty is contained in the [Martial Options: The Arts of War](#) sourcebook.

THE OLD FAITH

Prerequisite: proficiency in the Religion skill

Each time you prepare spells, you may choose a number of spells equal to your Wisdom modifier from the Cleric spell list. A spell you choose must be of a level you can cast, or a cantrip. The chosen spells count as druid spells for you but don't count against the number of druid cantrips you know or the number of spells of 1st level or higher you may prepare.

WILD RECOVERY

Prerequisite: 3rd level, Wild Shape feature

When you finish a short rest, you can expend a use of your Wild Shape to choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than your druid level divided by three (rounded down), and none of the slots can be 6th level or higher.

CIRCLE OF OOZE

Druids of this circle have an unusual affinity for oozes and slimes. Such druids see creatures of this sort as a necessary part of the ecosystem, breaking down refuse and the dead to continue the cycle of life. Other druids often view devotees of this circle as a bit 'touched' at best and dangerously destructive at worst.

OOZE FORMS

2nd-level Circle of the Swarm feature

The rites of your circle grant you the ability to transform into ooze forms instead of animal forms. Starting at 2nd level, you can use your Wild Shape to transform into an ooze with a challenge rating as high as 1/2 and an intelligence of 3 or lower (when you transform into an ooze you ignore the Max. CR column of the Beast Shapes table, but must abide by the other limitations there).

Starting at 4th level, you can transform into an ooze with a challenge rating as high as your druid level divided by 4, rounded down.

The movement speed of an ooze form you assume is increased by 10 feet.

Note: If you assume the form of an ooze with the Split trait, you do not revert to your normal form until the last of your ooze forms falls unconscious, drops to 0 hit points, or dies.

ACRID MAGIC

2nd-level Circle of the Swarm feature

Your knowledge and magic related to oozes and acidic substances is enhanced, you gain the following benefits:

- You gain proficiency with Alchemy Supplies and learn the *acid splash* cantrip as an additional druid cantrip known. This cantrip does not require components to cast and may be cast while in an ooze form.
- When you cast a druid spell or use a druid class feature that normally affects or conjures only beasts, or transforms a creature into a beast, the spell or class feature can instead affect or conjure an ooze with an Intelligence score of 3 or lower, or transform the target into such a creature, but must otherwise abide by the requirements of the spell or feature.
- You can cast *animal friendship* to charm oozes with an intelligence of 3 or lower normally immune to the charmed condition.
- When you choose your druid cantrips known or prepare your druid spells, you may choose from the sorcerer spell list, so long as that spell inflicts acid damage. These are druid spells for you.

ELEMENTAL COMPOUNDS

6th-level Circle of the Swarm feature

When you inflict acid damage to a target using a druid spell or class feature (including an ooze form), the target suffers additional acid damage equal to your Wisdom modifier at the start of your next turn.



In addition, when you cast *acid splash* while in ooze form, the target suffers the effects of the ooze's attack on a failed save.

IMPROVED OOZE FORMS

10th-level Circle of the Swarm feature

You can expend two uses of Wild Shape at the same time to transform into an ooze with a maximum challenge rating of double the normal challenge rating allowed by your Ooze Forms feature.

In addition, when you transform in to an ooze form, you gain temporary hit points equal to your druid level.

OOZE LORD

14th-level Circle of the Swarm feature

You are a master of the destructive properties of the ooze and elemental acid, you gain the following benefits:

- You gain resistance to acid damage and poison damage, and you are immune to the poisoned condition.
- When you cast a druid spell of 1st level or higher that inflicts acid damage, you can treat the spell as having been cast using a spell slot one level higher than you expended.
- The additional acid damage suffered by a target at the start of your next turn from your Elemental Compounds feature is increased to 1d10 + your Wisdom modifier.

CIRCLE OF STONE

Druids of this circle are said to be responsible for the construction of many of the standing stone circles present upon most worlds. Those that choose this circle have a deep connection to the power of the earth, often dwarves, earth genasi, gnomes, and goliaths.

EARTH MAGIC

2nd-level Circle of Stone feature

You learn one of the following cantrips as an additional druid cantrip known: *crushing blow*, *druidcraft*, *magic stone*, *mold earth*, *stonebreaker*, *rock hand*, or *stone fist*. You learn an additional cantrip from this list at 6th level and 14th level.

In addition, you know the Terran dialect of the Primordial language and you can use it to speak with earth elementals and burrowing creatures, such as badgers and moles.

ASPECT OF STONE

2nd-level Circle of Stone feature

As a bonus action on your turn you can expend a use of your Wild Shape to gain Aspect of Stone. While active your skin acquires a rough stony texture and you gain the following benefits:

- While in contact with earth or stone you have advantage on ability checks and saving throws using Strength and Constitution and are immune to exhaustion.
- Your hit point maximum and current hit points increase by an amount equal to three times your druid level and you gain a +1 bonus to your AC.
- You ignore difficult terrain composed of earth or stone and climbing such surfaces does not cost you extra movement.
- You have tremorsense with a range of 30 feet, or increase the range of your tremorsense by 30 feet if you already possess that sense. The sense only works while you are in contact with earth or stone and is not blocked by total cover composed of earth or stone.

Aspect of Stone lasts for a number of hours equal to half your druid level (rounded down). It ends early if you fall unconscious, drop to 0 hit points, or die.

IRON DRUID

2nd-level Circle of Stone feature

You gain proficiency with simple and martial weapons and you have no prohibition against wearing armor or using shields made of metal, though such items fall to the ground and cannot merge with your form if you use Wild Shape to change into a beast form.

ENDURANCE OF STONE

6th-level Circle of Stone feature

You become proficient in Constitution saving throws, and when you make a Constitution check, your proficiency bonus applies to the check.

In addition, you are immune to disease, suffer none of the drawbacks of old age, and you can't be aged magically. You age naturally at the rate of 1 year for every 10 years that pass. When you gain Timeless Body, you age only 1 year for every 100 years that pass.

EARTH SHAPE

10th-level Circle of Stone feature

You can expend two uses of Wild Shape at the same time to transform into an Earth Elemental. You gain the benefits of your Aspect of Stone plus the following benefits when you take this form:

- You gain proficiency with Strength and Constitution saving throws and you use your proficiency bonus in place of the creature's on attack rolls, saving throws, and checks if it is higher.
- For each Ability Score Improvement Druid class feature you possess, your Earth Elemental form's abilities also improve. You can increase one ability score of your choice by 2 or increase two ability scores of your choice by 1.

ELEMENTAL EARTH MAGIC

14th-level Circle of Stone feature

When you cast a druid spell involving earth, stone, or metal, it does not require components to cast and if 1st level or higher, you can treat the spell as having been cast using a spell slot one level higher than you expended. Additionally, you can cast the *stone shape* spell as a ritual.



CIRCLE OF THE LEAF

Druids of this circle regard plants, and especially trees, with great reverence, believing that plants are alive in the same manner as beasts and humanoids, complete with spirits or souls. They still believe in the natural order, and have no compunction against consuming plants for sustenance, but would view the clear cutting of a forest, for example, with the same abhorrence as the mass slaughter of sentient creatures.

These druids serve as guardians of great forests or jungles (including the fungal forests of the underdark) and seek to teach sentient creatures the ways of living in harmony with the natural world. Warforged druids of the Landforged Walkers druidic sect of Eberron often follow this circle.

VERDANT MAGIC

2nd-level Circle of the Leaf feature

You learn one of the following cantrips as an additional druid cantrip known: *druidcraft*, *greenspikes*, *oaken fist*, *shillelagh*, *splinterthorn cudgel*, *sprout weapon*, *thorn disk*, *thornskin*, or *thorn whip*. You learn an additional cantrip from this list at 6th level and 14th level.

Your druid spells related to plants and plant creatures do not require components and may be cast while in plant form.

In addition, you can pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

PLANT FORMS

2nd-level Circle of the Leaf feature

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

Starting at 6th level, you can transform into a plant creature with a challenge rating as high as your druid level divided by 3, rounded down.

In addition, if you assume the form of a plant creature with the False Appearance trait, time spent motionless in such a form is ignored for the purposes of determining how long you may remain in the form and you may complete short or long rests while maintaining such a state.

OAKEN ENDURANCE

6th-level Circle of the Leaf feature

You become proficient in Constitution saving throws, and when you make a Constitution check, your proficiency bonus applies to the check.

When you finish a short rest, if you spent the rest in contact with the earth, you reduce your exhaustion level by 1 and regain one hit die. When you finish a long rest spent in contact with the earth, you reduce your exhaustion level by 2, and regain all your hit dice. If you spend a short or long rest in sunlight, you are considered to have consumed food and water necessary to sustain you for a day.

IMPROVED PLANT FORMS

10th-level Circle of the Leaf feature

You can expend two uses of Wild Shape at the same time to transform into a plant creature with a maximum challenge rating of double the normal challenge rating allowed by your plant forms feature.

In addition, when you transform in to a Plant Form you gain temporary hit points equal to your druid level.

VERDANT LIFE

14th-level Circle of the Leaf feature

You embody the vibrant life of a healthy forest. You regain 1 hit point at the start of your turn if you are in contact with the earth. If you take fire damage, this feature doesn't function at the start of your next turn.

In addition, you suffer none of the drawbacks of old age, and you can't be aged magically. You age naturally at the rate of 1 year for every 10 years that pass. When you gain Timeless Body, you age only 1 year for every 100 years that pass.



CIRCLE OF THE SOOTHSAYER

Soothsayers are druidic seers that learn to interpret the future by reading natural signs and portents. They use their divinations to guide their peoples, often acting as advisors to chiefs and warleaders. Most are completely honest regarding what is revealed, or not revealed, by their portents. Others use their powers to shape events to their own purposes.

SOOTHSAYER SPELLS

2nd-level Circle of the Soothsayer feature

You learn the *critical insight* and *guidance* cantrips as additional druid cantrips known. In addition, when you choose this circle and when you reach certain levels in this class, as shown on the Soothsayer Spells table, you gain additional spells. These spells are always prepared and do not count against the number of spells you can prepare each day.

SOOTHSAYER SPELLS

Druid Level	Spell
2nd	<i>detect magic, intuition</i>
3rd	<i>augury, mind spike</i>
5th	<i>clairvoyance, deductive insight</i>
7th	<i>arcane eye, divination</i>
9th	<i>legend lore, scrying</i>

SIGNS AND PORTENTS

2nd-level Circle of the Soothsayer feature

You interpret the future by reading natural signs and portents in the world around you. You do not require material components to cast a druid spell of the divination school.

When you expend a spell slot to cast a druid divination spell, you gain one Soothsayer die per level of the spell. Additionally, if you cast a druid divination spell as a ritual, if you do not have a Soothsayer die, you gain 1 Soothsayer die.

Whenever you or a creature you can see within 60 feet of you makes an attack roll, a saving throw, or an ability check, you can use your reaction to spend and roll a Soothsayer die, a d4, and add or subtract the number rolled to or from the total. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage.

Your Soothsayer die increases as you gain levels in this class. The die becomes a d6 at 6th level, a d8 at 10th level, and a d10 at 14th level.

The maximum number of Soothsayer dice you may have at once is equal to your druid level. You may only spend one Soothsayer die on a roll or check. You lose any unspent Soothsayer dice when you finish a long rest.

PRIMAL AWARENESS

2nd-level Circle of the Soothsayer feature

You can use a bonus action to expend a use of your Wild Shape to gain Primal Awareness. For one hour per druid level, you gain the following benefits:

- You can add your proficiency bonus to your initiative rolls.
- You can take the Search action as a Bonus Action on your turn.

- Moving at a fast pace causes no penalty to your Perception checks.
- You cannot be surprised by an aberration, celestial, dragon, elemental, fey, fiend, or undead if you are conscious.
- When an aberration, celestial, dragon, elemental, fey, fiend, or undead creature approaches within 60 feet you automatically sense the presence if you are conscious. This also reveals the creatures' location, number, and type within that range.
- If the area of a Regional Effect caused by an aberration, celestial, dragon, elemental, fey, fiend, or undead creature of sufficient power is within 1 mile, you sense the presence of the creature and learn what type of creature is causing the effect and the approximate location of the source of the effect.

INDIVIDUAL INSIGHT

6th-level Circle of the Soothsayer feature

When you use a Soothsayer die on one of your own rolls or checks, it does not require your reaction. Alternatively, you can expend a Soothsayer die before you make an attack roll, ability check, or saving throw to gain advantage on the roll instead of rolling the Soothsayer die.

Your Soothsayer die increases to a d6.

DEPENDABLE DIVINATION

6th-level Circle of the Soothsayer feature

When you cast a divination spell that has a chance of failure or of offering a random result when cast two or more times within a time frame, you can cast it up to two times in that time frame without such a result. This increases to three times at 10th level and to five times at 14th level.

DRUIDIC SEER

10th-level Circle of the Soothsayer feature

You become an expert at interpreting and casting druidic divination magic, you gain the following benefits:

- When you cast a druid spell of the divination school with an instantaneous duration that provides information, the spell provides an additional piece of information or an answer to an additional question.
- When you cast a druid spell of the divination school with a duration of longer than instantaneous, it lasts for double the normal duration.

Your Soothsayer die increases to a d8.

FOREKNOWLEDGE

14th-level Circle of the Soothsayer feature

You can use your knowledge of possible futures to act in the exact right way at the exact right time. Once, when you would make an attack roll, saving throw, or ability check, you can treat the d20 roll as a 20 instead of rolling. You can't use this feature again until you finish a long rest.

Your Soothsayer die increases to a d10.



CIRCLE OF THE SWARM

Druids of this circle have an unusual affinity with insects. Such druids are constantly surrounded by primal spirits manifested as a magical swarm of insects. These insects can take any form the druid chooses from bumblebees to spiders. Many of their spells take also the form of insects of some sort, for example a *faerie fire* spell cast by such a druid might take the form of clinging luminescent mites.

SWARMBOUND

2nd-level Circle of the Swarm feature

You are surrounded by a swarm of biting, stinging insects that are a manifestation of your magic in physical form. This swarm causes no harm to you and grants you the following benefits:

- You learn the *infestation* and *mage hand* cantrips as additional druid cantrips known. You can cast these spells without requiring components.
- An *infestation* spell cast by you inflicts an additional 1d4 points of piercing damage. The spell's piercing damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4). In addition, a creature failing its save versus this spell cannot take reactions until the start of its next turn, and the movement caused by the spell can provoke an opportunity attack.
- You can cast and control your *mage hand* as a bonus action. The summoned hand takes the form of a tiny swarm of flying insects.
- When you cast *infestation* at a target within 5 feet of you, your swarm, or your *mage hand* swarm, you can use a bonus action to cause a second target within that range to also be affected by the spell.

MASTER OF THE SWARM

2nd-level Circle of the Swarm feature

You gain several abilities related to insects and insect swarms.

- When you use your Wild Shape, you may assume the form of a swarm of insects (including swarms of beetles, centipedes, spiders, or wasps). When you assume the form of a swarm of insects you use your spell attack bonus in place of the swarm's attack bonus, you may add your Wisdom modifier to the damage rolls of the swarm form, and the swarm has additional hit points equal to your druid level.
- When you summon a beast with a Druid spell you may choose to summon a swarm of insects of the appropriate CR. Swarms summoned by you inflict additional damage equal to your half your proficiency bonus and their hit point maximum is increased by an amount equal to half your druid level.
- You can charm insects normally immune to the charmed condition, including insect swarms.
- Normal insects will not attack or bother you unless magically controlled or you attack them first.

SYMBIOTIC SWARM

6th-level Circle of the Swarm feature

You gain blindsight with a range of 10 feet and when you start casting a druid spell of 1st level or higher, you can focus your swarm to gain one of the following effects for 1 minute per spell level, or until you choose a different effect using this feature:

- Your walking speed increases by 10 feet, and you can take the Disengage action as a bonus action.
- You gain a climb speed equal to your walking speed. You can climb difficult surfaces, including upside down on ceilings, without making an ability check.
- You gain a flying speed of 10 feet and can hover.

If the druid spell you cast to start this feature requires concentration, you can instead cause the chosen effect to continue for as long as you maintain concentration on the spell. Either way, the effect ends early if you become unconscious.

PLAGUE OF INSECTS

10th-level Circle of the Swarm feature

You always have the *insect plague* spell prepared and it does not count against the number of druid spells you may prepare. You can cast this spell once using this feature without expending a spell slot or requiring components. You regain the ability to do so when you finish a short or long rest.

When you cast *insect plague*, the spell inflicts an additional 4d6 poison damage, plus an additional 1d6 poison damage per slot level above 5th. In addition, creatures failing their Constitution saving throw versus the spell are poisoned until the end of your next turn.

As an Action during the duration you can cause the swarm to disperse and reappear at a different point you choose within range. You are immune to the effects of your own *insect plague*.

SWARMLORD

14th-level Circle of the Swarm feature

When you focus your swarm using your Symbiotic Swarm feature you can cause your swarm to billow forth in a thick cloud. You gain the following additional benefits for the duration of that feature:

- The range of your blindsight increases to 20 feet.
- Your movement speed, including any movement granted by your Symbiotic Swarm effect, increases by an additional 10 feet.
- Creatures other than you treat the area within 5 feet of you as heavily obscured, and the area within 10 feet of you as lightly obscured.
- When a hostile creature enters this area for the first time on a turn or starts its turn there, you can use your reaction to cast *infestation* targeting that creature.
- Creatures within the area of your swarm still suffer half damage on a successful save versus your *infestation* cantrip.

CIRCLE OF THE WARDEN

The warrior druids of this circle are members of a militant druidic sect dedicated to protecting the world from the ravages of extra-planar threats.

Wardens can often be identified by the distinctive woad paint adorning themselves and their allies. The Gatekeeper sect of the world of Eberron might include druids of this circle among its members. These druids train and often partner with the rangers of the Primordial Guardian archetype.

WARDEN COMBAT TRAINING

2nd-level Circle of the Warden feature

You have learned a style of druidic combat that combines primal magic and skill with weapons.

- You gain proficiency with simple and martial weapons.
- If you're proficient with a weapon or a shield, you can use it as a spellcasting focus for your druid spells. You may treat any spell you cast as requiring a focus as a component.
- When you take the Attack action on your turn wielding a weapon you can use as a focus, you can cast or attack with a spell in place of the attacks you could make as part of that action and are considered to have attacked using the weapon. The spell must have a casting time of 1 Action or 1 Bonus Action.
- When you activate a class feature or cast or use a spell that requires a bonus action and does not include an attack, you may engage in two-weapon fighting or use a feat or class feature that grants an additional weapon attack as a bonus action (such as polearm master) once that turn without using a bonus action, so long as you can use that weapon as a focus.
- You learn one of the following cantrips: *agile blade*, *booming blade*, *burning blade*, *critical insight*, *crushing blow*, *harvest sickle*, *impel weapon*, *magic stone*, *moon strike*, *mordant blade*, *primal weapon*, *rime blade*, *serpent strike*, *shillelagh*, *splinterthorn cudgel*, *smelting smite*, *springing spear*, *sprout weapon*, *stonebreaker*, *storm hammer*, *thorndisk*, or *watery weapon*; this cantrip does not count against your number of cantrips known.

You may choose an additional cantrip known from this list at 6th level and 14th level.

WOAD PAINT

2nd-level Circle of the Warden feature

During a short or long rest, you can paint yourself plus a number willing creatures equal to equal to the proficiency bonus shown for your druid level on The Druid Table with intricate and stylized magical designs of protection and warding using woad or a similar natural pigment. A creature bearing the woad gains Unarmored Defense:

While not wearing any armor, their Armor Class equals 10 + their Dexterity modifier + your Wisdom modifier. They can use a shield and still gain this benefit.

The magical designs created by this feature last for 24 hours, or until you use this feature again, at which point the designs crack and flake away. The designs cannot otherwise be washed or rubbed away.

PRIMORDIAL WARD

2nd-level Circle of the Warden feature

As a bonus action on your turn you can expend a use of your Wild Shape to create a Primordial Ward rather than transforming into a beast form. A Primordial Ward lasts for 10 minutes, or until you fall unconscious, drop to 0 hit points, or die.

For the duration of the ward, you and friendly creatures within 10 feet of you gain the effects of a *protection from evil and good* spell and gain a bonus to all saving throws equal to your Wisdom modifier.

Creatures bearing your Woad Paint gain these benefits while within 30 feet of you.



EXTRA ATTACK

6th-level Circle of the Warden feature

You can attack twice, instead of once, whenever you take the Attack action on your turn. Moreover, you can cast one of your cantrips in place of one of those attacks.

ADVANCED WARDEN COMBAT TRAINING

6th-level Circle of the Warden feature (replaces Extra Attack)

You can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Alternatively, you can forgo taking the ability score increase to take a feat of your choice instead.

NATURE'S GUARDIAN

10th-level Circle of the Warden feature

You learn the *guardian of nature* spell, this spell is always prepared and does not count against the number of druid spells you may prepare each day. When you cast this spell, you can apply one of its effects to each creature of your choice within 30 feet that bears your Woad Paint.

You can cast *guardian of nature* once using this feature, without expending a spell slot. You regain the ability to cast a spell using this feature when you finish a short or long rest.

MASTER WARDEN

14th-level Circle of the Warden feature

The duration of your Primordial Ward feature increases to 1 hour and the range to 20 feet, or 60 feet for a creature bearing your Woad Paint.

The range at which you can affect a creature bearing your Woad Paint with your Nature's Guardian feature also increases to 60 feet and the duration of a *guardian of nature* spell increases to 10 minutes when cast by you.

CIRCLE OF THE WILDS

Druids of the circle of the wilds are commonly known as Wilders. Such druids live beyond the fringes of civilization usually occupied by druids and rangers, thriving in those places on the map that list only 'here be monsters'. A wilder will consider monstrosities such as owlbears, griffons, and even rust monsters as simply unusual beasts, protecting and befriending them if they can, and destroying them only if there is no other choice.

BEAST BOND

2nd-level Circle of the Wilder feature

You know the *animal companion* spell. This spell is always prepared and does not count against the number of spells you may prepare each day. While bonded to your *animal companion* it gains a number of additional benefits:

- Your companion adds your proficiency bonus to its AC and attack rolls, as well as to any saving throws and skills it is proficient in.
- The save DC of any special attacks your companion possesses equals your spell save DC, unless they would otherwise be higher.
- Your companion gains proficiency in two skills and two saving throws of your choice. (Skills should normally be chosen from: Athletics, Acrobatics, Stealth, Insight, Perception, Survival, and Intimidation. If you summon your companion in a new form you may choose new skills and saving throws.)
- Your companion gains additional hit points equal to three times your druid level.
- Whenever you gain the druid Ability Score Improvement class feature, your companion's abilities also improve. Your companion can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1. (If you summon your companion in a new form you may choose new abilities to increase.)
- The range of your telepathy with your animal companion increases to 1 mile.

- You can make any spell you cast that targets only you also target your animal companion if it is within 5 feet.
- Each time you use your Wild Shape feature to change form, you can change the form of your *animal companion*, if it is within 30 feet, as if you had cast that spell again using the same level spell slot as was used to summon it originally.

NATURAL WANDERER

2nd-level Circle of the Wilder feature

You are adept at surviving in the wild places of the world. You gain proficiency with short bows and long bows and gain the following benefits while traveling for an hour or more in any terrain:

- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, or with only your animal companion, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

WILDER

2nd-level Circle of the Wilder feature

You have an unparalleled talent when dealing with creatures that others consider monsters. You gain the following benefits:

- You gain proficiency in the Animal Handling and Survival skills. If you already have proficiency in a skill, you add double your proficiency bonus to checks you make using it.
- You can cast *speak with animals* at will, without expending a spell slot or requiring components. Your *animal companion* can speak with any creature of a type similar to its current form.
- When you cast a druid spell or use a druid class feature that normally affects or conjures only beasts or fey, or transforms a creature into a beast, the spell or class feature can instead affect or conjure a monstrosity or a swarm of beasts with an Intelligence score of 3 or lower, or transform the target into such a creature, but must otherwise abide by the requirements of the spell or feature.

At the DM's option this feature might also apply to monstrosities of a higher intelligence, but still possessing a bestial nature such as a worg or winter wolf.

BOON OF THE WILD

6th-level Circle of the Wilder feature

As a bonus action you can expend a use of your Wild Shape or expend a spell slot to infuse yourself and your allies with primal energy. You and your *animal companion* plus a number of friendly creatures of your choice within 30 feet equal to your Wisdom modifier (if you expend a Wild Shape) or equal to the slot level (if you expend a spell slot) are affected by Boon of the Wild for 10 minutes, gaining the following benefits for the duration:

- Affected creatures' hit point maximum and current hit points increase by an amount equal to your druid level plus your Wisdom modifier.
- Whenever an affected creature makes an ability check, attack roll, or saving throw, it can roll a d4 and add the number rolled to the check, roll, or saving throw.
- The damage from an affected creature's attacks is considered magical for the purpose of overcoming immunity and resistance to nonmagical attacks and damage.

Boon of the Wild immediately ends if you use this feature again, fall unconscious, drop to 0 hit points, or die.

WILDER EXPERTISE

10th-level Circle of the Wilder feature

As a bonus action on your turn you can expend a spell slot to cause yourself and your animal companion to regain 1d8 hit points per level of the spell slot expended. If your Boon of the Wild feature is active, any additional creatures affected by the boon regain the same number of hit points. If this causes a creature to regain hit points in excess of their hit point maximum, any excess healing becomes temporary hit points.

In addition, the maximum challenge rating of the form you can assume using your Wild Shape increases to 2. This increases to CR 3 at 14th level, and to CR 4 at 18th level.

GREATER BOON OF THE WILD

14th-level Circle of the Wilder feature

The duration of your Boon of the Wild increases to 1 hour and the bonus die granted by that feature increases to a d6.



CIRCLE OF WATER

Druids of the Circle of Water are guardians of ocean, river, and loch. Sea Elves, Tritons, and Water Genasi are the most common members of this circle, but any race that lives in or on the water may feel the call. The circle of water is often known as the circle of the fin, for their focus on the beasts of the waters.

FIN AND FLIPPER

2nd-level Circle of Water feature

When you use your Wild Shape to assume a beast shape, you count as a druid of two levels higher for the purposes of the Beast Shapes table if you assume a form of an aquatic beast. In addition, the maximum of Challenge Rating of an aquatic form you can assume using your Wild Shape increases to 2 when you reach 10th level and to 3 at 14th level.

When you gain this feature you may choose a single form that you can assume using your Wild Shape that has a natural swim speed, that form becomes a Favored Aquatic Form. You may choose an additional favored aquatic form at 6th, 10th, 14th, and 18th level. You may exchange a favored aquatic form for a new one when you gain a druid level. You gain the following benefits while in a favored aquatic form:

- You add your proficiency bonus to the AC and you use your proficiency bonus in place of the creature's on attack rolls, saving throws, and checks if it is higher.
- Your form gains an additional hit points equal to three times your druid level.
- Whenever you gain the Ability Score Improvement Druid class feature, your favored aquatic forms' abilities also improve. For each of your favored forms you can increase one ability score of your choice by 2 or increase two ability scores of your choice by 1.
- If you assume a favored aquatic form using Wild Shape, you may retain the shape until you drop to 0 hit points or die.
- If you have no uses of wild shape remaining, you may expend a spell slot to assume one of your favored aquatic forms. If you do so, you may only maintain the form for 10 minutes per level of the spell slot expended.

WATER AFFINITY

2nd-level Circle of Water feature

You gain proficiency with tridents, spears, and nets and learn the *shape water* cantrip as an additional druid cantrip known. You know the Aquan dialect of the Primordial language and you can use it to speak with water elementals and aquatic creatures, such as fish, aquatic mammals, and amphibians.

AQUATIC COMPANION

2nd-level Circle of Water feature

You know the *animal companion* spell. This spell is always prepared and does not count against the number of spells you may prepare each day. If you summon an aquatic beast using this spell, it is an elemental spirit of water in beast form instead of a fey and gains additional benefits:

- Your companion adds your proficiency bonus to its AC and attack rolls, as well as to any saving throws and skills it is proficient in.

- The save DC of any special attacks your companion possesses equals your spell save DC, unless they would otherwise be higher.
- Your companion gains proficiency in two skills and two saving throws of your choice. (Skills should normally be chosen from: Athletics, Acrobatics, Stealth, Insight, Perception, Survival, and Intimidation. If you summon your companion in a new form you may choose new skills and saving throws.)
- Your companion gains additional hit points equal to three times your druid level.
- Whenever you gain the Ability Score Improvement druid class feature, your companion's abilities also improve. Your companion can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1. (If you summon your companion in a new form you may choose new abilities to increase.)
- The creature gains the ability to breath both air and water.
- The range of your telepathy with your animal companion increases to 1 mile.
- You can make any spell you cast that targets only you also target your animal companion if it is within 5 feet.

Aquatic Beasts. For the purposes of these features, an aquatic beast is a beast that possesses a natural swim speed and possess no, or only a limited walking speed (such as an octopus). Some additional creatures that have greater walking speeds but that can either breathe both air and water or can hold their breath for significant periods (such as frogs or crocodiles) also qualify.

OCEAN'S FRIEND

6th-level Circle of Water feature

Currents, tides, and water do not impede the movement or attacks of you or your *animal companion*. Any swim speed you gain or grant using a druid spell or class feature is increased by 10 feet. If you have a natural swim speed, it is increased by 10 feet, as is the swim speed of your *animal companion*. You also gain the ability to breathe both air and water in any form you take.

In addition, a beast with a natural swim speed starts out with a friendly attitude towards you and you have advantage on ability checks when dealing them. Such beasts will not willingly attack you unless controlled by magic or you attack them first.

WATER ELEMENTAL FORM

10th-level Circle of Water feature

You can expend two uses of Wild Shape at the same time to transform into a water elemental. Your water elemental form is considered a favored aquatic form for your Fin and Flipper feature, except that you cannot assume the form using spell slots and can retain the form for only the normal duration.

ELEMENTAL WATER MAGIC

14th-level Circle of Water feature

When you cast a druid spell involving water (including ice) or water creatures, or that inflicts cold or acid damage, it does not require components to cast and if 1st level or higher, you can treat the spell as having been cast using a spell slot one level higher than you expended.



CIRCLE OF WIND

Druids of the Circle of Wind are guardians of the beasts of air. Aarakocra and Air Genasi are the most common members of this circle, but any race that feels the touch of the wind and the call of the open sky may choose this circle. Druids of this circle are also known as the circle of the wing for their focus on the beasts of the air.

WING AND FEATHER

2nd-level Circle of Wind feature

When you use your Wild Shape to assume a beast shape, you ignore the no flying speed limitation of the Beast Shapes table, but must abide by the other limitations there. However if you take the form of a beast with a flying speed, you are limited to Small sized or smaller forms until you reach 4th level, and to Medium sized or smaller forms until you reach 8th level. When you reach 4th level you may use your wild shape to assume the form a swarm of bats or ravens.

When you gain this feature you may choose a single form that you can assume using your Wild Shape that has a natural flying speed, that form becomes a Favored Avian Form. You may choose an additional favored avian form at 6th, 10th, 14th, and 18th level. You may exchange a favored avian form for a new one when you gain a druid level. You gain the following benefits while in a favored avian form:

- You add your proficiency bonus to the AC and you use your proficiency bonus in place of the creature's on attack rolls, saving throws, and checks if it is higher.
- Your form gains an additional hit points equal to three times your druid level.
- Whenever you gain the Ability Score Improvement Druid class feature, your favored avian forms' abilities also improve. For each of your favored forms you can increase one ability score of your choice by 2 or increase two ability scores of your choice by 1.
- If you assume a favored avian form using Wild Shape, you may retain the shape until you drop to 0 hit points or die.
- If you have no uses of wild shape remaining, you may expend a spell slot to assume one of your favored avian forms. If you do so, you may only maintain the form for 10 minutes per level of the spell slot expended.

WIND AFFINITY

2nd-level Circle of Wind feature

You gain proficiency with longbows and short bows and learn the *gust* cantrip as an additional druid cantrip known. You know the Auran dialect of the Primordial language and you can use it to speak with air elementals and creatures of the air, such as birds, bats, and other flying beasts.

AVIAN COMPANION

2nd-level Circle of Wind feature

You know the *animal companion* spell. This spell is always prepared and does not count against the number of spells you may prepare each day. If you summon an avian beast using this spell, it is an elemental spirit of air in beast form instead of a fey and gains additional benefits:

- Your companion adds your proficiency bonus to its AC and attack rolls, as well as to any saving throws and skills it is proficient in.
- The save DC of any special attacks your companion possesses equals your spell save DC, unless they would otherwise be higher.
- Your companion gains proficiency in two skills and two saving throws of your choice. (Skills should normally be chosen from: Athletics, Acrobatics, Stealth, Insight, Perception, Survival, and Intimidation. If you summon your companion in a new form you may choose new skills and saving throws.)
- Your companion gains additional hit points equal to three times your druid level.
- Whenever you gain the Ability Score Improvement druid class feature, your companion's abilities also improve. Your companion can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1. (If you summon your companion in a new form you may choose new abilities to increase.)
- The range of your telepathy with your animal companion increases to 1 mile.
- You can make any spell you cast that targets only you also target your animal companion if it is within 5 feet.

FRIEND OF THE WIND

6th-level Circle of Wind feature

Extreme wind and weather does not impede the movement or attacks of you or your *animal companion*. Any flying speed you gain or grant using a druid spell or class feature is increased by 10 feet. If you have a natural flying speed, it is increased by 10 feet, as is the fly speed of your *animal companion*.

In addition, a beast with a natural flying speed starts out with a friendly attitude towards you and you have advantage on ability checks when dealing them. Such beasts will not willingly attack you unless controlled by magic or you attack them first.

AIR ELEMENTAL FORM

10th-level Circle of Wind feature

You can expend two uses of Wild Shape at the same time to transform into an air elemental. Your air elemental form is considered a favored avian form for your Wing and Feather feature, except that you cannot assume the form using spell slots and can retain the form for only the normal duration.

ELEMENTAL AIR MAGIC

14th-level Circle of Wind feature

When you cast a druid spell involving air, weather, or creatures of the air, or that inflicts thunder or lightning damage, it does not require components to cast and if 1st level or higher, you can treat the spell as having been cast using a spell slot one level higher than you expended.

Avian Beasts. For the purposes of these features, an Avian Beast is a beast that possesses a natural flying speed. Even though not truly an avian, a beast such as a bat, a flying snake, or a flying monkey also qualifies. Insects, even ones when a flying speed, are specifically excluded.



MONK

The chaotic nature of primordial magic is not often compatible with the disciplined techniques of the monk, but one tradition, the Way of the Wild Fist, manages to meld the two practices.

MONASTIC TRADITIONS

The Way of the Wild Fist monastic tradition may be chosen by a monk character at 3rd level and is described below:

WAY OF THE WILD FIST

You must have proficiency with either Nature or Survival to choose this tradition.

A monk of the Way of the Wild Fist blends the primal shape-shifting magic of the druids with unarmed combat techniques learned from observing the creatures of the wild. There are no monasteries of this tradition, the style is usually taught by solitary masters living in the forbidding wild places of the world.

A common teaching of the tradition is a respect for the places and creatures of the wilds which often closely allies them with the local druidic circles.

SPELLCASTING

3rd-level Way of the Wild Fist feature

Your meditations on nature and the creatures of the natural world has granted you the ability to cast the primordial magic more common in druidic traditions. See Spells Rules for the general rules of spellcasting and the Spells Listing for the druid spell list.

CANTRIPS

You learn the *shifting strike* cantrip plus two cantrips of your choice from the druid spell list. You learn an additional druid cantrip of your choice at 10th level.

SPELL SLOTS

The Way of the Wild Fist Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

SPELLS KNOWN OF 1ST-LEVEL AND HIGHER

You know three 1st-level spells of your choice, which you must choose from the druid spell list.

The Spells Known column of the Way of the Wild Fist Spellcasting table shows when you learn more spells of 1st level or higher. Each of these spells must be a druid spell of your choice and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

Whenever you gain a level in this class, you can replace one of the spells you know with another spell of your choice from the druid spell list. The new spell must be of a level for which you have spell slots, and it must be a druid spell.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your druid spells. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a spell you cast from the druid spell list and when making an attack roll with one. Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

SPELLCASTING FOCUS

You can use a druidic focus as a spellcasting focus for your druid spells, most commonly Totem foci.

WAY OF THE WILD FIST SPELLCASTING

Class Level	Cantrips Known	Spells Known	—Spell Slots per Spell Level—			
			1st	2nd	3rd	4th
3rd	3	3	2	—	—	—
4th	3	4	3	—	—	—
5th	3	4	3	—	—	—
6th	3	4	3	—	—	—
7th	3	5	4	2	—	—
8th	3	6	4	2	—	—
9th	3	6	4	2	—	—
10th	4	7	4	3	—	—
11th	4	8	4	3	—	—
12th	4	8	4	3	—	—
13th	4	9	4	3	2	—
14th	4	10	4	3	2	—
15th	4	10	4	3	2	—
16th	4	11	4	3	3	—
17th	4	11	4	3	3	—
18th	4	11	4	3	3	—
19th	4	12	4	3	3	1
20th	4	13	4	3	3	1

PRIMORDIAL KI

3rd-level Way of the Wild Fist feature

You have learned to combine your internal ki with the wild magic of the natural world, gaining the following abilities:

- When you use your Action to cast or attack with a spell on your turn you may use a bonus action to make one unarmed strike or you may spend 1 ki point to use your Flurry of Blows.
- You may use an unarmed strike in place of a weapon attack required by a spell and when you make an unarmed strike you may use a minor shape-shifting magic to form a natural weapon, inflicting bludgeoning, piercing, or slashing damage (your choice).
- As a bonus action on your turn, you can expend one spell slot and regain a number of ki points equal to the slot's level.
- As a bonus action on your turn, you can expend 2 or more ki points and create a spell slot of a level equal to half the number of ki points spent, to a maximum level equal to the highest level spell you can cast, as shown on the Way of the Wild Fist Spellcasting table. Any spell slot you create with this feature vanishes when you regain ki points.

TOOTH AND CLAW

6th-level Way of the Wild Fist feature

When you take the Attack action you may cast *shifting strike* in place of one of the attacks. When you cast *shifting strike*, you may spend 1 ki point to use one of the following attacks as part of that spell:

Bear Claw Grasp. If you hit with a *shifting strike* attack you may make an immediate attempt to grapple the target. You may use the same ability modifier that you used for the *shifting strike* attack for Athletics checks made as part of this grapple. Until this grapple ends, the creature is restrained, and you cannot grapple another target.

Charging Ram. You also take the Dash action as part of casting the spell. If you move at least 15 feet straight towards a target and then hit it with an attack using *shifting strike*, you may roll the attack's damage dice an additional time and add it to the damage inflicted. If the target is a creature, it must succeed on a Strength saving throw or be knocked prone.

Pouncing Tiger. You also take the Dash action as part of casting the spell. If you move at least 20 feet straight towards a creature and then hit it with an attack using *shifting strike*, that target must succeed on a Strength saving throw or be knocked prone. If the target is prone, you may cast *shifting strike* again to attack it as a bonus action.

Silent Owl Talon. You also take the Disengage action as part of casting the spell and you gain a flying speed equal to your current walking speed until the end of your turn.

Serpent's Fang. If you hit with a *shifting strike* attack that inflicts piercing damage, the target must make a Constitution saving throw, taking 3d6 poison damage and becoming poisoned until the end of your next turn on a failed save, or half as much damage on a successful one.

Wolf Pack Strike. You have advantage on the attack roll made as part of the *shifting strike* spell against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated. If you hit with the attack, the target must make a Strength saving throw or be knocked prone.

SHIFTING FORM

11th-level Way of the Wild Fist feature

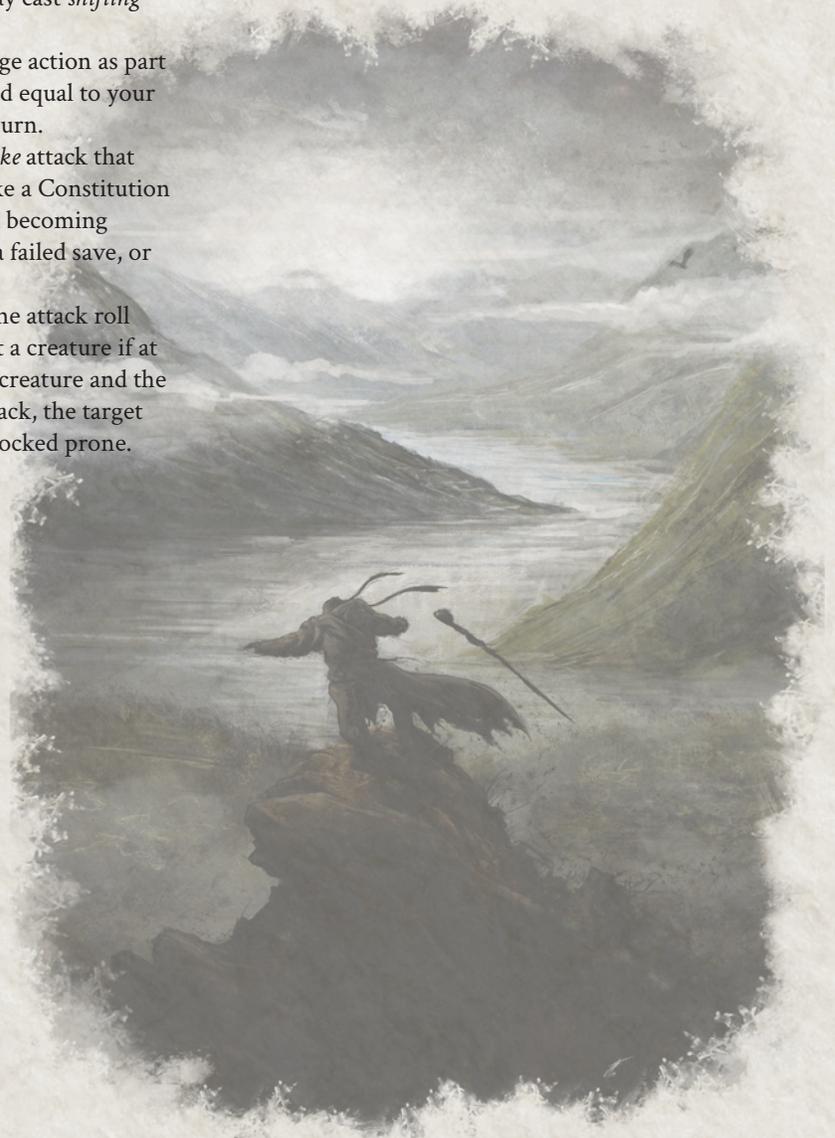
As an action, bonus action, or as part of an action used to cast *shifting strike*, you can spend 2 or more ki points to cast *alter form*, without expending a spell slot or requiring components. The level at which the spell is cast equals the number of ki points spent and the spell does not require concentration, but ends if you fall unconscious, drop to 0 hit points, or die.

Each time you cast *shifting strike* during the duration of this spell, you can end one option of the spell to gain the benefits of a different one and you can use your Tooth and Claw feature without spending a ki point.

WILD PROWESS

17th-level Way of the Wild Fist feature

You attack with all the savage prowess of a wild beast. If you miss with an attack roll using an unarmed strike or natural weapon, you can reroll it. You can use this feature once, you can't do so again until the start of your next turn unless you spend 1 ki point to use it again.





RANGER

I want to be a halfling ranger, live a life of blood and danger.
- Refrain from the trail song of the free riders of The People.

THE BUGBEAR KNELT OVER HER QUARRY'S SPOOR AND FELT THE MYSTICAL CONNECTION BETWEEN HUNTER AND PREY THRU. SIGNALING TO THE REST OF HER HUNTING PARTY, THE MASTER OF THE HUNT LOPED OFF IN PURSUIT.

THE GOBLIN ARCHER DREW AND LOOSED, KNOCKING HIS ENEMY'S ARROW FROM THE AIR INCHES FROM HIS CHIEFTAIN'S EYE. WITH A RUDE GESTURE AT HIS ASTONISHED ELF ENEMY, HE FADES BACK INTO HIDING.

THE DARK ELF DANCES UNDER THE LIGHT OF THE FULL MOON. A FEW YARDS AWAY AN IMAGE OF MOONLIGHT AND SHADOW MIRRORS HER EVERY STEP.

Rangers are the quintessential hunters. Many draw upon primordial links to natural forces, the feywild, and the Wild Hunt to enhance their prowess; while others are simply superbly skilled wilderness warriors. This section offers a myriad of new options for Rangers of every variety.

VARIANT RANGER CLASS FEATURES

This section contains optional variants for several of the core Ranger class features. In the case of the Favored Enemy feature, it adds a slight enhancement to combat abilities against your favored enemies by way of allowing you to automatically affect such foes with your *hunter's mark* and enhances skill contests when opposed by a favored enemy.

Natural Explorer, Land's Stride, Hide in Plain Sight, and Foe Slayer are enhanced to make those features more generally applicable to a variety of situations. Primeval Awareness was also changed to make it more generally useful in hunting down unnatural foes.

The core abilities of each feature are kept intact to maintain the feel of the class with enhancements added to expand the scope of each feature or allow the feature to fulfill its primary function.

Also included are optional features from *Tasha's Cauldron of Everything* which are reprinted here as a resource and marked with an *. Some of the new archetypes in this book base some of their features on existing Ranger features, therefore you should replace those features if you plan on choosing that archetype.

FAVORED ENEMY

1st-level Ranger feature (enhancement)

You have significant experience studying, tracking, hunting, and even talking to a certain type of enemy.

Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies. You can also choose a related set of

humanoids (such as goblinoids, which includes goblins, bugbears, and hobgoblins) as favored enemies.

With the DM's permission, you might instead select creatures that belong to a particular Organization as your favored enemy, such as "The Dread Legion" or the "Cult of the Dragon".

You also gain the following additional benefits when dealing with a favored enemy:

- When you hit a favored enemy with a weapon attack, if you do not currently have a *hunter's mark* spell active, you can also affect the target as if you had cast *hunter's mark*, without expending a spell slot or requiring components. This special *hunter's mark* does not require concentration to maintain, but ends if you *mark* a new target or cast it again, and cannot be transferred to a different target when the original target dies.
- When you gain the Spellcasting feature at 2nd level you gain *hunter's mark* as an additional ranger spell known which doesn't count against the number of ranger spells you know.
- You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.
- When tracking a favored enemy affected by your *hunter's mark*, you may roll a d6 and add the result to the Wisdom (Survival) check.
- Whenever you make an Ability check contested by a favored enemy's Ability check or Passive Score you may roll a d6 and add the result to your check.
- You learn one language of your choice, this should be one that is spoken by your favored enemies, if they speak one at all.

You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

FAVORED FOE*

1st-level ranger feature (replaces Favored Enemy)

When you hit a creature with an attack roll, you can call on your mystical bond with nature to mark the target as your favored enemy for 1 minute or until you lose your concentration (as if you were concentrating on a spell).

The first time on each of your turns that you hit the favored enemy and deal damage to it, including when you mark it, you can increase that damage by 1d4.

You can use this feature to mark a favored enemy a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

This feature's extra damage increases when you reach certain levels in this class: to 1d6 at 6th level and to 1d8 at 14th level.

NATURAL EXPLORER

1st-level Ranger feature (enhancement)

You are adept at navigating the natural world. You gain the following benefits while traveling for an hour or more in ANY terrain:

- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

FAVORED TERRAIN.

You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. You gain the following benefits while in that terrain:

- You ignore nonmagical difficult terrain. When you gain the Land's Stride class feature you also ignore magical difficult terrain.
- When you make an Intelligence or Wisdom check related to your favored terrain, or to track or search while in your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.
- When you make a Strength or Dexterity check to move or hide while in your favored terrain, your proficiency bonus is doubled if it applies to the check.

You gain the following additional benefits while traveling for an hour or more in your Favored Terrain:

- Nonmagical difficult terrain does not slow your group's travel.
- You and your group can move stealthily at a normal pace, or if you are traveling alone you can move stealthily at a fast pace.
- When you forage, you find four times as much food as you normally would (instead of twice as much).

You choose additional favored terrain types at 6th and 10th level. When you gain a Ranger level, you may exchange one favored terrain you know for a new one. At the DM's option, you might also do so if you spend a month or more in a specific terrain.

DEFT EXPLORER*

1st-level Ranger feature (replaces the Natural Explorer)

You are an unsurpassed explorer and survivor, both in the wilderness and in dealing with others on your travels. You gain the Canny benefit below, and you gain an additional benefit below when you reach 6th level and 10th level in this class.

CANNY (1ST LEVEL)

Choose one of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses the chosen skill.

You can also speak, read, and write two additional languages of your choice.

ROVING (6TH LEVEL)

Your walking speed increases by 5, and you gain a climbing speed and a swimming speed equal to your walking speed.

TIRELESS (10TH LEVEL)

As an action, you can give yourself a number of temporary hit points equal to 1d8 + your Wisdom modifier (minimum of 1 temporary hit point). You can use this action a number of times equal to your proficiency bonus, and you regain all expended uses

NATURAL EXPLORER AND FAVORED TERRAIN, A CLOSER LOOK:.

The enhancement to this feature pulls most of the broad traveling benefits from the original feature and allows them to be applicable in any terrain. It then grants additional benefits only while in your Favored Terrain:

Favored Terrain. Favored Terrain is essentially similar to the Rogue's Expertise feature, allowing you to add double your proficiency bonus, except that it applies to a broad range of skills, but is only situationally applicable while within your Favored Terrain.

What checks benefit from this feature? In general you double your proficiency bonus for most Intelligence and Wisdom checks that add your proficiency in Investigation, Nature, Perception, and Survival checks while in your favored terrain. The Strength and Dexterity checks are more situational, a Strength check to climb a tree or cliff would benefit from this feature, but not one to escape a grapple. Most Dexterity checks that would apply your proficiency in Stealth while in your Favored Terrain gain this feature's benefits, but only Acrobatics checks related to balancing and moving through natural hazards would gain the benefits

Why make these changes? It seemed eminently suitable that a Ranger with the forest favored terrain would be more skilled at hiding among and climbing its trees, while a coastal ranger might be more adept at swimming..

when you finish a long rest.

In addition, whenever you finish a short rest, your exhaustion level, if any, is decreased by 1.

FIGHTING STYLE

2nd-level Ranger feature (enhancement)

You can choose from the following expanded list of fighting styles when you gain this feature:

ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

TWO-WEAPON FIGHTING (ENHANCEMENT)

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack. Additionally, once per turn, when you take the Attack action you can engage in two-weapon fighting as part of that action without requiring a bonus action.

AGGRESSIVE FIGHTING

When you make your first attack on your turn, you can decide to attack aggressively. Doing so gives you advantage

on melee attacks until the start of your next turn, but attack rolls against you have advantage until your next turn.

BLIND FIGHTING*

You have blindsight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see an invisible creature within that range, unless the creature successfully hides from you.

CHARGING

If you move at least 15 feet straight toward a target and hit it with your next melee weapon attack on the same turn, you can roll the weapon's damage dice an additional time (but not any additional damage dice) and add it to the total. If the attack was made while mounted, you may also add your mount's Strength modifier to the damage inflicted. You may use this style only once on each of your turns.

DRUIDIC WARRIOR*

You learn two cantrips of your choice from the druid spell list. They count as ranger spells for you, and Wisdom is your spellcasting ability for them. Whenever you gain a level in this class, you can replace one of these cantrips with another cantrip from the druid spell list.

DWARF WEAPON STYLE

You must have the *Dwarven Combat Training* racial trait to choose this style. You gain the following benefits when wielding a battleaxe, handaxe, light hammer, or warhammer:

- You can stow up to two of these weapons, then draw up to two of these weapons as a single object interaction on your turn.
- You can engage in two weapon fighting using a battleaxe or warhammer in one hand and a handaxe or light hammer in the other. When you engage in two-weapon fighting, you can add your ability modifier to the damage of a bonus attack using a handaxe or light hammer.
- The damage die of a light hammer increases to 1d6, and the thrown range of a handaxe or light hammer increases by 10/30.

ELF WEAPON STYLE

You must have the *Elf Weapon Training* racial trait to choose this style. You gain the following benefits when wielding a longsword, shortsword, shortbow, or longbow:

- You can use Strength or Dexterity on the attack and damage rolls of the weapons.
- You can stow up to two of these weapons, then draw up to two of these weapons as a single object interaction on your turn.
- You can engage in two weapon fighting using a longsword and a short sword. When you engage in two-weapon fighting, you can add your ability modifier to the damage of a bonus attack using a short sword.

FINESSE FIGHTING

The following weapons are treated as if they possessed the Finesse property when wielded by you:

Chain (spiked or weighted), club, double-bladed scimitar, double-bladed sword, handaxe, javelin, light flail, light hammer, light pick, quarterstaff, sickle, spear, and

longsword. Your unarmed strikes are considered weapons with the Light and Finesse properties.

HUNTING

You must have the *Ranger Spellcasting* feature to choose this style.

The range of your *hunter's mark* is increased to Sight, and you can cast *hunter's mark* a number of times equal to your proficiency bonus without expending a spell slot or requiring components. You regain all expended uses when you finish a long rest.

PRECISION ATTACK

When you make an attack using Dexterity, you can choose to take a penalty to the attack roll, up to a maximum equal to your Dexterity modifier. If the attack hits, you gain a bonus to the attack's damage equal to double the penalty incurred.

REVENANT BLADE FIGHTING

While you are holding a double-bladed scimitar with two hands, you gain a +1 bonus to Armor Class. A double-bladed scimitar has the finesse property when you wield it.

SHIELD FIGHTING

While wielding a shield, you can attack, bashing with the shield as a bonus action. A shield is considered a martial weapon that inflicts 1d4 bludgeoning damage on a hit for this attack.

Wild Synergy. If you have the Shield Master feat, when you use a bonus action to make an attack with a shield bash, you can immediately make a shove attempt against the same target if you hit with the shield bash attempt.

SKIRMISHING

While wearing light or no armor your movement speed increases by 5 feet and you gain a bonus to your AC equal to half your proficiency bonus (round down). You can use a shield and still gain this benefit.

THROWN WEAPON FIGHTING*

You can draw a weapon that has the thrown property as part of the attack you make with the weapon.

In addition, when you hit with a ranged attack using a thrown weapon, you gain a +2 bonus to the damage roll.

VERSATILE FIGHTING

When you take the Attack action while wielding a Versatile weapon in two hands, you can forgo the additional damage from the Versatile property during that action to make a melee attack with the haft or pommel of the weapon as a bonus action. This attack uses the same ability modifier as the primary attack. The weapon's damage die for this attack is a d4, and it deals bludgeoning damage.

Wild Synergy. If you have the Polearm Master feat and the Versatile Fighting style and are wielding a quarterstaff or spear, you may increase the damage die of the bonus action attack granted by the Polearm Master feat to a d6, or a d8 if wielded in two hands.

SPELLCASTING FOCUS*

2nd-level Ranger feature

You can use a druidic focus as a spellcasting focus for your ranger spells. A druidic focus might be a sprig of mistletoe or holly, a wand or rod made of yew or another special wood, a staff drawn whole from a living tree, or an

object incorporating feathers, fur, bones, and teeth from sacred animals.

PRIMEVAL AWARENESS

3rd-level Ranger Feature (enhancement)

You can use your action and expend one ranger spell slot to focus your awareness on the area around you. For 1 hour per level of the spell slot you expend, you can gain the following benefits (instead of the benefit listed in the player's handbook):

- You can add your proficiency bonus to your initiative rolls.
- You can take the Search action as a Bonus Action on your turn.
- Moving at a fast pace causes no penalty to your Perception checks.
- You cannot be surprised by an aberration, celestial, dragon, elemental, fey, fiend, or undead if you are conscious.
- When an aberration, celestial, dragon, elemental, fey, fiend, or undead creature approaches within 60 feet (or within 360 feet if you are in your favored terrain) you automatically sense the presence if you are conscious. This also reveals the creatures' location, number, and type within that range.
- If the area of a Regional Effect caused by an aberration, celestial, dragon, elemental, fey, fiend, or undead creature of sufficient power is within 1 mile of you (or within 6 miles in your favored terrain) you sense the presence of the creature and learn what type of creature is causing the effect and the approximate location of the source of the effect.

PRIMAL AWARENESS*

3rd-level ranger feature (replaces Primeval Awareness)

You can focus your awareness through the interconnections of nature: you learn additional spells when you reach certain levels in this class if you don't already know them, as shown in the Primal Awareness Spells table. These spells don't count against the number of ranger spells you know.

PRIMAL AWARENESS SPELLS

Ranger Level	Spell
3rd	<i>Speak with Animals</i>
5th	<i>Beast Sense</i>
9th	<i>Speak with Plants</i>
13th	<i>Locate Creature</i>
17th	<i>Commune with Nature</i>

You can cast each of these spells once without expending a spell slot. Once you cast a spell in this way, you can't do so again until you finish a long rest.

MARTIAL VERSATILITY*

4th-level Ranger feature

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can replace a fighting style you know with another fighting style available to rangers. This replacement represents a shift of focus in your martial practice.

LAND'S STRIDE

8th-level Ranger Feature (enhancement)

You become adept at moving through and surviving in a variety of natural environments:

- Moving through nonmagical difficult terrain costs you no extra movement, nor does climbing or swimming.
- You can pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.
- Nonmagical natural hazards such as quicksand, muddy, icy, or snowy terrain, or natural currents and tides, do not impede your movement and checks to safely traverse such terrain gain advantage.
- You remain unbothered by normal insects and you ignore extreme environmental conditions as if you were naturally adapted to the climate.
- You have advantage on saving throws against natural aspects of the terrain or environment that are magically created or manipulated to impede movement, such those created by the *entangle* or *transmute rock* spells.

HIDE IN PLAIN SIGHT

10th-level Ranger feature (enhancement)

You can try to hide when you are only lightly obscured from the creature from which you are hiding.

When you attempt to hide, and you did not move during your turn, do not roll a check, instead the DC of a Wisdom (Perception) check to detect you equals 20 + all modifiers that normally apply to your Dexterity (Stealth) check. You lose this benefit if you move and must make a normal Dexterity (Stealth) check if you attempt to remain hidden. You also lose this benefit if anything would cause you to no longer be hidden (such as making an attack that reveals your location).

NATURE'S VEIL*

10th-level Ranger feature (replaces the Hide in Plain Sight)

You draw on the powers of nature to hide yourself from view briefly. As a bonus action, you can magically become invisible, along with any equipment you are wearing or carrying, until the start of your next turn.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

FOE SLAYER

20th-level Ranger feature (enhancement)

You become an unparalleled hunter of your enemies. Once on each of your turns, you can add your Wisdom modifier to the attack roll or the damage roll of an attack you make. You can choose to use this feature before or after the roll, but before any effects of the roll are applied.

If the target is one of your favored enemies, bears your *hunter's mark*, or is marked by your Favored Foe feature, you may add your Wisdom modifier to both the attack roll and the damage roll of an attack.

RANGER ARCHETYPE OPTIONS

This section contains additional rules, variant class features, and options for existing published ranger archetypes.

BEAST MASTER

The Beast Master archetype is presented on page 93 of the Player's Handbook. Beast Masters wishing for a more independent and capable companion will probably want to take the Ranger's Bond class feat in the Wild Customization Options chapter. In addition, the Beast Magic feat is available for those looking for greater magical prowess using the spells of the new Beast Master Magic feature listed below.

The Beast Master Magic feature is added to the Beast Master archetype to bring them more in line with the new archetypes presented in *Xanathar's Guide to Everything*. Also presented are enhancements to the Ranger's Companion and Exceptional Training features.

BEAST MASTER MAGIC

3rd-Level Beast Master feature (additional feature)

You learn an additional spell when you reach certain levels in this class, as shown in the Beast Master Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

BEAST MASTER SPELLS

Ranger Level	Spell
3rd	<i>beast bond</i>
5th	<i>find animals or plants</i>
9th	<i>conjure animals</i>
13th	<i>amazing actuation</i>
17th	<i>awaken</i>

RANGER'S COMPANION

3rd-Level Beast Master feature (enhancement)

You gain a beast companion that accompanies you on your adventures and is trained to fight alongside you. Choose a beast that is no larger than Large and that has a challenge rating of 1/2 or lower. Add your proficiency bonus, in place of the beast's, to the beast's AC, attack rolls, and damage rolls, as well as to any saving throws and skills it is proficient in.

Your companion gains one additional hit die for every ranger level you possess beyond 3rd. It also gains additional hit points for each die, using the average method. (Add or subtract the companion's Constitution modifier from each hit die as normal.) Its hit point maximum equals this calculated amount or four times your ranger level, whichever is higher.

In combat, the beast acts during your turn. It can move and use its reaction on its own, but the only action it takes is the Dodge action, unless you take an action or bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. You can also sacrifice one of your attacks when you take the Attack action to command the beast to take the Attack action. If you are incapacitated or absent, the beast can take any action of its choice, not just Dodge.

You can command your companion as part of the same bonus action used to cast or transfer a *hunter's mark*.

Your companion gains the benefits of your Natural Explorer and Land's Stride features (or Deft Explorer feature).

The primal bond between you and your companion can transcend even death. If it has died within the last hour, you can use an action to revive your companion, provided you are within 5 feet of it and you expend a spell slot of 1st level or higher. Your companion returns to life after 1 minute with 5 hit points per level of the spell slot you expended.

You can obtain a new companion by spending 8 hours magically bonding with a beast that isn't hostile to you and that meets the requirements, doing so severs the bond with any existing companion.

EXCEPTIONAL TRAINING

7th-Level Beast Master feature (enhancement)

On any of your turns when your beast companion doesn't attack, it can take the Dash, Disengage, or Help action on its turn without being commanded.

In addition, the beast's attacks now count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

PRIMAL COMPANION*

3rd-level Beast Master feature (replaces Ranger's Companion)

You magically summon a primal beast, which draws strength from your bond with nature. The beast is friendly to you and your companions and obeys your commands. Choose its stat block—Beast of the Land, Beast of the Sea, or Beast of the Sky—which uses your proficiency bonus (PB) in several places. You also determine the kind of animal the beast is, choosing a kind appropriate for the stat block. Whatever kind you choose, the beast bears primal markings, indicating its mystical origin.

In combat, the beast acts during your turn. It can move and use its reaction on its own, but the only action it takes is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. You can also sacrifice one of your attacks when you take the Attack action to command the beast to take the Attack action. If you are incapacitated, the beast can take any action of its choice, not just Dodge.

You can command your companion as part of the same bonus action used to cast or transfer a *hunter's mark*.

If the beast has died within the last hour, you can use your action to touch it and expend a spell slot of 1st level or higher. The beast returns to life after 1 minute with all its hit points restored, plus 5 temporary hit points per slot level above 1st.

When you finish a long rest, you can summon a different primal beast. The new beast appears in an unoccupied space within 5 feet of you, and you choose its stat block and appearance. If you already have a beast from this feature, it vanishes when the new beast appears. The beast also vanishes if you die.

PRIMAL COMPANIONS

The following are the Primal Companions listed in *Tasha's Cauldron of Everything*, updated to add the a keen senses trait to each companion and added the Beast of the Pack.

All Primal Companions have the Primal Bond trait:

Primal Bond. You can add your proficiency bonus to any ability check or saving throw that the beast makes.

BEAST OF THE LAND

Medium Beast

Armor Class 13 + PB (Natural Armor)

Hit Points 5 + five times your ranger level (the beast has a number of Hit Dice [d8s] equal to your ranger level)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	8 (-1)	14 (+2)	11(+0)

Senses darkvision 60 ft., passive Perception 12 plus PB

Languages understands the languages you speak

Challenge -- Proficiency Bonus (PB) equals your bonus

Charge. If the beast moves at least 20 feet straight toward a target and then hits it with a maul attack on the same turn, the target takes an extra 1d6 slashing damage. If the target is a creature, it must succeed on a Strength saving throw against your spell save DC or be knocked prone.

Keen Hearing and Smell. The beast has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Maul. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d8 + 2 + PB slashing damage.

BEAST OF THE SEA

Medium Beast

Armor Class 13 + PB (Natural Armor)

Hit Points 5 + five times your ranger level (the beast has a number of Hit Dice [d8s] equal to your ranger level)

Speed 5 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	8 (-1)	14 (+2)	11(+0)

Senses darkvision 60 ft., passive Perception 12 plus PB

Languages understands the languages you speak

Challenge -- Proficiency Bonus (PB) equals your bonus

Amphibious. The beast can breathe both air and water.

Keen Hearing and Smell. The beast has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Binding Strike. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d6 + 2 + PB piercing or bludgeoning damage (your choice), and the target is grappled (escape DC equals your spell save DC). Until this grapple ends, the beast can't use this attack on another target..

BEAST OF THE SKY

Small Beast

Armor Class 13 + PB (Natural Armor)

Hit Points 4 + four times your ranger level (the beast has a number of Hit Dice [d6s] equal to your ranger level)

Speed 10 ft., fly 60 ft..

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	13 (+1)	8 (-1)	14 (+2)	11(+0)

Senses darkvision 60 ft., passive Perception 12 plus PB

Languages understands the languages you speak

Challenge -- Proficiency Bonus (PB) equals your bonus

Flyby. The beast doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Hearing and Sight. The beast has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

Shred. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d4 + 3 + PB slashing damage...

BEAST OF THE PACK

Medium Beast

Armor Class 13 + PB (Natural Armor)

Hit Points 5 + five times your ranger level (the beast has a number of Hit Dice [d8s] equal to your ranger level)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	8 (-1)	14 (+2)	11(+0)

Senses darkvision 60 ft., passive Perception 12 plus PB

Languages understands the languages you speak

Challenge -- Proficiency Bonus (PB) equals your bonus

Pack Tactics. The beast has advantage on attack rolls against a creature if at least one of the beast's allies is within 5 feet of the creature and the ally isn't incapacitated.

Keen Hearing and Smell. The beast has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d8 + 2 + PB piercing damage. If the target is a creature, it must succeed on a Strength saving throw against your spell save DC or be knocked prone.

DRAKEWARDEN

The Drakewarden appears in *Fizban's Treasury of Dragons*. The Improved Drake Companion ranger class feat grants your drake additional independence and abilities.

DRAKE COMPANION

3rd-Level Drakewarden Feature (enhancement)

If you expend a spell slot of 2nd level or higher to summon your Drake Companion, it appears with 5 temporary hit points per slot level above 1st.

DRAKE'S BREATH

11th-Level Drakewarden Feature (enhancement)

If you expend a spell slot of 4th level or higher to use your Drake's Breath, the damage increases by 2d6 per slot level above 3rd.

FEY WANDERER

The Fey Wanderer appears in *Tasha's Cauldron of Everything*. The Wanderer Magic class feat adds additional fey magic to this archetype.

GLOOM STALKER

The Gloom Stalker archetype is presented on pages 41 and 42 of *Xanathar's Guide to Everything*.

Those rangers seeking to further explore this shadowy archetype can choose the Gloom Magic or Deep Stalker feats.

HORIZON WALKER

The Horizon Walker archetype can be found on pages 42 and 43 of *Xanathar's Guide to Everything*.

A ranger seeking deeper understanding of this path can choose the Planar Magic or Planar Tracker feats from the Customization Options chapter.

DETECT PORTAL

3rd-level Horizon Walker feature (enhancement)

You gain the ability to magically sense the presence of a planar portal. As an action, you detect the distance and direction to the closest planar portal or teleportation circle within 1 mile of you per ranger level.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest. You can also expend a spell slot to use this feature, if you do so the sense lasts for 10 minutes per level of the spell slot.

Additionally, while your Primeval Awareness is active you also sense the presence and location of teleportation circles and planar portals within 60 feet of yourself (or 360 feet of yourself in your favored terrain). You learn the sigil of a circle you sense with this ability. You also sense any teleportation or planar travel that occurs within that range.

PLANAR WARRIOR

3rd-level Horizon Walker feature (enhancement)

You can use your Planar Warrior feature as part of the same bonus action used to cast or transfer a *hunter's mark* or to cast any other ranger spell that can be cast as a bonus action

PLANAR WEAPONS

3rd-level Horizon Walker feature (replaces Planar Warrior)

As a bonus action you can draw on the energy of the multiverse to augment your attacks. The effect lasts for 1 minute, or until you dismiss it (no action required) and you gain the following benefits while it lasts:

- All damage dealt by your weapon attacks become force damage.
- The first target you hit with a weapon attack on each of your turns takes extra force damage equal to 1d6 + half your ranger level and cannot teleport or engage in planar travel until after the end of your next turn.
- You can cause ranged weapons you wield to summon ammunition of planar force, you can ignore the ammunition and loading properties of ranged weapons you wield.
- Your weapons shed dim light in a 10 foot radius.

You can use this feature a number of times equal to your proficiency bonus, you regain all expended uses when you finish a long rest. You can expend a spell slot to use this feature additional times, if you do so it lasts for 1 minute per level of the spell slot.

ETHEREAL STEP

7th-level Horizon Walker feature (enhancement)

You can expend a spell slot of 2nd level or higher to use this feature additional times between rests. If you expend a spell slot of 3rd level or higher to use it, you gain the ability to *see invisibility* as the spell for 1 minute (including into the ethereal plane) and can use this feature one additional time per slot level above 2nd during that duration without expending one of its uses.

HUNTER

The hunter archetype is found on page 93 of the Player's Handbook. The Champion Hunter, Dwarven Giant Slayer, Halfling Hunter, and Horde Slayer class and racial class feats from the Customization Options chapter of this book offer further exploration of this versatile archetype. The Blademaster Ranger and Marksman Ranger feats, while not specific to Hunters, are also very useful.

To bring this archetype more in line with later ranger options, add the following feature to the hunter archetype:

HUNTER MAGIC

3rd-Level Hunter feature (additional feature)

You are adept at using your magic to subtly influence your attacks. You gain a single Arrow Trick or Blade Trick spell as an additional ranger spell known. You gain an additional Arrow Trick or Blade Trick spell when you reach 5th, 9th, 13th, and 17th level.

MONSTER SLAYER

The Monster Slayer archetype is described on page 43 of *Xanathar's Guide to Everything*.

The Monster Hunter and Spell Stalker ranger class feats are suitable for Monster Slayers who wish to concentrate on confronting monsters and spellcasters respectively. The Slayer Magic class feat is available for rangers that want to enhance the spells granted by their Monster Slayer Magic feature. These feats are contained in the Customization Options chapter.

SWARMKEEPER

The Swarmkeeper archetype is presented in *Tasha's Cauldron of Everything*. The new Mighty Swarm and Swarm Magic class feats in the Wild Customization Options chapter further enhances the power of your swarm.

WRITHING TIDE

7th-level Swarmkeeper feature (enhancement)

You can expend a spell slot to use this feature additional times. If you expend a spell slot of 2nd level or higher to use this feature, the fly speed granted increases by 10 feet per slot level above 1st.

SWARMING DISPERSAL

15th-level Swarmkeeper feature (enhancement)

You can expend a spell slot of 3rd level or higher to use this feature additional times. If you expend a spell slot of 4th level or higher, the distance you can teleport increases by 10 feet per slot level above 3rd.



NEW RANGER ARCHETYPES

At 3rd level, a ranger gains the Ranger Archetype feature, which offers you the choice of a subclass. The following are new options available to you when making that choice.

EXPLORER

You have a wanderlust that carries you down roads and paths to far off realms. An Explorer usually travels with no more than they can carry on their own backs, or at times a faithful steed. They most often keep to simple arms and light armor to avoid being weighted down or appearing unduly threatening to those they meet in their travels.

Explorers will attempt to avoid combat when they can, but can display great skill with their humble arms when they, or fellow travelers, are threatened. The Exploration Magic and Explorer's Luck feats are useful to rangers archetype. Many of these wanderers choose the Versatile fighting style to enhance their skill with a humble walking staff.

EXPLORER MAGIC

3rd-Level Explorer feature

You learn additional spells when you reach certain levels in this class, as shown in the Explorer Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

EXPLORER SPELLS

Ranger Level	Spell
3rd	<i>longstrider</i>
5th	<i>find steed</i>
9th	<i>tongues</i>
13th	<i>freedom of movement</i>
17th	<i>far step</i>

ADAPTABLE EXPLORER

3rd-Level Explorer feature

You gain proficiency with Cartographer's Tools and the Survival skill. If you are already proficient with this tool or skill, you add double your proficiency bonus to checks you make using it.

In addition, when you finish a long rest you may choose one of the following terrains: arctic, coast, desert, forest, grassland, mountain, swamp, urban, or the Underdark. You gain that terrain as an additional Favored Terrain until you choose a new terrain using this feature.

Finally, you learn two languages of your choice and you can learn new languages in 1/4 the normal amount of time.

SIMPLE COMPETENCE

3rd-Level Explorer feature

You gain the following benefits while you are unarmed or wielding only simple weapons and you aren't wearing medium or heavy armor or wielding a shield:

- You can use Dexterity instead of Strength for attack and damage rolls using unarmed strikes or simple weapons.
- You can roll a d4 in place of the normal damage of your unarmed strike or a simple weapon. This die changes as

you gain ranger levels, to a d6 at 11th level and a d8 at 17th level.

- Your AC equals 10 + your Dexterity modifier + your Wisdom modifier unless it would otherwise be higher.

WANDERER'S LUCK

7th-Level Explorer feature

Every explorer knows that the difference between life and death is often as much due to luck as skill. You gain the benefits of the Lucky feat: You have inexplicable luck that seems to kick in at just the right moment.

- You have 3 luck points. Whenever you make an attack roll, an ability check, or a saving throw, you can spend one luck point to roll an additional d20. You can choose to spend one of your luck points after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw.
- You can also spend one luck point when an attack roll is made against you. Roll a d20, and then choose whether the attack uses the attacker's roll or yours. If more than one creature spends a luck point to influence the outcome of a roll, the points cancel each other out; no additional dice are rolled.
- You regain your expended luck points when you finish a long rest.

EVASION

11th-Level Explorer feature

When you are subjected to an effect, such as a red dragon's fiery breath or a lightning bolt spell, that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

HUMBLE EXPERTISE

15th-Level Explorer feature

When you take the Attack action on your turn and make an attack using a Simple weapon or an Unarmed Strike, you can make one additional attack using that weapon or an unarmed strike as part of the same action.

FALCONER

You must be proficient in the Animal Handling skill to choose this archetype.

Your skill at falconry is such that you have gained a bond with a trio of archetypal fey raptors that are the manifestations of the primal eagle, hawk, and owl. You have learned to call these spirits into physical form to become your companions in the hunt.

The Falconry Magic feat is available to Rangers of this archetype. Many are also consummate archers, choosing the Archery fighting style and later the Bow Expert feat.

FALCONER MAGIC

3rd-Level Falconer feature

You learn additional spells when you reach certain levels in this class, as shown in the Falconer Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

FALCONER SPELLS

Ranger Level	Spell
3rd	<i>beast bond</i>
5th	<i>beast sense</i>
9th	<i>fly</i>
13th	<i>air dance</i>
17th	<i>control winds</i>

FEY RAPTOR

3rd-Level Falconer feature

If your proficiency in Animal Handling would apply to a check, your proficiency bonus is doubled if the check is related to birds of prey.

As an Action you can unleash a screeching call and expend a spell slot to summon a fey spirit in the form of an eagle, hawk, or owl. The bird of prey appears in an unoccupied space that you can see within 60 feet and with 5 temporary hit points per level of the spell slot you expended to use this feature.

The raptor is also considered fey, has the statistics of an eagle, hawk, or owl from the *Monster Manual*, with the following changes:

- Your raptor adds your proficiency bonus to its AC and attack rolls as well as to any saving throws and skills it is proficient in.
- Your raptor gains proficiency in skills and saving throws, depending upon its form: An Eagle gains proficiency in the Athletics and Stealth skills and Dexterity and Strength saving throws. A Hawk gains proficiency in the Acrobatics and Stealth skills and Dexterity and Constitution saving throws. An Owl adds double your proficiency bonus to checks using Perception and Stealth and gains proficiency with Dexterity and Wisdom saving throws.
- Your raptor gains one additional hit die for every ranger level you possess beyond 1st. To determine its hit points, it gains maximum hit points for its first hit die (instead of the amount listed), and 4 hit points for each additional d6 or 3 hit points for each d4 gained. (Add or subtract the raptor's Constitution modifier from each hit die as normal.)
- Whenever you gain the Ability Score Improvement Ranger class feature, your raptors' abilities also improve. Each form that can be summoned using this feature can increase one ability score of your choice by 2, or can increase two ability scores of your choice by 1. The maximum for each score is 20, except for a Hawk that has a maximum Dexterity of 24 and the Owl that has a maximum Wisdom of 22.
- The raptor uses Dexterity to attack and can add its Dexterity modifier + half your proficiency bonus (round down) to the damage of its Talon attack. (1 + Dexterity modifier + half your proficiency bonus for a Hawk or Owl, or 1d4 + Dexterity modifier + half your proficiency bonus for an Eagle.)
- The raptor gains Evasion. When it is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.



The fey raptor is friendly to you and your companions, and acts during your turn. It obeys any commands that you issue to it (no action required by you). If you don't issue any commands, it defends itself and you from hostile creatures, but otherwise takes no actions.

The fey raptor remains until slain, you use a bonus action to dismiss it, or you use this feature again. When a raptor drops to 0 hit points, it disappears back to the feywild, leaving behind no physical form. If your fey raptor is slain, you cannot summon it again in that form until you finish a long rest.

FALCONER'S MARK

3rd-Level Falconer feature

Once per turn, when your fey raptor hits a creature with an attack, you can affect the target as if you had cast a *hunter's mark* spell as a 1st level spell, without expending a spell slot or requiring components. You can use this ability a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

During the duration of your *hunter's mark*, if the mark is not currently affecting a target you can transfer the mark to any creature that you or your raptor hit with an attack (no action required).

Your fey raptor gains the same benefits as you against a target of your *hunter's mark* or **Favored Foe**.

HARRIER

7th-Level Falconer feature

When your fey raptor hits a creature affected by your *hunter's mark*, it can use a bonus action to harry and distract the target with a flurry of wings and talons. Until the start of your next turn, if your fey raptor is within 5 feet of the target, and is not incapacitated, attack rolls against the target have advantage, and attack rolls made by the target have disadvantage.

A target is immune to the disadvantage imposed on its attacks by this feature if it is immune to the blinded condition.

In addition, the fey raptor's attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

EVASION

11th-Level Falconer feature

When you are subjected to an effect, such as a red dragon's fiery breath or a lightning bolt spell, that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

IMPROVED FALCONER'S MARK

15th-Level Falconer feature

The extra damage inflicted by your *hunter's mark* or **Favored Foe** is increased by 1 die (to 2d6 against non-Favored Enemies, or 2d8 against Favored Enemies for *hunter's mark*, or to 2d8 for Favored Foe). This applies to hits by both you and your fey raptor.

HUNTMASTER

Rangers of this archetype are leaders of the hunt, be it hunting traditional game, or hunting the enemies of your people in times of war. You are skilled in the mysteries of the hunt: the use of bow, spear, and blade to harry and bring down your quarry.

Huntmasters venerate the mythical figures of the Wild Hunt and can wield the magic of the hunt to stalk and slay their prey. Rangers planning to choose this archetype often choose the **Hunting** style for their Fighting Style feature.

HUNTMASTER MAGIC

3rd-Level Huntmaster feature

You learn additional spells when you reach certain levels in this class, as shown in the Huntmaster Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

HUNTMASTER SPELLS

Ranger Level	Spell
3rd	<i>camouflage</i>
5th	<i>pass without trace</i>
9th	<i>haste</i>
13th	<i>locate creature</i>
17th	<i>skill empowerment</i>

MARK THE PREY

3rd-Level Huntmaster feature

You have learned to effortlessly mark your prey for the hunt, you gain the following benefits when using your *hunter's mark*:

- When you succeed on a Survival check to track a creature, if the spoor is less than one day old you may cast *hunter's mark* affecting that creature, ignoring the spell's normal range and sight restrictions.
- During the duration of your *hunter's mark*, if the mark is not currently affecting a target you can transfer the mark to any creature that you hit with an attack (no action required).
- Your *hunter's mark* does not require concentration to maintain, but ends if you cast the spell again, fall unconscious, drop to 0 hit points, or die.

HUNTMASTER'S MARK

3rd-Level Huntmaster feature

You can mark the prey for an entire hunting party. When you affect a target with your *hunter's mark* you can choose a number of friendly creatures within 90 feet equal to your Wisdom modifier (minimum 1). While that target bears this *hunter's mark*, the chosen creatures deal an extra 1d6 damage when they hit it with a weapon attack, and they have advantage on any Wisdom (Perception) or Wisdom (Survival) check they make to find it.



AMBUSCADE

7th-Level Huntmaster feature

You have advantage on initiative rolls and on attack rolls against any creature that hasn't taken a turn in the combat yet.

In addition, if you hit a creature affected by your *hunter's mark*, and have advantage on the attack roll, you inflict an additional 1d6 damage to the target.

NATURAL APTITUDE

11th-Level Huntmaster feature

You can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Alternatively, you can forgo taking the ability score increase to take a feat of your choice instead.

OPPORTUNITY STRIKE

15th-Level Huntmaster feature

When a friendly creature affected by your Huntmaster's Mark hits the target of your *hunter's mark* with an attack, you can use your Reaction to make a weapon attack against the same target.

If both you and the friendly creature making the triggering attack are within 5 feet of the target, you have advantage on this attack roll.

MOON DANCER

Moon Dancers learn draw upon the dual nature of the moon to create a magical shadow of themselves, using illusion and acrobatic dance to confuse their foes. Elves and half-elves are common among moon dancers though any that venerate the moon and the beauty of the natural world can find their place among these rangers.

Many rangers of this archetype are dedicated to a deity of the moon, especially those who are also patrons of the wilds or the hunt such as Artemis, Eilistraee, Sehanine, or Selune. Other moon dancers have spent time in the realms between the borders of the feywild and the shadowfell, and draw upon their experiences in those realms for their abilities.

MOON MAGIC

3rd-Level Moon Dancer feature

You learn additional spells when you reach certain levels in this class, as shown in the Moon Dancer Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

MOON DANCER SPELLS

Ranger Level	Spell
3rd	<i>silent image</i>
5th	<i>moonbeam</i>
9th	<i>haste</i>
13th	<i>greater invisibility</i>
17th	<i>seeming</i>

MOONSHADOW

3rd-Level Moon Dancer feature

You can use a bonus action to magically manifest a shadowy illusory duplicate of yourself in an unoccupied space you can see within 30 feet of you. The shadow lasts until it is dispelled (as a spell of 1/2 your ranger level), until you dismiss it as a bonus action, until you manifest another moonshadow, or until you're incapacitated.

On your turn, you can move your moonshadow up to double your speed to any point you can see within 30 feet of you (no action required). If your shadow is ever more than 30 feet from you, it vanishes.

The shadow is identical in appearance to you. Physical interaction with the moonshadow can reveal it to be an illusion, because things can pass through it, though the shadow reacts to attacks and movement around it. A creature attempting to attack the shadow must hit an AC of 10 + your Dexterity modifier to discern its nature by physical interaction. A creature that uses its action to examine the shadow can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC, this check has advantage if the shadow is in bright light. If a creature discerns the shadow for what it is, the creature can see through that shadow.

When both you and your moonshadow are within 5 feet of a creature that has not discerned the shadow's true nature, you have advantage on attack rolls against that creature, given how distracting the illusion is to the target.

SHADOW LIGHT

3rd-Level Moon Dancer feature

You dance the fey border between moonlight and shadow, gaining the following benefits:

- You gain proficiency with the Acrobatics and Performance skills. If you are already proficient with a skill you add double your proficiency bonus to checks you make using it.
- You learn the *minor glamour* and *penumbra* cantrips as ranger spells. These spells do not count against your number of ranger spells known.
- You can try to hide when you are lightly obscured from the creature from which you are hiding.
- Dim light doesn't impose disadvantage on your Wisdom (Perception) checks relying on sight.

MOON DANCE

7th-Level Moon Dancer feature

While your Moonshadow is manifested, you can use it in the following additional ways:

Moon Shroud. As a bonus action you can cause your moonshadow to share your space, shrouding yourself in multiple shifting duplicates, you gain the benefits of a *mirror image* spell until the start of your next turn. You can use a bonus action at the start of your turn to extend the effect.

Moon Step. As a bonus action, you can teleport, magically swapping places with your shadow. You then have advantage on the first attack you make before the end of the turn against a target that had previously discerned the shadow as an illusion.

After using this feature, any creature that had previously discerned the illusory nature of your moonshadow must interact with the shadow or use an Intelligence (Investigation) check to do so again.

EVASION

11th-Level Moon Dancer feature

When you are subjected to an effect, such as a red dragon's fiery breath or a lightning bolt spell, that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

MOONSHADOW STRIKE

15th-Level Moon Dancer feature

When you summon your shadow, as a bonus action while it is manifested, or immediately before or after you use your Moon Dance feature, you can cause your moonshadow to lash out with an attack at a target within 5 feet of it. Make a melee spell attack. On a hit the target takes radiant or necrotic damage (your choice) equal to 2d6 + your spellcasting ability modifier.

You can also make this attack as a Reaction to make an opportunity attack as if you occupied your shadow's space. Any creature you see that moves into or through the shadow's space also provokes an opportunity attack from you.

After using this feature, any creature that had previously discerned the illusory nature of your moonshadow must interact with the shadow or use an Intelligence (Investigation) check to do so again.

OUTRIDER

You must be proficient in the Animal Handling skill to choose this archetype.

Your legendary skill at the handling and training of mounts and your prowess in the saddle has won you the companionship of a fey spirit in the form of a primal steed. You have an instinctive bond with this steed allowing you to move and fight as a seamless unit.

OUTRIDER MAGIC

3rd-Level Outrider feature

You learn additional spells when you reach certain levels in this class, as shown in the Outrider Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

OUTRIDER SPELLS

Ranger Level	Spell
3rd	<i>longstrider</i>
5th	<i>find steed</i>
9th	<i>haste</i>
13th	<i>find greater steed</i>
17th	<i>far step</i>

PRIMAL STEED

3rd-Level Outrider feature

If your proficiency in Animal Handling would apply to a check, your proficiency bonus is doubled if the check is related to a creature trained as a mount or related to training a creature as a mount.

As an Action you can use this feature to cast *find steed*, when you gain 9th level in this class, you can instead cast *find greater steed* using this feature. You can cast a spell using this feature once, you regain the ability to cast a spell using this feature when you finish a long rest.

The primal steed summoned using this feature, or when you cast one of these spells using a spell slot, is always a fey, instead of its normal type and gains the following benefits:

- Your steed adds your proficiency bonus to its AC and attack rolls, as well as to any saving throws and skills it is proficient in.
- The save DC of any special attacks your steed possesses equals your spell save DC, unless they would otherwise be higher.
- Your steed gains proficiency in two skills and two saving throws of your choice. (Skills should normally be chosen from: Athletics, Acrobatics, Stealth, Insight, Perception, Survival, and Intimidation. If you summon your steed in a new form you may choose new skills and saving throws.)
- Your steed gains additional hit points equal to three times your ranger level.
- Whenever you gain the ranger Ability Score Improvement class feature, your steed's abilities also improve. Your steed can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1. (If you summon your steed in a new form you may choose new abilities to increase.)
- While your Primal Steed is being ridden as a controlled mount, when you take the Attack action, you can forgo one of your own attacks, or use a bonus action, to allow your steed to take the Attack action.



OUTRIDER'S EXPERTISE

3rd-Level Outrider feature

You have advantage on checks and saving throws made to avoid falling off your mount. If you fall off your mount, you always land on your feet if you descend no more than 10 feet and you are capable of taking actions. Mounting or dismounting a creature costs you only 5 feet of movement, rather than half your speed.

CALVARY COMBATANT

7th-Level Outrider feature

You gain the Mounted Combatant feat: You are a dangerous foe to face while mounted. While you are mounted and aren't incapacitated, you gain the following benefits:

- You have advantage on melee attack rolls against any unmounted creature that is smaller than your mount.
- You can force an attack targeted at your mount to target you instead.
- If your mount is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

In addition, your Primal Steed's attacks now count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

If you already have the Mounted Combatant feat, you gain a feat of your choice instead.

DISMOUNTED EVASION

11th-Level Outrider feature

When you are subjected to an effect, such as a red dragon's fiery breath or a lightning bolt spell, that allows you to make a Dexterity saving throw to take only half damage you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

MOUNTED EVASION

11th-Level Outrider feature

If you and/or your mount are subjected to an effect that allows you and/or it to make a Dexterity saving throw to take only half damage while you are mounted. You may each make a Dexterity saving throw and the affected target(s) instead take no damage if either of you succeed on the saving throw, and only half damage if you both fail.

OUTRIDER'S CHARGE

15th-Level Outrider feature

You gain the Charging fighting style. If you already know that style, you gain a feat or a different fighting style of your choice.

CHARGING

If you move at least 15 feet straight toward a target and hit it with your next melee weapon attack on the same turn, you can roll the weapon's damage dice an additional time and add it to the total. If the attack was made while mounted, you also add your mount's Strength modifier to the damage inflicted.

In addition, if you hit with an attack affected by your Charging fighting style, the target must succeed on a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier) or be knocked prone.

If you use this feature while mounted, you can use your mount's Strength modifier in place of your own to determine the save DC.



PACK MASTER

You must be proficient in the Animal Handling and Survival skills to choose this archetype.

At some point in your past you, and the pack of hounds you handled, joined the Wild Hunt, pursuing prey with a cavalcade of powerful fey across the planes. You may have been part of the Hunt for a matter of months or only hours, but the experience changed both you and the hounds you led during the hunt, establishing a primal connection between you, the hounds, and the realm of the feywild.

PACK MAGIC

3rd-Level Urban Stalker feature

You learn an additional spell when you reach certain levels in this class, as shown in the Pack Magic Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

PACK MAGIC SPELLS

Ranger Level	Spell
3rd	<i>speak with animals</i>
5th	<i>beast strike</i>
9th	<i>call of the pack</i>
13th	<i>faithful hound</i>
17th	<i>mass animal friendship</i>

CALL THE WILD PACK

3rd-Level Pack Master feature

If your proficiency in Animal Handling would apply to a check, your proficiency bonus is doubled if the check is related to wolves, hounds, or similar creatures.

As an Action you can let loose a howl or blow a hunting horn and expend a spell slot to summon fey hounds of the wild hunt. These hounds take the forms of wolves and appear in unoccupied spaces within 60 feet of you.

Each fey hound is also considered fey, has the statistics of a wolf from the *Monster Manual*, and remains until it drops to 0 hit points, whereupon it disappears back to the feywild.

At later levels you gain the ability to summon an alpha or omega wolf. These wolves have the statistics of a dire wolf, except that they are size medium and are also considered a fey creature.

The wolves are friendly to you and your companions. The pack acts as a group with you, on your initiative count. They obey any commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves and you from hostile creatures, but otherwise take no actions.

The number of wolves you can summon depends upon your Ranger Level and the level of the spell slot you expend to use this feature, as described below:

WILD PACK SUMMONING

- Beginning at 3rd level, you can expend a 1st-level spell slot to summon two wolves. You may have a maximum of four wolves summoned using this feature.
- Beginning at 5th level, you can expend a 2nd-level spell slot to summon four wolves. You may have a maximum of six wolves summoned using this feature.

- Beginning at 9th level, you can expend a 3rd-level spell slot to summon six wolves OR four wolves and one alpha wolf. You may have a maximum of eight wolves and one alpha wolf summoned using this feature.
- Beginning at 13th level, you can expend a 4th-level spell slot to summon eight wolves OR six wolves and one alpha or omega wolf, OR four wolves, one alpha wolf, and one omega wolf. You may have a maximum of ten wolves, plus one alpha wolf and one omega wolf summoned using this feature.
- Beginning at 17th level, you can expend a 5th-level spell slot to summon ten wolves, OR eight wolves and one alpha or omega wolf, OR six wolves plus one alpha wolf and one omega wolf. You may have a maximum of twelve wolves, plus one alpha wolf and one omega wolf summoned using this feature.

At any time you can use a bonus action to dismiss any or all of the pack back to the feywild. If one of your pack is slain, the maximum number of wolves of that type that you can have summoned using this feature is reduced by one until you finish a long rest.

MASTER OF THE PACK

3rd-Level Pack Master feature

You are a master at hunting and running with a pack, you gain the following benefits:

- You have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.
- During the duration of your *hunter's mark*, if the mark is not currently affecting a target you can transfer the mark to any creature that you or a creature summoned by your Call of the Wild Pack feature hits with an attack (no action required).
- Your walking speed is increased by 10 feet.

HOUNDS OF THE WILD HUNT

7th-Level Pack Master feature

If you use a spell or class feature to conjure a beast or fey in the form of a wolf, dire wolf, or similar creature, those creatures gain the following benefits:

- The creature's hit point maximum is increased by an amount equal to your ranger level.
- The damage from its natural weapons is considered magical for the purpose of overcoming immunity and resistance to nonmagical attacks and damage.
- You can cast *beast strike* once, affecting such a creature, without expending a spell slot. You regain the ability to do so when you finish a short or long rest.

WILD CALL

11th-Level Pack Master feature

When you cast *call of the pack*, creatures summoned by your Call the Wild Pack feature gain the benefits of the spell, in addition to the normal targets, and the spell does not require concentration to maintain, but ends if you cast the spell again, drop to 0 hit points, or die.

In addition, you can cast *call of the pack* once without expending a spell slot. You regain the ability to do so when you finish a short or long rest.

IMPROVED PACK TACTICS

15th-Level Pack Master feature

When you or a creature summoned by your Call the Wild Pack feature you hits a creature within 5 feet of an ally, and the ally isn't incapacitated, you inflict an additional 1d6 damage.

PRIMAL SENTINEL

This archetype enhances the Primeval Awareness feature, you cannot replace that feature with Primal Awareness if you choose this archetype.

A ranger with the Primal Sentinel archetype has developed hyper-acute senses from living in the wild. When focused, their senses rival those of the keenest of beasts and allow unparalleled awareness of the world around them.

SENTINEL MAGIC

3rd-Level Primal Sentinel feature

You learn an additional spell when you reach certain levels in this class, as shown in the Sentinel Magic Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

SENTINEL MAGIC SPELLS

Ranger Level	Spell
3rd	<i>detect magic</i>
5th	<i>see invisibility</i>
9th	<i>clairvoyance</i>
13th	<i>arcane eye</i>
17th	<i>scrying</i>

SENTINEL AWARENESS

3rd-Level Primal Sentinel feature

You gain proficiency in the Investigation, Perception, and Survival skills. If you are already proficient in a skill you add double your proficiency bonus to checks you make using it.

FOCUSED SENSES

3rd-Level Primal Sentinel feature

Your Primeval Awareness feature lasts for 4 hours per spell level when used, and when you use your Primeval Awareness, and whenever you take the Search action while that feature is active, you can choose one sense to focus on, you have advantage on Intelligence (Investigation) and Wisdom (Perception) checks using that sense and on Wisdom (Survival) checks to track using that sense (if applicable). You can also easily identify objects and creatures using that sense. If you choose sight, you also gain darkvision with a range of 60 feet, or double the range of your darkvision if you already have that sense.

KEENLY OBSERVANT

7th-Level Primal Sentinel feature

You gain the Observant feat. Quick to notice details of your environment, you gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- If you can see a creature's mouth while it is speaking a language you understand, you can interpret what it's saying by reading its lips.
- You have a +5 bonus to your passive Wisdom (Perception) and passive Intelligence (Investigation) scores.

If you already possess this feat, you may gain an additional ability score increase feature or choose a different feat of your choice instead.

UNCANNY SENSES

11th-Level Primal Sentinel feature

You gain additional benefits when using your Focused Senses feature. You gain advantage on any ability check where the enhanced sense might be useful, and specific abilities based upon the sense you choose:

Sight. You can see up to 1 mile away with no difficulty, able to discern even fine details as though looking at something no more than 100 feet away from you. Additionally, an area lightly obscured due to dim light or other concealment doesn't impose disadvantage on your Wisdom (Perception) checks relying on sight.

Hearing. So long as you are not deafened, you gain blindsight with a range of 60 feet and have advantage on checks to tell if a creature is lying and to pierce auditory deceptions.

Scnt. You can instantly recognize any creature or substance you have smelled before and you gain blindsight with a range of 20 feet and can detect the presence and location of, and identify poisons and disease within this range.

Touch. You have advantage on Dexterity (Sleight of Hand) checks and Dexterity checks using tools. You also gain tremorsense with a range of 60 feet.

Taste. You gain blindsight with a range of 10 feet and can 'taste' substances within this range.

SUPREME AWARENESS

15th-Level Primal Sentinel feature

You are constantly aware of your surroundings, you gain the following benefits:

- You gain a +5 bonus to initiative.
- You can't be surprised while you are conscious.
- Other creatures don't gain advantage on attack rolls against you as a result of being unseen by you.
- Whenever you make an Intelligence or Wisdom check, you can treat a d20 roll of 9 or lower as a 10.



PRIMORDIAL GUARDIAN

You must have one of the following favored Enemies to choose this archetype: aberration, celestial, dragon, elemental, fey, fiend, or undead. As you gain levels your additional favored enemies must be chosen from this list. This archetype enhances the Favored Enemy and Primeval Awareness features, you cannot replace those features with optional features if you choose this archetype.

You are part of an order of Ranger Knights that have sworn service to a Druidic Circle of the Warden to aid in guarding the world from threats arising from outside the natural order. The usual custom pairs a druid of the Circle of the Warden with a Primordial Guardian ranger to work as a duo in their sworn duty.

DRUIDIC GUARDIAN

3rd-Level Primordial Guardian feature

You know Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

In addition, you gain the Druidic Warrior fighting style.

PRIMORDIAL STRIKE

3rd-Level Primordial Guardian feature

When you take the Attack action on your turn you can expend one spell slot to deal extra damage with your weapon attacks. Choose acid, cold, fire, lightning, poison, or thunder damage. Until the start of your next turn, when you hit with a weapon attack you inflict an additional 1d6 damage of that damage type per level of the spell slot you expended, to a maximum of 5d6.

The damage increases by 1d6 if the target is one of your Favored Enemies, to a maximum of 6d6.

UNNATURAL PREY

3rd-Level Primordial Guardian feature

You may choose one additional Favored Enemy from the following list: aberration, celestial, dragon, elemental, fey, fiend, or undead. You may choose an additional enemy from this list when you reach 7th, 11th, and 15th level.

In addition, you gain the following additional benefits when fighting a Favored Enemy or a creature bearing your *hunter's mark*:

- When such a creature within your reach makes an attack against a target other than you, it provokes an opportunity attack from you.
- When such a creature within your reach misses you with an attack, it provokes an opportunity attack from you.

PRIMEVAL SENSES

7th-Level Primordial Guardian feature

While you are conscious, your Primeval Awareness feature is always active. You do not need to expend a spell slot or use an action to activate that feature.

ETERNAL GUARDIAN

11th-Level Primordial Guardian feature

You become proficient in Constitution saving throws and are immune to Poison and Disease. In addition, you suffer none of the drawbacks of old age and for every 10 years that pass, your body ages only 1 year and you cannot be magically aged.

PRIMAL ADVANTAGE

15th-Level Primordial Guardian feature

You have advantage on saving throws against spells or effects caused by a Favored Enemy or a creature bearing your *hunter's mark*, and when you hit such a creature with a weapon attack, that creature has disadvantage on the next saving throw it makes before the end of your next turn.

URBAN STALKER

You must be a Humanoid and have Humanoids as your first Favored Enemy to choose this archetype. This archetype enhances the Favored Enemy, Natural Explorer, and Primeval Awareness features, you cannot replace those features with optional features if you choose this archetype.

You are at home stalking the alleyways, rooftops, and sewers of humanoid settlements, hunting the most dangerous of prey: your fellow humanoids. Rangers with this archetype may be a bounty hunter, a freelance detective for a guild, or work with a city watch.

URBAN STALKER MAGIC

3rd-Level Urban Stalker feature

You learn an additional spell when you reach certain levels in this class, as shown in the Urban Stalker Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

URBAN STALKER SPELLS

Ranger Level	Spell
3rd	<i>disguise self</i>
5th	<i>hold person</i>
9th	<i>tongues</i>
13th	<i>locate creature</i>
17th	<i>commune with nature</i>

HUMANOID HUNTER

3rd-Level Urban Stalker feature

Your Humanoid favored enemy now applies to all Humanoid creatures and you gain Urban Environments (cities, towns, and villages) as an additional Favored Terrain. You also learn an additional Humanoid language of your choice when you gain this feature, and again at 9th, and 15th level.

CITY AWARENESS

3rd-Level Urban Stalker feature

When you use your Primeval Awareness it lasts for double the normal duration and you can choose a specific humanoid creature known to you, or a specific type of humanoid (such as human). You add that specific creature or type of creature to the creature types that can be sensed using your Primeval

Awareness class feature. In addition, certain spells cast by you interact with your Primeval Awareness:

- Your *hunter's mark* does not require concentration during the duration of your Primeval Awareness and you can sense the direction to the target's location, as long as that creature is within 1,000 feet of you. If the creature is moving, you know the direction of its movement.
- If you cast *locate creature* during the duration of your Primeval Awareness, the spell lasts for the duration of Primeval Awareness without concentration, and you can sense the target creature at a range of 1 mile (or 6 miles in your Favored Terrain).
- If you cast *commune with nature* during the duration of Primeval Awareness you gain additional facts equal to the level of the spell slot you expended to use the feature and the spell functions where nature has been replaced by construction, such as in dungeons and towns. In addition, the range of this spell is doubled when cast in your Favored Terrain and you can cast it as a Ritual.

TAKE COVER

7th-Level Urban Stalker feature

If you have cover against an attack, the attack roll against you suffers Disadvantage and if the attack hits, the attack's damage against you is halved.

If you have cover against an effect requiring a Dexterity saving throw, you gain Advantage on the Dexterity saving throw, and if the saving throw is successful, you take no damage if you would normally take half damage on a successful save, and only half damage on a failure if you would normally take full damage on a failed save.

ONE WITH THE CROWD

11th-Level Urban Stalker feature

You are a master at blending in with a crowd. You are lightly obscured and have half cover while you are within 5 feet of 3 or more non-hostile creatures of your size or larger. This allows you to use your Hide in Plain Sight feature to take the Hide action even when you have no other form of concealment.

STRIKE THE MARK

15th-Level Urban Stalker feature

When you attack a Favored Enemy or a creature affected by your *hunter's mark* or force such a creature to make a saving throw you may roll a d6 and add the result to the attack roll, or subtract the result from the saving throw. You can choose to use this feature after you or the creature makes its roll, but before the DM determines whether the attack roll or saving throw succeeds or fails.

You can use this ability once, you regain its use at the start of each of your turns.

WILDERNESS SHARPSHOOTER

Rangers of the Wilderness Sharpshooter archetype are masters of ranged weapons and the hidden shot. Using subtle primal magics, they can make seemingly impossible trick shots using a ranged weapon, such as disarming an enemy with a bow shot or knocking an enemy's arrow out of the air in mid flight.

These rangers are deadliest when attacking from ambush, their foes often dying before ever laying eyes upon the sharpshooter.

TRICK ARROWS

3rd-Level Wilderness Sharpshooter feature

You are adept at using your magic to subtly influence your ranged attacks. You gain a single Arrow Trick spell as an additional spell known. You gain further additional Arrow Trick spells at 5th, 9th, 13th, and 17th level.

WILDERNESS SHARPSHOOTER

3rd-Level Wilderness Sharpshooter feature

Your training with ranged weapons has made you a deadly sharpshooter, you gain the following benefits:

- Your ranged weapon attacks ignore half cover and three-quarters cover.
- Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls and attacking at short range scores a critical hit on a roll of 19 or 20.
- Once per turn when you hit a target with an

arrow trick spell, you can also affect the target as if you had cast a *hunter's mark* spell as a 1st level spell, without expending a spell slot or requiring components. A *hunter's mark* cast in this manner does not require concentration to maintain, but ends if you cast the spell again, and cannot be transferred to a different target when the original target dies.

NATURAL SIGHT

3rd-Level Wilderness Sharpshooter feature

Your sight is especially keen. You can see up to 1 mile away with no difficulty, able to discern even fine details as though looking at something no more than 100 feet away from you. Additionally, an area lightly obscured due to dim light, foliage, rain, falling snow, mist or other natural phenomena doesn't impose disadvantage on your Wisdom (Perception) checks relying on sight.



HIDDEN MARKSMAN

7th-Level Wilderness Sharpshooter feature

You can shoot from hiding with great skill and accuracy, you gain the following benefits:

- While you are Hidden from a target, any hit you score against that target with a ranged weapon is a critical hit.
- While you are Hidden from a creature and miss it with a ranged weapon attack, making the attack doesn't reveal your position.
- If you are Hidden during the first round of combat, making an attack using a ranged weapon doesn't reveal your position to any creature that was Surprised.

CLOAK OF THE WILD

11th-Level Wilderness Sharpshooter feature

You can use natural concealment to confuse the eye of those that attack you at range. Creatures attacking you with ranged attacks while you are lightly obscured by dim light, foliage, rain, falling snow, mist and other natural phenomena have disadvantage on their ranged attack rolls against you.

QUICKENED SHOT

15th-Level Wilderness Sharpshooter feature

You can cast *swift quiver* once using this feature without expending a spell slot or requiring components. You can cast this spell again using this feature when you finish a long rest.

When you reach 17th level, you gain the *swift quiver* spell as an additional ranger spell known and it does not require components when cast by you.



WILDERNESS SKIRMISHER

Rangers of the Wilderness Skirmisher archetype train as close combatants and fleet footed skirmishers, testing themselves in combat in the wild places of the world. They learn primal magics that enhance their skill in close combat and allow seeming impossible feats such as cutting an arrow from the sky or skewering two opponents with a single spear thrust.

These rangers excel at charging in, striking, then fading away before their enemies can rally a defense.

TRICKS OF BLADE, AXE, AND SPEAR

3rd-Level Wilderness Skirmisher feature

You are adept at using your magic to subtly influence your melee attacks. You gain a single Blade Trick spell as an

additional spell known. You gain further additional Blade Trick spells at 5th, 9th, 13th, and 17th level.

CLOSE COMBATANT

3rd-Level Wilderness Skirmisher feature

Your training with melee weapons has made you a master of blade, axe, and spear, granting the following benefits:

- You learn an additional fighting style from the following list: Aggressive, Charging, Dueling, Skirmishing, Revenant Blade Fighting, Thrown Weapon Fighting, Two-Weapon Fighting, or Versatile Fighting.
- You may activate a class feature or use a spell that requires a bonus action (such as transferring a *hunter's mark*) as part of the same bonus used to engage in two-weapon fighting or use a feat, class feature, or spell that grants an additional attack as a bonus action, so long as the class feature or spell does not also include an attack.
- Once per turn when you hit a target with a blade trick spell, you can also affect the target as if you had cast a *hunter's mark* spell as a 1st level spell, without expending a spell slot or requiring components. A *hunter's mark* cast in this manner does not require concentration to maintain, but ends if you affect a target the spell again, and cannot be transferred to a different target when the original target dies.

WILDERNESS RUNNER

3rd-Level Wilderness Skirmisher feature

You can run nonstop for great distances. You gain proficiency in Constitution saving throws and you add your proficiency bonus to any Constitution check you make to avoid exhaustion.

When traveling for an hour

or more you double your movement speed to determine the distance you can travel on foot.

MOBILE SKIRMISHER

7th-Level Wilderness Skirmisher feature

Your style of fighting values mobility and speed over the protection of armor, you gain the following benefits if you aren't wearing heavy armor:

- Your speed increases by 10 feet.
- You can use the Dash action as a bonus action. When you use the Dash action, difficult terrain doesn't cost you extra movement on that turn.
- When you make a melee attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

OVERWHELMING ASSAULT

11th-Level Wilderness Skirmisher feature

If you hit a creature with two or more melee attacks during a turn, that creature suffers disadvantage on attack rolls against you until the start of your next turn so long as it is within your reach and you are not incapacitated.

SKIRMISHER'S FLURRY

15th-Level Wilderness Skirmisher feature

You can cast *swift blades* once using this feature without expending a spell slot or requiring components. You can cast this spell again using this feature when you finish a long rest.

When you reach 17th level, you gain the *swift blades* spell as an additional ranger spell known and it does not require components when cast by you.

WILDERNESS SLAYER

Rangers of the Wilderness Slayer archetype are experts at stealth and attacking from surprise. They take a pragmatic approach to combat, when facing multiple opponents they will often strike to fell a foe, then fade away before its allies can respond.

SILENT SLAYER

3rd-Level Wilderness Slayer feature

You gain proficiency in the Stealth skill. If you are already proficient in this skill you add double your proficiency bonus to checks you make using it.

In addition, your ranger spells do not require verbal components to cast.

PRECISION STRIKE

3rd-Level Wilderness Slayer feature

You know how to strike with precision when given the slightest opening. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse, light, or ranged weapon.

You don't need advantage on the attack roll if the target is one of your favored enemies, is affected by your *hunter's mark* spell or Favored Foe feature, or if another enemy of the target is within 5 feet of it and that enemy isn't incapacitated. You cannot inflict this additional damage if you have disadvantage on the attack roll.

The amount of the extra damage increases as you gain levels in this class, to 2d6 at 7th level, 3d6 at 11th level, 4d6 at 15th level, and to 5d6 at 19th level.

SURPRISE ATTACK

3rd-Level Wilderness Slayer feature

You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit.

STRIKE AND FADE

7th-Level Wilderness Slayer feature

On your turn, when you score a critical hit with a weapon attack or reduce a creature to 0 hit points with one, you may immediately move up to half your speed and take the Hide action as a reaction. This movement does not provoke opportunity attacks.

FAVORED PREY

11th-Level Wilderness Slayer feature

You may choose an additional type of Favored Enemy. Alternatively, if you have humanoids as a Favored Enemy, you may choose to have your Favored Enemy apply to all humanoids.

In addition, your Precision Strike feature inflicts an additional 1d6 damage if the target is one of your favored enemies or is marked by your Favored Foe feature.

SLAYER'S STRIKE

15th-Level Wilderness Slayer feature

When you score a critical hit on an attack roll against a creature, it must make a Constitution saving throw versus your Spell Save DC. On a failed save, double the damage of your attack against the creature.



MUNDANE RANGERS

Many ranger concepts, including what is arguably the single most iconic ranger, Aragorn, son of Arathorn, from the Lord of the Rings novels by J.R.R. Tolkien, are less mystical than portrayed by the D&D ranger character class. Similarly, most other rangers to be found in fiction also don't seem to cast spells as such.

So how can we best handle these types of concepts within the D&D rule framework?

IGNORE IT

Treat the ranger spells as 'knacks' or skills that the ranger uses, while they use a spell mechanic they rely more on the ranger's raw skill and prowess than magic. This is largely the route we take in this sourcebook.

To aid this idea, we added several Ranger Archetypes, which together with the Hunter from *The Player's Handbook* feel more 'mundane'. The trio of Wilderness archetypes: the Wilderness Sharpshooter, Wilderness Slayer, and Wilderness Skirmisher round out the niche of a less magic based ranger. One core method that we use to make these rangers more down to earth is adding several new ranger 'spells' that feel more like weapon techniques than traditional magical spells. See the Spell-Less Ranger sidebar.

USE DIFFERENT RULES

In the Martial Options: The Art of War sourcebook, we introduce new subclasses for the Fighter and Rogue that can fill the niche of a mundane ranger. Specifically the fighter's Wilderness Warrior martial tradition and the Roguish Sharpshooter rogue archetype from that sourcebook will represent such rangers well, as does the Scout roguish archetype from *Xanathar's Guide to Everything*.

Alternatively, if you remove verbal and somatic components, but in some cases add material components (to spells like *cure wounds* and *goodberry*) to the ranger spells in the table to the right. These spells might be the result of herb lore, skill at animal handling, knowledge of survival techniques, and similar mundane talent augmented with just a bit of primordial lore.

THE "SPELL-LESS" RANGER.

Many of the rangers in fiction, such as Robin Hood or Drizzt Do'Urden, do not cast spells as such, though they do possess some mystic knowledge. Those characters still do amazing things with blade or bow, to emulate such skill we've added several spells that enhance the "caster's" martial prowess. These spells do not require components to cast, other than the weapons used in the attack. While these spells use the spell slot mechanic, they are more similar to a fighter Battle Master's maneuvers.

The save DC of these spells are calculated differently, the DC = 8 + your proficiency bonus + your Strength, Dexterity, or Wisdom modifier (your choice).

- **Arrow Tricks.** These spells are cast when you make or are about to make a ranged weapon attack. Usually the attack does additional damage and/or causes some additional effect on the target.
- **Blade Tricks.** These spells are cast when you make or are about to make a melee weapon attack. Usually the attack does additional damage and/or causes some additional effect on the target.

'MUNDANE' RANGER SPELLS

1ST LEVEL

Alarm
Animal Friendship
Arrow Trick: Aimed Shot
Arrow Trick: Disarming Shot
Arrow Trick: Distracting Shot
Arrow Trick: Intimidating Shot
Arrow Trick: Long Shot
Arrow Trick: Pinning Shot
Arrow Trick: Point Blank Shot
Arrow Trick: Pushing Shot
Arrow Trick: Rapid Fire
Blade Trick: Arrow Cutting
Blade Trick: Blade Storm
Blade Trick: Deadly Opportunity
Blade Trick: Disarm
Blade Trick: Duelist's Guard
Blade Trick: Forceful Throw
Blade Trick: Hamstring
Blade Trick: Intimidating Strike
Blade Trick: Mighty Blow
Blade Trick: Piercing Thrust
Blade Trick: Reprise
Blade Trick: Unbalancing Strike
Camouflage
Cure Wounds
Detect Poison and Disease
Goodberry
Hunter's Mark
Hunter's Spear
Jump
Longstrider
Snare

2ND LEVEL

Arrow Trick: Intercept Shot
Arrow Trick: Parting Shot
Arrow Trick: Stopping Shot
Beast Strike
Blade Trick: Closing Rush
Blade Trick: Parry and Riposte
Blade Trick: Stop Thrust
Darkvision
Dashing Smite
Detect Traps*
Find Animals or Plants*
Gifts of the Night Hunter
Lesser Restoration
Pass Without Trace
Protection from Poison

3RD LEVEL

Arrow Trick: Readied Shot
Arrow Trick: Unerring Volley
Blade Trick: Drawing Strike
Blade Trick: Unerring Strikes
Blindsight
Flame Arrows
Skirmisher's run

4TH LEVEL

Arrow Trick: Combo Shot
Arrow Trick: Stunning Shot
Blade Trick: Combo Strike
Blade Trick: Stunning Blow

5TH LEVEL

Arrow Trick: Arrow Surge
Arrow Trick: Running Barrage
Blade Trick: Blade Surge
Blade Trick: Running Assault
Mass Animal Friendship
Swift Quiver
Swift Blades



SORCERER

Some sorcerers draw their innate magical power from a more primal source. The Fey Touched origin described in the [Arcane Mysteries: The Secrets of the Arcanum](#) sourcebook and the Primal Soul described below are examples of such origins.

SORCEROUS ORIGIN

The Primal Soul sorcerous origin which may be chosen as a character's sorcerous origin at 1st level is described below:

PRIMAL SOUL

Sometimes the spark of magic that fuels a sorcerer comes from a natural primordial source that promotes a oneness with the creatures and energies of the natural world. You or your bloodline might be the chosen servants of a nature spirit or a primal force. Perhaps you come from a long line of powerful druids. Or you might be a destined champion of nature.

A Primal Soul might work closely with a druidic circle or be entirely unconnected with such hierarchies. Those that keep to the Old Faith may consider such a sorcerer sacred to their faith.

PRIMAL SORCERY

1st-level Primal Soul feature

When your Spellcasting feature lets you learn or replace a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the druid spell list or the sorcerer spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

Additionally, you learn a cantrip and a 1st level spell of your choice from the druid spell list. These are sorcerer spells for you, but don't count against your number of sorcerer spells or cantrips known. When you reach 3rd, 5th, 7th, and 9th level you can learn an additional bonus spell from the druid spell list of the spell level that just became available to you. When you gain a level in this class, you can choose one of these bonus spells known and replace it with another spell from the druid spell list of the same level.

Finally, you can use a druidic focus as a spellcasting focus for your sorcerer spells.

FRIEND OF BEAST AND LEAF

1st-level Primal Soul feature

You have the ability to verbally communicate with beasts and plants. They can understand the meaning of your words, and you can understand their sounds and rustling in return. When you make a Charisma check to influence beasts or plants, you are considered proficient and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

SORCEROUS WILD SHAPE

6th-level Primal Soul feature

You can use your action to magically assume the shape of a beast that you have seen before, as detailed in the druid Wild Shape feature as a druid of your Sorcerer level. You can use this feature once. You regain expended uses when you finish a short or long rest.

You can spend 2 sorcery points to use Wild Shape additional times between rests and you can enhance it in other ways by spending sorcery points:

- If you have the Careful Spell metamagic, while in beast shape you can spend sorcery points as a bonus action, to a maximum equal to your Charisma modifier, to regain 1d8 hit points per sorcery point.
- If you have the Empowered Spell metamagic, you can spend sorcery points to increase the Maximum Challenge Rating of the beast form you can assume by the number of sorcery points spent, to a maximum challenge rating equal to your sorcerer level.
- If you have the Extended Spell metamagic, you can spend 1 sorcery point when you take a beast form to retain the shape until you drop to 0 hit points or die. Alternatively, you can use 1 sorcery point when you use Wild Awareness to extend the duration until the end of your next long rest.
- If you have the Quickened Spell metamagic, you can spend 1 sorcery point to use this feature as a bonus action instead of an action.
- If you have the Subtle Spell metamagic, you can use it to cast a spell that does not require material components while in beast form.

You can also use the Wild Awareness and Wild Focus variants presented in the druid chapter of this sourcebook. You can use the Wild Focus variant to enhance sorcerer spells you cast.

PRIMAL GRACE

14th-level Primal Soul feature

You gain proficiency with Dexterity and Wisdom saving throws and are immune to poison and disease.

Additionally, beasts and plant creatures with an intelligence of 7 or lower start out with a friendly attitude towards you. Such creatures will not willingly attack you unless controlled by magic or you attack them first.

SOUL OF NATURE

18th-level Primal Soul feature

Increase your Charisma score by 2, your maximum for this ability also increases by 2. In addition, you can now use your Sorcerous Wild Shape feature twice between rests, without expending sorcery points, and when you revert from beast shape to your normal form voluntarily, by using a bonus action on your turn, you regain 2 sorcery points.

WILD SYNERGY: SORCEROUS WILD SHAPE

Once a Primal Soul sorcerer gains the Sorcerous Wild Shape feature, they are considered to possess the Wild Shape feature for the purposes of spells and feats that require it. They may choose any of the following Druid Class feats as a druid of their Sorcerer Level: Beastbonded, Form Affinity, Friend of the Fey, Greenweaver, Oakenstave, Primordial Weapon, Totemic Magic, Verdant Magic, or Wilderwand..



ARTIFICER

An Artificer specialty that emphasizes the use of natural materials and constructing items and structures in harmony with nature is described below. The Artificer class can be found in the Eberron: Rising from the Last War sourcebook.

NEW ARTIFICER SPECIALIST

At 3rd level, you choose the type of specialist you are, an additional specialty for the artificer, the Shaper is described below.

SHAPER

A shaper is an artificer that uses ancient sylvan techniques to shape natural materials. These artificers meld arcane and druidic magic and are responsible for the shaping of the woodland cities of many elvish realms. Many also learn to wield magic and shape natural weapons to defend their creations.

SECRETS OF SHAPING

3rd-level Shaper feature

You gain proficiency with the Nature skill and Leatherworker's, Woodcarver's, or Weaver's Tools. If you are already proficient with the Nature skill, you may add double your proficiency bonus to checks you make using it. If you are already proficient with all the listed tools, you gain a different tool proficiency of your choice.

When you craft a magical or mundane item or structure of wood or organic natural materials for which you have a related artisan tool proficiency, it takes you a quarter of the normal time, and it costs you half as much of the usual gold. Using these techniques, you can make armor, weapons, and shields out of wood, bone, and similar natural materials that are as sturdy and effective as an equivalent metal item.

When you gain the Magic Item Adept feature you can craft non-consumable common or uncommon magic items of such materials at one quarter the normal cost and 1/8th of the normal time.

SYLVAN METHODS

3rd-level Shaper feature

You learn ancient sylvan methods to shape your environment in tune with the natural ways of the world. When you prepare the list of artificer spells each day, you may also prepare a limited number of spells from the druid spell list. When you do so, choose a number of druid spells equal to your Wisdom modifier + your proficiency bonus. The spells must be of a level for which you have artificer spell slots, or a cantrip. These are artificer spells for you.

You can change your list of prepared druid spells when you finish a long rest. Preparing a new list of druid spells requires time spent in meditation: at least 1 minute per spell level for each spell on your list.

You can use a druidic focus as a spellcasting focus for your artificer spells.

SHAPER COMBAT TRAINING

3rd-level Shaper feature

You have learned a style of fighting that utilizes your understanding and control of natural materials to imbue such items with magic as you attack. You learn one of the following cantrips: *agile blade*, *booming blade*, *burning blade*, *critical insight*, *crushing blow*, *harvest sickle*, *impel weapon*, *magic stone*, *moon strike*, *mordant blade*, *primal weapon*, *rime blade*, *serpent strike*, *shillelagh*, *splinterthorn cudgel*, *smelting smite*, *springing spear*, *sprout weapon*, *stonebreaker*, *storm hammer*, or *thorndisk*; this cantrip does not count against your number of cantrips known.

You may choose an additional cantrip known from this list at 9th level and 15th level.

In addition, you gain the following benefits while wielding only weapons composed of natural organic materials and you are not wearing metal armor or wielding a metal shield:

- You can wield such weapons and shields as spellcasting focuses for your artificer spells.
- When you take the Attack action on your turn wielding a weapon you can use as a focus, you can cast or attack with a spell in place of the attacks you could make as part of that action and are considered to have attacked using the weapon. The spell must have a casting time of 1 Action or 1 Bonus Action.
- When you activate a class feature or cast or use a spell that requires a bonus action and does not include an attack (such as transferring a *hunter's mark*), you gain an additional bonus action that turn that can only be used engage in two-weapon fighting or use a feat or class feature that grants an additional weapon attack as a bonus action (such as polearm master) using a weapon you can wield as a focus.
- You can increase your reach using such weapons by 5 feet during your turn and you automatically succeed on ability checks made to resist disarm and sunder attempts directed at such weapons while you are conscious.

LIVING INFUSIONS

5th-level Shaper feature

You learn the *wood shape* spell and the spell gains the ritual tag for you. This spell is always prepared and does not count against the number of druid spells you may prepare each day. When cast by you, the spell can also affect leather, bone, hide, fiber, and similar natural organic materials.

You learn a number of additional Infusions from the Living Item Infusion list equal to your proficiency bonus. The items must be ones allowed by your level. You may replace one of these infusions with a new one when you gain an Artificer level. You may have a number of additional infusions active equal to half your proficiency bonus so long as those infusions are Living Item Infusions.

SHAPING STRIKE

9th-level Circle of the Shaper feature

While wielding a weapon composed of natural organic materials, such as wood or bone, you can shape the weapon as part of making the attack, inflicting additional damage. Once on each of your turns when you hit a target with a weapon attack using such a weapon, you can cause the attack to deal an extra 1d8 damage of the same type dealt by the weapon to the target. When you reach 15th level, the extra damage increases to 2d8.

PRIMORDIAL SPELL STORING ITEM

15th-level Circle of the Shaper feature

When you use your Spell-Storing Item feature, you can store up to two spells in the object and the spells can be of up to 3rd level and can be chosen from the artificer or druid spell list. The total number of times the item can be used to cast a spell is equal to twice your Intelligence modifier, regardless of which spell is cast from it.

When you reach 19th level, you may store up to three spells in the object and the spells can be of up to 4th level.

NEW SHAPER ARTIFICER INFUSIONS

The following are new artificer infusions unique to the Shaper specialty.

LIVING ITEM INFUSION

Prerequisite: Sylvan Methods feature

Using this infusion, you learn to create a magic item out of natural materials. You can infuse an item with this infusion as part of crafting the item using a *wood shape* spell, so long as you are not at your maximum number of infused items. You can learn this infusion multiple times; each time you do so, choose a magic item that you can make with it, picking from the Living Items tables below. If you know a living item infusion, you automatically learn that infusion at its increased bonus when you reach the appropriate artificer level.

LIVING ITEMS (5TH-LEVEL ARTIFICER)

Boneclaw Blade (+1)*
Fernweave Armor (+1)*
Ironwood Breastplate (+1)*
Living Spear (+1)*
Living Staff (+1)*
Thornvine Shield (+1)*
Wildhide Armor (+1)*
Witchwood (+1)*
Bag of Holding
Bat of Tricks (Grey)
Boots of Elvenkind
Cloak of Elvenkind
Cloak of the Manta Ray
Gloves of Thievery
Ring of Feather Falling
Ring of Warmth
Ring of Water Walking
Rope of Climbing
Wand of Entangle
Wand of Magic Detection
Wand of Secrets
Wind Fan

LIVING ITEMS (10TH-LEVEL ARTIFICER)

Boneclaw Blade (+2)*
Fernweave Armor (+2)*
Ironwood Breastplate (+2)*
Living Spear (+2)*
Living Staff (+2)*
Thornvine Shield (+2)*
Wildhide Armor (+2)*
Witchwood (+2)*
Bag of Tricks (Rust)
Boots of Striding and Springing
Boots of the Winterlands
Broom of Flying
Bracers of Archery
Cloak of Charisma*
Cloak of Protection
Gauntlets of Ogre Power
Gloves of Missile Snaring
Gloves of Swimming and Climbing
Handy Haversack
Nature's Mantle
Periapt of Wound Closure
Pipes of the Sewers
Quiver of Ehlonna
Ring of Jumping
Saddle of the Cavalier
Sentinel Shield
Slippers of Spider Climbing
Staff of the Adder
Staff of the Python
Wand of Paralysis
Winged Boots

LIVING ITEMS (15TH-LEVEL ARTIFICER)

Boneclaw Blade (+3)*
Fernweave Armor (+3)*
Ironwood Breastplate (+3)*
Living Spear (+3)*
Living Staff (+3)*
Thornvine Shield (+3)*
Wildhide Armor (+3)*
Witchwood (+3)*
Amulet of Health
Bag of Tricks (Tan)
Belt of Hill Giant Strength
Boots of Speed
Bracers of Defense
Cloak of the Bat
Ring of Dexterity*
Ring of Free Action
Ring of Protection
Ring of the Ram
Talisman of Understanding*

*Indicates a new item included in Appendix I:
Primordial Magic Items

PRIMORDIAL SPELL STORING INFUSION

Prerequisite: 11th-level, Living Infusions feature

Item: one item that you can use as a spellcasting focus. Choose one druid spell with a spell level equal to or less than half your artificer level with a casting time of 1 Action. While holding the object, you can take an action to produce the spell's effect from it. The item can be used once to produce the spell's effect, it regains the ability to produce the effect daily at dawn.

You can use this infusion on the item again to change the spell it contains.

WIZARD

Wizards pursue a variety of scholarly topics. Some few that delve into natural and druidic lore are adherents of the school of naturalism.

NEW WIZARD TRADITION

The School of Naturalism is a new wizard magical tradition that can be chosen when a wizard reaches 2nd level.

SCHOOL OF NATURALISM

Prerequisite: To choose this tradition you must be proficient with both the Arcana and Nature skills and have a Wisdom score or 13 or higher.

Wizards that pursue this tradition combine a thirst for knowledge with a love of the natural world. These naturalists study flora and fauna, both natural and magical and learn the secrets of the Old Magic of the druids.

NATURAL SAVANT

2nd-level School of Naturalism feature

Your study of the mystic arts blends arcane and naturalist study. You can use a druidic focus as an arcane spellcasting focus and can become attuned to magical items as if you were a druid.

Additionally, you can treat your wizard Spellcasting Ability modifier as being the sum of your Intelligence modifier + your Wisdom modifier, to a maximum of a +5 modifier. You can use this modifier when determining your wizard spell attack bonus, spell save DC, and when making spellcasting ability checks. If an effect allows you to increase your Intelligence score above 20, you can increase the maximum modifier from this feature accordingly.

PRIMORDIAL ARCANA

2nd-level School of Naturalism feature

When you prepare your wizard spells for the day you may prepare a limited number of spells from the druid spell list in addition to your wizard spells. You prepare the list of druid spells that are available for you to cast, choosing from the druid spell list. When you do so, choose a number of druid spells equal to your Wisdom modifier + half your wizard level (round down). The spells must be of a level for which you have wizard spell slots, or a cantrip. You can cast these spells as wizard spells.

You can change your list of prepared druid spells when you finish a long rest. Preparing a new list of druid spells requires time spent in meditation: at least 1 minute per spell level for each spell on your list.

Additionally, when you choose this tradition, choose one druid cantrip, you gain that cantrip as an additional wizard cantrip known. Your spells are considered both arcane and primal.

You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

STUDENT OF THE OLD MAGIC

6th-level School of Naturalism feature

You are a student of the Old Magic. You may choose two Old Magic options from the list in the Old Magic druid class feature of the Circle of Mysteries. You are treated as a druid of your wizard level for the purposes of meeting any prerequisites and to determine the effects of the option you choose.

NATURAL POWER

10th-level School of Naturalism feature

Natural magic comes easily to you. When you expend a spell slot of 2nd level or higher to cast a spell from your list of prepared druid spells, you regain one expended spell slot. The slot you regain must be of a level lower than the spell you cast and can't be higher than 5th level.

MASTER OF THE OLD MAGIC

14th-level School of Naturalism feature

Choose one druid cantrip, you gain that cantrip as an additional wizard cantrip known and you may choose two additional Old Magic options from the list in the Old Magic druid class feature of the Circle of Mysteries.







WILD CUSTOMIZATION

OPTIONS

The following are additional feats, class feats, and backgrounds of special interest to Barbarians, Druids, and Rangers.

WILD FEATS

The following are new feats that can be chosen by characters. This supplement assumes that the feats optional rule is being used in the game and several of the mechanical aspects of the expansion revolve around them. Unless otherwise noted you cannot choose the same feat more than once. It is recommended that you also use the optional Bonus Feat rule below:

OPTIONAL RULE: BONUS FEAT

You can choose one bonus feat. This bonus feat may be chosen at character creation or when a character gains a level.

BEAST SHAPE ADEPT

Prerequisite: Spellcasting class feature

You can expend a spell slot as an Action to assume the shape of a beast you have seen before. This functions as described in the Druid's Wild Shape feature, as if you were a druid of your character level, except that you may remain the beast form for a number of hours equal to the level of the spell slot you used to activate this ability.

Once you return to your normal form, you cannot use this ability again until you finish a short or long rest.

BOW EXPERT

Prerequisite: Proficiency in longbow or shortbow, Archery Fighting Style

You have mastered the use of the bow in battle. You gain the following benefits when using a bow so long as you are proficient in its use:

- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- Once on each of your turns, when you use the Attack action and attack with a bow, you can make one additional attack with the same weapon as part of that action so long as you are not within 5 feet of a hostile creature, and you do not move during your turn.
- The base range of a longbow wielded by you becomes 200/1000, the base range of a shortbow becomes 120/600.

DEADLY AIM

Prerequisite: Extra Attack feature

You have learned to take careful aim, inflicting maximum damage with a single ranged weapon attack. You gain the following benefits:

- Your attacks score a critical hit on a roll of 19 or 20. (Or you increase your critical range by one if you already score a critical on a roll other than 20.)
- If you take the Attack action on your turn, you can choose to make only a single attack using a ranged weapon, foregoing any additional attacks during that action. If you hit with this attack, for each additional attack you could have made as part of that attack action you can roll the weapon damage dice two additional times when determining the damage for the attack.

DEADLY STRIKE

Prerequisite: Extra Attack feature

You have learned to make a deadly strike to devastate a foe with a single melee weapon attack. You gain the following benefits:

- Your attacks score a critical hit on a roll of 19 or 20. (Or you increase your critical range by one if you already score a critical on a roll other than 20.)
- If you take the Attack action on your turn, you can choose to make only a single attack using a melee weapon, foregoing any additional attacks during that action. If you hit with this attack, for each additional attack you could have made as part of that attack action you can roll the weapon damage dice two additional times when determining the damage for the attack.

DUELING MASTER

Prerequisite: 11th level in a class that gains the Extra Attack feature, Dueling Fighting Style feature, Defensive Duelist feat

- When wielding only a single weapon with the finesse property in one hand, when you take the Attack action on your turn you can use a bonus action to make an additional attack with that weapon.
- If you use the Defensive Duelist feat, and the attack misses, you can make a melee attack using a finesse weapon you are wielding against that attacker as part of the same Reaction.
- When you are wielding a melee weapon with the finesse property in one hand and no other weapons and you are not wielding a shield, you gain a +1 bonus to AC.



FIGHTING STYLE ADEPT

Prerequisite: Strength or Dexterity 13 or higher, Extra Attack or Fighting Style class feature or Fighting Initiate feat

You have trained in a particular style of fighting as a specialty.

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You gain a style of fighting chosen from the options listed under the Fighter Fighting Style feature or the Fighting Style feature of your class. Whenever you reach a level that grants the Ability Score Improvement feature, you can replace this feat's fighting style with another one that you don't have.

GREAT FORTITUDE

Prerequisite: Proficiency with Constitution saving throws

You are used to surviving hardship and privation, granting you the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- You have advantage on Constitution checks and saving throws to prevent exhaustion and to resist poison, disease, or pain.
- You can survive easily on half the amount of food, water, and sleep necessary for a normal creature of your size and race. You can go without food, water, and sleep completely for double the usual amount of time before suffering exhaustion.
- You regain 1 hit die and decrease your exhaustion level, if any, by 1 when you finish a short rest.
- You regain all your hit dice and you decrease your exhaustion level, if any, by 2 when you finish a long rest.

HAND AND A HALF STYLE

Prerequisite: Dueling or Versatile Fighting Style

Also known as 'bastard style', you have developed a fighting style that emphasizes switching between one- and two-handed grips on a versatile weapon. You gain the following benefits:

- If you have the Dueling fighting style, when you use a weapon with the Versatile property in two hands, you gain a +3 bonus to damage rolls with that weapon.
- If you have the Versatile fighting style, you need not forgo the additional damage from the weapon's Versatile property to make the bonus action attack with the weapon's haft or pommel and can do so while wielding the weapon in one or two hands.
- While wielding a weapon with the Versatile property, once per turn, when you switch how you are wielding the weapon (from one-handed to two-handed or visa-versa) you gain advantage on the next attack roll you make with the weapon after the switch. You can make such a switch as part of any attack you make using the weapon.
- You can don or doff a shield as an object interaction (as if drawing a weapon) or bonus action on your turn.

MARTIAL FINESSE

Prerequisite: Dexterity 13 or higher

You have undergone martial training emphasizing light fast weapons and precise movement to gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- The following weapons are treated as if they possessed the Finesse property when wielded by you: Chain (spiked or weighted), club, double-bladed scimitar, double-bladed sword, handaxe, javelin, light flail, light hammer, light pick, quarterstaff, sickle, spear, and longsword.
- Your unarmed strikes are considered weapons with the Light and Finesse properties that inflict 1d4 bludgeoning damage on a hit.
- You can use Dexterity in place of Strength when making Athletics checks and to determine your jumping height and distance.

NATURAL CASTER

Prerequisite: Spellcasting class feature

You have a natural talent for your chosen discipline of spellcasting.

- Increase your Spellcasting Ability score by 1, to a maximum of 20. If you have more than one spellcasting ability, choose one.
- You do not need material components to cast spells with a casting time of 1 Action or less.
- You learn two cantrips of your choice from your Spellcasting feature's spell list. These spells don't count against your number of cantrips known. You can exchange one of these cantrips for a new one whenever you gain a level in the class granting your Spellcasting feature.

OLD MAGIC ADEPT

Prerequisite: Spellcasting feature

You have discovered secrets of the old magic.

- You learn a single druid cantrip of your choice.
- You may choose a single Old Magic option from the list in the Old Magic druid class feature of the Circle of Mysteries. You must meet any prerequisites for the option you choose as normal, except that you add half your level in other classes (round down) to your druid level to determine if you meet a level prerequisite and to determine the effects of the option.

You may choose this feat multiple times, selecting a new Old Magic option and cantrip each time it is chosen. Wisdom is your spellcasting ability for any spell learned from this feat.

REVENANT BLADE MASTER

Prerequisite: 11th level in a class that gains the Extra Attack feature, Revenant Blade Fighting style or Revenant Blade feat

The whirling blades of your double-bladed scimitar are a constant threat to all nearby foes.

- The damage of a bonus action attack from a double-bladed scimitar wielded by you increases to 2d4.
- While you are holding a double-bladed scimitar with two hands, you can use the weapon to make one opportunity attack without using a reaction. You can use this ability once, you regain its use at the start of each of your turns.
- While you are holding a double-bladed scimitar with two hands, a hostile creature that ends its turn within 5 feet of you provokes an opportunity attack from you.

TWO-WEAPON MASTER

Prerequisite: 11th level in a class that gains the Extra Attack feature, Two-Weapon Fighting Style, Dual Wielder feat

You are a master at striking with a pair of weapons. You gain the following benefits:

- When you engage in two-weapon fighting, you may make two additional attacks instead of one, so long as at least one of the weapons is a light weapon.
- While wielding a melee weapon in each hand, if you use your Reaction to make an attack you can attack twice, once with each weapon, as part of that Reaction so long as at least one of the weapons is a Light weapon.

UNDERFOOT FIGHTING

You have learned to take advantage of your size and nimbleness to confound larger opponents. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You have advantage on Acrobatics and Athletics checks made as part of a Tumble or Overrun attempt.
- Moving through another creature's space does not cost you extra movement. Any creature whose space you moved through during your turn has disadvantage on attack rolls against you until the start of your next turn. You lose this benefit if you are incapacitated or if your speed drops to 0.
- You can end your move in the space of a creature that is at least two sizes larger than you. While sharing a creature's space, you have half cover from attacks and the creature whose space you share has disadvantage on attack rolls against you. You lose this benefit if you are incapacitated or if your speed drops to 0.
- If a creature whose space you share moves so as to no longer share your space, it provokes an opportunity attack from you.

Wild Synergy. If you have the Halfling Nimbleness racial trait, you can end your move in the space of a creature that is at least one size larger than you without squeezing. A Dwarf with this feat can end its move in the space of any Giant of size Large or larger without squeezing.

The Overrun and Tumble options are listed on p.272 of *The Dungeon Master's Guide*. The *Martial Options: Art of War* sourcebook has additional rules for these sorts of combat options.

WARDEN TRAINING

Prerequisite: Spellcasting class feature

- You learn one druid cantrip of your choice, Wisdom is your spellcasting ability for this cantrip.
- If you're proficient with a weapon or a shield, you can use it as a spellcasting focus for your druid spells. You may treat any spell you cast as requiring a focus as a component.
- When you take the Attack action on your turn wielding a weapon you can use as a focus, you can cast or attack with a spell in place of the attacks you could make as part of that action and are considered to have attacked using the weapon. The spell must have a casting time of 1 Action or 1 Bonus Action.

- When you activate a class feature or cast or use a spell that requires a bonus action and does not include an attack (such as transferring a hunter's mark), you gain an additional bonus action that turn that can only be used engage in two-weapon fighting or use a feat or class feature that grants an additional weapon attack as a bonus action (such as polearm master) using a weapon you can wield as a focus.

WILDERNESS ADEPT

Prerequisite: proficiency in the Nature or Survival skill

You are more adept at surviving in the wilderness than your average person. You gain proficiency in Nature and Survival, if you are already proficient in a skill you add double your proficiency bonus to checks you make using it.

In addition, you are skilled at navigating the wilderness. You gain the following benefits when traveling for an hour or more in any terrain:

- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.



CLASS FEATS

This section introduces a collection of special feats that allow you to explore aspects of your class or archetype further. Each feat represents a focus on an aspect of your class, a set of spells, or certain features of your chosen archetype. The class feats in this supplement focus on the Barbarian, Druid, and Ranger classes. A Class Feat has a specific class as a prerequisite, only characters that possess levels in only that class can choose a class feat.

A multi-class character may NOT choose or benefit from a Class Feat.

BARBARIAN CLASS FEATS

The following are class feats that may be chosen by Barbarians. Some have a specific barbarian class feature as a prerequisite that may limit it to being chosen by one particular barbarian Primal Path. Others may be chosen only by a specific race as noted in their prerequisites.

BARBARIAN CLASS FEATS

Barbarian Class Feats	Path
Ancestral Warrior	Ancestral Guardian
Barbaric Prowess	Any
Bestial Bear Form	Bestial Rage



Bestial Boar Form	Bestial Rage
Bestial Tiger Form	Bestial Rage
Bestial Wolf Form	Bestial Rage
Berserker	Berserker
Born in Blood	Bloodrager
Brutal Brawler	Brawler
Brutal Magic	Wild Magic
Call of the Storm Lord	Thunder
Cursebonded	Cursed
Earth Cousin	Earthen Fury
Fanatic Warrior	Zealot
Frenzied Dance	Dervish
Fury of Giants	Giants
Gutbuster	Battlerager
Horselord	Totem Warrior (Horse)
Powerful Totem	Totem Warrior
Primal Commander	War Leader
Primal Rage	Any
Primal Smith	Steel
Reckless Killer	Any
Savage Brawler	Any
Sea Herald	Storm Herald
Siege Breaker	Juggernaut
Soul of the Beast	Beast
Spirit Caller	Totem Warrior
Sun Herald	Storm Herald
Tundra Herald	Storm Herald
Wild Defender	Tribal Defender
Wrecker	Vandal

ANCESTRAL WARRIOR

Prerequisite: Barbarian class, Rage class feature, Ancestral Protectors feature

The rage and power of your ancestors flows through you.

- If the target of your Ancestral Protectors effect ends its turn within 5 feet of you, it suffers 1d6 force damage. When you gain the Vengeful Ancestors feature this damage increases to 2d6.
- Your Spirit Shield feature grants an additional benefit: Once during each rage, when you fail a saving throw or ability check you can reroll it with a bonus to the roll equal to your Rage Damage bonus.
- When you gain the Consult the Spirits or Ancestral Guides feature you also gain proficiency with the History skill and Wisdom saving throws. If you are already proficient with this skill, you add double your proficiency bonus to checks you make using it.

BARBARIC PROWESS

Prerequisite: Barbarian class, Rage class feature

- Increase your Strength, Dexterity, or Constitution score by 1, to a maximum of 20.

Primal Athlete. You gain proficiency with Athletics and Acrobatics, if you are already proficient with a skill you may add double your proficiency bonus to checks you make using it. Additionally, you regain one use of your Rage when you finish a short rest.

Physical Focus. You can use your rage outside of combat to boost your physical prowess. You can expend a use of your Rage when you start a physical contest or competition or as a bonus action during such an event. For the duration of the contest, to a maximum of 1 hour, you gain the following benefits:

- You have advantage on Strength, Dexterity, and Constitution checks.
- You can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus.
- Difficult terrain, climbing, and swimming does not cost you extra movement.
- You are immune to exhaustion.
- You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.
- You can jump double your normal distance.

You also gain these same benefits during the duration of a normal rage.

BESTIAL BEAR FORM

Prerequisite: Barbarian class, Bestial Rage Feature

The hybrid form of your Bestial Rage feature is that of a humanoid bear or similar ursine beast.

- Increase your Strength or Constitution score by 1, to a maximum of 20.
 - **Tough Hide.** You can calculate your Unarmored Defense as 13 + your Constitution modifier.
- You gain the following benefits while Raging:
- **Ursine Endurance.** You have resistance to all damage except psychic damage.
 - **Bear Hug.** When you gain the Bestial Claws feature, when you hit with a claw attack you may make an immediate attempt to grapple the target. You may use a bonus action on each of your turns to automatically inflict your claw damage on any creature grappled by you.

BESTIAL BOAR FORM

Prerequisite: Barbarian class, Bestial Rage Feature

The hybrid form of your Bestial Rage feature is that of a humanoid boar or similar tusked beast. You gain the following benefits while Raging:

- Increase your Strength or Constitution score by 1, to a maximum of 20.

You gain the following benefits while Raging:

- Your bite attack inflicts slashing damage, and the die increases to 1d12. Your claw attacks are mauling slams that inflict bludgeoning damage.

- **Charge.** If you move at least 15 feet straight toward a target and hit it with your tusks on the same turn, the target takes an extra 1d12 slashing damage. If the target is a creature, it must succeed on a Strength saving throw with a DC of 8 + your Strength modifier + your proficiency bonus or be knocked prone.
- **Relentless.** When you gain the Relentless Rage feature, if the damage that would drop you to 0 hit points is less than 2 + your Constitution Modifier + your Barbarian level you automatically succeed on the Relentless Rage saving throw.

BESTIAL TIGER FORM

Prerequisite: Barbarian class, Bestial Rage Feature

The hybrid form of your Bestial Rage feature is that of a humanoid tiger or similar feline beast.

- Increase your Strength or Dexterity score by 1, to a maximum of 20.

You gain the following benefits while Raging:

- **Climbing Claws.** You gain a climbing speed equal to your walking speed. If you already have a climbing speed, your movement speed for all forms of movement increases by 10 feet.
- **Feline Rush.** You can take the Dash action when you enter your rage and as a bonus action while it lasts.
- **Pounce.** If you move at least 15 feet straight toward a creature and hit it with a claw attack on the same turn, that target must succeed on a Strength saving throw with a DC of 8 + your Strength modifier + your proficiency bonus or be knocked prone. If the target is prone, you can make one bite attack against it as a bonus action.

BESTIAL WOLF FORM

Prerequisite: Barbarian class, Bestial Rage Feature

The hybrid form of your Bestial Rage feature is that of a humanoid wolf or similar canine beast.

- Increase your Strength or Dexterity score by 1, to a maximum of 20.

You gain the following benefits while Raging:

- **Pack Tactics.** You have advantage on melee attack rolls against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated..
- **Drag Down.** When you gain the Bestial Claws feature you also gain the following benefit: When you hit a creature with a Bite attack it must succeed on a Strength saving

throw with a DC of 8 + your Strength modifier + your proficiency bonus or be knocked prone.

BERSERKERGANG

Prerequisite: Barbarian class, Frenzy (or Berserk Frenzy) feature
Your berserk fury inspires your allies and terrorizes your enemies.

- While you're raging, your friends gain a bonus on melee weapon damage rolls against any creature within 5 feet of you that is hostile to you. This bonus equals half your rage damage bonus.
- When you gain the Mindless Rage feature, allies within 30 feet of you during your rage have advantage on saving throws to resist becoming Charmed or Frightened.

Fearsome Rage. Your Intimidating Presence class feature grants additional benefits:

- You gain proficiency with the Intimidate skill, if you are already proficient in this skill, you add double your proficiency bonus to checks you make using it.
- When you enter a rage each hostile creature within 30 feet of you must make a Wisdom saving throw with a DC of 8 + your proficiency bonus + your Charisma modifier or become Frightened until the end of your next turn.
- When you score a critical hit or reduce an opponent to 0 hit points with a melee weapon attack, all hostile creatures within 30 feet must make a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier) or be frightened of you until the end of your next turn.



BORN IN BLOOD

Prerequisite: Barbarian Class, Feast of Blood feature

Hard to Kill. Your hit point maximum increases by an amount equal to your barbarian level when you gain this feat. Whenever you gain a barbarian level thereafter, your hit point maximum increases by an additional 1 hit point.

Draw the Blood. As a bonus action on your turn you can expend and roll a hit die to draw forth the blood from one living creature within 20 feet that is below its hit point maximum. The target must make a Constitution saving throw with a DC equal to 8 + your Constitution modifier + your Proficiency bonus. It suffers necrotic damage equal to the result on the hit die + your Constitution modifier on a failed save, or half damage on a successful save. You regain hit points equal to the damage suffered by the target. This ability has no effect on undead or constructs.

Marked for Death. Your Death Mark grants two additional benefits:

- Any attack roll you make against the marked creature is a critical hit on a roll of 19 or 20 on the d20.
- You sense the direction to the marked creature's location, as long as that creature is within 1000 feet of you. If the creature is moving, you know the direction of its movement.

BRUTAL BRAWLER

Prerequisite: Barbarian class, Primal Brawler feature

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- You can make an attempt to grapple or shove a creature in place of an opportunity attack.
- Hostile creatures within your reach provoke an opportunity attack from you if they attempt to stand from a prone position.
- A creature grappled by you provokes an opportunity attack from you when they attempt to attack a creature other than you, they fail an attempt to escape the grapple, or they miss you with an attack.
- When you gain the Shrug it Off feature, when you would make a Constitution check or Constitution saving throw you can treat a d20 roll of 7 or lower as an 8.

BRUTAL MAGIC

Prerequisites: Barbarian class, Magic Awareness feature

Your innate wild magic tends to disrupt magic around you.

- If you have the Bolstering Magic feature you gain the Wild Aura feature. If you have the Wild Aura feature, you gain the Bolstering Magic feature.
- When you damage a creature that is concentrating on a spell, that creature has disadvantage on the saving throw it makes to maintain its concentration.
- If you cause a creature to lose concentration on a spell with damage from a melee attack, you can use your reaction to force the creature to roll on the sorcerer Wild Magic Surge table to create a magical effect. Once the magical effect is determined, you can choose if you or the caster is the target of the effect.

CALL OF THE STORM LORD

Prerequisites: Barbarian class, Thunderous Fury feature

You have a deeper bond to the ancient power of the Storm Lords.

- Increase your Strength, Constitution, or Wisdom score by 1, to a maximum of 20.
- When you use your Reckless Attack during a rage, each time you hit with an attack affected by that feature you inflict an additional 1d4 lightning or thunder damage. This increases to 2d4 while outdoors in stormy conditions.
- Extremes of wind and weather do not impede your attacks or moment.

CURSEBONDED

Prerequisites: Barbarian class, Cursed Weapon feature

- Increase your Strength or Charisma score by 1, to a maximum of 20.
- When you fail a Wisdom or Charisma saving throw you may immediately make a Charisma saving throw versus the same effect. On a success, the original saving throw succeeds and you immediately enter a Rage and Curse Mark the creature that forced you to make the saving throw, falling under the control of your Curse as described in your Accursed Rage feature.
- When you gain the Mind Break Curse feature, while you are Raging, you gain resistance to psychic damage and whenever a creature deals psychic damage to you, that creature takes the same amount of damage that you do.

EARTH COUSIN

Prerequisites: Barbarian class, Earthen Rage feature

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- Hostile creatures attempting to stand from a prone position within the area of your Earthen Rage feature must make a Dexterity (Acrobatics) check (DC 8 + your Strength bonus + your proficiency bonus). On a failed check, they must spend their entire movement to stand, rather than half their movement.
- When you use your Reckless Attack feature while raging, hostile creatures within the area of your Earthen Rage have disadvantage on saving throws and ability checks to avoid being pushed or knocked prone until the start of your next turn.
- A creature affected by your Stone Quake feature suffers half damage on a successful Dexterity saving throw but is not knocked prone.

FANATIC WARRIOR

Prerequisite: Barbarian class, Divine Fury feature (or a variant)

- Increase your Strength or Wisdom score by 1, to a maximum of 20.
- **Shared Fury.** You regain the use of your Zealous Presence feature when you finish a short or long rest. In addition, if you use your Zealous Presence while raging, until the start of your next turn, you and any creature affected by the feature inflict additional damage equal to your Rage Damage bonus of the type inflicted by your Divine Fury when they hit with a weapon attack.
- **Deathless Fanatic.** While affected by your Rage beyond Death feature, you inflict the damage from your Divine Fury feature with every weapon attack, instead of just the first attack on each of your turns.

FRENZIED DANCE

Prerequisite: Barbarian class, Whirling Frenzy feature

- Increase your Dexterity score by 1, to a maximum of 20.
- When you are knocked prone or pushed while raging, you may use your Reaction to immediately stand up and move up to half your speed without provoking opportunity attacks.
- When you gain the Spinning Escape feature, once on each of your turns when you miss with a melee weapon attack while raging, you can make another weapon attack as part of the same action.
- When you would have to make a Strength or Dexterity saving throw, or when you are subjected to an effect that would cause you to become restrained or paralyzed, you may use your Reaction to immediately enter a Rage, allowing you gain the benefits of your Spinning Escape or Spiraling Step feature.

FURY OF GIANTS

Prerequisite: Barbarian Class, Enormous Rage feature

Enormous Endurance. While raging you have advantage on Constitution checks and saving throws and if you are exhausted or poisoned when you enter a rage or become exhausted or poisoned while raging you ignore the effects of those conditions for as long as your rage continues.

Giant Prowess. You have learned to take savage advantage of your increased size and strength while raging. When you gain the Primal Prowess feature, you gain the following additional options while raging in combat:

- **Smashing Leap.** When you take the Dash action using your bonus action while raging, and you make a leap of at least 20 feet. You can use the Attack action to smash the ground when you land, instead of making your normal attacks. All creatures within 10 feet of you must make a Strength saving throw. On a failed save a creature suffers damage equal to your Unarmed Strike + your Rage Damage bonus and is knocked prone. On a successful save it suffers half damage and is not knocked prone.
- **Frenzied Smash.** When you have a creature grappled while raging you may use the Attack action to slam the creature repeatedly against any handy surface, instead of making your normal attacks. The creature must make a Constitution saving throw. On a failed save it suffers bludgeoning damage equal to $4d8 +$ your Strength modifier + your Rage Damage bonus and suffers Disadvantage on all attack rolls and ability checks until the end of your next turn. On a successful save, it takes half damage and does not suffer disadvantage. The damage increases to $4d8 +$ double your Strength modifier + your Rage damage bonus when you gain the Hulking Menace feature.
- **Slam Through.** When you succeed on an Overrun attempt, the creature is knocked prone and suffers damage equal to your Unarmed Strike.



GUTBUSTER

Prerequisite: Barbarian class, Dwarf race (optional prerequisite), Battlerager Armor class feature

You have mastered the use of dwarven spiked armor.

- When you succeed at a Grapple, Overrun, or Shove attempt while wearing your spiked armor, the target takes $3 +$ your Strength modifier piercing damage; you may add your Rage Damage bonus to his amount if you inflict this damage while raging.
- You gain the enhancement to your Battlerager Armor feature listed in the Barbarian chapter, even if it is not being commonly used. The piercing damage of your unarmed strikes and the damage of your bonus action attack using your spiked armor increases as you gain barbarian levels, to $1d6$, and to $1d8$ at 11th level, and to $1d10$ at 17th level.
- You can use your Battlerager Charge to take the Dash Action as part of the same bonus action used to enter a Rage. You may also make one Shove or Overrun attempt at any point during your movement during any turn you take the Dash action.
- When you gain the Spiked Retribution feature you gain an additional benefit: When a creature within 5 feet of you misses you with a melee attack while you are raging and wearing your Spiked Armor it provokes an opportunity attack from you. This opportunity attack must be made using an unarmed strike with your spiked armor.

HORSELORD

Prerequisite: Barbarian Class, Totem Spirit: Horse feature

You must have only the Horse as a totem spirit to choose this feat, you cannot later choose a different totem spirit option, or you lose the benefits of this feat.

Totem of the Horse. Your reverence for the totem of the horse has enhanced your bond with those creatures. You gain proficiency with the Animal Handling skill, if you are already proficient with this skill, you add double your proficiency

bonus to checks you make using it. Any horse ridden by you has its movement speed increased by 10 feet.

Born in the Saddle. You have advantage on checks and saving throws made to avoid falling off your mount. If you fall off your mount, you always land on your feet if you descend no more than 10 feet and you are capable of taking actions. Mounting or dismounting a creature costs you only 5 feet of movement, rather than half your speed.

Legendary Steed. When you gain the Aspect of the Beast: Horse feature, the steed summoned by your *find steed* spell gains additional benefits while bonded to you:

- Your steed adds your proficiency bonus to its AC and attack rolls, as well as to any saving throws and skills it is proficient in. It also adds your proficiency bonus to determine the save DC of any special attacks it may possess.
- Your steed gains proficiency in two skills and two saving throws of your choice. (Skills should normally be chosen from: Athletics, Acrobatics, Stealth, Insight, Perception, Survival, and Intimidation.)
- Your steed gains additional hit points equal to three times your barbarian level.
- Whenever you gain the barbarian Ability Score Improvement class feature, your steed's abilities also improve. Your steed can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1.
- While you are mounted and raging your mount gains advantage on Strength checks and Strength saving throws and resistance to bludgeoning, piercing, and slashing damage.

A Dwarf that gains this feat can choose to apply its benefits to wargoaats instead of horses.

POWERFUL TOTEM

Prerequisite: Barbarian class, Totem Spirit feature

You gain an additional benefit from your Totem Spirit, Aspect of the Beast, and Totemic Attunement features based upon your chosen totem for that feature:

APE

- **TOTEM SPIRIT:** You inflict bludgeoning damage equal to 1d4 + your Strength modifier when you succeed on an attempt to grapple or shove a target. Add your Rage Damage bonus to this damage if you succeed on an attempt while raging.
- **ASPECT OF THE BEAST:** When you take the Attack action on your turn while raging, you can choose to make only a single thrown weapon attack using Strength, foregoing any additional attacks during that action. If you hit with this attack you can roll three additional weapon damage dice when determining the damage for the attack.
- **TOTEMIC ATTUNEMENT:** You have advantage on attack rolls using an unarmed strike or light melee weapon against a creature you have grappled. In addition, once per turn, when you hit a creature you have grappled with a melee attack, and have advantage on the attack roll, you can cause the hit to be a critical hit if the lower of the d20 rolls would also have been a hit.

BEAR

- **TOTEM SPIRIT:** When you enter a Rage, you gain temporary hit points equal to your Barbarian level. You lose any remaining temporary hit points from this feat when your rage ends.
- **ASPECT OF THE BEAST:** You have advantage on Constitution saving throws and checks.
- **TOTEMIC ATTUNEMENT:** While raging, you are immune to the frightened condition and you count as one size larger to determine if an effect can push, move, or knock you prone.

BOAR

- **TOTEM SPIRIT:** When your Totem Spirit or Relentless Rage feature prevents you from dropping to 0 hit points, you may use your reaction to immediately move up to your speed and make one melee attack against a creature within your reach.
- **ASPECT OF THE BEAST:** You can make a free Overrun attempt on the turn you enter a Rage and/or take the Dash action. You count as one size larger for the purposes of making an Overrun attempt.
- **TOTEMIC ATTUNEMENT:** While raging, you are immune to the stunned and frightened conditions.

EAGLE

- **TOTEM SPIRIT:** While raging, when you make a melee attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.
- **ASPECT OF THE BEAST:** You have advantage on Wisdom (Perception) checks that rely on sight.
- **TOTEMIC ATTUNEMENT:** Your flying speed while raging is equal to your current walking speed + 10 feet.

ELK

- **TOTEM SPIRIT:** While not wearing heavy armor, your walking speed is increased by 5 feet.
- **ASPECT OF THE BEAST:** Creatures affected by this feature only risk exhaustion from a forced march when traveling for more than 12 hours. The DC of the Constitution saving throw is 10 + 1 for each hour past 12 hours.
- **TOTEMIC ATTUNEMENT:** when you take the Attack action on your turn, you can use this feature in place of one of your attacks to move through the space of a Large or smaller creature.

HORSE

- **TOTEM SPIRIT:** If you or your mount knocks a target prone while you are raging, you can make a melee attack against it as a bonus action.
- **ASPECT OF THE BEAST:** Your mount counts as one size larger for the purposes of determining if an effect can push, move, or knock it prone and to determine Advantage from your Mounted Combatant feat.
- **TOTEMIC ATTUNEMENT:** If you or your mount succeed on an Overrun attempt, the creature is knocked prone and cannot take reactions until the start of its next turn.

MONGOOSE

- **TOTEM SPIRIT:** When you use your Reckless Attack feature, you gain advantage on melee weapon attacks until the start of your next turn and any creature you hit with an attack affected by that feature doesn't gain advantage on attack rolls against you from that feature.
- **ASPECT OF THE BEAST:** You gain Evasion while you are raging. When you are subjected to an effect while raging that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.
- **TOTEMIC ATTUNEMENT:** If you hit a creature with two or more attacks during your turn, that creature has disadvantage on attack rolls against you until the start of your next turn.

OWL

- **TOTEM SPIRIT:** While raging, you have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet.
- **ASPECT OF THE BEAST:** You gain proficiency with the Stealth and Perception skills. If you are already proficient in a skill, you add double your proficiency bonus to checks you make using it.
- **TOTEMIC ATTUNEMENT:** You score a critical hit on a roll of 19 or 20 while raging.

TIGER

- **TOTEM SPIRIT:** While raging, when a creature ends its turn within 15 feet of you, you can use your reaction to move up to half your speed to a space closer to the creature. This movement doesn't provoke opportunity attacks.
- **ASPECT OF THE BEAST:** You gain proficiency with Dexterity saving throws.
- **TOTEMIC ATTUNEMENT:** You can make the bonus action attack granted by this feature against a target of any size.

WOLF

- **TOTEM SPIRIT:** While Raging, you have advantage on a melee attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.
- **ASPECT OF THE BEAST:** You have advantage on Wisdom (Perception) and Wisdom (Survival) checks that rely on hearing or smell and can track and recognize creatures via scent.
- **TOTEMIC ATTUNEMENT:** While you're raging, when you hit a creature with melee weapon attack, you can use a bonus action to allow a friendly creature within 5 feet of the target to use its reaction to make one melee weapon attack against the same creature.

WOLVERINE

- **TOTEM SPIRIT:** Your hit point maximum increases by an additional 3 and increases by an additional 1 again whenever you gain a barbarian level above 3rd.
- **ASPECT OF THE BEAST:** When you use your reaction to take the attack granted by this feature, you have advantage on the attack roll if the creature is two or more sizes larger than you.

- **TOTEMIC ATTUNEMENT:** While you are Raging, creatures two or more sizes larger than you have disadvantage on attack rolls against you while you are within 5 feet of them. You lose this benefit if you are incapacitated or if your speed drops to 0.

PRIMAL COMMANDER

Prerequisite: Barbarian class, War Leader's Prowess feature

- Increase your Charisma score by 1, to a maximum of 20.
- The weapon attacks of creatures affected by your Primal Ferocity feature are considered magical for the purposes of overcoming resistance or immunity to damage.
- You can use your War Leader's Command when you or a creature within 60 feet of you that you can see misses an attack. Use the result of your Charisma saving throw in place of the attack roll to determine if the attack hits or misses.



PRIMAL RAGE

Prerequisite: Barbarian class, Rage feature

- Increase your Strength, Dexterity, or Constitution score by 1, to a maximum of 20.
- You regain one use of your Rage when you finish a short rest.
- As a bonus action you can expend and roll a hit die to enter a Rage without expending a use of that feature. When you do so, you gain temporary hit points equal to half the result on the hit die.
- You can expend a hit die when you enter a rage normally. If you do so you gain temporary hit points equal to the result on the hit die + your Constitution modifier.

PRIMAL SMITH

Prerequisite: Barbarian class, Secrets of the Forge feature

- You may become attuned to one additional magic item.
- You know a number of infusions equal to your Rage Damage bonus from the Artificer Infusions section in the Eberron: Rising from the Last War sourcebook (p. 61-63) or the new infusions listed in the Arcane Mysteries of Eberron sourcebook or the Forge Knight section of the Martial Options: The Art of War sourcebook. You must meet any prerequisites for the infusions, and your levels in barbarian count as artificer levels for this purpose. Infusions you choose must be capable of being used on weapons, armor, or shields.
- When you finish a long rest you can infuse an item as described for the Infuse Item Artificer feature, except that you may only have a number of active infusions equal to half your Rage Damage bonus.

RECKLESS KILLER

Prerequisite: Barbarian class, Reckless Attack class feature

- Increase your Strength score by 1, to a maximum of 20.
- **Critical Advantage.** When you make a melee weapon attack, and have advantage on the attack roll, you score a critical hit on a roll of 19 or 20. If you score a critical hit you gain a bonus to the damage roll equal to your Strength modifier, or your Strength modifier + your Rage Damage bonus if you score a critical while raging.
- **Stunning Critical.** When you gain the Brutal Critical class feature, creatures that you critically hit with a melee attack must make a Constitution saving throw with a DC of 8 + your proficiency bonus + your Strength modifier or be Stunned until the end of your next turn.

SAVAGE BRAWLER

Prerequisite: Barbarian class, Rage class feature, proficiency in Athletics

You are a savage unarmed combatant.

- Your unarmed strikes can deal bludgeoning damage equal to 1d6 + your Strength modifier on a hit. If you aren't wielding any weapons or a shield when you make the attack roll, the d6 becomes a d8. You inflict bludgeoning damage equal to 1d4 + your Strength modifier when you succeed on an attempt to grapple or shove a target, add your Rage damage bonus to this damage while raging.

- When you make an ability check using Athletics to grapple, overrun, or shove a creature, add double your proficiency bonus in Athletics if it applies to the roll.
- While in a Rage, you can make an Unarmed Strike or an attempt to Grapple or Shove an opponent as a bonus action on your turn.

SEA HERALD

Prerequisite: Barbarian class, Storm Aura: Sea feature

The power of an ocean storm runs through your veins.

- You can add your Constitution modifier to the damage inflicted by your Storm Aura feature and you may choose to inflict Thunder damage instead of Lightning damage when you use that feature. If you do so, the feature requires a Constitution saving throw instead of a Dexterity saving throw.
- When you gain the Storm Soul feature you also gain resistance to thunder damage and proficiency with Water Vehicles. If you are already proficient with such vehicles, you add double your proficiency bonus to checks using them.
- You can use your Raging Storm: Sea feature once per turn without using your reaction and you use your Raging Storm feature on a creature that fails its saving throw versus your Storm Aura feature.

SIEGE BREAKER

Prerequisite: Barbarian Class, Weight of Metal feature

You can use weight of armor and shield to break up enemy formations, throwing enemy lines into disarray.

- You gain proficiency in the Athletics skill, if you are already proficient in this skill, you add double your proficiency bonus to checks you make using it.
- When you gain the Heavy Armor Adept feature, while wearing heavy armor and wielding a shield, you gain a +1 bonus to AC.
- When a target suffers damage from your Armored Deflection feature while you are raging, you may make an immediate attempt to Shove the target as part of the same reaction.

SOUL OF THE BEAST

Prerequisite: Barbarian class, Form of the Beast feature

You have become more proficient at controlling the soul of the beast within you.

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- When you gain the Bestial Soul feature, you can also change the benefit granted by that feature each time you enter or leave a rage.
- You can expend a hit die to use your Infectious Fury without expending one of its uses. If you do so, roll the hit die, the target suffers psychic damage equal to the result on the hit die in addition to the normal effects of the feature.

SPIRIT CALLER

Prerequisite: Barbarian class, Totem Spirit class feature

You have a deeper mystical connection to your chosen totem animals.

- You can cast the spells granted by your Spirit Seeker feature once each without using a ritual or requiring components. You regain the ability to cast these spells in this manner when you finish a short or long rest.
- Through sounds and gestures, you can communicate simple ideas with beasts of a type similar to your Totem Spirit. Such beasts start out with a friendly attitude towards you and you have advantage on ability checks when dealing them.
- Your Spirit Walker class feature now also allows you to cast *conjure animals*. The conjured animals must be of a type similar to your totem spirit and they remain for 1 hour without concentration. You can use this ability once; you regain the use of this ability when you finish a long rest.

SUN HERALD

Prerequisite: Barbarian class, Storm Aura: Desert feature

Your people live in the sun scorched desert and your rage is afire with the radiant heat of the sun.

- You can add your Constitution modifier to the damage inflicted by your Storm Aura and Raging Storm features, and that damage is combined fire and radiant damage. A creature is not resistant or immune to this damage unless it is resistant or immune to both damage types and is vulnerable to the damage if vulnerable to either damage type.
- When you gain the Storm Soul feature you also gain resistance to radiant damage. Additionally, difficult terrain composed of sand or loose soil does not cost you extra movement.
- A creature that suffers damage from your Raging Storm feature must make a Constitution saving throw or be Blinded until the end of your next turn.

TUNDRA HERALD

Prerequisite: Barbarian class, Storm Aura: Tundra feature

You hale from the land of Ice and Snow, and the spirits of the tundra walk with you.

- You can add your Constitution modifier to the temporary hit points granted by your Storm Aura feature and if a creature hits a target with a melee attack while it has the temporary hit points from that feature, the attacker suffers cold damage equal to the temporary hit points granted by that feature.
- When you gain the Storm Soul feature you can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost you extra movement.
- You can inflict cold damage equal to the temporary hit points granted by your Storm Aura feature to a creature that fails its Strength Saving throw versus your Raging Storm feature.

WILD DEFENDER

Prerequisite: Barbarian class, Guardian Rage feature

You let nothing stop you from defending your friends and allies.

- When you use your Guardian Rage feature to move as a Reaction or when an ally you can see is reduced to 0 hit points or suffers a critical hit, you can make one Overrun attempt to move through an enemy creature's space as part of the movement, and you have Advantage on the attempt.
- When you enter a Rage using your Fury for the Fallen feature, or when an ally you can see suffers a critical hit or is reduced to 0 hit points by a hostile creature during a rage, for the remainder of that Rage if you hit the creature that made the attack on your ally with an attack affected by your Reckless Attack feature, you deal an additional 1d8 damage to the target.
- When you gain the Faithful Defender feature, while raging you are immune to any effect that would cause you to attack an ally. When you would become charmed or frightened, or an effect would cause you to attack an ally, you may use your Reaction to immediately enter a Rage, negating the condition or effect.

WRECKER

Prerequisite: Barbarian Class, Power Attack feature or Great Weapon Master feat

You revel in destruction, you gain the following benefits:

- Increase your Strength Score by 1, to a maximum of 20.
- You can make the bonus action attack granted by your Great Weapon Master feat when you reduce an object to 0 hit points with a melee attack or Sunder attempt.
- When you inflict the additional damage granted by your Great Weapon Master feature on a creature while raging and wielding a heavy weapon, you may make an immediate Shove attempt against the creature as a reaction.



DRUID CLASS FEATS

The following are class feats that may be chosen by Druids. Some have a specific druid class feature as a prerequisite that may limit it to being chosen by one particular druid circle.

DRUID CLASS FEATS

Druid Class Feats	Circle
Beastbonded	Any
Bonded Wildfire Spirit	Wildfire
Cave Shaman	Land (Underdark)
Deeper Mysteries	Mysteries
Dreamstalker	Dreams
Dreamweaver	Dreams
Druidic Spellcraft	Any
Earth Druid	Stone
Elemental Bond	Elements
Forest Shaman	Land (Forest)
Form Affinity	Any
Friend of the Fey	Any
Green Magic	Any
Greenweaver	Any
Highland Shaman	Land (Mountain)
Insect Shaman	Swarm
Land Circle Magic	Land (Any)
Oakenstave	Any
Plains Shaman	Land (Grassland)
Primordial Weapon	Any
Rage Shaman	Fury
Sand Shaman	Land (Desert)
Slime Shaman	Ooze
Spirit Talker	Shepherd
Sporecaller	Spore
Star Shaman	Stars
Swamp Shaman	Land (Swamp)
Tundra Shaman	Land (Arctic)
Totemic Magic	Any
Verdant Shaman	Leaf
Warden of Nature	Warden
Water Shaman	Land (Coast)
Wave Touched	Water
Wilderwand	Any
Wind Blessed	Wind

BEASTBONDED

Prerequisite: Druid class, Animal Companion spell

The beast summoned by your *animal companion* spell gains additional benefits while bonded to you:

- Your companion adds your proficiency bonus to its AC and attack rolls, as well as to any saving throws and skills it is proficient in.
- The save DC of any special attacks your companion possesses equals your spell save DC, unless it would otherwise be higher.
- Your companion gains proficiency in two skills and two saving throws of your choice. (Skills should normally be chosen from: Athletics, Acrobatics, Stealth, Insight, Perception, Survival, and Intimidation.)
- Your companion gains additional hit points equal to three times your druid level.
- Whenever you gain the Ability Score Improvement class feature, your companion's abilities also improve. Your companion can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1.
- The range of your telepathy with your animal companion increases to 1 mile.
- You can make any spell you cast that targets only you also target your animal companion if it is within 5 feet.

Note: The druids of the Circle of the Wilds, Circle of Water, and Circle of Wind already have the benefits of this feat for their *animal companion* via a class feature and gain no benefit from selecting it again.

BONDED WILDFIRE SPIRIT

Prerequisite: Summon Wildfire Spirit feature

If you choose this feat, your bond with your wildfire spirit takes the place of that formed by the *animal companion* spell, you may not gain a companion using that spell.

When you summon your Wildfire Spirit, you can add your proficiency bonus to the fire damage you deal to creatures of your choice within 10 feet. Additionally, the spirit now manifests until it is reduced to 0 hit points, until you use this feature to summon the spirit again, or until you die, and gains the following additional abilities:

- The spirit can take any action it wishes on its turn without being commanded, but if it takes the *Flame Seed* or *Fiery Teleportation* action without you using a bonus action to command it, it does not add your Proficiency Bonus (PB) to the damage inflicted.
- The spirit can add its Dexterity modifier to the damage of its Flame Seed attack, its Wisdom modifier to the damage of its Fiery Teleportation, and its Constitution modifier to the number of hit points per druid level it possesses. It also gains a number of hit dice [d8s] equal to your druid level.
- The spirit gains proficiency in two skills and two saving throws of your choice, using your PB.
- Whenever you gain the Ability Score Improvement class feature, your spirit's abilities also improve. Your spirit can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1. As normal, your spirit can't increase an ability score above 20 using this feature unless its description specifies otherwise.

- Your spirit shares your alignment and has a personality trait and a flaw that you determine. Your spirit shares your ideal, and its bond is always, “The druid to whom I am bonded is my friend and master, I would give my life for my master.”

CAVE SHAMAN

Prerequisite: Druid class, Circle Spells: Underdark feature

You are a dweller in the deep places of the world. You are adept at moving through the eternal blackness of the underdark and you draw your magic from the creatures and life that flourish there.

Goblinoids, Dwarves, Deep Gnomes, and renegade Drow are the most common practitioners of the deep magic of the cave shaman.

Spelunker. You gain the Natural Explorer ranger class feature with Underdark as your only favored terrain.

Dweller in the Darkness. You gain darkvision out to a range of 60 feet. If you already have darkvision, its range increases by 60 feet. As a bonus action, you can expend a use of your wild shape to gain Cavecrawler.

Cavecrawler lasts for 1 hour per druid level, during this time climbing, squeezing, or crawling does not cost you extra movement, other creatures don't gain advantage on attack rolls against you while you are squeezing or prone, you don't suffer disadvantage on your attack rolls or Dexterity saves while squeezing or prone, and you gain blindsight with a range of 30 feet.

Deep Mind. When you gain your Nature's Ward class feature you also become immune to the charmed and frightened condition caused by Aberrations and gain resistance to psychic damage.

DEEPER MYSTERIES

Prerequisite: Druid class, Old Magic feature

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- You may choose two additional Old Magic options from the list in the Old Magic feature of your circle.

DREAMSTALKER

Prerequisite: Druid class, Balm of the Summer Court feature

Dread of the Winter Court. When you roll damage for a druid spell or a weapon attack, you can spend a number of your Balm of the Summer court dice equal to your Wisdom modifier or less. Roll the spent dice and add them to the damage roll as additional psychic damage.

When you inflict damage using this ability, you can choose yourself or one creature you can see within 120 feet of you, that creature gains 1 temporary hit point per die spent.

Dream Reaper. As an bonus action, you can expend a use of your Wild Shape feature to gain Dream Reaper, rather than transforming into a beast form. While this Dream Reaper is active, you gain the following benefits:

- You gain additional Balm of the Summer court dice equal to half your druid level.
- When you use your Dread of the Winter Court ability, you may add your Wisdom modifier to the additional psychic damage inflicted.

These benefits last for 10 minutes, until you use Balm of the Summer court dice to heal, or until you use your Wild Shape again. If you have Balm of the Summer Court dice in excess of your druid level when this ability ends, any excess dice are lost.

Walker in Nightmare. When you gain the Walker in Dreams feature, you become immune to the Frightened condition. When another creature attempts to frighten you, you can use your Reaction to attempt to turn the fear back on that creature. The creature must succeed on a Wisdom saving throw against your druid spell save DC or be frightened of you for 1 minute.

DREAMWEAVER

Prerequisite: Druid class, Balm of the Summer Court feature

Peaceful Dreamer. You can expend a use of your Wild Shape as a bonus action to gain the effect of a *sanctuary* spell that lasts for one hour per druid level (the spell can end early as normal).

While under this effect, if you use your Balm of the Summer Court feature, for every die spent the target regains two additional hit points and gains two additional temporary hit points.

Restful Hearth. When you use your Hearth of Moonlight and Shadow feature, you can expend a use of your Wild Shape to cast *restorative rest* on targets within the area of that feature. The spell is cast as a druid spell of half your druid level without expending a spell slot or requiring components.

Dreams of Summer. You gain additional options when you use the spells granted by your Walker in Dreams feature:

- When you cast *dream* using this feature you can soothe a dreaming target. Over a long rest the target reduces its exhaustion by one additional level and is cleansed of all diseases, poisons, charms, curses, possession, reduction to ability scores, and reduction to hit point maximums.
- A *srying* spell cast using this feature does not require concentration and lasts for double the normal duration.
- In addition to the normal option, you can use *teleportation circle* cast using this feature to teleport to the last place you used your Hearth of Moonlight and Shadow feature, the last place you cast the *druid grove* spell, or to any permanent *druid grove* created by you.

DRUIDIC SPELLCRAFT

Prerequisite: Druid Class, Spellcasting feature

- Increase your Wisdom score by 1, to a maximum of 20.
- You know a number of additional druid cantrips equal to half your proficiency bonus.
- When you prepare the list of spells that are available for you to cast you may prepare a number of additional spells equal to your proficiency bonus.

EARTH DRUID

Prerequisites: Druid Class, Aspect of Stone feature

- Increase your Strength, Constitution, or Wisdom score by 1, to a maximum of 20.
- You learn an additional cantrip from the list in the Earth Magic feature.
- While in contact with earth or stone you can draw upon the earth to lend power to your attacks: When you hit

with a melee attack using Strength or Wisdom or you roll damage for a spell involving earth, stone, or metal, you gain a bonus to the damage roll equal to your proficiency bonus if you are standing upon earth or stone.

ELEMENTAL BOND

Prerequisite: Druid class, Animal Companion spell

Your Elemental Companion gains additional benefits while bonded to you:

- Your companion adds your proficiency bonus to its AC, attack rolls, and damage rolls, as well as to any saving throws and skills it is proficient in.
- The save DC of any special attacks your companion possesses equals your spell save DC, unless it would otherwise be higher.
- Your companion gains additional hit points equal to three times your druid level.
- Your companion gains proficiency in two skills and two saving throws of your choice, specific to each of its elemental forms.
- Whenever you gain the Ability Score Improvement class feature, your companion's abilities also improve. In each of its elemental forms your companion can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1.
- The range of your telepathy with your animal companion increases to 1 mile.
- You can make any spell you cast that targets only you also target your elemental companion if it is within 5 feet.
- Your companion also gains the benefits above for each of its Empowered elemental forms when you use Empower Elemental Companion.

FOREST SHAMAN

Prerequisite: Druid class, Circle Spells: Forest feature

Forest Shamans are the guardians of the secret glades and hidden groves of primordial forest and jungle. The magic of root and branch works to conceal you and aid you in your tasks. This tradition is prevalent among wood elves, forest gnomes, and firbolgs.

Woodland Guide. You gain the Natural Explorer ranger class feature with Forest as your only favored terrain.

Forest Walk. You gain proficiency in Stealth and can attempt to hide when only lightly obscured by foliage. As a bonus action, you can expend a use of your Wild Shape to gain Forest Walk.

Forest Walk lasts for 1 hour per druid level, during this time you gain a climb speed equal to your movement speed, can jump double the normal distance, and your movement speed increases by 10 feet while in forested terrain. Additionally, within 150 feet, areas lightly obscured by vegetation are not obscured to your vision, and areas heavily obscured by such are only lightly obscured to you.

Oaken Fortitude. When you gain your Nature's Ward class feature you become proficient in Constitution saving throws. You suffer none of the drawbacks of old age, and you can't be aged magically. You age naturally at the rate of 1 year for every 10 years that pass. When you gain Timeless Body, you age only 1 year for every 100 years that pass.



FORM AFFINITY

Prerequisite: 4th-level Druid, Wild Shape feature

You have mastered a few Wild Shape forms with which you have a special affinity. Choose a single form for every 4 druid levels you possess with a maximum challenge rating equal to that normally allowed by your druid level and circle, or your druid level divided by 4 whichever is lower. You can exchange a single favored form for a different one when you gain a druid level.

When you shift into a favored form you use the following special rules:

- Your movement speed in each mode of movement increases by 10 feet.
- You add your proficiency bonus to the AC and damage rolls of the form, and you use your proficiency bonus in place of the creature's on attack rolls, saving throws, and checks if it is higher.
- The save DC of any special attacks the form possesses equals your spell save DC, unless it would otherwise be higher.
- Your favored form gains an additional hit points equal to three times your druid level.
- Whenever you gain the Ability Score Improvement Druid class feature, your favored forms' abilities also improve. For each of your favored forms you can increase one ability score of your choice by 2 or increase two ability scores of your choice by 1.
- If you assume a favored form using Wild Shape, you may retain the shape until you drop to 0 hit points or die.
- If you have no uses of wild shape remaining, you may expend a spell slot to assume one of your favored forms. If you do so, you may only maintain the form for 10 minutes per level of the spell slot expended.

FRIEND OF THE FEY

Prerequisite: Druid class, Wild Shape feature

Fey Friend. You can speak, read, and write Sylvan and you have advantage on Wisdom and Charisma checks made to interact with fey creatures. Additionally, the fey spirit in beast form conjured by your *animal companion* spell gains a +2 bonus to all ability scores.

Feywild Bond. You learn the *animal companion*, *conjure animals*, *conjure woodland beings*, and *conjure fey* spells when you become capable of casting spells of the appropriate level. You always have these spells prepared and they don't count against the number of spells you may prepare each day. Fey summoned by you do not become hostile if you lose concentration on a spell but are free to act as they choose. In addition, the casting time of your *conjure fey* spell can be reduced to 1 action instead of 1 minute, if cast in such a manner its duration becomes concentration, up to 10 minutes instead of 1 hour.

Wild Conjunction. You can expend a use of your Wild Shape when you cast *conjure animals*, *conjure woodland beings*, or *conjure fey* to cause the spell to last for double the normal duration and not require concentration, but end if you cast one of these spells again, fall unconscious, drop to 0 hit points, or die.

GREEN MAGIC

Prerequisite: Druid class, Wild Shape feature

You have a special affinity for druidic magic related to plants and growing things.

- You learn one of the following cantrips as an additional druid cantrip known: *druidcraft*, *greenspike*, *oaken fist*, *shillelagh*, *splinterthorn cudgel*, *thorn disk*, *thornskin*, or *thorn whip*.
- You can use your Wild Shape to transform into a plant creature instead of a beast. This otherwise functions as listed in the Wild Shape feature, including the limitations listed on the Beast Shapes table. In addition, if you assume the form of a plant creature with the False Appearance trait, time spent motionless in such a form is ignored for the purposes of determining how long you may remain in the form and you may complete short or long rests while maintaining such a state.
- When you reach 12th level you can cast *speak with plants* at will, without expending a spell slot or requiring components.

GREENWEAVER

Prerequisite: Druid class, Wild Shape feature

You prefer focuses woven of sprigs of living holly or mistletoe. You are skilled at in the creation and use of such foci in druidic magic.

- You gain proficiency in weaver's tools and can cast *wood shape* on a collection of flexible sprigs of the appropriate plants to quickly form such a focus.

- You learn an additional druid cantrip of your choice.
- The foci you wield can take the form of wreathes, torcs, or bracelets of woven living plants that can be worn by you while wielded. You do not require a free hand to wield such foci.
- While wielding a sprig focus you are better able to hold the threads of druidic magic you cast, if you lose concentration on a druid spell, you can use your Reaction, if available, to reestablish concentration on the spell before it ends.
- The use of a sprig focus by you replaces any material component for a druid spell with a casting time of 1 action or less, even those with a GP cost.
- Starting at 5th level, you can use a bonus action to expend a use of your Wild Shape to imbue a woven focus you wield with druidic magic. Until you use this ability again, the focus becomes magical and grants a +1 bonus to the spell attack rolls and spell save DCs of druid spells you cast using it. This increases to a +2 bonus at 11th level and to a +3 bonus at 17th level.



HIGHLAND SHAMAN

Prerequisite: Druid class, Circle Spells: Mountain feature

Your magic rises from the hills and mountains in which you live. Many dwarven and gnomish druids rise from this tradition. Highland druids have no prohibition against wearing armor or using shields made of metal, though such items fall to the ground and cannot merge with your form when you use wild shape to change form. For this reason, Highland Shamans are sometimes called Iron Druids.

Crag Guide. You gain the Natural Explorer ranger class feature with Mountain as your only favored terrain.

Mountain Acclimation. You are acclimated to high altitude, including elevations above 20,000 feet. You're also naturally adapted to cold climates. As a bonus action, you can expend a use of your wild shape to gain Stone Walker.

Stone Walker lasts for 1 hour per druid level, during this time gain a climb speed equal to your walking speed, have advantage on Strength and Dexterity saving throws and checks made against effects that would push you or knock you prone, and have tremorsense with a range of 30 feet when in contact with earth or stone.

Stone Fortitude. When you gain your Nature's Ward class feature you become proficient in Constitution saving throws. You suffer none of the drawbacks of old age, and you can't be aged magically. You age naturally at the rate of 1 year for every 10 years that pass. When you gain Timeless Body, you age only 1 year for every 100 years that pass.

INSECT SHAMAN

Prerequisites: Druid Class, Swarmbound feature

- Increase your Constitution or Wisdom score by 1, to a maximum of 20.
- When you gain the Symbiotic Swarm Feature, the poison inflicted by your swarms becomes more virulent. When you inflict poison damage to a target using a druid spell or class feature, the target suffers additional poison damage equal to your Wisdom modifier at the start of your next turn. You can also cause a creature to suffer this damage if it is poisoned by one of your druid spells or class features at the start of your turn.

When you gain the Swarmlord feature, this additional poison damage increases to 1d10 + your Wisdom modifier.

LAND CIRCLE MAGIC

Prerequisite: Druid class, Circle Spells feature

- Increase your Wisdom Score by 1, to a maximum of 20.
- You gain the Land Magic optional feature, if you already have this feature, you gain the Bonus Cantrip feature.
- You can cast one spell of each level granted by your Circle Spells feature (including the Land Magic feature) once without expending a spell slot or requiring components. Once you cast a spell in this way, you can't cast a spell of that level again using this feat until you finish a long rest

OAKENSTAVE

Prerequisite: Druid class, Wild Shape feature

You are an expert at the use of oaken wands and staves as both weapon and druidic focus. Your wands can be wielded

as clubs and your staves as quarterstaves. You also gain the following benefits:

- You gain proficiency in woodcarver's tools and can cast *wood shape* on a living oak (or similar hardwood) tree to quickly form a club (wand), staff, or greatclub that can be used as a druidic spellcasting focus as well as a weapon. (This causes no harm to the tree.)
- You gain proficiency in the greatclub, you can use a specifically formed greatclub as a druidic spellcasting focus.
- You gain the *shillelagh* cantrip as an additional druid cantrip known. If you already know this cantrip you may choose a different druid cantrip of your choice.
- The use of a club, staff, or wand focus by you replaces any material component for a druid spell with a casting time of 1 action or less, even those with a GP cost.
- You can expend a use of your Wild Shape when you cast *shillelagh* on a staff, wand, or greatclub to extend the duration to permanent until dispelled or you cast the spell again, and grant the targeted item(s) additional potency as both weapon and focus for the duration as you gain levels. At 5th level it gains a +1 bonus to attack and damage rolls when used as a melee weapon and a +1 bonus to spell attack rolls and spell save DCs when used as a focus. This increases to a +2 bonus at 11th level and to a +3 bonus at 17th level.

PLAINS SHAMAN

Prerequisite: Druid class, Circle Spells: Grassland druid feature

Prairie Guide. You gain the Natural Explorer ranger class feature with Grassland as your only favored terrain.

Plainsman. You and any steed ridden by you does not suffer exhaustion from engaging in a forced march and you are proficient in the use of the short bow. As a bonus action, you can expend a use of your wild shape to gain Plainsrunner.

Plainsrunner lasts for 1 hour per druid level, for the duration your movement speed and the mounted movement of any steed ridden by you is increased by 20 feet and you can see up to 1 mile away with no difficulty, able to discern even fine details as though looking at something no more than 100 feet away from you.

Ride the Whirlwind. When you gain your Nature's Ward class feature your movement speed increases by 10 feet and you can expend a use of your Wild Shape as an Action to cast *wind walk* without expending a spell slot or using components, affecting only yourself, and lasting 10 minutes per druid level. It only takes you 1 round to change back and forth from cloud form using this spell and your cloud form more closely resembles a man-sized whirlwind.

PRIMORDIAL WEAPON

Prerequisite: 6th level; Druid class, Wild Shape feature

You learn to shape primordial forces into a potent magical weapons. As a bonus action you can expend one of your uses of Wild Shape to cast one of the following spells: *Earth Hammer*, *Flame Brand*, *Ice Spar*, *Ooze Whip*, *Skybreaker*, *Wavespike*, or *Windbow*. The spell is cast as a druid spell of 1/3rd your druid level without expending a spell slot or requiring components, and you gain the following benefits for the duration:

- Your concentration on the spell can't be broken as a result of taking damage.
- You can use the elemental weapon as a spellcasting focus.
- The duration increases to 1 hour.
- You gain the ability to cast the following cantrip(s), based upon the weapon you summoned:

Earth Hammer: The *crushing blow* cantrip.

Flame Brand: The *burning blade* cantrip.

Ice Spar: The *rime blade* cantrip.

Ooze Whip: The *mordant blade* cantrip.

Skybreaker: The *booming blade* and *storm hammer* cantrips.

Wavespike: The *critical insight* cantrip.

Windbow: The *impel weapon* cantrip.

PRIMORDIAL PORTENTS

Prerequisites: Druid class, Signs and Portents feature

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- You can use the Help action as a bonus action. Additionally, when you use the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 feet of you, rather than within 5 feet of you, if the ally or the target can see or hear you.
- When you take the Help action, you can spend and roll a Soothsayer die, the ally gains the result as an additional bonus to the roll or check helped.

RAGE SHAMAN

Prerequisites: Druid class, Primal Fury feature

- Increase your Strength, Dexterity, Constitution, or Wisdom score by 1, to a maximum of 20.
- During the duration of your Primal Fury, when you make a melee weapon attack using Strength, you gain a bonus to the damage roll equal to half your proficiency bonus.
- You can expend a spell slot as a bonus action to enter a Primal Fury instead of using your Wild Shape. When you do so, the number of Primal Fury dice you gain equals the level of the spell slot expended, the feature lasts for 1 minute, and you lose any remaining temporary hit points granted by the feature when it ends.

SAND SHAMAN

Prerequisite: Druid class, Circle Spells: Desert feature

Desert Guide. You gain the Natural Explorer ranger class feature with Desert as your only favored terrain.

Desert Acclimation. You are immune to environmental conditions of extreme heat. As a bonus action, you can expend a use of your wild shape to gain Sandrunner.

Sandrunner lasts for 1 hour per druid level, during this time you gain resistance to radiant and fire damage, you gain a burrow speed equal to half your movement speed, but only through sand or loose soil, and you gain tremorsense with a range of 30 feet while in contact with loose sand or soil.

Sun Hardened. When you gain your Nature's Ward class feature you cannot be blinded by bright light and blown sand and grit and bright light does not affect your vision. While Sandrunner is active you are immune to radiant and fire damage caused by any spell you cast.

SLIME SHAMAN

Prerequisites: Druid class, Acrid Magic feature

- A target of your *acid splash* cantrip still suffers half damage on a successful save.
- When you gain the Elemental Compounds feature, as a bonus action you can expend one of your uses of Wild Shape to cast *ooze whip*. The spell is cast as a druid spell of 1/3rd your druid level without expending a spell slot or requiring components and your concentration on the spell can't be broken as a result of taking damage.
- When you gain the Improved Ooze Forms feature, your body, along with any equipment you are wearing or carrying, becomes pliable. You gain resistance to bludgeoning damage from nonmagical weapons, you can move through any space as narrow as 1 inch without squeezing, and you can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

SPIRIT TALKER

Prerequisite: Druid class, Circle of the Shepherd feature

You gain the enhancement listed for the Spirit Totem feature in the Druid Circle Options chapter, plus the following abilities:

Totem Form. As a bonus action, you can expend a use of your Wild Shape to acquire the mantle of one of your Spirit Totems. You are enveloped by a ghostly aspect of the spirit totem and the effects of the spirit's aura are active in a 30-foot radius around you, as if the spirit occupied your location. The mantle persists for a number of hours equal to your half your druid level (round down), or until you're incapacitated, you use this ability again, or you use your Spirit Totem feature.

Manifest Totems. Your totem spirits are more present in this world. When you summon a Spirit Totem and as a bonus action on each of your turns you can command it to attack a creature within 5 feet of it, in addition to moving. Make a melee spell attack, on a hit, the target takes force damage equal to 1d6 + your Wisdom modifier.

Alternatively, each totem has an ability you may use as part of the Bonus Action instead of attacking:

- **Bear.** You may grant one creature within 5 feet of the spirit temporary hit points equal to 1d6 + your Wisdom modifier.
- **Cat.** One creature within 5 feet of the spirit gains the benefit of the Dodge action on its next turn.
- **Elk.** One creature within 5 feet of the spirit gains the benefit of the Dash or Disengage action on its next turn.
- **Hawk.** You can take the Search Action as if you occupied the Hawk Spirit's location.
- **Unicorn.** You may grant all creatures within the aura advantage on saving throws versus Poison until the end of your next turn.
- **Wolf.** Until the start of your next turn, you and allies within the spirit's aura have advantage on attack rolls against a creature if at least one ally is within the aura and within 5 feet of the creature and the ally isn't incapacitated.

You cannot use your Manifest Totems ability with a Totem Form, only with a spirit manifested normally or using your Spell Totem ability.

SPORECALLER

Prerequisite: Druid class, Halo of Spores feature

Fungal Strike. You can add your Wisdom modifier as a bonus to the damage rolls of melee spell attacks using druid spells, to ranged spell attacks using *chill touch*, and to your Halo of Spores. While your Symbiotic Entity feature is active your melee spell attacks using druid cantrips and your ranged spell attacks using *chill touch* deal an extra 1d6 poison or necrotic damage (your choice) to any target they hit.

Spore Zombie. You can expend a spell slot to use your Fungal Infestation to animate a zombie additional times. If you expend a 3rd level or higher spell slot to raise the fungal zombie, you can choose to raise it permanently at full strength as if you had cast *animate dead*, plus it gains 5 temporary hit points per slot level above 3rd. You can expend a use of your Fungal Infestation to reassert your control over a single zombie under your command as if you had cast *animate dead* for that purpose. All undead you create via a druid spell or class feature are unaligned instead of evil.

Symbiotic Spores. If you have the Bolstering Symbiosis feature, you also gain the Spreading Spores feature. If you have the Spreading Spores feature, you also gain the Bolstering Symbiosis feature. Additionally, when you gain this feature you gain the following additional benefits during the duration of your Symbiotic Entity feature:

- Creatures that succeed on a saving throw versus your Halo of Spores still suffer half damage from the effect.
- Your Symbiotic Creatures automatically succeed on saving throws versus any druid spell you cast, or druid feature you use, and they take no damage if they would normally take half damage on a successful save.



STAR MAPPER

Prerequisite: Druid Class, Star Map feature

Your Star Map becomes magical granting the following benefits:

- When you cast *guidance* using your Star Map, it gains a range of 60 feet.
- When you cast *guiding bolt* using your Star Map as a focus, you can add your Wisdom modifier to the damage inflicted on a hit.
- When you use your Star Map as a spellcasting focus for your druid spells, you gain a +1 bonus to your spell attack rolls, spellcasting ability checks, and spell save DCs. This increases to +2 at 10th level and to +3 at 14th level.

STAR SHAMAN

Prerequisite: Druid Class, Starry Form feature

You become more proficient at the astrological magic of your circle.

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain the enhancement listed for your Starry Form feature, granting you additional constellation options. Additionally, you can expend a spell slot to enter your Starry Form without expending your Wild Shape. If you do so, the form lasts for a number of minutes equal to the level of the spell slot. If you expend your Wild Shape to enter your Starry Form, it now lasts for 10 minutes per two druid levels.
- When you gain the Cosmic Omen feature, you always have the *augury* spell prepared. It counts as a druid spell for you, and it doesn't count against the number of spells you can have prepared. When you cast *augury*, you regain one expended use of your Cosmic Omen feature, and your Weal or Woe result changes to match the result from your *augury* spell (or to your choice if the omen was mixed or unclear).

SWAMP SHAMAN

Prerequisite: Druid class, Circle Spells: Swamp feature

Swamp Guide. You gain the Natural Explorer ranger class feature with Swamp as your only favored terrain.

Marsh Dweller. You remain unbothered by normal insects and gain proficiency with water vehicles and blowguns. As a bonus action, you can expend a use of your wild shape to gain Marsh Walker.

Marsh Walker lasts for 1 hour per druid level, during this time you gain ability to move across any liquid surface--such as water, acid, mud, snow, or quicksand--as if it were harmless solid ground and you tremorsense with a range of 30 feet, while touching liquid, mist, or fog.

Swamp Ward. When you gain your Nature's Ward class feature you also gain resistance to acid damage. While Marsh Walker is active you are immune to the damage caused by swarms and to the effects of an *insect plague* spell.

TUNDRA SHAMAN

Prerequisite: Druid class, Circle Spells: Arctic feature

Tundra Guide. You gain the Natural Explorer ranger class feature with Arctic as your only favored terrain.

Arctic Acclimation. You are immune to environmental conditions of extreme cold. As a bonus action, you can expend a use of your wild shape to gain Ice Walker.

Ice Walker lasts for 1 hour per druid level, during this time you can move across and climb icy surfaces without needing to make an ability check, and you gain resistance to cold damage. Additionally, you gain a burrow speed equal to half your walking speed, but only through ice or snow and you gain tremorsense with a range of 30 feet while in contact with ice or snow.

Ice Hardened. When you gain your Nature's Ward class feature you are immune to snow blindness and blown snow and ice (such as the *sleet storm* spell) does not affect your vision. While Ice Walker is active you are immune to the cold damage caused by any spell you cast.

TOTEMIC MAGIC

Prerequisite: Druid class, Wild Shape feature

You are an expert at the creation and use of totems formed from aspects of sacred animals as spellcasting foci that heightens your shapeshifting magic.

- You gain proficiency in the Survival skill, if you are already proficient in this skill you add double your proficiency bonus to checks you make using it. In a wilderness setting you can gather the necessary materials and construct a totem focus using the Survival skill over the course of 1 hour, which can be done during a short or long rest.
- Your totem may be created in the form of a medicine bag, necklace, or similar item that may be worn. You do not require a free hand to wield such a totem.
- The use of a totem focus by you replaces any material component for a druid spell with a casting time of 1 action or less, even those with a GP cost.
- You learn the *wild claws* cantrip as additional druid cantrip known. If you already know this cantrip, you learn an additional druid cantrip of your choice.
- While carrying a totem focus, if you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier. If you change shape while carrying a totem focus, this applies to the AC of that shape unless it would otherwise be higher.
- You may expend a use of your Wild Shape feature when you cast *wild claws* to extend the duration by a number of hours equal to your druid level and cause your unarmed strikes and natural weapon attacks to gain a bonus to hit and damage as you gain levels: A +1 bonus on attack and damage rolls at 5th level, +2 at 11th level, and +3 at 17th level. While this effect is active you may return your limbs to normal or reform the claws as a bonus action on your turn without ending the spell.

VERDANT SHAMAN

Prerequisite: Druid class, Verdant Magic

You have a special affinity for druidic magic related to plants and growing things.

- Increase your Constitution or Wisdom score by 1, to a maximum of 20.
- You learn an additional cantrip from the list in the Verdant Magic feature.

- When you gain the Oaken Endurance feature you gain the ability to cast *entangle* at will, without expending a spell slot.
- When you gain the Improved Plant Forms feature, you gain the ability to cast *speak with plants* at will, without expending a spell slot.

WARDEN OF NATURE

Prerequisites: Druid class, Primordial Ward feature

- Increase your Wisdom score by 1, to a maximum of 20.

Improved Primordial Warding. You learn the *absorb elements* and *cycle of life and death* spells. These spells are always prepared and do not count against the number of druid spells you may prepare each day. While your Primordial Ward is active you can cast either of these spells when a creature affected by your ward you can see suffers the appropriate damage type, and each creature affected by your ward gains the effects of the spell.

When you gain the Nature's Guardian feature, you can cast *absorb elements* and *cycle of life and death* at will, without expending a spell slot.

WATER SHAMAN

Prerequisite: Druid class, Circle Spells: Coast feature

Wave Guide. You gain the Natural Explorer ranger class feature with Coast as your only favored terrain.

Water Witch. While piloting a water vehicle you are considered proficient in its use and add double your proficiency bonus to the check, instead of your normal proficiency bonus. As a bonus action, you can expend a use of your wild shape to gain Wavetouched.

Wavetouched lasts for 1 hour per druid level, during this time you can breathe air and water, gain a swim speed of 40 feet, and you gain blindsight with a range of 30 feet, while in water, mist, or fog. If you already have a swim speed it increases by 20 feet.

Ocean Ward. When you gain your Nature's Ward class feature you also can't be charmed or frightened by any creature with a natural swim speed and you gain advantage on saving throws against other magical effects caused by such creatures. While Wavetouched is active you also gain resistance to cold damage.

WILDERWAND

Prerequisite: Druid class, Wild Shape feature

The wands you wield are living branches of yew, willow, or hawthorn (or similar trees). You are skilled at in the creation and use of these wands in druidic magic.

- You gain proficiency in woodcarver's tools can cast *wood shape* on a tree to instantly form a wand that can be used as a druidic focus. This causes no harm to the tree.
- You gain the *thorn whip* cantrip as an additional druid cantrip known. If you already know this cantrip, you learn a different druid cantrip of your choice.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged spell attack rolls using a wand focus.
- The range of druid spells requiring a melee spell attack and your reach with druid spells with a range of touch is increased by 5 feet while wielding a wand focus.

- The use of a wand focus by you replaces any material component for a druid spell with a casting time of 1 action or less, even those with a GP cost.
- Starting at 5th level, you can use a Bonus Action to expend a use of your Wild Shape to imbue a wand you hold with druidic magic. Until you use this feature gain, the wand becomes magical and grants a +1 bonus to spell attack rolls and to the spell save DCs of druid spells you cast using the wand as a focus. This increases to a +2 bonus at 11th level and to a +3 bonus at 17th level.

WAVE TOUCHED

Prerequisites: Druid class, Fin and Flipper feature

- Increase your Wisdom score by 1, to a maximum of 20.
- Your Favored Aquatic Forms gain a bonus to their damage rolls equal to your proficiency bonus.
- When you gain the Ocean's Friend feature, you learn the *warding wave* spell. This spell is always prepared and does not count against the number of druid spells you may prepare each day. You can cast this spell at will, without using a spell slot or requiring components.

WIND BLESSED

Prerequisites: Druid class, Wing and Feather feature

- Increase your Wisdom score by 1, to a maximum of 20.
- Your Favored Avian Forms gain a bonus to their damage rolls equal to your proficiency bonus.
- When you gain the Friend of the Wind feature, you can use your reaction to cause a gust of wind to deflect the missile when you or a creature within 10 feet of you are hit by a ranged weapon attack. When you do so, the damage of the attack is reduced by 1d8 + your Wisdom modifier + your druid level. If you reduce the damage to 0, the attack misses.



RANGER CLASS FEATS

The following are class feats that may be chosen by Rangers. Some have a specific ranger class feature as a prerequisite that may limit it to being chosen by one particular ranger archetype.

RANGER CLASS FEATS

Ranger Class Feats	Archetype
Beast Magic	Beast Master
Blademaster Ranger	Any
Calvary Magic	Outrider
Canny Explorer	Any
Champion Hunter	Hunter
City Magic	Urban Stalker
Deep Stalker	Gloom Stalker
Druidic Champion	Any
Expert Skirmisher	Any
Exploration Magic	Explorer
Explorer's Luck	Explorer
Falconry Magic	Falconer
Giant Slayer	Hunter
Gloom Magic	Gloom Stalker
Horde Slayer	Hunter
Improved Drake Companion	Drakewarden
Improved Primal Companion	Beast Master
Lunar Magic	Moon Dancer
Magic of the Pack	Pack Master
Magic of the Wild Hunt	Huntmaster
Marked Foe	Any
Marksmen Ranger	Any
Master of the Wild Pack	Pack Master
Master Outrider	Outrider
Mighty Swarm	Swarmkeeper
Monster Hunter	Monster Slayer
Nature Initiate	Any
Planar Magic	Horizon Walker
Planar Tracker	Horizon Walker
Primal Bowyer	Any
Ranger's Bond	Beast Master
Sentinel Magic	Primal Sentinel
Slayer Magic	Monster Slayer
Spell Stalker	Monster Slayer
Swarm Magic	Swarmkeeper
Unwavering Sentinel	Primal Sentinel
Urban Ranger	Any
Wanderer Magic	Fey Wanderer
Wilderness Spellcraft	Any
Witch Finder	Any

BEAST MAGIC

Prerequisite: Ranger class, Beast Master Magic feature

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain proficiency with the Animal Handling skill, if you are already proficient with this skill, you may add double your proficiency bonus to checks you make with it.
- You can cast each of the spells granted by your Beast Master Magic feature once without expending a spell slot or requiring components other than costly material components that are consumed in the casting. Once you cast a spell in this way, you can't cast that spell again using this feat until you finish a long rest

BLADEMASTER RANGER

Prerequisite: Ranger class, Spellcasting Feature

You wield the not so subtle magic of blade, spear, and axe.

- Increase your Strength, Dexterity, or Wisdom score by 1, to a maximum of 20.

Blade Magic. You are adept at using your magic to subtly influence your melee attacks. You learn two *Blade Trick* spells as additional ranger spells known.

Hunter's Strike. Once per turn when you hit a target with a blade trick spell, you can also affect the target as if you had cast *hunter's mark* as a 1st level spell, without expending a spell slot or requiring components. A *hunter's mark* cast in this manner does not require concentration to maintain, but ends if you cast the spell again, and cannot be transferred to a different target when the original target dies.

CALVARY MAGIC

Prerequisite: Ranger class, Outrider Magic feature

- Increase your Wisdom score by 1, to a maximum of 20.
- As a bonus action while mounted on your Primal Steed you can expend a spell slot to restore hit points to both you and your steed equal to 1d8 per level of the spell slot.
- You can cast each of the spells granted by your Outrider Magic feature once without expending a spell slot or requiring components. Once you cast a spell in this way, you can't cast that spell again using this feat until you finish a long rest. If you cast *find steed* or *find greater steed* using this feat, and your primal steed is already summoned, the spell can instead be cast as an Action and summons the steed in a new form appropriate to the spell, restored to full hit points and cleansed of all conditions.

CANNY RANGER

Prerequisite: Ranger class

- Increase your Strength, Dexterity, or Wisdom score by 1, to a maximum of 20.
- Choose one of the following optional ranger features: Deft Explorer, Favored Foe, or Primal Awareness. If you have the feature the chosen optional feature replaces, you also gain the chosen optional feature. If you have the chosen optional feature, you also gain the feature the chosen optional feature replaces.

CHAMPION HUNTER

Prerequisite: Ranger class, Hunter's Prey: Colossus Slayer feature

Finishing Strike. The extra damage inflicted by your Colossus Slayer class feature increases to 2d8 if the target is

below half its hit point maximum. You also have an innate sense when of when prey is weakened, you know when a creature you can see's current hit points are below half its hit point maximum.

Solid Defense. When you gain the Defensive Tactics class feature, you gain BOTH the Multiattack Defense and the Steel Will features if you choose either of those features. In addition, you are immune to the Frightened condition caused by a Favored Enemy.

CITY MAGIC

Prerequisite: Ranger class, Urban Stalker Magic feature

- Increase your Wisdom score by 1, to a maximum of 20.
- When you cast *disguise self* or *tongues* the duration is increased to 8 hours and the spell can be cast as a bonus action without requiring components. When you cast *disguise self*, you can seem up to 3 feet taller or shorter than normal, when you cast *tongues* creatures hearing you speak believe you are speaking in their language. When you cast *hold person*, it does not require concentration if cast on the same target as your *hunter's mark*.
- You can cast each of the spells granted by your Urban Stalker Magic feature once without expending a spell slot or requiring components. Once you cast a spell in this way, you can't cast that spell again using this feat until you finish a long rest.

DEEP STALKER

Prerequisite: Ranger class, Umbral Sight feature, Underdark favored terrain

Cloak of Shadows. You learn the *penumbra* cantrip, Wisdom is your spellcasting ability for this spell.

Umbral Adaptation. Dim Light doesn't impose disadvantage on your Wisdom (Perception) checks relying on sight, and you treat any terrain that doesn't normally see natural sunlight as your Favored Terrain. (Including sewers, the Shadowfell plane, deep forests, and similar environments.)

Shadowy Evasion. When you use your Shadowy Dodge class feature, if the attack still hits, its damage is halved against you.

DRUIDIC CHAMPION

Prerequisite: Ranger class, Druidic Warrior fighting style

You become a champion of the druidic faith.

- Increase your Wisdom score by 1, to a maximum of 20.
- You learn Druidic, the secret language of druids.
- You can use any weapon with which you are proficient or a wooden shield as a spellcasting focus for your spells.
- You learn an additional druid cantrip of your choice.
- When you take the Attack action you can cast one of your cantrips in place of one of the attacks.

GIANT SLAYER

Prerequisite: Dwarf race (optional prerequisite), Ranger class, Hunter's Prey: Giant Killer feature

Giant Grudge. You gain Giants as an additional favored enemy and you learn the Giant language. If you already have giants as a favored enemy, you gain an additional favored enemy of your choice.

The Harder they Fall. If you hit with a melee attack granted by your Hunter's Prey: Giant Killer, the target must make a Dexterity saving throw versus your spell save DC or be knocked prone and have its speed reduced to 0 until the end of the turn in addition to the attack's normal effects.

Hit 'em when They're Down. When you hit a prone opponent with a melee attack you inflict an additional 1d6 damage. Prone opponents provoke an opportunity attack from you when they attempt to stand from a prone position while within your reach.

EXPERT SKIRMISHER

Prerequisite: Ranger class

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain the Skirmishing fighting style. If you already know this fighting style, you gain a fighting style chosen from the list in the Ranger feature instead.
- When you gain the Land's Stride feature, you also gain either Evasion or Uncanny Dodge:
 - **Evasion.** When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.
 - **Uncanny Dodge.** When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.



EXPLORATION MAGIC

Prerequisite: Ranger class, Explorer Magic feature

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain proficiency with a skill of your choice, if you are already proficient with the skill you choose, you may add double your proficiency bonus to checks you make with it.
- You can cast each of the spells granted by your Explorer Magic feature once without expending a spell slot or requiring components. Once you cast a spell in this way, you can't cast that spell again using this feat until you finish a long rest

EXPLORER'S LUCK

Prerequisite: Ranger class, Wanderer's Luck feature

- Increase your Dexterity or Wisdom score by 1, to a maximum of 20.
- When you finish a short rest, you regain one expended luck point.
- If you roll a 1 on an attack roll using an unarmed strike or a simple weapon, you can reroll the die and must use the new roll. If you have the Lucky racial trait, you may reroll a 1 or a 2 on such an attack.

FALCONRY MAGIC

Prerequisite: Ranger class, Falconer Magic feature

- Increase your Wisdom score by 1, to a maximum of 20.
- If you cast a spell from your Falconer Magic feature targeting yourself or your fey raptor, it does not require concentration to maintain and lasts for double the normal duration.
- You can cast each of the spells granted by your Falconer Magic feature once without expending a spell slot or requiring components. Once you cast a spell in this way, you can't cast that spell again using this feat until you finish a long rest

GLOOM MAGIC

Prerequisite: Ranger class, Gloom Stalker Magic feature

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain Humanoids as an additional Favored Enemy, and it applies to all Humanoids with the Sunlight Sensitivity trait.
- You can cast each of the spells granted by your Gloom Stalker Magic feature once without expending a spell slot or requiring components. Once you cast a spell in this way, you can't cast that spell again using this feat until you finish a long rest

HORDE SLAYER

Prerequisite: Ranger class, Two Weapon Fighting Style, Hunter's Prey: Horde Breaker feature

Horde Slayer. When you engage in two-weapon fighting you can use your Horde Breaker class feature an additional time that turn: When you use two-weapon fighting to make a weapon attack using a light melee weapon in your other hand, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within reach of your weapon.

Whirlwind Defense. Your Defensive Tactics: Escape the Horde class feature provides another benefit: During your turn, if you make a melee attack against a creature, that creature can't make opportunity attacks against you for the rest of your turn.

Steel Wind. When you use the Whirlwind Attack action, you can engage in two-weapon fighting as if you had taken the Attack action.

Horde Defense. You are skilled at using the enemies' own numbers against them. So long as you are not incapacitated, hostile creatures within 5 feet of you suffer disadvantage on attack rolls against you if they are within 5 feet of an ally,

IMPROVED DRAKE COMPANION

Prerequisite: Ranger Class, Primal Companion feature

Your bond with your drake companion grows more powerful, allowing it to act with more independence. You gain the enhancement listed in the Ranger chapter for the Primal Companion and Exceptional Training features, plus the abilities listed below.

- The companion can take any action it wishes on its turn without being commanded, but if it takes the attack action without your command, it does not add your Proficiency Bonus (PB) to the damage inflicted.
- Your companion gains proficiency in two skills and two saving throws of your choice.
- Whenever you gain the Ability

Score Improvement ranger class feature, your companion's abilities also improve. Your companion can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1. As normal, your companion can't increase an ability score above 20 using this feature unless its description specifies otherwise.

- Your companion can add its Constitution modifier to the hit points it gains per Ranger level, can add its Strength modifier to its Bite damage, and can add its Dexterity modifier to its AC, as well as the normal changes to the stat block for increasing ability scores.
- You can ride your companion, including in flight, so long as it is one size larger than you. (You can use this rule for



riding your Drake or that listed in your Bond of Fang and Scale or Perfected Bond feature, your choice.)

- Your companion deals an extra 1d6 damage to the target of your *hunter's mark* when they hit it with a weapon attack (including a natural weapon attack), and they have advantage on any Wisdom (Perception) or Wisdom (Survival) check they make to find it.

IMPROVED PRIMAL COMPANION

Prerequisite: Ranger Class, Primal Companion feature

Your bond with your primal companion grows more powerful, allowing it to act with more independence. You gain the enhancement listed in the Ranger chapter for the Primal Companion and Exceptional Training features, plus the abilities listed below.

- The companion can take any action it wishes on its turn without being commanded, but if it takes the attack action without you using a bonus action to command it, it does not add your Proficiency Bonus (PB) to the damage inflicted.
- Once you gain the Exceptional Training feature, when you command your beast to take the Attack action, it can also take the Dash, Disengage, or Help action as a Bonus Action on its turn.
- Whenever you gain the Ability Score Improvement ranger class feature, your companion's abilities also improve. Your companion can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1. As normal, your companion can't increase an ability score above 20 using this feature unless its description specifies otherwise. Your companion can add its Constitution modifier to the hit points it gains per Ranger level.

- Your companion deals an extra 1d6 damage to the target of your *hunter's mark* when they hit it with a weapon attack (including a natural weapon attack), and they have advantage on any Wisdom (Perception) or Wisdom (Survival) check they make to find it.

LUNAR MAGIC

Prerequisite: Ranger class, Moon Magic feature

- Increase your Wisdom score by 1, to a maximum of 20.
- While your Moonshadow is manifested, your weapon attacks are considered magical and silver.
- You can cast each of the spells granted by your Moon Magic feature once without expending a spell slot or requiring components. Once you cast a spell in this way, you can't cast that spell again using this feat until you finish a long rest

MAGIC OF THE PACK

Prerequisite: Ranger class, Pack Magic feature

- Increase your Wisdom score by 1, to a maximum of 20.
- You can expend a spell slot as a bonus action to restore 1d6 hit points per level of the spell slot to yourself and each member of your pack within 60 feet.
- You can cast each of the spells granted by your Pack Magic feature once without expending a spell slot or requiring components. Once you cast a spell in this way, you can't cast that spell again using this feat until you finish a long rest



MAGIC OF THE WILD HUNT

Prerequisite: Ranger class, Huntmaster Magic feature

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain proficiency with the Survival skill, if you are already proficient with this skill, you add double your proficiency bonus to checks you make with it.
- You can cast each of the spells granted by your Huntmaster Magic feature once without expending a spell slot or requiring components. Once you cast a spell in this way, you can't cast that spell again using this feat until you finish a long rest.

MARKED FOE

Prerequisite: Ranger class, Favored Enemy feature.

- Increase your Wisdom score by 1, to a maximum of 20.
- During the duration of your *hunter's mark*, if the mark is not currently affecting a target you can transfer the mark to any creature you hit with a weapon attack, without requiring a bonus action.
- You may activate a class feature or use a spell that requires a bonus action (such as transferring a hunter's mark) as part of the same bonus used to engage in two-weapon fighting or use a feat, class feature, or spell that grants an additional attack as a bonus action, so long as the class feature or spell does not also include an attack.
- You gain the Hunting fighting style, if you already know this style, you learn another hunting style of your choice:

HUNTING

You must have the Ranger Spellcasting feature to choose this style. You can cast *hunter's mark* a number of times equal to your proficiency bonus without expending a spell slot or requiring components. You regain all expended uses when you finish a long rest.

MARKSMAN RANGER

Prerequisite: Ranger class

You weave subtle magic to guide every shot you take with a ranged weapon.

- Increase your Dexterity or Wisdom score by 1, to a maximum of 20.

Arrow Magic. You are adept at using your magic to subtly influence your ranged attacks. You learn two Arrow Trick spells as additional ranger spells known.

Hunter's Shot. Once per turn when you hit a target with an arrow trick spell, you can also affect the target as if you had cast *hunter's mark* as a 1st level spell, without expending a spell slot or requiring components. A *hunter's mark* cast in this manner does not require concentration to maintain, but ends if you cast the spell again, and cannot be transferred to a different target when the original target dies.

MASTER OF THE WILD PACK

Prerequisite: Ranger class, Hounds of the Wild Hunt feature

Pack Master's Command. When you cast *beast strike* to grant a creature summoned by your Call the Wild Pack feature an attack, it gains an additional bonus to the damage roll equal to your proficiency bonus.

Bolster the Pack. During the duration of your *call of the pack* spell, affected creatures gain temporary hit points equal to

your Wisdom modifier (minimum 1) when they end their turn within 30 feet of you.

Mighty Pack. When you gain the Improved Pack Tactics feature, wolves, dire wolves, or similar creatures summoned by you gain a +1 bonus on attack and damage rolls.

MASTER OUTRIDER

Prerequisite: Ranger class, Primal Steed feature

- Both you and your Primal Steed may increase an ability score of your choice by 1, to a maximum of 20.

Calvary Training. Constant training and drilling with your Primal Steed grants several benefits:

- Your Primal Steed has Advantage on saving throws and ability checks to avoid being pushed or knocked prone.
- If your Primal Steed takes the Dodge action while you are mounted, both you and the steed gain the benefits of the Dodge effect.
- When you gain the Calvary Combatant feature, your Primal Steed can always take the Attack action when ridden as a controlled mount, without you forgoing an attack to allow it to do so.

Close Formation. Your steed is trained to fight in close formation, allowing it to fight and move more effectively on the battlefield.

- If your Primal Steed is size Large, it can fight and move without squeezing while occupying a space 5 feet wide and 10 feet long that is tall enough for it to stand.
- If your Primal Steed is size Medium, the spaces of friendly creatures are not considered difficult terrain.



MIGHTY SWARM

Prerequisite: Ranger Class, Gathering Swarm feature

The power of your swarm increases. You gain the enhancements to your Writhing Tide and Swarming Dispersal features listed in the Ranger chapter plus the following benefits:

- Increase your Dexterity or Wisdom score by 1, to a maximum of 20.
- You can add your Wisdom modifier to the damage inflicted by your Gathering Swarm feature.
- If you use Gathering Swarm to move yourself, it can move you up to 15 feet, and during your Writhing Tide feature can move you in any direction, not just horizontally.
- You can add 10 feet to the fly speed granted by your Writhing Tide feature.

MONSTER HUNTER

Prerequisite: Ranger class, Slayer's Prey feature

Slayer's Mark. You can use your Slayer's Prey class feature as part of the same bonus action used to cast or transfer a *hunter's mark*, to cast any other ranger spell that can be cast as a bonus action, or to engage in two-weapon fighting or use a feat or class feature that grants an additional attack as a bonus action.

Monster Sense. When you affect a creature with a *hunter's mark*, you gain the information that would be revealed by your Hunter's Sense feature without expending a use of that feature.

During the duration of your Primeval Awareness feature, you can use your Hunter's Sense as a Bonus action, and you gain the information that would be revealed by that feature about every aberration, celestial, dragon, elemental, fey, fiend, and undead that you can sense within range when you use that feature.

In addition, when Hunter's Sense returns no information, you know if this is due to the target being hidden from divination magic.

Supernatural Counter. When you use your Supernatural Defense feature and succeed on the affected saving throw or escape the grapple, you gain advantage on your next attack roll against that creature before the end of your next turn and inflict an additional 1d6 damage if you hit with that attack.

NATURE INITIATE

Prerequisite: Ranger class, Spellcasting feature

You are an initiate of a religious order dedicated to a deity of nature.

- You can use a Holy Symbol of your deity as a spellcasting focus for your Ranger spells.
- You gain the spells listed for the Nature Domain Spells cleric feature as additional Ranger spells known when you become capable of casting ranger spells of the appropriate level.
- You can cast one spell of each level from the Nature Domain Spells granted by this feat once without expending a spell slot or requiring components. Once you cast a spell in this way, you can't cast a spell of that level again using this feat until you finish a long rest.

- When you hit a target with a melee weapon attack, you can expend a ranger spell slot to cause the attack to deal extra cold, fire, or lightning damage (your choice) to the target. The extra damage is 1d8 plus 1d8 per level of the spell slot expended.

PLANAR MAGIC

Prerequisite: Ranger class, Horizon Walker Magic feature

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain proficiency with the Arcana skill, if you are already proficient with this skill, you add double your proficiency bonus to checks you make with it.
- You can cast each of the spells granted by your Horizon Walker Magic feature once without expending a spell slot or requiring components. Once you cast a spell in this way, you can't cast that spell again using this feat until you finish a long rest

PLANAR TRACKER

Prerequisite: Ranger class, Planar Warrior feature

You gain the enhancements described for the Detect Portal and Planar Warrior features in the Ranger chapter and the following additional abilities:

Planar Strike. When you hit a creature with an attack affected by your Planar Warrior or Planar Weapons feature, you can expend a spell slot to inflict an additional 1d8 force damage plus 1d8 per level of the spell slot. If you do so, the damage bypasses any resistance or immunity to force damage possessed by the creature.

Favored Plane. When you gain the Ethereal Step class feature, when you use that class feature you can choose to have it last until the start of your next turn and you gain the Ethereal Plane as an additional Favored Terrain. When you gain the Distant Strike class feature, you gain the Astral Plane as an additional Favored Terrain.

Spectral Evasion. When you use your Spectral Defense feature, immediately after the triggering attack you can teleport up to 10 feet to an unoccupied space you can see.



PRIMAL BOWYER

Prerequisite: Ranger class, Spellcasting feature

You learn to combine primal magic with your skill as a bowyer to craft magical bows and arrows with great skill:

- You gain proficiency with woodcarver's (bowyer's) tools, if you are already proficient with these tools, you add double your proficiency bonus to checks you make using them. When you craft mundane or magical ranged weapons or ammunition it takes you a quarter of the normal time, and it costs you half as much of the usual gold.
- You gain an ability similar to the Artificer Infuse Item feature. You learn two infusions from the list of Artificer infusions in the *Tasha's Cauldron of Everything* or [Arcane Mysteries: The Secrets of the Arcanum](#) sourcebook that can be used on a ranged weapon. You are treated as an artificer of your ranger level to meet prerequisites and to determine the power of your infused items. When you gain a ranger level you can replace one of your infusions known with a new one. You can have a maximum of one infusion active at a time.
- You also learn the *craft ammunition* and *draw arrows* spells as an additional ranger spells known. When you cast either spell, you may treat the spell as having been cast using a spell slot one level higher than you expended.

RANGER'S BOND

Prerequisite: Ranger class, Ranger's Companion feature

Your bond with your companion grows more powerful. You gain the enhancement listed in the Ranger chapter for the Beast Master Ranger's Companion and Exceptional Training features, plus the abilities listed below:

- Your companion can act with more independence. It can take any action on its turn without you commanding it. However, if it attacks without your command it may not add your proficiency bonus to the damage roll.
- Your companion gains additional hit points equal to your ranger level.
- Whenever you gain the Ability Score Improvement Ranger class feature, your companion's abilities also improve. Your companion can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1.
- Your companion gains proficiency in two skills and two saving throws of your choice. (Skills should normally be chosen from: Athletics, Acrobatics, Stealth, Insight, Perception, Survival, and Intimidation.)
- Once you gain the Exceptional Training feature, when you command your beast to take the Attack action, it can also take the Dash, Disengage, or Help action as a Bonus Action on its turn.
- Your companion deals an extra 1d6 damage to the target of your *hunter's mark* when they hit it with a weapon attack (including a natural weapon attack), and they have advantage on any Wisdom (Perception) or Wisdom (Survival) check they make to find it.



SENTINEL MAGIC

Prerequisite: Ranger class, Sentinel Magic feature

- Increase your Wisdom score by 1, to a maximum of 20.
- When you cast *clairvoyance*, *arcane eye*, or *scrying*; the sensor created by the spell also gains the sense enhanced by your Focused Senses and/or Uncanny Senses feature and any special senses granted by spells you have cast.
- You can cast each of the spells granted by your Sentinel Magic feature once without expending a spell slot or requiring components. Once you cast a spell in this way, you can't cast that spell again using this feat until you finish a long rest

SLAYER MAGIC

Prerequisite: Ranger class, Monster Slayer Magic feature

- Increase your Wisdom score by 1, to a maximum of 20.
- You may choose an additional favored enemy of your choice, as well as an additional language related to that enemy.
- You can cast each of the spells granted by your Monster Slayer Magic feature once without expending a spell slot or requiring components. Once you cast a spell in this way, you can't cast that spell again using this feat until you finish a long rest

SPELL STALKER

Prerequisite: Ranger class, Supernatural Defense feature

Stalwart Resolve. You have advantage on saving throws against being Charmed or Frightened.

Counter Magic. You can expend a spell slot when you use your Magic-User's Nemesis class feature to foil a spell. If you

do so, it does not expend a use of the feature and the spell is automatically foiled if it is cast using a spell slot equal to or less than the level of the spell slot you expended. When you successfully foil a spell in this manner, the caster suffers 1d6 force damage per level of the spell slot you expended.

Evasive Counter. When you use your Slayer's Counter feature on a saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

SWARM MAGIC

Prerequisite: Ranger class, Swarmkeeper Magic feature

- Increase your Wisdom score by 1, to a maximum of 20.
- You can cast and control your swarm *mage hand* as an action or bonus action without requiring components, and you can use your *mage hand* as an action or bonus action on your turn to take the Help action as if you occupied the hand's location.
- You can cast each of the spells granted by your Swarmkeeper Magic feature once without expending a spell slot or requiring components. Once you cast a spell in this way, you can't cast that spell again using this feat until you finish a long rest

UNWAVERING SENTINEL

Prerequisites: Ranger class, Focused Senses feature

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- You gain proficiency with Intelligence saving throws and have advantage on checks and saving throws versus illusions.
- When you gain the Keenly Observant feature, while you are conscious, your Primeval Awareness feature is always active. You do not need to expend a spell slot or use an action to activate that feature. You can use an Action at any time to use your Focused Senses feature.

URBAN RANGER

Prerequisite: Ranger class, Natural Explorer feature

- Increase your Wisdom or Charisma score by 1, to a maximum of 20.
- You gain proficiency in the Insight skill and one of the following skills: Deception, Intimidation, or Persuasion. If you are already proficient with a skill you add double your proficiency bonus to checks you make using it.
- You you gain Urban Environments (cities, towns, and villages) as an additional Favored Terrain.

WANDERER MAGIC

Prerequisite: Ranger class, Fey Wanderer Magic feature

- Increase your Wisdom score by 1, to a maximum of 20.
- When you inflict psychic damage on a creature using your Dreadful Strikes feature, you can expend a spell slot to inflict additional psychic damage equal to 1d6 plus 1d6 per level of the spell slot to the target and force it to make a Wisdom saving throw or be charmed or frightened (your choice) by you until the end of your next turn.
- You can cast each of the spells granted by your Fey Wanderer Magic feature once without expending a spell slot or requiring components. Once you cast a spell in this way, you can't cast that spell again using this feat until you finish a long rest

WILDERNESS SPELLCRAFT

Prerequisite: Ranger class, Spellcasting feature

- Increase your Wisdom score by 1, to a maximum of 20.
- Your ranger spells do not require verbal components to cast.
- You know a number of additional ranger spells equal to your proficiency bonus and you may choose your spells known from the druid or ranger spell list. These spells must be of a level you can cast, or a cantrip. You may exchange one of these additional spells for a new one when you gain a ranger level.

WITCH FINDER

Prerequisite: Ranger class, Detect Magic spell, Arcana skill

Witch Finder. You gain Humanoids as an additional favored enemy, and it applies to all humanoids that can cast spells from the Sorcerer, Warlock, or Wizard spell lists. You can cast *detect magic* at will, without using a spell slot or requiring components. When cast by you, the spell does not require concentration to maintain but ends if you are incapacitated or if you die.

Magical Tracker. During the duration of a *detect magic* spell you can make a Wisdom (Arcana) check to track a creature if that creature had an active spell effect on its person when it passed your location. The DC is 15 minus the level of the spell effect. Add +5 to the DC for each hour that has elapsed since the creature passed.

Arcane Awareness. You add Humanoids that can cast spells from the Sorcerer, Warlock, or Wizard spell list to the types of creatures that can be detected by your Primeval Awareness feature.





BACKGROUNDS

The following are additional backgrounds that are especially suitable to wilderness focused characters:

You can always customize a background to better reflect your specific vision of your character.

FORMER DRUIDIC INITIATE

You spent your youth as an initiate to a druidic circle or to a single druid in a master/apprentice relationship. Even if you did not hear the primordial call to become a druid yourself, you have learned a few fundamental bits of useful lore.

Skill Proficiencies: Choose two from: Arcana, Animal Handling, Medicine, Nature, and Survival.

Tool Proficiencies: Herbalism Kit

Languages: Druidic

Equipment: A druidic focus or a spell component pouch (a gift from a former teacher), a herbalism kit, a set of traveler's clothes, and a belt pouch containing 5gp

FEATURE: DRUIDCRAFT

You have picked up several useful basics of spellcraft. You learn the *druidcraft* cantrip, Wisdom is your Spellcasting ability for this spell. In addition you know the Druidic language (see languages above).

SUGGESTED CHARACTERISTICS

d8	Personality Trait
1	I am very practical and have no patience for frippery.
2	I will not consume the flesh of animals.
3	I like animals more than people.
4	I am relentlessly optimistic.

5	I place no stock in wealthy or well-mannered folk. Money and manners won't save you from a hungry owlbear.
6	I often begin sentences with "My Hierophant always said..."
7	The natural world calms me, I seek the solitude of the wilds when I'm stressed.
8	I always have herbs for tea on hand. I can brew a tea for any situation.

d6	Ideal
1	Charity. The bounty of nature is to be shared, not hoarded. (Good)
2	Logic. Application of logic and natural principles can solve any problem. (Lawful)
3	Change. Change is the only constant in nature. (Chaotic)
4	Power. I seek to wield the primordial powers. (Evil)
5	Growth. All things should be nourished and nurtured. (Any)
6	Dedication. The path to power and self-improvement is through dedication. (Neutral)

d6	Bond
1	My former teachers will always be friends and mentors.
2	I stole something of great value from my former teachers and am hunted for it.
3	I am dedicated to the Old Faith.
4	I haven't seen my family since I became an initiate, I miss them greatly.
5	The members of my circle were slain and I seek vengeance for this misdeed.
6	I suffer awful visions of a coming disaster and will do anything to prevent it.



d6	Flaw
1	I have a habit of deferring to others, especially those in authority.
2	I hold to my druidic teachings, and will not wear armor or use shields made of metal.
3	The druids of my circle were vegan, but I was never able to pass up a nicely cooked haunch of meat.
4	Despite an intellectual fondness for the natural world, I prefer the comforts of civilization.
5	Curiosity killed the Initiate, I may have died and been reincarnated, more than once.
6	I have a weakness for non-medicinal herbs.

NATURALIST

You are a devoted student of the natural world. You sketch and diagram flora and fauna you have seen on your travels and are constantly making a study of the natural world around you.

Skill Proficiencies: Nature, Perception

Tool Proficiencies: Painter's Supplies, one tool or musical instrument of your choice

Equipment: Painter's Supplies, a book containing your sketches and notes, a scroll case containing examples of your larger art works, a set of traveler's clothes, and a pouch containing 10gp

FEATURE: VISUAL MEMORY

You have a prodigious memory for scenes you have seen, which helps greatly with your artistic endeavors. You can accurately recall anything you have seen within the past month and can precisely sketch such scenes.

SUGGESTED CHARACTERISTICS

d8	Personality Trait
1	I constantly sketch flora and fauna from the world around me.
2	I am fascinated by the natural world; a rare flower means more to me than gold or silver.
3	One can find the beauty in anything, if one looks hard enough.
4	I often expound at length on obscure aspects of natural lore.
5	I am horribly awkward in social situations..
6	The humanoid form fascinates me, and I always try to convince those I find interesting to pose for me.
7	I have a lesson for every situation, drawn from observing nature..
8	My wanderlust is driven by a need to see new sights.

d6	Ideal
1	Beauty. My eye seeks the beauty in all things. (Good)
2	Precision. Art should be true to its subject. (Lawful)
3	Freedom. Everyone should be free to pursue their own passions. (Chaotic)

4	Greed. I conduct my studies for the wealth and influence it may bring me. (Evil)
5	Aspiration. I work hard to be the best there is at my craft. (Any)
6	Nature. The natural world is more important than all the constructs of civilization. (Neutral)

d6	Bond
1	I am working on a comprehensive work of natural scholarship, it may never be truly complete.
2	Works of art and scholarship should be cherished and shared, not locked away for the edification of only a select few.
3	My greatest love is beauty in its myriad forms.
4	I once did an 'intimate' portrait of the wrong person's spouse, and am hunted for it.
5	My greatest work of art or scholarship was stolen from me and I still seek to retrieve it.
6	An injury to the unspoiled wilderness of my home is an injury to me.

d6	Flaw
1	I will not gloss over the truth in either art or conversation.
2	I have an insatiable desire for carnal pleasures.
3	I dislike confrontation, but those I dislike will often find themselves anonymously caricatured in a local publication or midnight mural.
4	My scholarly and artistic work is of extreme importance.
5	I am oblivious to the fact that not everyone shares my fascination with the natural sciences.
6	Most people run when they see a monster, I stop to sketch it.



OUTLANDER

The Outlander background in The Player's Handbook is quite broad in range of origins for such characters. The following are variations for that background that provide additional ideas. All use the Wanderer feature, or the Variant Feature: Nature's Bounty described below, and the Outlander Suggested Characteristics from The Player's Handbook.

BIG GAME HUNTER

Skill Proficiencies: Stealth, Survival

Tool Proficiencies: Heavy Crossbow (as both hunting tool and weapon), Leatherworker's Tools

Equipment: Your favorite crossbow (which you are more fond of than most people), leatherworker's tools, a hunting trophy, a set of traveler's clothes, and a pouch containing 5gp

HOMESTEADER

Skill Proficiencies: Animal Handling, Survival

Tool Proficiencies: Cook's Utensils, Herbalism Kit

Equipment: Cook's Utensils, an Herbalism kit, an iron pot, a memento from home, a set of common clothes, and a pouch containing 5gp

HUNTER-GATHERER

Skill Proficiencies: Nature, Survival

Tool Proficiencies: Herbalism Kit, Leatherworker's Tools

Equipment: An Herbalism kit, leatherworker's tools, a favorite fur cloak or hat, a set of traveler's clothes, and a pouch containing 10gp

OUTCAST

Skill Proficiencies: Stealth, Survival

Tool Proficiencies: Disguise kit, thieves' tools

Equipment: A disguise kit, thieves' tools, a hunting trap, a token to remember your former life, a set of common clothes, and a pouch containing 5gp

TRAPPER

Skill Proficiencies: Nature, Survival

Tool Proficiencies: Cook's Utensils, Leatherworker's Tools

Equipment: A good knife, cook's utensils, leatherworker's tools, a hunting trap, a favorite fur cloak or hat, a set of traveler's clothes, and a pouch containing 5gp

WOODCUTTER

Skill Proficiencies: Athletics, Survival

Tool Proficiencies: Axes (as both tool and weapon), Woodcarver's tools

Equipment: A favorite axe (any), woodcarver's tools, a climber's kit, a set of traveler's clothes, and a pouch containing 5gp

VARIANT FEATURE: NATURE'S BOUNTY

You have advantage on ability checks using the tool proficiencies granted by this background. If you have access to an area of wilderness, you can maintain a moderate lifestyle by hunting and gathering, and you can

gather enough food to feed yourself and up to ten other people each day.

PATHFINDER

You have lived your life on the road. You're possessed of an irresistible wanderlust that urges you to seek out new roads and new lands and a knack for finding the right ways to get there.

Skill Proficiencies: Perception, Survival

Tool Proficiencies: Cartographer's tools, vehicles (land)

Equipment: Cartographer's tools, a map case with various maps, a set of traveler's clothes, and a pouch containing 10gp

FEATURE: TRAILBLAZER

You can find shortcuts and tricks to speed your progress during overland travel. A group led by you makes an additional hour's worth of progress for every four hours spent traveling by land and can't become lost except by magical means.

SUGGESTED CHARACTERISTICS

d8	Personality Trait
1	I'm driven by a wanderlust, I can't stay in one place for long.
2	I obsessively draw and update my maps.
3	I prefer a quiet evening around a wilderness campfire to a night in a tavern.
4	I place no stock in wealthy or well-mannered folk. Money and manners won't save you from a hungry owlbear.
5	I always finish what I start.
6	Thinking is for other people. I prefer action.
7	My place is always at the front of a group and alert for danger.
8	I have a tale for every situation, drawn from my travels..

d6	Ideal
1	Aid. I always offer aid to fellow travelers in need. (Good)
2	Duty. Any group I lead will always finish the journey. (Lawful)
3	Change. Life is like the seasons, in constant change, and we must change with it. (Chaotic)
4	Might. The strongest are meant to rule. (Evil)
5	Exploration. The journey is more important than the destination. (Any)
6	Nature. The natural world is more important than all the constructs of civilization. (Neutral)

d6	Bond
1	My maps are my most treasured possession.
2	I despise those who pollute and despoil, taking no care for the road and the natural world.

3	Companions of the road, even if chance met, are to be valued and protected.
4	I protect those that cannot protect themselves.
5	I am drawn by the beauty and wonder of anything new.
6	I acquired a map to a treasure in a distant land and seek to acquire the means to follow where it leads.

d6	Flaw
1	I am too enamored of ale, wine, and other intoxicants.
2	I can never resist seeing what's over the 'next hill'.
3	I detest boring or repetitive work.
4	Challenge accepted!
5	I too easily trust chance met companions.
6	There's no room for caution in a life lived to the fullest.

RAIDER

You come from a people that live on the edges of civilization. Among your people raiding is not considered immoral, it is just a way of life. Raiding other clans' livestock is an amusing pastime, while raiding the so called civilized lands is practically a moral obligation to show disdain for their weak and passive way of life.

Skill Proficiencies: Choose two from: Animal Handling, Athletics, Perception, Stealth, and Survival.

Tool Proficiencies: vehicles (choose two) OR proficiency in Animal Handling

Equipment: A large sack, 50 feet of silk rope, a trinket kept as a trophy, a set of traveler's clothes, and a pouch containing 10gp

FEATURE: PILLAGE

It takes you half the normal time to search for and gather loot (including livestock). If you have time to grab only one thing, it is inevitably the most valuable thing in the area.

SUGGESTED CHARACTERISTICS

d8	Personality Trait
1	My friends can rely on me, no matter what.
2	I work hard so that I can play hard when the work is done.
3	I stretch the truth for the sake of a good story.
4	I collect an odd sort of item, I always look for this type of item on every raid.
5	I never pass up a friendly wager.
6	Thinking is for other people. I prefer action.
7	The first thing I do in a new place is note the locations of everything valuable—or where such things could be hidden.
8	My language is as foul as an otyugh nest.

d6	Ideal
1	Sharing. I share what I plunder with those in need. (Good)
2	Honor. I don't raid those I respect. (Lawful)

3	Risk. I raid for the thrill and excitement. (Chaotic)
4	Terror. I relish in the fear my actions cause others. (Evil)
5	Purpose. My raiding has a reason and a purpose. (Any)
6	People. I am committed to my clan and friends, all others are fair game. (Neutral)

d6	Bond
1	.Family first, clan second, everything else a distant third.
2	I stole something of great value on a raid and am hunted for it.
3	I will do anything for a comrade.
4	I once participated in a great raid, but was cheated out of my share, and I want to get what's owed to me.
5	A rival slew a friend in a raid, then refused to pay the wergild, I seek vengeance for this misdeed.
6	I value the freedom to make my own choices above all else, I will be beholden to no other.

d6	Flaw
1	I am a sucker for an attractive 'face'.
2	I never really learned to read.
3	I have a disdain for 'civilized' folk and the trappings of civilization.
4	Once someone questions my courage, I never back down no matter how dangerous the situation.
5	I hate leaving loot behind.
6	I can't help but pocket loose coins and other trinkets I come across.



RULE OPTIONS

This chapter contains optional rules to enhance game play, especially for games revolving around primal characters.

BONUS FEAT

To allow greater flexibility and customization options and to better represent a variety of character concepts, you can allow players to choose one free feat. This bonus feat may be chosen at character creation or any time a character gains a level.

DUPLICATE BENEFITS

As a general rule, if you receive a skill, tool, or language, proficiency; a weapon, armor or shield proficiency; or an additional cantrip or spell known from your race, class, background, or a feat that you already possess, you may choose a different option in place of the duplicated proficiency, cantrip, or spell. Some Guidelines follow:

- Duplicate skill, tool, or language proficiency: You may choose a different, but related proficiency of the same type. At the DM's option, it could be a related proficiency of a different type: For example, if you would learn the Sylvan language, and you already know it you might gain proficiency in the Nature skill. In other situations, the character may instead gain expertise with that skill or tool.
- Duplicate weapon, armor, or shield proficiency: You might gain the next higher armor proficiency, for example if you have medium armor proficiency, and you would gain it again, you might instead gain proficiency with heavy armor. Alternatively, you might instead gain proficiency with a related tool, such smith's tools for medium or heavy armor, bowyer's tools for proficiency with bows, leatherworking tools for proficiency with light armor, etc.
- Duplicate cantrip or spell: You may choose a different cantrip or spell from the same spell list that is thematically related to the duplicated spell (same school of magic, same element or damage type, etc.)
- Other Duplicated Abilities: At the DM's option, this may apply to other duplicated abilities. For example, a character with the Gnome Cunning racial trait that gains a feature that grants advantage on Wisdom saving throws, may instead gain proficiency with Wisdom or Charisma saving throws.

Note: This rule does not apply to proficiencies gained from multi-classing.

RESTING

There are several rules that interact with short and long rests, most of the situations

Short Rests during Long Rests. As a general rule you can allow characters to gain the benefits of one Short Rest after the first hour spent taking a Long Rest. It is not recommended that you allow the benefit of additional Short Rests during the period of a Long Rest as this may lead to unintended effects. **Note:** This does allow a Circle of Dreams

druid with the Walker in Dreams feature to use their *dream* spell during a long rest, as might be expected.

SPELLCASTING OPTIONS

The following are optional rules and clarifications for spellcasting specific to druids and rangers.

DRUIDIC FOCUS

A ranger can use a druidic focus as a spellcasting focus for their ranger spells.

You may treat any druid or ranger spell you cast as requiring an Druidic Focus as an additional component to cast that spell, even if the spell does not normally have a Material component. You can then perform the somatic components of spells using the same hand used to wield a focus, including weapons that can be used as a focus. If you are wielding more than one focus, you must decide which focus you use to cast a given spell.

If a spell requires a specific material component with a gold piece cost, that component can often be included in the construction of a focus to allow the use of that focus in the casting of the spell.

Some wand druidic spellcasting focuses can be wielded as a club in melee combat while a staff druidic spellcasting focus can be wielded as a quarterstaff.

Additionally, some druids use a specially prepared sickle known as a moon sickle as a druidic focus. A moon sickle has a cost of 5gp.

CANTRIPS

When you learn cantrips from the Spellcasting or Pact Magic class feature, when you gain a level in the class that grants that feature, you can choose one cantrip you know and replace it with a new one from that class's spell list. **Note:** this is not true of specific cantrips granted by a feat or class feature, though as a general rule, if you are granted a cantrip that you already know you may choose a new cantrip from the same spell list in place of the duplicate.

Most cantrips increase in power or utility as a character gains level. Presented below are optional addenda to the descriptions of many existing druid cantrips that add a section describing how the cantrip scales with the caster's character level.

CONTROL FLAME

As you gain levels you can have additional non-instantaneous effects of control flame active at the same time. Four non-instantaneous effects at 5th level, five effects at 11th level, and six effects at 17th level. Additionally, starting at 5th level, you can cast this spell to cause the flame to lash out at a target within 5 feet of the affected fire. Make a melee spell attack, on a hit the target suffers 1d4 fire damage. This damage increases to 2d4 at 11th level, and to 3d4 at 17th.

DRUIDCRAFT

The spell provides additional effects as you gain levels:

At 5th level, when you cast it to replicate an animal noise, the noise can be that of a beast of up to size large and the size of a sensory effect increases to two 5 foot cubes.

In addition, you add the following to the list of effects that can be created by the spell:

- If cast over a set of tracks you have discovered you can learn the type of creature, exact number, sizes, and how long ago they passed through the area.
- You can create a tiny, harmless sensory effect that indicates which direction is north and the approximate time of day even when you cannot see the sky.

At 11th level, you can replicate the noise of a beast of any size and the size of a sensory effect increases to three 5 foot cubes.

At 17th level, you can create two effects with a single casting of the spell, and the size of a sensory effect increases to four 5 foot cubes.

GUIDANCE

The guidance that this spell provides increases as you gain levels. The die increases to a d6 at 5th level and a d8 at 17th level. The duration of the spell increases to 10 minutes when you reach 11th level.

GUST

The weight of an object that can be moved by a gust increases to 10 pounds at 5th level, 15 pounds at 11th level, and 20 pounds at 17th level. In addition, at 11th level gust can push a creature of up to size Large that fails its Strength save or push a medium or smaller creature an additional 5 feet. Additionally, starting at 5th level you can choose to inflict 1d4 bludgeoning damage on a creature failing its Strength saving throw versus this spell. This damage increases to 2d4 at 11th level, and to 3d4 at 17th.

MAGIC STONE

The number of stones that can be enchanted by magic stone increases by 3 at 5th level (6 stones), 11th level (9 stones), and 17th level (12 stones). At 11th level, the duration increases to 1 hour or until all stones are used.

You may expend a use of your Wild Shape feature when you cast *magic stone*, if you do so the duration increases by 1 hour and the stones gain a bonus to hit and damage as you gain levels: At 5th level the weapon(s) gain a +1 bonus on attack and damage rolls, this increases to +2 at 11th level, and to +3 at 17th level.

MENDING

The maximum size of a break or tear that can be mended by a mending spell increases by 1 foot at 5th level (2 feet in any dimension), 11th level (3 feet), and 17th level (4 feet).

MOLD EARTH

As you gain levels you can have additional non-instantaneous effects of mold earth active at the same time. Three non-instantaneous effects at 5th level, four effects at 11th level, and five effects at 17th level. Additionally, starting at 5th level you can choose to force a medium or smaller creature standing on earth above this effect to make a Dexterity saving throw or fall prone and suffer 1d4 bludgeoning

damage. This damage increases to 2d4 at 11th level, and to 3d4 at 17th.

PRODUCE FLAME

Starting at 5th level, you can make a melee spell attack, instead of a ranged spell attack, to attack a creature within your reach using the flame.

RESISTANCE

The resistance granted by this spell increases as you gain levels. The die increases to a d6 at 5th level and a d8 at 17th level. The duration of the spell increases to 10 minutes when you reach 11th level.

SHAPE WATER

As you gain levels you can have additional non-instantaneous effects of shape water active at the same time. Three non-instantaneous effects at 5th level, four effects at 11th level, and five effects at 17th level. Additionally, starting at 5th level, you can cast this spell to cause the water to lash out at a target within 5 feet of the affected area. Make a melee spell attack, on a hit the target suffers 1d4 bludgeoning damage and you can push a size medium or smaller swimming creature 5 feet. This damage increases to 2d4 at 11th level, and to 3d4 at 17th.

SHILLELAGH

Starting at 5th level, when you cast *shillelagh* on a quarterstaff its damage die becomes a d10 when wielded two-handed, when cast on a greatclub its damage die becomes a d12, or you can affect two normal clubs with a single casting of the spell. At 11th level the duration increases to 10 minutes and to 1 hour at 17th level.

You may expend a use of your Wild Shape feature when you cast *shillelagh*, if you do so the duration increases by 1 hour and the weapon(s) gain a bonus to hit and damage as you gain levels: At 5th level the weapon(s) gain a +1 bonus on attack and damage rolls, this increases to +2 at 11th level, and to +3 at 17th level.

AT HIGHER LEVELS.

Many spells have a section listed in their description that describe the effect when that spell is cast using a higher-level spell slot. Presented below are optional addenda to the descriptions of many existing spells that add an At Higher Levels section to the spell description.

ALARM

At Higher Levels. If you cast alarm using a spell slot of 2nd level or higher the duration increases by 8 hours per slot level above 1st. If cast using a 5th level or higher spell slot the duration becomes permanent until triggered or dispelled.

ANIMAL SHAPES

At Higher Levels. If you cast animal shapes using a 9th level spell slot the duration increases to 10 days.

ANTILIFE SHELL

At Higher Levels. If you cast antilife shell using a 6th level or higher spell slot the duration increases by 1 hour per slot level above 5th.

AWAKEN

At Higher Levels. If you cast awaken using a 6th level or higher spell slot you can affect an additional beast or plant per slot level above 5th.

BARKSKIN

At Higher Levels. If you cast barkskin using a spell slot of 3rd level or higher, the target gains 5 temporary hit points per slot level above 2nd. If cast using a spell slot of 3rd level or higher the duration becomes 8 hours without concentration.

BEAST BOND

At Higher Levels. If you cast beast bond using a spell slot of 2nd level or higher the duration increases by 10 minutes per slot level above 1st. If cast using a 2nd level or higher spell slot the spell can affect a beast of any intelligence. If cast using a 6th level or higher spell slot the spell does not require concentration.

BEAST SENSE

At Higher Levels. If you cast beast sense using a spell slot of 3rd level or higher the duration increases by 1 hour per slot level above 2nd. If cast using a 3rd level or higher spell slot the spell only requires concentration when you are actively perceiving through the beast's senses.

COMMUNE WITH NATURE

At Higher Levels. If you cast commune with nature using a spell slot of 6th level or higher the number of facts you can learn increases by 1 and the range increases by 3 miles (or 300 feet) per slot level above 5th.

CONJURE BARRAGE

At Higher Levels. If you cast conjure barrage using a spell slot of 4th level or higher, the damage increases by 2d8 per slot level above 3rd.

CONJURE VOLLEY

At Higher Levels. If you cast conjure volley using a spell slot of 6th level or higher, the damage increases by 2d8 per slot level above 5th.

CONTAGION

At Higher Levels. If you cast contagion using a spell slot of 6th level or higher, you can affect one additional creature per slot level above 5th. You must make a separate melee spell attack to affect each additional creature, though this can be the same melee spell attack used in the casting of another necromancy spell.

CONTROL WATER

At Higher Levels. If you cast control water using a spell slot of 5th level or higher, you can affect an additional 100 foot cube of area per slot level above 4th. The damage caused by a Whirlpool effect increases by 2d8 per slot level above 4th.

CONTROL WEATHER

At Higher Levels. If you cast control weather using a 9th level spell slot you can either increase the area to 10 miles or the duration to 24 hours.

CONTROL WINDS

At Higher Levels. If you cast control winds using a spell slot of 6th level or higher, the duration increases to 8 hours if a 6th or 7th level spell slot is used and to 24 hours if an 8th or 9th level slot is expended.

DARKVISION

At Higher Levels. If you cast dark vision using a spell slot of 3rd level or higher, you can either increase the duration to 8 hours or affect an additional willing creature per slot level above 2nd.

DAYLIGHT

At Higher Levels. If you cast daylight using a spell slot of 4th level or higher, the duration increases by 1 hour per slot level above 3rd. In addition, magical darkness created by a spell of equal or lower level than used to cast daylight is dispelled.

DETECT MAGIC

At Higher Levels. If you cast detect magic using a spell slot of 2nd level or higher, you may increase either the range of the sense by 15 feet or the duration by 10 minutes per slot level above 1st.

DETECT POISON AND DISEASE

At Higher Levels. If you cast detect poison and disease using a spell slot of 2nd level or higher, you may increase either the range of the sense by 15 feet or the duration by 10 minutes per slot level above 1st.

DREAM

At Higher Levels. If you cast dream using a spell slot of 6th level or higher, you may choose an additional target per slot level above 5th.

DRUID GROVE

At Higher Levels. If you cast druid grove using a 7th level spell slot, the grove remains for 3 days at 7th level, 10 days at 8th level, and 1 month at 9th level. In addition, you can choose two additional magical spell effects per slot level above 6th.

EARTHQUAKE

At Higher Levels. If you cast earthquake using a 9th level spell slot you can either increase the area to 1 mile or the duration to 10 minutes.

ENHANCE ABILITY

At Higher Levels. If you cast enhance ability using a spell slot of 3rd level or higher, the duration increases by 1 hour per slot level above 2nd.

ENTANGLE

At Higher Levels. If you cast entangle using a spell slot of 2nd level or higher, you may increase the area by 10 feet per slot level above 1st.

FAERIE FIRE

At Higher Levels. If you cast faerie fire using a spell slot of 2nd level or higher, you can increase the area by 10 feet or the duration by 1 minute per slot level above 1st.

FEIGN DEATH

At Higher Levels. If you cast feign death using a spell slot of 4th level or higher, the duration increases to 8 hours at 5th level, to 24 hours at 6th level, 10 days at 7th level, and permanent until dispelled or dismissed if an 8th or 9th level spell slot is used. If cast using an 7th level or higher spell slot, the target does not age or require food or drink for the duration.

FIND THE PATH

At Higher Levels. If you cast find the path using a spell slot of 7th level or higher, the duration increases by 1 day per slot level above 6th and the spell no longer requires concentration.

FIND TRAPS

A new version of this spell, *detect secrets*, is contained in the Primordial Spells chapter.

FIRE STORM

At Higher Levels. If you cast fire storm using a spell slot of 8th level or higher, the damage increases by 1d10 and the area increases by 3 additional 10 foot cubes per slot level above 7th.

FREEDOM OF MOVEMENT

At Higher Levels. If you cast freedom of movement using a spell slot of 5th level or higher, you can either affect an additional willing creature or increase the duration by 1 hour per slot level above 4th.

GIANT INSECT

At Higher Levels. If you cast giant insect using a spell slot of 5th level or higher, you can affect an additional ten centipedes, three spiders, five wasps, or one scorpion within range per slot level above 4th.

GOODBERRY

At Higher Levels. If you cast goodberry using a spell slot of 2nd level or higher, you can create 5 additional berries per slot level above 1st.

GRASPING VINE

At Higher Levels. If you cast grasping vine using a spell slot of 5th level or higher, you can create an additional vine within range, per slot level above 4th. In addition, you can create thorny vines using this spell that cause any creature that fails its Dexterity save to suffer 2d6 piercing damage. You can command all vines using a bonus action on your turn.

GREATER RESTORATION

At Higher Levels. If you cast greater restoration using a spell slot of 6th level or higher, you end an additional effect on the same target or a different one per slot level above 5th.

GUARDIAN OF NATURE

At Higher Levels. If you cast the Primal Beast version of this spell using a spell slot of 5th level or higher, your melee weapon attacks inflict an additional 1d6 force damage and your speed increases by 5 feet per slot level above 4th. If you cast the Great Tree version of this spell using a spell slot of 5th level or higher, you gain 10 additional temporary hit points and the area of difficult terrain increases by 5 feet per slot level above 4th.

GUST OF WIND

At Higher Levels. If you cast gust of wind using a spell slot of 3rd level or higher, you can increase the length of the line by 15 feet or the duration by 1 minute per slot level above 2nd.

HEROES' FEAST

At Higher Levels. If you cast heroes' feast using a spell slot of 7th level or higher, up to 12 additional creatures can partake of the feast per slot level above 6th.

JUMP

At Higher Levels. If you cast jump using a spell slot of 2nd level or higher, you can either increase the duration by 1 minute or affect an additional target per slot level above 1st.

LESSER RESTORATION

At Higher Levels. If you cast lesser restoration using a spell slot of 3rd level or higher, you end an additional disease or condition on the same target or a different one per slot level above 2nd.

LOCATE ANIMALS OR PLANTS

A new version of this spell, *find animals and plants*, is included in the Primordial Spells chapter.

LOCATE CREATURE

At Higher Levels. If you cast locate creature using a spell slot of 5th level or higher, the range at which the spell can function increases to 1 mile at 5th level, plus 10 miles per slot level above 5th. If cast using a spell slot of 6th level or higher, the spell is no longer blocked by running water.

Additionally, if you possess a thaumaturgic link to the target, such as a piece of the creature (hair, blood, etc), a family member, or a prized possession you can use this link as a material component in the spell to enhance it. This can range from causing the target to be considered familiar to you to increasing the level at which the spell is cast by up to 3 levels (depending upon the strength of the link).

LOCATE OBJECT

At Higher Levels. If you cast locate object using a spell slot of 3rd level or higher, the range at which the spell can function increases to 1 mile at 3rd level, plus 10 miles per slot level above 3rd. If cast using a spell slot of 6th level or higher, the spell is no longer blocked by lead.

Additionally, if you possess a thaumaturgic link to the target, such as the creator of an item casting this spell, possessing the second item of a matched set, or a body or creature bearing a wound left by a weapon, you can use this link as a component in the spell to enhance it. This can range

from causing the target to be considered familiar to you to increasing the level at which the spell is cast by up to 3 levels (depending upon the strength of the link).

MAELSTROM

At Higher Levels. If you cast maelstrom using a spell slot of 6th level or higher, the damage increases by 2d6 per slot level above 5th.

MELD INTO STONE

At Higher Levels. If you cast meld into stone using a spell slot of 4th level or higher, the duration increases by 8 hours per slot level above 3rd.

MIRAGE ARCANE

At Higher Levels. If you cast mirage arcane using a spell slot of 8th level or higher, you can either increase the duration by 10 days or the area by 1 square mile per slot level above 7th.

MOVE EARTH

At Higher Levels. If you cast move earth using a spell slot of 7th level or higher, the duration increases by 2 hours per slot level above 6th.

NONDETECTION

At Higher Levels. If you cast nondetection using a spell slot of 4th level or higher, you can affect an additional target or an additional 10 foot place or object per slot level above 3rd.

PASS WITHOUT TRACE

At Higher Levels. If you cast pass without trace using a spell slot of 3rd level or higher, the duration increases by 1 hour per slot level above 3rd. If cast using a spell slot of 5th level or higher, the spell no longer requires concentration.

PLANE SHIFT

At Higher Levels. If you cast plane shift using a spell slot of 8th level or higher, you can double the number of willing creatures transported per slot level above 7th.

PLANT GROWTH

At Higher Levels. If you cast plant growth using a spell slot of 4th level or higher, if cast using 1 action you can increase the range and radius by 50 feet per slot level above 3rd. If cast over 8 hours you can increase the radius by a half-mile per slot level above 3rd.

POLYMORPH

At Higher Levels. If you cast polymorph using a spell slot of 5th level or higher, the duration increases by 1 hour per slot level above 4th.

PRIMORDIAL WARD

At Higher Levels. If you cast primordial ward using a spell slot of 7th level or higher, the duration increases to 10 minutes at 7th level, 1 hour at 8th level, and to 8 hours at 9th level. In addition, if cast using a spell slot of 7th level or higher, the spell and the resistances granted by the spell, do not end until you have gained immunity one additional time per slot level above 6th.

PROTECTION FROM ENERGY

At Higher Levels. If you cast protection from energy using a spell slot of 4th level or higher, you can either increase the duration by 1 hour or affect an additional willing creature per slot level above 3rd.

PROTECTION FROM EVIL AND GOOD

At Higher Levels. If you cast protection from evil and good using a spell slot of 2nd level or higher, you can affect an additional willing creature per slot level above 1st.

PROTECTION FROM POISON

At Higher Levels. If you cast protection from poison using a spell slot of 3rd level or higher, the duration increases by 1 hour and you can neutralize one additional poison on the target per slot level above 2rd.

PURIFY FOOD AND DRINK

At Higher Levels. If you cast purify food and drink using a spell slot of 2nd level or higher, the range increases by 10 feet and you can affect an additional 5-foot-radius sphere per slot level above 1st.

REGENERATE

At Higher Levels. If you cast regenerate using a spell slot of 8th level or higher, the target regains two additional hit points at the start of each turn per slot level above 7th.

REINCARNATE

At Higher Levels. If you cast reincarnate using a spell slot of 6th level or higher, the spirit gains some control over the new body it is to inhabit, roll one additional time on the table per slot level above 5th, the reincarnated creature chooses which result is used.

REVERSE GRAVITY

At Higher Levels. If you cast reverse gravity using a spell slot of 8th level or higher, you can double the duration for every slot level above 7th.

SCRYING

At Higher Levels. If you cast scrying using a spell slot of 6th level or higher, you can increase the duration by 10 minutes per slot level above 5th.

SILENCE

At Higher Levels. If you cast silence using a spell slot of 3rd level or higher, you can increase the duration by 10 minutes per slot level above 2nd.

SLEET STORM

At Higher Levels. If you cast sleet storm using a spell slot of 4th level or higher, you can increase the duration by 1 minute per slot level above 3rd.

SNARE

At Higher Levels. If you cast snare using a spell slot of 2nd level or higher, you can increase the duration by 8 hours per slot level above 1st.

SPEAK WITH ANIMALS

At Higher Levels. If you cast speak with animals using a spell slot of 2nd level or higher, the duration increases to 1 hour at 2nd level, to 8 hours at 3rd or 4th level, and to 24 hours at 5th level or higher.

SPEAK WITH PLANTS

At Higher Levels. If you cast speak with plants using a spell slot of 4th level or higher, the duration increases by 10 minutes per slot level above 3rd.

SPIKE GROWTH

At Higher Levels. If you cast spike growth using a spell slot of 3rd level or higher, you can increase the duration by 10 minutes per slot level above 2nd.

STEEL WIND STRIKE

At Higher Levels. If you cast steel wind strike using a spell slot of 6th level or higher, you can attack an additional creature per slot level above 5th.

STONE SHAPE

At Higher Levels. If you cast stone shape using a spell slot of 5th level or higher, you can affect an additional 5 foot cube section or medium object of stone per slot level above 4th.

STONESKIN

At Higher Levels. If you cast stone skin using a spell slot of 5th level or higher, you can either increase the duration by 1 hour or affect an additional willing creature per slot level above 4th. If you also know the *blade ward* cantrip the spell grants the target resistance to all bludgeoning, piercing, and slashing damage, including that inflicted by magical weapons.

SUNBEAM

At Higher Levels. If you cast sunbeam using a spell slot of 7th level or higher, the beam inflicts an additional 1d8 damage per slot level above 6th.

SUNBURST

At Higher Levels. If you cast sunburst using a 9th level spell slot the damage increases to 15d6.

SWIFT QUIVER

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the duration increases by 1 minute for each slot level above 5th.

TIDAL WAVE

At Higher Levels. If you cast tidal wave using a spell slot of 4th level or higher, the damage increases by 1d8 and the length of the area increases by 10 feet per slot level above 3rd.

TRANSMUTE ROCK

At Higher Levels. If you cast transmute rock using a spell slot of 6th level or higher, the area that can be affected increases by one 40 foot cube per slot level above 5th.

TRANSPORT VIA PLANTS

At Higher Levels. If you cast transport via plants using a spell slot of 7th level or higher, the spell gains a duration

of 10 days. When you cast the spell or as an Action during the duration you can touch either the original plant or the chosen destination plant to link it to the other plant. The spell can be activated this way one time plus one additional time per slot level above 6th, to allow transportation to or from the original plant or the destination plant.

Additionally, when cast at 7th level or higher, the spell can instead open a portal to a destination in the feywild that corresponds to your current location instead of to a plant on your plane of existence.

TREE STRIDE

At Higher Levels. If you cast tree stride using a spell slot of 6th level or higher, the duration increases by 1 minute per slot level above 5th.

TSUNAMI

At Higher Levels. If you cast tsunami using a 9th level spell slot, the height and length of the wall can be up to 400 feet, the damage starts at 8d10, and the duration increases to 8 rounds.

WALL OF STONE

At Higher Levels. If you cast wall of stone using a spell slot of 6th level or higher, you can create up to ten additional panels per slot level above 5th.

Note. The AC of a wall created by this spell should be 17.

WALL OF WATER

At Higher Levels. If you cast wall of water using a spell slot of 4th level or higher, you can increase the length of the wall by up to 30 feet or the diameter of a ringed wall by up to 10 feet per slot level above 3rd.

WARDING WIND

At Higher Levels. If you cast warding wind using a spell slot of 4th level or higher, you can increase the duration by 10 minutes per slot level above 3rd.

WATER BREATHING

At Higher Levels. If you cast water breathing using a spell slot of 4th level or higher, you can increase the duration by 24 hours or affect 5 additional willing creatures per slot level above 3rd.

WATER WALK

At Higher Levels. If you cast Water Walk using a spell slot of 4th level or higher, you can increase the duration by 1 hour or affect 5 additional willing creatures per slot level above 3rd.

WATERY SPHERE

At Higher Levels. If you cast watery sphere using a spell slot of 5th level or higher, the duration increases by 1 minute per slot level above 4th.

WHIRLWIND

At Higher Levels. If you cast whirlwind using a spell slot of 8th level or higher, the damage increases by 2d6 and the distance a creature is hurled increases by 1d6 per slot level above 7th.

WIND WALK

At Higher Levels. If you cast wind walk using a spell slot of 7th level or higher, the duration increases by 8 hours per slot level above 6th. If cast using a 9th level spell slot affected creatures take only 1 round to change to or from cloud form.

WIND WALL

At Higher Levels. If you cast wind wall using a spell slot of 4th level or higher, the damage increases by 1d8 per slot level above 3rd. In addition, starting at 4th level, a creature enters the wall for the first time on a turn or ends its turn there it must make a Strength saving throw or suffer damage as described when the wall appears.

WRATH OF NATURE

At Higher Levels. If you cast wrath of nature using a spell slot of 6th level or higher, the slashing damage caused by trees increases by 1d6 and the bludgeoning damage caused by rocks increases by 1d8 per slot level above 5th.

ZEPHYR STRIKE

At Higher Levels. If you cast zephyr strike using a spell slot of 2nd level or higher, the additional force damage when triggered increases by 1d8 per slot level above 1st.



PRIMORDIAL SPELLS

The following are new spells that are added to the spells lists of Primordial characters, specifically the Druid and Ranger spell lists.

DRUID SPELLS

CANTRIPS (0 LEVEL)

Agile Blade
Boost
Burning Blade
Conjure Mist
Corrosive Clinch
Create Ice
Critical Insight
Crushing Blow
Envenom
Graceful Escape
Granite Grasp
Greenspike
Grip of Bitter Frost
Harvest Sickle
Impel Weapon
Minor Healing
Minor Restoration
Moon Strike
Mordant Blade
Oaken Fist
Primal Weapon
Quell Magic
Rime Blade
Rock Hand
Serpent Strike
Shifting Strike
Smelting Smiter
Splinterthorn Cudgel
Springing Spear
Sprout Weapon
Stone Fist
Stonebreaker
Storm Hammer
Tainting Touch
Thistle Patch
Thorn Disk
Thornskin
Thunderbolt
Torrent
Virtue
Water Dance
Watery Weapon
Wild Claws
Wind Leap

1ST LEVEL

Acidic Grasp
Animal Companion
Arc Net
Archibald's Long Ears
Bestial Savagery
Blood Dagger
Calm/Incite Instincts
Camouflage
Conjure Elemental Mephit
Corrosive Luminescence
Cycle of Life and Death
Draw Blood
Earth Stomp
Earthen Durability
Earthstrider
Empower Cantrip

Empowered Wild Shape
Fey Strike
Fist of Unyielding Air
Floating Ooze
Grasping Roots
Hide from Animals
Hoarfrost
Intensify Flame
Intuition
Mount
Musk Spray
Needle Barrage
Nettle Strike
Potent Venom
Quickswim
Rapid Healing
Repair Object
Reviving Shock
Rock Fall
Sand Blast
Scalding Vapor
Snowstrider
Stormsight
Swiftness of the Striking Snake
Tempest Spear
Thorny Entanglement
Thunder Stone
Thunderhead
Warding Wave
Warp Wood
Water Lash
Water of Life
Wild Senses
Wild Shift
Willamina's Incessant Itching
Wind Wing

2ND LEVEL

Alter Form
Assess Vulnerability
Beast Strike
Bestial Roar
Clutching Ice
Cold Wave
Conjure Earth Spirit
Conjure Fire Spirit
Conjure Water Spirit
Conjure Wind Spirit
Detect Enemy
Detect Secrets {Find Traps}
Earth Hammer
Earth Shield
Endure Elements
Find Animals or Plants (Ritual)
Fissure
Flame Brand
Freeze
Globe of Elemental Water
Ice Spar
Magic Fang
Moon Sliver
Ooze Whip
Poisoned Arrows
Polymorph Self
Primordial Vigor

Skybreaker
Spew Venom
Spore Cloud
Sticks to Snakes
Strike of the Iron Ram
Sun Sliver
Sunshards
Tree Meld
Venomous Strike
Warp Metal
Watery Escape
Wavespike
Wind Cloak
Windbow
Wood Shape

3RD LEVEL

Backdraft
Bestial Rampage
Binding Smiter
Blindsight
Call of the Pack
Conjure Verdant Spirit
Downdraft
Earth Sense
Elemental Guardians
Gelid Sloth
Guardian Staff
Hearth Ward
Heat Stroke
Hedge Wall
Humble Homestead
Ice Spikes
Molten Strike
Oxidizing Touch
Restorative Rest
Rock Armor
Scuttling Spy
Summon Slime
Thundering Orb
Tomb of Unyielding Ice

4th Level

Air Dance
Air Stride
Amazing Actuation
Arctic Chill
Avoidance/Attraction
Boreas
Commune with Stone
Dispelling Strike
Feyfire Shield
Mass Hide from Animals
Mass Longstrider
Miasma of Ether
Poison
Prescience
Pyromancy
Sirocco
Spiked Snarl
Starfire
Sunspear
Wall of Thunder
Wall of Wood
Waverider
Wind Blades

5TH LEVEL

Assassin Vines
Avalanche
Conjure Brown Mold
Creeping Ooze

False Trail
Icy Torrent
Mass Animal Friendship
Mass Charm Person
Mass Rapid Healing
Mass Wild Shape
Moon Motes
Paragon
Pyroclast
Sandstorm
Sheet Lightning
Storm Quiver
Stream Stride
Updraft
Wasting Touch
Water Jet

6TH LEVEL

Animate Trees
Dire Polymorph
Drown
Fire Seeds
Fire Serpent
Flesh to Ice
Green Curse
Induce Madness
Make Whole
Mass Enhance Ability
Portal Pool
Premonition
Steam Geyser
Wave Rush

7TH LEVEL

Coruscating Filaments
Elemental Blizzard
Fetid Quagmire
Greater Scrying
Mass Energy Protection
Primal Stampede
Providence
Slicing Torrent
Thunder Cloud
Waterspout

8TH LEVEL

Curse of Exhaustion
Flash Freeze
Lava Wall
Mass Charm Monster
Shambler
Storm Burst
Transmutation of Air
Transmutation of Fire
Transmutation of Stone
Transmutation of Water

9TH LEVEL

Amplify Gravity
Beast Lord
Control Earth
Elemental Swarm
Fiery Tempest
Forest Lord
Granite Maw
Mass Control Water
Starfall
Torrent of Lightning
Universal Knowledge
Volcanic Eruption

RANGER SPELLS

1ST LEVEL

Arc Net
Archibald's Long Ears
Arrow Trick: Aimed Shot
Arrow Trick: Disarming Shot
Arrow Trick: Distracting Shot
Arrow Trick: Intimidating Shot
Arrow Trick: Long Shot
Arrow Trick: Pinning Shot
Arrow Trick: Point Blank Shot
Arrow Trick: Pushing Shot
Arrow Trick: Rapid Fire
Blade Trick: Arrow Cutting
Blade Trick: Blade Storm
Blade Trick: Deadly Opportunity
Blade Trick: Disarm
Blade Trick: Duelist's Guard
Blade Trick: Forceful Throw
Blade Trick: Hamstring
Blade Trick: Intimidating Strike
Blade Trick: Mighty Blow
Blade Trick: Piercing Thrust
Blade Trick: Reprise
Blade Trick: Unbalancing Strike
Camouflage
Craft Ammunition
Draw Arrows
Earthstrider
Explosive Arrow
Fey Strike
Hide from Animals
Hunter's Spear
Magic Quiver
Mount
Musk Spray
Needle Barrage
Quickswim
Ricochet Throw
Snowstrider
Stormsight
Tempest Spear
Thunder Stone
Water of Life
Wild Senses
Wind Wing

2ND LEVEL

Arrow Trick: Intercept Shot
Arrow Trick: Parting Shot
Arrow Trick: Stopping Shot

Assess Vulnerability
Beast Strike
Blade Trick: Closing Rush
Blade Trick: Parry and Riposte
Blade Trick: Stop Thrust
Dashing Smite
Detect Enemy
Detect Secrets {Find Traps}
Endure Elements
Find Animals or Plants (Ritual)
Gifts of the Night Hunter
Moon Sliver
Poisoned Arrows
Primordial Vigor
Seeking Shot
Siege Bolt
Sun Sliver
Venomous Strike

3RD LEVEL

Arrow Trick: Readied Shot
Arrow Trick: Unerring Volley
Blade Trick: Drawing Strike
Blade Trick: Unerring Strikes
Blindsight
Call of the Pack
Earth Sense
Molten Strike
Phase Shot
Scuttling Spy
Skirmisher's Run

4TH LEVEL

Air Dance
Arrow Trick: Combo Shot
Arrow Trick: Stunning Shot
Blade Trick: Combo Strike
Blade Trick: Stunning Blow
Feyfire Shield
Mass Hide from Animals
Mass Longstrider
Split-Arrow Quiver

5TH LEVEL

Arrow Trick: Arrow Surge
Arrow Trick: Running Barrage
Bane Weapon
Blade Trick: Blade Surge
Blade Trick: Running Assault
False Trail
Mass Animal Friendship
Storm Quiver
Stream Stride
Swift Blades

ACIDIC GRASP

1st-level conjuration

Casting Time: 1 Bonus Action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute.

You must know the *corrosive clinch* or *primal savagery* cantrip to cast this spell.

The first time you hit a target using *primal savagery*, grapple a creature using *corrosive clinch*, or target an object using *corrosive clinch* during the duration, you cause the acid to continue to consume the target for as long as it remains within your reach. For the remaining duration the target's movement speed is halved and at the end of each of your turns the target suffers 1d10 acid damage if it is within your reach.

Once you affect a target with this spell, the spell ends if the target is not within your reach at the end of your turn. Targets immune to acid damage or the grappled condition are immune to the movement reduction caused by this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the continuing acid damage increases by 1d10 per slot level above 1st.

Classes: Druid, Sorcerer, Warlock, Wizard

AGILE BLADE

transmutation cantrip

Casting Time: 1 Bonus Action

Range: Touch

Components: V, M (a melee weapon)

Duration: 1 minute

You enchant a melee weapon you touch to become light and responsive in your grasp. The weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. If the weapon does not possess the Heavy or Two-Handed property it gains the Finesse property for the duration of the spell. If the weapon possesses the Heavy property you may ignore that property for the duration.

The spell ends if you end your turn without the weapon in your grasp.

The spell grants additional benefits as you gain levels. At 5th-level if the weapon does not possess the Two-Handed, Heavy, or Versatile property it gains the Light property and you can target two such one-handed weapons as part of the same bonus action, at 11th-level the duration increases to 10 minutes, and at 17th-level if the melee weapon possesses the Two-Handed property you can wield it in one hand without disadvantage.

You may expend a use of your Wild Shape feature when you cast this spell, if you do so the duration increases by 1 hour and the weapon(s) gain a bonus to hit and damage as you gain levels: At 5th level the weapon(s) gain a +1 bonus on attack and damage rolls, this increases to +2 at 11th level, and to +3 at 17th level.

Wild Synergy. If you cast this spell on a weapon sized for a creature one size larger than you, you may wield that weapon without penalty, so long as you can lift it, but

DRUID AND RANGER SPELL DESCRIPTIONS

The following section contains descriptions of the new spells available to Druids and Rangers. Some of these spells previously appeared in the [Arcane Mysteries: The Secrets of the Arcanum](#).

There are also entries for existing spells marked in {brackets} that indicates an existing spell that has an enhanced variation, usually with additional effect when cast using a higher level spell slot or additional options.

the spell does not otherwise enhance or negate a larger weapon's properties.

Classes: Bard, Druid, Wizard

AIR DANCE

4th-level transmutation

Casting Time: 1 Bonus Action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

When you cast the spell and as a bonus action on each of your turns you can briefly turn into an insubstantial wind and fly up to 40 feet whereupon you re-materialize. You are invisible and have resistance to nonmagical damage and advantage on Strength, Dexterity, and Constitution saving throws during this movement. You can pass through small holes, narrow openings, and even mere cracks, though you treat liquids as though they were solid surfaces. You can perform no other actions between the time you transform into wind and when you re-materialize and must always re-materialize by the end of your turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, the duration increases by one minute per slot level above 4th.

Classes: Druid, Ranger, Sorcerer, Wizard

AIR STRIDE

4th-level transmutation

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: 1 hour

You touch a creature. The target's speed increases by 10 feet until the spell ends and it gains the ability to tread on air as if walking on solid ground. Moving upwards is similar to walking up a hill, the maximum upward or downward angle possible while remaining standing is 45 degrees. Moving upwards costs two feet of movement for every one foot ascended.

If the target is knocked or falls prone it floats gently downward 60 feet each round until it stands.

When the spell ends, the target falls if it is still aloft, unless it can stop the fall.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature or increase the duration by 1 hour for each slot level above 4th.

Classes: Cleric, Druid, Sorcerer

ALTER FORM {ALTER SELF}

2nd-level transmutation

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

This spell functions as described for alter self on page 211-212 of the PHB, with the following additional options:

Arboreal Adaptation. You adapt your body to excel at climbing and jumping, you gain a climb speed equal to your walking speed and can jump double the normal distance.

Enhanced Senses. You gain an enhanced sense; choose smell, hearing, or sight; you have advantage on Intelligence (Investigation) and Wisdom (Perception) and (Survival) checks using that sense and can track and recognize creatures using that sense. If you choose sight, you also gain Darkvision to a range of 60 feet (or increase the range of your darkvision by 60 feet.)

Natural Armor. Your skin toughens. When you aren't wearing armor, your AC is 14 + your Dexterity modifier.

Running Adaptation. You adapt your body to enhance your speed, you add 20 feet to your movement speed and can double your jump distance on a running jump.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher you gain the following additional options:

- If cast at 3rd-level or higher:

Antennae. You gain Blindsight to a range of 30 feet.

Wings. You sprout wings from your back, gaining a flying speed equal to your walking speed. You can't manifest your wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.

- If cast at 4th-level or higher:

Improved Natural Armor. Your skin toughens. When you aren't wearing armor, your AC is 15 + your Dexterity modifier.

Improved Natural Weapons. The bonus to hit and damage with your natural weapons increases to a +2 and they inflict 1d8 damage.

- If Cast at 5th-level or higher:

Hybrid. You can choose 2 3rd-level or lower options.

- If Cast at 6th-level or higher:

Greater Natural Armor. Your skin toughens. When you aren't wearing armor, your AC is 16 + your Dexterity modifier.

Greater Natural Weapons. The bonus to hit and damage with your natural weapons increases to a +3 and they inflict 1d10 damage.

Wild Synergy. This is an alternate version of an *alter self* spell with additional options. Any creature who knows the original version of *alter self* can replace it with *alter form*.

Wild Synergy. You can expend a use of your Wild Shape with you cast this spell, if you do so the spell does not require concentration to maintain.

Classes: Druid, Sorcerer, Wizard

AMAZING ACTUATION

4th-level transmutation

Casting Time: 1 Bonus Action

Range: Self

Components: S

Duration: 1 hour

Until the spell ends you gain a walking, climbing, and swim speed equal to double your normal speed and you ignore difficult terrain. You can hold your breath for 4 times longer and gain the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving your

hands free. You also quadruple your normal jump distance and reduce any falling damage you take by 20 hit points.

For the duration of this spell you have advantage on Strength and Dexterity checks and saving throws and can take the Dash or Disengage Action as a Bonus Action on your turn.

At Higher Levels. If you cast this spell using a spell slot of 5th-level or higher, the falling damage reduction increases by 5 hit points per slot level above 4th. If cast using a spell slot of 6th or 7th-level the duration becomes 8 hours, the duration increases to 24 hours if an 8th-level or higher spell slot is used.

Wild Synergy. If you have a *haste* spell active during the duration of this spell your speed becomes triple normal and you can jump five times your normal distance.

Classes: Bard, Druid, Ranger, Sorcerer, Wizard

AMPLIFY GRAVITY

9th-level transmutation

Casting Time: 1 Action

Range: 500 ft

Components: V, S, M (a lodestone and iron filings)

Duration: Concentration, up to 10 minutes.

This spell drastically increases gravity in a 50-foot-radius, 200-foot high cylinder centered on a point within range. All creatures and objects in the area are crushed to the ground. All creatures in the area when the spell is cast, entering the area on a turn, or starting its turn there, must make a

Strength saving throw. On a failure, it is crushed to the earth, suffers 10d6 bludgeoning damage, and is knocked prone and restrained by the force of gravity. Flying creatures in the area must make the Strength saving throw with disadvantage. On a failure, they are pulled from the sky suffering normal falling damage plus 10d6 bludgeoning damage and are knocked prone and restrained by the force of gravity.

On a successful save a creature suffers half damage and is not knocked prone or restrained.

As an Action on its turn, a restrained creature can make a Strength check versus your spell save DC to free itself. On a success, it is no longer restrained.

Creatures walking within the area must spend 3 feet of movement for every 1 foot traveled. Creatures flying or crawling must spend 4 feet of movement for every 1 foot traveled. Prone creatures in the area must spend all their movement to stand, and no creature may take the dash or disengage Actions. All ranged weapon attack rolls passing through the area suffer disadvantage and have their range halved. Incorporeal creatures are unaffected by this spell.

As a Bonus Action on your turn you can deactivate the effect. As an Action on your turn while the effect is not active you can activate the effect at any point within range.

Classes: Druid, Sorcerer, Wizard

ANIMAL COMPANION

1st-level conjuration

Casting Time: 10 minutes

Range: 30 ft

Components: V, S, M (a bit of food)

Duration: Instantaneous

As an additional requirement to cast this spell, you must expend a use of your Wild Shape feature upon completion of the casting.

You summon a fey spirit that assumes the form of a loyal animal, creating a long-lasting bond with it. Appearing in an unoccupied space within range, the spirit takes on a form you choose. The form must be that of a beast of Large size or smaller that you have seen before that has a challenge rating of 1/4 or lower.

While your animal companion is within 100 feet, you can communicate with each other telepathically. Your companion doesn't communicate in words, but rather with basic concepts and emotions. Your companion shares your alignment, obeys your commands as best it can, and serves you as a guardian, a companion, and even a mount (if large enough), both in combat and out, and you have an instinctive bond with it that allows you to fight naturally together.

It rolls for initiative like any other creature, but you determine its Actions, decisions, attitudes, and so on. If you are incapacitated or absent, your companion acts on its own to defend itself and you. Alternatively, you and your companion can act as a group on your initiative order.

When the animal companion drops to 0 hit points, it disappears, leaving behind no physical form. You can also dismiss your companion at any time as an action, causing it to disappear. In either case, casting this spell again summons the spirit, in a form of your choosing, restored to its hit point maximum.



You can't have more than one animal companion bonded by this spell at a time and the bond formed by spell occupies the same mystical connection as a *find familiar* spell, you cannot have both an animal companion and a familiar.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher the maximum challenge rating of the animal companion increases to CR ½ if a 2nd level spell slot is used, to CR 1 if a 3rd level spell slot is used, to CR 2 if a 4th level spell slot is used, or to CR 3 if a 5th level or higher spell slot is used.

Classes: Druid

ANIMATE TREES

6th-level transmutation

Casting Time: 1 Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You magically animate one or two trees you can see within 60 feet of you. These trees have the same statistics as a treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option.

As a bonus action, you can mentally a tree animated by this spell if it is within 120 feet of you (if you control multiple trees, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The tree remains animate for the duration, or until it dies, or is more than 120 feet from you; or until you take a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you can target an additional tree or increase the duration by 1 minute per slot level above 6th.

Classes: Druid

ARC NET

1st-level transmutation

Casting Time: 1 Bonus Action

Range: 60 feet

Components: S, M (a net)

Duration: Concentration, up to 1 minute

You enchant a net you touch so that it crackles with lightning. For the duration of the spell the net becomes magical, gaining resistance to all damage and 5 temporary hit points. While you wield the arc net you are immune to its lightning damage, you are considered proficient in its use and can use your Spellcasting Ability instead of Strength for attack rolls using it, its range becomes 10/30, and the DC to escape from the net equals your spell save DC.

If you hit with an attack using the net the target suffers 2d4 lightning damage. A Large or smaller creature hit by a net is restrained until it is freed. A net has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a Strength

check versus your Spell Save DC, freeing itself or another creature within its reach on a success. Success or failure, the creature making the attempt suffers 2d4 lightning damage. A creature that ends its turn restrained by the net suffers 2d4 lightning damage.

Dealing 10 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net. (This includes the 5 temporary hit points from the spell.) A creature touching the net or hitting the net with a natural weapon or a metal weapon suffers 2d4 lightning damage.

When you use an action, bonus action, or Reaction to attack with a net, you can make only one attack regardless of the number of attacks you can normally make.

A tether of lightning connects you to the net for the duration of the spell. As a bonus action on your turn you can either retrieve an empty net (returning it to your hand, ready to use) or inflict 2d4 lightning damage on a creature trapped by the net. The spell ends if you move more than 60 feet from the net.

At Higher Levels. If you cast this spell using a spell slot of 2nd-level or higher, the damage increases by 1d4 and the arc net's temporary hit points increase by 5 per slot level above 1st.

Wild Synergy. If you are already proficient in the use of a net, you have advantage on attack rolls using the arc net if the target is wearing armor made of metal. This spell is especially effective when combined with a *critical insight* or *impel weapon* cantrip to make the attack.

Classes: Druid, Ranger, Sorcerer, Wizard

ARCHIBALD'S LONG EARS

1st-level divination

Casting Time: 1 Action

Range: 300 feet

Components: S

Duration: 1 Hour

For the duration of the spell, you have advantage on Wisdom (Perception) checks that rely on hearing.

Additionally, as an action during the spell's duration you can focus your hearing on a point you can see within range. For as long as you concentrate, you can hear sounds as if you were standing in that space.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the duration increases by 1 hour and the range by 150 feet per slot level above 1st.

Classes: Artificer, Bard, Druid, Ranger, Wizard

ARCTIC CHILL

4th-level evocation

Casting Time: 1 Action

Range: 120 ft

Components: V, S

Duration: Concentration, up to 10 minutes

You create an area of intense, breathtaking, cold within a 40-foot cube centered on a point you choose within range. The area of the spell becomes icy and is difficult terrain.

When a creature enters the spell's area for the first time on a turn or starts its turn there it must make a Constitution

saving throw. On a failed save it suffers 4d10 cold damage and one level of exhaustion as the heat is drained from it. Any levels of exhaustion caused by this spell go away when the cold damage inflicted by the spell is completely healed.

On a successful save a creature suffers half damage and does not suffer exhaustion. A creature resistant or immune to cold damage does not suffer exhaustion from this spell.

At Higher Levels. If you cast this spell using a 5th level or higher spell slot the cold damage increases by 1d10 per slot level above 4th.

Classes: Druid, Sorcerer, Warlock, Wizard

ARROW TRICK: AIMED SHOT

1st-level divination

Casting Time: 1 bonus action

Range: Self

Components: M (A ranged weapon)

Duration: 1 turn

You can cast this spell as a bonus action to guide your next shot with a ranged weapon. If you take the Attack action before the end of your turn, your next ranged weapon attack during that action is made with advantage, ignores half and three-quarters cover, and suffers no penalty for long range. You inflict an additional 1d8 damage of the weapon's type if you hit with the attack or 2d8 if the attack is made at short range.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you inflict an additional 1d8 points of the ranged weapon's type to the target for every slot level above 1st.

Classes: Ranger

ARROW TRICK: ARROW SURGE

5th-level transmutation

Casting Time: 1 Action

Range: Self

Components: M (A ranged weapon)

Duration: 1 turn

As part of the action used to cast this spell, you must take the Attack action using a ranged weapon, you then gain an additional action as part of the same turn. This action can only be used to take the Attack action using a ranged weapon.

On the turn that you cast this spell, if you also use a bonus action to use a feat, spell, or class feature that grants an additional ranged weapon attack, you also gain an additional bonus action as part of the same turn. This bonus action can only be used to use a feat, spell or class feature that grants an additional ranged weapon attack.

Once you have taken this additional action and/or bonus action your turn immediately ends. You cannot use this spell on the same turn that you use an Action Surge.

Classes: Ranger

ARROW TRICK: COMBO SHOT

4th-level transmutation

Casting Time: 1 action

Range: Self

Components: M (A ranged weapon)

Duration: 1 turn

You must know one or more of the following Arrow Tricks to cast this spell: *Disarming Shot, Distracting Shot, Intimidating Shot, Pinning Shot, or Pushing Shot*. As part of the action used to cast this spell, you must take the attack action using a ranged weapon. Each time you hit a target with a ranged weapon attack during the turn you cast this spell you may choose to apply the effects of one of the arrow trick spells listed above that you know to that target. The damage and other effects of the selected arrow trick are determined as if you used a 3rd level spell slot to cast it.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the selected arrow trick spells are considered to be cast using a spell slot one level higher for every slot level above 4th.

Classes: Ranger

ARROW TRICK: DISARMING SHOT

1st-level transmutation

Casting Time: 1 action

Range: Self

Components: M (A ranged weapon)

Duration: 1 turn

As part of the action used to cast this spell, you must take the attack action using a ranged weapon. Choose any target hit during the turn, that target suffers an additional 1d8 points of damage of the weapon's type and it must make a Strength or Dexterity saving throw (the target's choice). On a failure, one item of your choice that the target is holding is knocked up to 15 feet away.

This spell represents inherent magical potential that you weave into every attack made during the turn, you can choose which successful hit triggers the spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you inflict an additional 1d8 points of the ranged weapon's type to the chosen target for every slot level above 1st.

Classes: Ranger

ARROW TRICK: DISTRACTING SHOT

1st-level enchantment

Casting Time: 1 Action

Range: Self

Components: M (A ranged weapon)

Duration: 1 round

As part of the action used to cast this spell, you must take the attack action using a ranged weapon. Choose any single creature hit during the turn, the target suffers an additional 1d8 points of damage of the weapon's type, cannot take Reactions until the start of your next turn, and the next attack roll against the target by an attacker other than you has advantage if the attack is made before the start of your next turn.

This spell represents inherent magical potential that you weave into every attack made during the turn, you can choose which successful hit triggers the spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you inflict an additional 1d8 points of the ranged weapon's type to the chosen target for every slot level above 1st.

Classes: Ranger

ARROW TRICK: INTERCEPT SHOT

2nd-level divination

Casting Time: 1 Reaction

Range: Self

Components: M (A ranged weapon)

Duration: Instantaneous

You can cast this spell as a Reaction when you or an ally you can see within 60 feet is hit by a ranged weapon attack. You can only cast this spell if you have a readied ranged weapon in your hand.

Make an attack roll using your ranged weapon, plus roll a d4 and add the result to the total of your attack roll. Compare your attack roll to the attack roll of the triggering ranged weapon attack. If your total equals or exceeds the total of the triggering attack, the attack misses as you shoot it out of the air.

If the triggering ranged attack is a boulder hurled by a giant or siege engine, or a similar projectile, the attack doesn't automatically miss, but you may roll the normal damage of your ranged weapon attack and reduce the damage of such a triggering attack by the result.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you may roll an additional d4 and add the result to your attack roll for every slot level above 2nd.

Classes: Ranger

ARROW TRICK: INTIMIDATING SHOT

1st-level enchantment

Casting Time: 1 Action

Range: Self

Components: M (A ranged weapon)

Duration: 1 round

As part of the action used to cast this spell, you must take the attack action using a ranged weapon. Choose any single target hit during the turn, the target suffers an additional 1d8 points of damage of the weapon's type and it must make a Wisdom saving throw or be frightened of you until the end of your next turn.

This spell represents inherent magical potential that you weave into every attack made during the turn, you can choose which successful hit triggers the spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you inflict an additional 1d8 points of the ranged weapon's type to the chosen target for every slot level above 1st.

Classes: Ranger

ARROW TRICK: LONG SHOT

1st-level transmutation

Casting Time: 1 Action

Range: Self

Components: M (A ranged weapon)

Duration: 1 round

As part of the action used to cast this spell, you must take the attack action using a ranged weapon. Until the start of your next turn the range of your weapon is increased by 30/120, attacking at long range doesn't impose disadvantage on your attack rolls, and attacking at short range inflicts an additional 1d4 damage on a hit.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the range of your weapon is increased by a further 30/120 for every slot level above 1st.

Classes: Ranger

ARROW TRICK: PARTING SHOT

2nd-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: M (A ranged weapon)

Duration: 1 turn

As part of the bonus action used to cast this spell, you may move up to half your speed without provoking opportunity attacks. At any point during this movement you may make one ranged weapon attack. You inflict an additional 1d8 damage of the weapon's type if you hit with this attack, or 2d8 damage if you began your turn within 5 feet of the target of this attack.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you inflict an additional 1d8 points of the ranged weapon's type on a hit for every slot level above 2nd. If you cast this spell using a 4th level spell slot or higher you may move up to your speed when you cast this spell.

Classes: Ranger

ARROW TRICK: PINNING SHOT

1st-level transmutation

Casting Time: 1 Action

Range: Self

Components: M (A bow or crossbow)

Duration: 1 turn

As part of the action used to cast this spell, you must take the attack action using a bow or crossbow. Choose any single Large sized or smaller target hit during the turn, the target suffers an additional 1d8 piercing damage and it must make a Strength saving throw. On a failure, it is restrained by an arrow through an appendage until it uses an Action to free itself.

When the target frees itself it must make a Dexterity check versus your spell save DC, on a successful check the creature is freed, on a failed check it is freed but suffers an additional 3d4 piercing damage in the process.

You can choose not to inflict any damage when you cast this spell, pinning only the target's clothing (if applicable), if you do so the initial Strength saving throw is made with disadvantage, but does the target not need to make a check to avoid the damage when it frees itself.

This spell represents inherent magical potential that you weave into every attack made during the turn, you can choose which successful hit triggers the spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you inflict an additional 1d8 piercing damage to the chosen target on a hit for every slot level above 1st.

Classes: Ranger

ARROW TRICK: POINT BLANK SHOT

1st-level transmutation

Casting Time: 1 Action

Range: Self

Components: M (A ranged weapon)

Duration: 1 round

As part of the action used to cast this spell, you must take the attack action using a ranged weapon. Until the start of your next turn being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls, and the first time you hit a target within 5 feet of you with a ranged weapon attack it suffers an additional 1d8 damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the additional damage increases by 1d8 damage for every slot level above 1st.

Classes: Ranger

ARROW TRICK: PUSHING SHOT

1st-level transmutation

Casting Time: 1 Action

Range: Self

Components: M (A ranged weapon)

Duration: 1 turn

As part of the action used to cast this spell, you must take the attack action using a ranged weapon. Choose any single target of Large size or smaller you hit during the turn, the target suffers an additional 1d8 points of damage of the weapon's type and it must make a Strength saving throw. On a failure, it is pushed up to 10 feet.

This spell represents inherent magical potential that you weave into every attack made during the turn, you can choose which successful hit triggers the spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you inflict an additional 1d8 points of the ranged weapon's type to the chosen target and push the target an additional 5 feet for every slot level above 1st. If cast using a spell slot of 3rd level or higher you may affect a creature of size Huge. If cast using a spell slot of 5th level or higher you may affect a creature of Gargantuan size.

Classes: Ranger

ARROW TRICK: RAPID FIRE

1st-level transmutation

Casting Time: 1 Action

Range: Self

Components: M (A ranged weapon)

Duration: 1 turn

As part of the action used to cast this spell you must take the Attack action using a ranged weapon. You gain an additional ranged weapon attack as part of that action. This additional attack is made with disadvantage.

You cannot use this spell with a weapon with the Loading weapon property, or if you are within 5 feet of a hostile creature.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you gain an additional ranged weapon attack for every slot level above 1st, to a maximum of 5 additional attacks. All additional attacks granted by this spell are made with disadvantage.

Classes: Ranger

ARROW TRICK: READIED SHOT

3rd-level divination

Casting Time: 1 Bonus Action

Range: Self

Components: M (a ranged weapon)

Duration: 1 round

When you cast this spell you ready yourself to make a shot the instant an event occurs. As part of the bonus action used to cast this spell you can ready a ranged weapon and take the Ready action with a specified trigger and the action of making an attack using your ranged weapon.

When the trigger occurs, you can either take your reaction right when the trigger occurs (interrupting the triggering event, unlike a normal readied action) or you can ignore the trigger. If you have the Extra Attack feature, when you use your Reaction to make an attack in this way, as part of the Reaction you can make one additional attack using the weapon immediately after the triggering event occurs, so long as your weapon does not have the loading property.

You have advantage on attack rolls made as part of a readied action and you inflict an additional 4d8 damage of the weapon's damage type the first time you hit a target with a readied attack during the duration. (If you hit with a readied attack as a spell is cast, the caster must succeed on a concentration check based on the damage inflicted to successfully cast the spell.)

The spell ends after you use your reaction to take the readied action, or at the start of your next turn, unless you use the Ready action on that turn to extend it for another round. The spell also ends if you move more than 5 feet in a turn during the duration or take an action other than the Ready action or a Reaction other than taking the readied action.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the additional damage increases by 1d8 for every slot level above 3rd.

Classes: Ranger

ARROW TRICK: RUNNING BARRAGE

5th-level transmutation

Casting Time: 1 Action

Range: Self

Components: M (A ranged weapon)

Duration: 1 turn

As part of the action used to cast this spell, you must take the Attack action using a ranged weapon. You may make two additional attacks as part of this Attack Action. You cannot use this spell with a weapon with the Loading weapon property.

During the turn you cast this spell, the first time you hit a target with a ranged weapon attack it suffers an additional 5d8 damage. You are also considered to have taken the Dash and Disengage Actions during the turn you cast this spell.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the additional damage increases by 1d8 for every slot level above 5th.

Classes: Ranger

ARROW TRICK: STOPPING SHOT

2nd-level transmutation

Casting Time: 1 Reaction

Range: Self

Components: M (A ranged weapon)

Duration: Instantaneous

You can cast this spell as a Reaction when a hostile creature you can see approaches to within 15 feet or attempts to move more than 5 feet while within that range. You can only cast this spell if you have a readied ranged weapon in your hand. When you cast this spell, make a ranged weapon attack with the weapon. On a hit you deal damage as normal and the target must make a Constitution saving throw. On a failure, the target's speed drops to 0 for the remainder of the current turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you inflict an additional 1d8 points of the ranged weapon's type for every slot level above 2nd.

Classes: Ranger

ARROW TRICK: STUNNING SHOT

4th-level transmutation

Casting Time: 1 Action

Range: Self

Components: M (A ranged weapon)

Duration: 1 round

As part of the action used to cast this spell, you must take the attack action using a ranged weapon. Choose any single target you hit during the turn, the target suffers an additional 5d8 points of damage of the weapon's type and it must make a Constitution saving throw. On a failure, it is Stunned until the end of your next turn.

This spell represents inherent magical potential that you weave into every attack made during the turn, you can choose which successful hit triggers the spell.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you inflict an additional 1d8 points of the ranged weapon's type to the chosen target for every slot level above 4th.

Classes: Ranger

ARROW TRICK: UNERRING VOLLEY

3rd-level divination

Casting Time: 1 Action

Range: Self

Components: M (A ranged weapon)

Duration: 1 round

As part of the action used to cast this spell, you must take the attack action using a ranged weapon. Until the start of your next turn ranged weapon attack rolls you make have advantage on the attack roll. During this time if you make a ranged weapon attack with advantage, you roll three d20s when you make the roll and use the highest of the rolls; if you make a ranged attack without advantage, you roll a second d20 when you make the roll, and use the higher of the two rolls.

Each hit with a ranged weapon during the duration inflicts an additional 1d6 damage and compare the other d20 results rolled for that attack with the target's AC, for each additional d20 result that would be a hit that attack inflicts an additional 1d6 damage.

Each creature within your line of sight and not behind total cover at any point during the turn you cast this spell is no longer hidden from you.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, your ranged weapon attacks during the duration inflict an additional 1d6 damage on a hit for every slot level above 3rd.

Classes: Ranger



ASSASSIN VINES

5th-level conjuration

Casting Time: 1 Action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 Minute

When you cast the spell, the earth within range becomes shot through with vines that move and grasp at your enemies. The ground within range is difficult terrain to any creature hostile to you, this area moves with you.

When you cast the spell, and as an action during your turn, you can cause a deadly poisonous vine to sprout in an unoccupied space within range and make an attack against one target within 20 feet of it. Make a melee spell attack. On a hit the target suffers 2d6 + your Spellcasting Ability modifier bludgeoning damage, and it is grappled if Huge sized or smaller. Until this grapple ends, the target is

restrained, and it takes 6d6 poison damage at the start of each of its turns. The DC to escape this grapple equals your Spell Save DC. On a miss, or when a creature escapes the grapple, that vine sinks back into the earth.

As an action during the duration, you can cause all vines currently grappling a creature to constrict their target, inflicting 2d6 + your Spellcasting Ability modifier bludgeoning damage and/or move them to any point within 20 feet of where the vine sprouted.

A vine disappears if you move out of range of where it sprouted. A vine is an object that has AC equal to your Spell Save DC and 50 hit points. A vine occupies the space where it sprouted.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the range increases by 10 feet, the vines' hit points increase by 10, and the duration by 1 minute per slot level above 5th.

Classes: Druid

ASSESS VULNERABILITY

2nd-level divination

Casting Time: 1 Action

Range: 60 feet

Components: S

Duration: 1 Minute

You magically analyze a target you can see within range and gain an awareness on how best to hurt it. You immediately learn whether the creature has any damage or condition immunities, resistances, or vulnerabilities and what they are.

In addition, once before the spell ends you can gain advantage on one attack roll or ability check against the creature or impose disadvantage on one saving throw that creature makes against a spell you cast.

If you hit with an attack affected by this spell, and have advantage on the attack roll, the hit is a critical hit if the lower of the d20 rolls would also have been a hit. If you use this spell to impose disadvantage on the target's saving throw, and both d20 rolls would have failed the save, double the damage of the spell (if any) against the target.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can gain advantage on an attack roll or impose disadvantage on a save one additional time during the duration for each slot level above 2nd.

Classes: Druid, Ranger, Wizard

AVALANCHE

5th-level conjuration

Casting Time: 1 Action

Range: 240 feet

Components: V, S, M (a chunk of ice or snow)

Duration: Instantaneous

You conjure up an avalanche of ice and snow that crashes down through an area within range. The area can be up to 30 feet long, up to 15 feet wide, and up to 10 feet tall, and the avalanche moves in the direction of your choice through it. Each creature in that area suffers 5d4 cold damage must make a Strength saving throw. On a failed save, a creature takes 5d8 bludgeoning damage and is knocked prone and pushed up to 30 feet to the edge of the area if it is size Large or smaller. A Huge or larger creature is pushed only 15 feet

on a failed save. On a successful save, a creature takes half as much damage and isn't knocked prone or pushed. The ice and snow then spread out across the ground in all directions, extinguishing unprotected flames in its area and within 30 feet of it. The spell's area, and the area within 30 feet of it are difficult terrain until the snow and ice melt naturally.

If cast in a mountainous area with natural ice and snow, the cold damage increases by 1d4 and the bludgeoning damage by 1d8. Under ideal conditions, in an area prone to avalanche activity, this spell can trigger an actual avalanche, with additional results determined by the DM.

At Higher Levels. If you cast this spell using a spell slot of 6th-level or higher, the cold damage increases by 1d4, the bludgeoning by 1d8, and the length of the area by up to 10 feet per slot level above 5th.

Classes: Druid, Sorcerer, Wizard

AVOIDANCE/ATTRACTION

4th-level enchantment

Casting Time: 1 minute

Range: 60 feet

Components: V, S, M (Either a lump of alum soaked in vinegar for Avoidance or a drop of honey for Attraction)

Duration: 8 hours

This spell sets up a subtle enchantment that either attracts or repels creatures of your choice. You target a fixed point within range, when a creature of a type(s) you have chosen approaches within 60 feet of that point it is subject to a subtle suggestion as decided by the caster:

Avoidance. If a target approaches within 60 feet it must succeed at a Wisdom save. On a success, it may act normally, it is not affected by this casting of the spell. On a failure, it believes that it has no interest in approaching the area and that there is nothing interesting present. It will not willingly return to the area for the remainder of the duration and will remember nothing odd about the location if asked. If forced into the area or attacked from the area, the compulsion breaks.

Attraction. If a target approaches within 60 feet it must succeed at a Wisdom save. On a success, it may act normally, it is not affected by this casting of the spell. On a failure, it succumbs to the belief that it would like to spend some time to enjoy and investigate the area, perhaps even setting up camp for a while and attempting to convince companions to remain as well. Unless it has pressing business elsewhere the target will remain within the area of the spell for the remainder of the duration. If a target has a pressing reason to leave the area (such as risk to loved ones, risk of legal or disciplinary action, etc.) it may make an additional saving throw every 10 minutes it remains in the area to remove the effect. If forced from the area or attacked while within the area, the compulsion breaks.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the duration increases by 8 hours per slot level above 4th.

Classes: Druid, Wizard

BACKDRAFT

3rd-level evocation

Casting Time: 1 Reaction

Range: 30 feet

Components: S

Duration: Concentration, up to 1 minute

You can cast this spell as a reaction when an effect would cause an area of flame, liquid, cloud, or vapor to appear within range. Make a saving throw versus the effect using your Spellcasting Ability. On a success, the area of the effect is moved up to 30 feet away from you. Success or Failure the effect inflicts half its normal damage and a cloud or gas effect that can be dispersed by a strong wind is dispersed at the start of your next turn.

This spell cannot push the area of a spell that combines a solid damage type with fire, such as *meteor swarm*.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the range and the distance you can push an effect increases by 10 feet per slot level above 3rd.

Classes: Druid, Sorcerer, Wizard

BANE WEAPON

5th-level abjuration

Casting Time: 1 Bonus Action

Range: Touch

Components: V, S, M (a pinch of powdered silver, or other material anathema to the chosen type of creature)

Duration: Concentration, up to 1 hour

You imbue a weapon you touch with an enchantment that is harmful to a specific type of creature. If the weapon isn't already a magic weapon, it becomes one for the duration.

When you cast the spell choose a creature type: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, humanoids, monstrosities, oozes, plants, or undead. When used to attack that type of creature, attack rolls using the weapon gain advantage, the weapon's damage bypasses any immunity or resistance to damage possessed by the creature, and it inflicts an additional 2d6 damage on a hit.

At Higher Levels. If you cast this spell using a spell slot of 6th level or higher, the duration increases by 1 hour per slot level above 5th.

Classes: Artificer, Paladin, Ranger

BEAST LORD

9th-level transmutation

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: 10 Minutes

Bestial fur covers your body, your facial features become feral, and you gain the following benefits for the duration:

- Your speed increases by 20 feet.
- You gain darkvision with a range of 120 feet.
- You make Strength- and Wisdom- based attack rolls with advantage.
- Your melee attacks deal an extra 3d6 force damage on a hit.
- You gain a complete understanding of animal life around you. You know the direction, distance, condition, and type of all beasts within 500 feet of you and can communicate telepathically with them.
- You cannot be surprised by a beast, you have advantage on ability checks made to interact with them, and beasts

within an intelligence score of less than 4 will not willingly attack you unless forced by magic.

Additionally, when you cast this spell and as an action and/or bonus action on each of your turns for the duration you can cause or end one of the following effects:

Bestial Senses. Choose a beast you sense within 500 feet. If the beast is unwilling, it can make a Wisdom saving throw to resist the effect. On a failed save the beast becomes charmed by you and you can see through the beast's eyes and hear what it hears until the spell ends. While perceiving through the beast's senses, you gain the benefits of any special senses possessed by that creature and can still perceive your own surroundings. You can use the senses of a number of beasts equal to your Spellcasting Ability modifier before the differing viewpoints become too confusing and you must end the effect on a creature to use it on a new target.

Friendship. You befriend all beasts within 50 feet of you. If the beast's Intelligence is 4 or higher, the effect 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 a target, it may repeat the saving throw to end the effect. A creature charmed by this effect is friendly to you and your companions and will obey your telepathic commands to the best of its ability. While charmed by this effect, the beast gains advantage on attack rolls against any creature within 5 feet of you that you can see. Unless ill-treated, beasts charmed by this effect remain friendly when the effect ends.

Shifting Strike. You cast *shifting strike*. If you know this cantrip, you inflict an additional 2d6 damage on a hit using it.

Wild Shape. You use your Wild Shape without expending a use of that feature. You may remain in the beast form you assume for the normal duration when the spell ends.

Classes: Druid

BEAST STRIKE

2nd-level enchantment

Casting Time: 1 bonus action or 1 reaction

Range: Self

Components: M (A weapon or a natural weapon)

Duration: Instantaneous

You can cast this spell as a bonus action or reaction when you hit a target with a weapon attack or unarmed strike during your turn. You inflict an additional 1d8 damage with the weapon attack and can choose a friendly beast within 60 feet. The beast can immediately use its Reaction to move up to its speed and make a melee attack against the same creature. On a hit, the beast inflicts an additional 1d8 damage. The beast's movement during this Reaction does not provoke opportunity attacks.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the additional damage on a hit (for both you and the beast) increases by 1d8 per slot level above 2nd.

Wild Synergy. If you have the Ranger's Companion or Primal Companion class feature you can command your beast companion to attack as part of the same bonus action used to cast this spell. In addition, you can cast this spell while in beast form using Wild Shape. This

is also a favorite spell of rangers with the Falconer, Outrider, and Pack Master archetypes.

Classes: Druid, Ranger

BESTIAL RAMPAGE

3rd-level transmutation

Casting Time: 1 Action

Range: Self

Components: M (A natural weapon)

Duration: Instantaneous

As part of the action used to cast this spell you can make a melee attack using an unarmed strike or natural weapon against up to five creatures within your reach, with a separate attack roll for each target. Each attack made as part of this spell inflicts an additional 1d6 damage of the attack's damage type on a hit.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you increase the maximum number of targets by two and the additional damage by 1d6 per slot level above 3rd.

Wild Synergy. This spell can be cast while in beast form using Wild Shape if the form possesses a natural weapon attack.

Classes: Druid

BESTIAL ROAR

2nd-level enchantment

Casting Time: 1 Bonus Action

Range: 10 feet

Components: V

Duration: 1 round

As a bonus action, you can let out a menacing roar, uncanny screech, or eerie howl that draws upon deep primal fears within your enemies. All hostile creatures within range that can hear you must succeed on a Wisdom saving throw or drop whatever it is holding and become frightened of you until the end of your next turn.

While frightened by this spell, a creature must take the Dash action and move away from you by the safest available route on its next turn.

At Higher Levels. If you cast this spell using a spell slot of 3rd level or higher, the range of the spell increases by 10 feet per slot level above 2nd.

Wild Synergy. You can cast this spell while in a beast form using Wild Shape.

Classes: Druid

BESTIAL SAVAGERY

1st-level transmutation

Casting Time: 1 action or 1 bonus action

Range: Self

Components: M (A natural weapon)

Duration: 1 turn

As part of a bonus action used to cast this spell you may take either the Dash or Disengage action. If cast as an action, you may take the attack action, use a beast form's multiattack, or cast *shifting strike* as part of the same action used to cast this spell.

The first time you hit with a melee attack using an unarmed strike or a natural weapon on the turn you cast this spell, the target suffers an additional 2d8 damage from the attack.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the additional damage on a hit increases by 1d8 per slot level above 1st.

Wild Synergy. This spell can be cast while in beast form using Wild Shape if the form possesses a natural weapon attack.

Classes: Druid

BINDING SMITE

3rd-level enchantment

Casting Time: 1 Bonus Action

Range: Self

Components: V

Duration: Concentration, up to 1 minute.

The next time you hit a creature with an unarmed strike or melee weapon attack during this spell's duration, the attack deals an additional 3d6 psychic damage. If the target is a Humanoid or Beast, it 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 4th level or higher, it inflicts an additional 1d6 psychic damage for each slot level above 3rd. If you cast this spell using a spell slot of 5th level or higher the paralysis can affect a creature of any type other than a construct or undead.

Classes: Bard, Cleric, Druid, Paladin (Vengeance), Sorcerer, Warlock, Wizard

BLADE TRICK: ARROW CUTTING

1st-level divination

Casting Time: 1 Reaction

Range: Self

Components: M (A melee weapon)

Duration: Instantaneous

You can cast this spell as a Reaction when you or an ally you can see within your reach is hit by a ranged weapon attack. You can only cast this spell if you have a readied melee weapon in your hand.

Make an attack roll using your melee weapon, plus roll a d4 and add the result to the total of your attack roll. Compare your attack roll to the attack roll of the triggering ranged weapon attack. If your total equals or exceeds the total of the triggering attack, the attack misses as you cut it out of the air.

If the triggering ranged attack is a boulder hurled by a giant or siege engine, or a similar projectile, the attack doesn't automatically miss, but you may roll the normal damage of your melee weapon attack and reduce the damage of such a triggering attack by the result.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you may roll an additional d4 and add the result to your attack roll for every slot level above 1st.

Classes: Ranger

BLADE TRICK: BLADE STORM

1st-level transmutation

Casting Time: 1 action

Range: Self

Components: M (one or two melee weapons)

Duration: 1 turn

As part of the actions used to cast this spell, you must take the attack action using one or two melee weapons. You gain one additional attack as part of that attack action. If you use a bonus action to engage in two weapon fighting on the turn you cast this spell, you may also make one additional attack with your second weapon as part of that bonus action. The additional attacks granted by this spell are made with disadvantage.

You may move before, after or between any extra attacks granted by this spell just as if you were making these attacks normally.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you gain an additional melee weapon attack as part of the Attack action for every slot level above 1st, and an additional melee weapon attack as part of your bonus action while engaging in two weapon fighting for every two slot levels above 1st; to a maximum of 8 additional attacks.

Classes: Ranger

BLADE TRICK: BLADE SURGE

5th-level transmutation

Casting Time: 1 Action

Range: Self

Components: M (A melee weapon)

Duration: 1 turn

As part of the action used to cast this spell, you must take the Attack action using one or more melee weapons, you then gain an additional action as part of the same turn. This action can only be used to take the Attack action using one or more melee weapons.

On the turn that you cast this spell, if you also use a bonus action to engage in two weapon fighting or use a feat, spell, or class feature that grants an additional melee weapon attack, you also gain an additional bonus action as part of the same turn. This bonus action can only be used to engage in two weapon fighting or use a feat, spell or class feature that grants an additional melee weapon attack.

Once you have taken this additional action and/or bonus action your turn immediately ends. You cannot use this spell on the same turn that you use an Action Surge.

Classes: Ranger



BLADE TRICK: CLOSING RUSH

2nd-level transmutation

Casting Time: 1 Reaction

Range: Self

Components: M (A melee weapon)

Duration: Instantaneous

You can cast this spell as a Reaction when a creature you can see within 20 feet makes a ranged attack against you. You can only cast this spell if you have a readied melee weapon in your hand.

You may immediately move up to half your speed towards the creature making the ranged attack, this movement does not provoke opportunity attacks. If you end this movement with the attacking creature within your reach, the triggering ranged attack suffers disadvantage and you may make a single melee weapon attack targeting the attacking creature immediately after its ranged attack is resolved.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the attack made as part of this spell inflicts an additional 1d8 damage on a hit for every slot level above 2nd. If you cast this spell using a 4th level spell slot or higher you may move up to your speed when you cast this spell.

Classes: Ranger

BLADE TRICK: COMBO STRIKE

4th-level transmutation

Casting Time: 1 action

Range: Self

Components: M (A melee weapon)

Duration: 1 turn

You must know one or more of the following Blade Tricks to cast this spell: *Disarm*, *Hamstring*, *Intimidating Strike*, *Mighty Blow*, or *Unbalancing Strike*. As part of the action used to cast this spell, you must take the attack action using a melee weapon. Each time you hit a target with a melee weapon attack during the turn you cast this spell you may choose to apply the effects of one of the blade trick spells listed above that you know to that target. The damage and other effects of the selected blade trick are determined as if you used a 3rd level spell slot to cast it.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the selected blade trick spells are considered to be cast using a spell slot one level higher for every slot level above 4th.

Classes: Ranger

BLADE TRICK: DEADLY OPPORTUNITY

1st-level divination

Casting Time: 1 Reaction

Range: Self

Components: M (A melee weapon)

Duration: Instantaneous

You can cast this spell as part of the Reaction used to make an opportunity attack. You gain advantage on attack rolls made as part of this Reaction and inflict an additional 1d8 damage on a hit.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you inflict an additional 1d8 damage on a hit for every slot level above 1st.

Classes: Ranger

BLADE TRICK: DISARM

1st-level transmutation

Casting Time: 1 Action

Range: Self

Components: M (A melee weapon)

Duration: 1 turn

As part of the action used to cast this spell, you must take the attack action using a melee weapon. Choose a single target hit during the turn, the target suffers an additional 1d8 points of damage of the weapon's type and it must make a Strength or Dexterity saving throw (the target's choice). On a failure, one item of your choice that the target is holding is knocked up to 15 feet away.

You may choose to inflict no damage when you use this spell, if you do so, the target's saving throw is made with disadvantage.

This spell represents inherent magical potential that you weave into every attack made during the turn, you can choose which successful hit triggers the spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage to the chosen target increases by 1d8 for every slot level above 1st.

Classes: Ranger

BLADE TRICK: DRAWING STRIKE

3rd-level divination

Casting Time: 1 Bonus Action

Range: Self

Components: M (a longsword, shortsword, rapier, dagger, or scimitar)

Duration: 1 round

When you cast this spell you ready yourself to instantly draw and strike with a sword. As part of the bonus action used to cast this spell you may sheath your sword and take the Ready action with a specified trigger and the action of making an attack using your sheathed sword. In addition, you can make opportunity attacks with the sword, even though it is sheathed.

When the trigger occurs, you can either take your reaction right when the trigger occurs (interrupting the triggering event, unlike a normal readied action) or you can ignore the trigger. If you have the Extra Attack feature, when you use your Reaction to make an attack in this way, as part of the Reaction you can make one additional attack using the weapon immediately after the triggering event occurs.

You have advantage on attack rolls made as part of a readied action and you inflict an additional 4d8 damage of the weapon's damage type the first time you hit a target with an attack as part of a reaction during the duration. (If you hit with a readied attack as a spell is cast, the caster must succeed on a concentration check based on the damage inflicted to successfully cast the spell.)

The spell ends after you use your reaction to take the readied action, or at the start of your next turn, unless you use the Ready action on that turn to extend it for another round. The spell also ends if you move more than 5 feet in a turn during the duration or take an action other than

the Ready action or a Reaction other than taking the readied action.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the additional damage increases by 1d8 for every slot level above 3rd.

Classes: Ranger

BLADE TRICK: DUELIST'S GUARD

1st-level divination

Casting Time: 1 Action

Range: Self

Components: M (a one-handed melee weapon)

Duration: 1 round

As part of the action used to cast this spell you must take the Dodge action while wielding a melee weapon. You gain an additional reaction that can be used only to make opportunity attacks.

Until the start of your next turn, hostile creatures within your reach provoke an opportunity attack from you if they miss you with a melee attack, make a melee attack against a creature other than you, attempt to make any ranged attack, or attempt to cast a spell with a target of other than self that does not include you as a target.

If you have the Extra Attack feature, the spell grants you two additional reactions instead of one. You lose any remaining Reactions granted by this spell at the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the spell grants one additional bonus Reaction for every two slot levels above 1st. In addition, if cast using a spell slot of 2nd or 3rd level your opportunity attacks inflict an additional 1d8 damage on a hit for the duration, at 4th level or higher this increases to 2d8.

Classes: Ranger

BLADE TRICK: FORCEFUL THROW

1st-level transmutation

Casting Time: 1 Action

Range: Self

Components: M (A melee weapon)

Duration: 1 turn

As part of the action used to cast this spell, you must take the attack action to make a single thrown weapon attack using a melee weapon you are holding, forgoing any additional attack you could make as part of that action. If the weapon is not normally a thrown weapon gains the thrown property with a range of 20/60 for this attack, if it already has the thrown property its range is doubled for this attack. If you hit with this thrown weapon attack, the target suffers an additional 1d8 damage, or an additional 2d8 damage if the target was within the weapon's short range.

If you have the Extra Attack feature, the damage increases by an additional 2d8 on a hit.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the additional damage increases by 1d8 and the range increases by 10/30 for every slot level above 1st.

Classes: Ranger

BLADE TRICK: HAMSTRING

1st-level transmutation

Casting Time: 1 Action

Range: Self

Components: M (A melee weapon)

Duration: 1 turn

As part of the action used to cast this spell, you must take the attack action using a melee weapon. Choose a single target hit during the turn, the target suffers an additional 1d8 points of damage of the weapon's type and it must make a Constitution saving throw. On a failure, the target's movement speed is reduced to 0 until the end of your next turn and its movement speed is reduced by 10 feet until it regains at least 1 hit point.

This spell represents inherent magical potential that you weave into every attack made during the turn, you can choose which successful hit triggers the spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage to the chosen target increases by 1d8 for every slot level above 1st.

Classes: Ranger

BLADE TRICK: INTIMIDATING STRIKE

1st-level enchantment

Casting Time: 1 Action

Range: Self

Components: M (A melee weapon)

Duration: 1 turn

As part of the action used to cast this spell, you must take the attack action using a melee weapon. Choose a single target hit during this turn, the target suffers an additional 1d8 points of damage of the weapon's type and it must make a Wisdom saving throw or be frightened of you until the end of your next turn.

This spell represents inherent magical potential that you weave into every attack made during the turn, you can choose which successful hit triggers the spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage to the chosen target increases by 1d8 for every slot level above 1st.

Classes: Ranger

BLADE TRICK: MIGHTY BLOW

1st-level transmutation

Casting Time: 1 Action

Range: Self

Components: M (A melee weapon)

Duration: 1 turn

As part of the action used to cast this spell, you must take the attack action using a melee weapon. Choose a single Large or smaller target hit during this turn, the target suffers an additional 1d8 points of damage of the weapon's type and it must make a Strength saving throw. On a failure you may push the creature up to 15 feet and knock it prone. If the attack is made using a Two-Handed melee weapon or a Versatile melee weapon wielded in two hands, the Strength saving throw is made with disadvantage.

This spell represents inherent magical potential that you weave into every attack made during the turn, you can choose which successful hit triggers the spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you inflict an additional 1d8 points of the weapon's type to the chosen target and may push the creature an additional 5 feet for every slot level above 1st. If cast using a spell slot of 3rd level or higher you may affect a creature of size Huge. If cast using a spell slot of 5th level or higher you may affect a creature of Gargantuan size.

Classes: Ranger

BLADE TRICK: PARRY AND RIPOSTE

2nd-level divination

Casting Time: 1 Reaction

Range: Self

Components: M (A melee weapon)

Duration: Instantaneous

You can cast this spell as a Reaction when you are hit by a melee weapon attack. You can only cast this spell if you have a readied melee weapon in your hand. When you cast this spell, make a melee attack roll, if your attack roll exceeds that of the attacking creature, you parry and the attack misses.

If you successfully parry, you may attempt a riposte.

Immediately make an attack using the same weapon against the attacking creature, if you hit, you inflict normal weapon damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level, you may roll 1d4 and add the result to the attack roll to attempt the parry, and if you hit with your riposte, you inflict an additional 1d8 points of the weapon's type. You may add an additional d4 to the parry and an additional d8 to the riposte damage for every slot level above 3rd.

Classes: Ranger

BLADE TRICK: PIERCING THRUST

1st-level transmutation

Casting Time: 1 Action

Range: Self

Components: M (A melee weapon)

Duration: 1 round

As part of the action used to cast this spell, you must take the attack action to make a single attack using a spear, pike, or similar weapon, foregoing any additional attacks you could make as part of that action. Your reach for that single attack increases by 5 feet. On a hit, the target suffers an additional 1d8 piercing damage, or an additional 2d8 piercing damage if the target was within the weapon's normal reach.

If you have the Extra Attack feature, the damage increases by an additional 2d8 on a hit.

If you reduce a creature to 0 hit points using a spear or pike with this attack, if the original attack roll would hit the next creature in a line beyond the target, but within your reach, that creature suffers any additional damage beyond that required to reduce the original target to 0 hit points.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for every slot level above 1st.

Classes: Ranger

BLADE TRICK: REPRISE

1st-level divination

Casting Time: 1 Reaction

Range: Self

Components: M (A melee weapon)

Duration: Instantaneous

You can cast this spell as a Reaction when you miss a creature with a melee weapon attack. You may immediately make an additional melee weapon attack against the same target using the same weapon.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you inflict an additional 1d8 points of the weapon's type if you hit with the additional attack for every slot level above 1st.

Classes: Ranger

BLADE TRICK: RUNNING ASSAULT

5th-level transmutation

Casting Time: 1 Action

Range: Self

Components: M (A melee weapon)

Duration: 1 turn

As part of the action used to cast this spell, you must take the Attack action using a melee weapon. You may make two additional attacks as part of this Attack action.

On the turn that you cast this spell, if you also use a bonus action to engage in two weapon fighting or use a feat or class feature that grants an additional melee weapon attack, you can make one additional attack as part of that bonus action.

During the turn you cast this spell, the first time you hit a target with a melee weapon attack it suffers an additional 5d8 damage. You are also considered to have taken the Dash and Disengage Actions during the turn you cast this spell.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the additional damage increases by 1d8 for every slot level above 5th.

Classes: Ranger

BLADE TRICK: STOP THRUST

2nd-level transmutation

Casting Time: 1 Reaction

Range: Self

Components: M (A melee weapon)

Duration: Instantaneous

You can cast this spell as a Reaction when a hostile creature you can see within range enters your reach or attempts to move more than 5 feet while within your reach. You can only cast this spell if you have a readied melee weapon.

When you cast this spell, make a melee weapon attack. On a hit, you deal damage as normal, plus an additional 1d8 damage (or 2d8 if wielding a pike, rapier, shortsword, or spear), and the target must make a Constitution saving throw. On a failure, its speed drops to 0 for the remainder of the current turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you inflict an additional 1d8 points of the weapon's type for every slot level above 2nd.

Classes: Ranger

BLADE TRICK: STUNNING BLOW

4th-level transmutation

Casting Time: 1 Action

Range: Self

Components: M (A melee weapon)

Duration: 1 round

As part of the action used to cast this spell, you must take the attack action using a melee weapon. Choose a single target hit during this turn, the target suffers an additional 5d8 points of damage of the weapon's type and it must make a Constitution saving throw or be Stunned until the end of your next turn.

This spell represents inherent magical potential that you weave into every attack made during the turn, you can choose which successful hit triggers the spell.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage to the chosen target increases by 1d8 for every slot level above 4th.

Classes: Ranger

BLADE TRICK: UNBALANCING STRIKE

1st-level transmutation

Casting Time: 1 Action

Range: Self

Components: M (A melee weapon)

Duration: 1 round

As part of the action used to cast this spell, you must take the attack action using a melee weapon. Choose a single target hit during the turn, the target suffers an additional 1d8 points of damage of the weapon's type and cannot take reactions until the start of its next turn

When you make a melee attack against a creature during the turn you cast this spell, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

This spell represents inherent magical potential that you weave into every attack made during the turn, you can choose which successful hit triggers the spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage to the chosen target increases by 1d8 for every slot level above 1st.

Classes: Ranger

BLADE TRICK: UNERRING STRIKES

3rd-level divination

Casting Time: 1 Action

Range: Self

Components: M (A melee weapon)

Duration: 1 round

As part of the action used to cast this spell, you must take the attack action using a melee weapon. Until the start of your next turn melee weapon attack rolls you make have advantage on the attack roll. During this time if you make a melee weapon attack with advantage, you roll three d20s when you make the roll and use the highest of the rolls; if you make a melee attack without advantage, you roll a second d20 when you make the roll, and use the higher of the two rolls.

Each hit with a melee weapon during the duration inflicts an additional 1d6 damage and compare the other d20 results rolled for that attack with the target's AC, for each additional d20 result that would be a hit that attack inflicts an additional 1d6 damage.

Each creature within your line of sight and not behind total cover at any point during the turn you cast this spell is no longer hidden from you.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, your melee weapon attacks during the duration inflict an additional 1d6 damage on a hit for every slot level above 3rd.

Classes: Ranger

BLINDSIGHT

3rd-level divination

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: 1 hour

You enhance your perceptions with magic, granting you blindsight out to a range of 30 feet.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you increase the duration by 1 hour for every slot level above 3rd.

Classes: Bard, Druid, Ranger, Sorcerer, Wizard

BLOOD DAGGER

1st-level necromancy

Casting Time: 1 Bonus Action

Range: Touch

Components: V, S, M (a dagger or sickle)

Duration: 1 minute

As part of the bonus action used to cast this spell, you inflict 1d4 damage to yourself with the dagger used as the material component. The spell fails if this damage is entirely prevented, and the damage cannot be healed for the duration of the spell.

For the duration of the spell, while you wield it, the dagger gains a +1 bonus to attack and damage rolls, inflicts an additional 1d4 necrotic damage on a hit, and hit points lost to the dagger's damage can be regained only through a short or long rest, rather than by regeneration, magic, or any other means.

Once per turn, when you hit a creature with an attack using this magic weapon, you can wound the target. At the start of each of the wounded creature's turns, it takes 1d4 necrotic damage for each time you've wounded it, and it can then make a Constitution saving throw versus your spell save DC, ending the effect of all such wounds on itself on a success. Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a Wisdom (Medicine) check versus your spell save DC, ending the effect of such wounds on it on a success.

The dagger acts as a spellcasting focus for you but offers no benefit when wielded by a creature other than you.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the bonus to attack and damage increases to +2 if a 3rd or 4th level spell slot is used and to +3 if a 5th level or higher spell slot is used. The duration increases to 10 minutes with a 6th level spell slot, 1 hour if a 7th level slot is used, 8 hours for an 8th level slot, and to 24 hours if a 9th level spell slot is used.

Classes: Druid, Sorcerer, Warlock, Wizard

BOOST

transmutation cantrip

Casting Time: 1 Action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

Once before the spell ends you can roll a d4 and add the number rolled to one Strength or Dexterity saving throw or check or to the damage roll of a weapon attack using Strength or Dexterity. You can roll the die before or after making the saving throw, check, or damage roll. The spell then ends. At any point during the duration, you can expend boost early on your turn (no action required) to add an additional 10 feet to your movement speed for that turn, ending the spell.

The physical boost provided by this spell increases as you gain levels, the die increases to a d6 at 5th level and a d8 at 17th level. The duration of the spell increases to 10 minutes when you reach 11th level. The boost to your movement speed upon expending the spell also increases, to 20 feet at 5th level and to 30 feet at 17th level.

Classes: Bard, Druid, Sorcerer, Wizard

BOREAS

4th-level evocation

Casting Time: 1 Bonus Action

Range: Self

Components: V, S, M (a fan and chunk of ice)

Duration: Concentration, up to 1 minute

A line of freezing wind 60 feet long and 15 feet wide blasts from you in a direction you choose for the spell's duration. Each creature that starts its turn in the line or enters the line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the line. A creature that ends its turn within the line suffers 4d4 cold damage.

Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you and the range of a ranged weapon attack made against the wind is halved.

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.

At Higher Levels. If you cast this spell using a spell slot of 5th-level or higher, it inflicts an additional 1d4 cold damage per slot level above 6th.

Classes: Druid, Sorcerer, Wizard

BURNING BLADE

evocation cantrip

Casting Time: 1 Action

Range: Special

Components: V, M (A weapon)

Duration: Instantaneous

You briefly enchant your weapon with the ability to set its target ablaze. As part of the Action used to cast this spell,

you must make a melee, thrown, or ranged weapon attack against one target within the weapon's range otherwise the spell fails.

On a hit, the target suffers the attack's normal effects and the target must make a Dexterity saving throw. On a failed save the target is set aflame and suffers 1d6 fire damage at the end of its next turn, ending the spell. A creature can prevent this damage by using its Action to make a DC 10 Dexterity check to extinguish the flame. A burning target sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

The fire damage increases as you reach higher levels. At 5th-level, you inflict 1d6 fire damage on a successful hit and the fire damage on a failed Dexterity save at the end of the target's next turn increases to 2d6. Both the fire damage on a hit and the fire damage suffered by a burning target are increased by 1d6 at 11th-level (2d6/3d6) and 17th-level (3d6/4d6).

Classes: Cleric (Nature), Druid, Sorcerer

CALL OF THE PACK

3rd-level enchantment

Casting Time: 1 Action

Range: 90 feet

Components: V

Duration: Concentration, up to 1 hour

You release a howl that is taken up by up to 6 other friendly creatures of your choice within range. You and the chosen creatures gain an instinctive ability to fight and hunt together as a pack, gaining the following benefits for the duration:

- An affected creature has advantage on an attack roll against a target creature if at least one other affected ally is within 5 feet of the target creature and the ally isn't incapacitated.
- Affected allies between an affected attacker and an enemy do not provide cover to the enemy
- Their movement speed increases by 10 feet and moving through an affected ally's space does not cost extra movement.

At Higher Levels. If you cast this spell using a spell slot of 4th-level or higher, the duration increases by 1 hour and you can affect two additional creatures per slot level above 3rd.

Classes: Druid, Ranger

CALM/INCITE INSTINCTS

1st-level enchantment

Casting Time: 1 Action

Range: 60 feet

Components: V, S

Duration: 10 minutes

You attempt to suppress or incite instinct and aggression in a group of creatures, such as animals, swarms, or oozes, that rely on instinct and biological need rather than rational thought. Each beast, monstrosity, ooze, or plant creature within an Intelligence score of 4 or lower in a 20-foot-radius sphere centered on a point you choose within range must make an Intelligence saving throw.

Calm. If a creature fails its saving throw, it becomes indifferent to creatures of your choice and will not attack or even take notice of such creatures while the spell lasts.

This indifference ends if the target is attacked or harmed by a selected creature or if it witnesses any of its friends being harmed by such a creature. When the spell ends, the creature again acts on its normal drives and instincts.

Incite. If a creature fails its saving throw, it becomes hostile to creatures of your choice it was previously indifferent to or indifferent to creatures of your choice it was previously friendly to. Domesticated creatures become wild and untrained. This causes the creatures to attack or flee according to their normal drives and instincts. A creature can use an action to attempt a Wisdom (Animal Handling) check versus your Spell Save DC to calm an affected indifferent creature, ending the spell on that creature on a success.

This spell has no effect on constructs.

At Higher Levels. If you cast this spell using a spell slot of 2nd-level or higher, the range increases by 30 feet and the area by 10 feet per slot level above 1st.

Classes: Druid

CAMOUFLAGE

1st-level illusion

Casting Time: 1 Action (Ritual)

Range: Touch

Components: S, M (a bit of mud smeared across the target's face)

Duration: 1 hour

This spell adapts itself to allow the target to blend in with its surroundings. For the duration of the spell the target can take the Hide action as a bonus action, can try to hide when it is lightly obscured from the creature from which it is hiding, and gains advantage on Dexterity (Stealth) checks.

At Higher Levels. If cast using a spell slot of 2nd level or higher, you can either increase the duration by 1 hour or affect one additional target per slot level above 1st.

Wild Synergy. If you have the Hide in Plain Sight ranger class feature, while this spell is active you can attempt to hide even when you have no cover or concealment.

Classes: Druid, Ranger

CLUTCHING ICE

2nd-level conjuration

Casting Time: 1 Action

Range: 60 ft

Components: V, S, M (a drop of water or piece of ice)

Duration: 1 minute

You coat an area at a point within range with a thick coat of frigid ice. The ice coats all surfaces, creatures, and objects in a 20-foot cube when the spell is cast, extinguishing any open flames, and turning those surfaces into difficult terrain.

Each creature in the area when the spell is cast must make a Strength saving throw or become restrained by the ice. A creature restrained by the ice can use its action to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained. A creature that ends its turn restrained by the ice suffers 2d4 cold damage.

A creature not restrained by the ice that enters the area or ends its turn there must succeed on a Dexterity saving throw or fall prone.

An object within the area when the spell is cast is frozen solid and cannot be moved or used. A creature can attempt to break a frozen object free by using its action to make a Strength check against your spell save DC. On a success the object can be used and moved normally.

If an area of magical flame of a level greater than that used to cast this spell overlaps the area affected by this spell, the ice is melted in that area, freeing any creatures and objects and ending the effect in that area.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the cold damage increases by 1d4 for each slot level above 2nd.

Classes: Artificer, Druid, Sorcerer, Wizard

COLD WAVE

2nd-level evocation

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: Instantaneous

A wave of intense cold sweeps out from you. Each creature in a 20-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 3d8 cold damage, its speed is halved until the start of your next turn, and it has disadvantage on the next weapon attack roll it makes before the end of its next turn. On a successful save, the creature takes half as much damage, it isn't slowed, and does not have disadvantage on its next attack.

At Higher Levels. If you cast this spell using a 3rd-level spell slot the cold damage increases by 1d8 per slot level above 2nd.

Classes: Druid, Sorcerer, Warlock, Wizard

COMMUNE WITH STONE

4th-level divination

Casting Time: 10 Minutes (Ritual)

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes.

You touch stone, rock, or loose soil as you seek to gain insight from the earth. In the outdoors, the spell gives you knowledge of the land within 1 mile of you. You become aware of the general terrain within this area, including any stone or earthen structures, excavations, cave openings, wells, and other features of earth and stone within range. This includes knowledge of areas that are potential danger for mud or rockslides, sinkholes, quicksand, tar pits, and similar hazards.

If cast within a cave or other underground setting or within a stone structure, the radius is limited to 500 feet, but you gain more detailed information, including the exact layout of the cavern or worked stone excavation or structure. You learn of the existence and location of secret doors and passageways within earth, stone, or rock within range, but not the method of opening such portals. You also learn of any unsafe or unstable stonework or passageways within range and the existence of veins of precious metals, gemstones, and types of rock within range.

Note: This spell only reveals information pertaining to earth and stone, it would not, for example reveal a wooden

stairwell or door within a dungeon, just the stone shaft or opening. Casting this spell can allow the DM to simply hand the caster an unlabeled map of any dungeon or stone structure.

For every 10 minutes you maintain concentration on the spell you can extend your awareness for another mile above ground or for an additional 500 feet below ground or within a structure.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, the duration increases by 10 minutes per slot level above 4th, allowing you to extend your senses further if you maintain concentration for the longer duration.

Classes: Druid, Sorcerer

CONJURE BROWN MOLD

5th-level conjuration

Casting Time: 1 Action

Range: 90 ft

Components: V, S, M (a tiny sample of brown mold)

Duration: 1 hour

You conjure a patch of brown mold that covers a 10-foot square within range. Brown mold feeds on warmth, drawing heat from anything around it and the temperature within 30 feet of it is frigid.

When a creature moves to within 5 feet of the mold for the first time on a turn or starts its turn there, it must make a Constitution saving throw, taking 4d10 cold damage on a failed save, or half as much damage on a successful one.

Brown mold is immune to fire, and any source of fire brought within 5 feet of the patch causes it to instantly expand outward in the direction of the fire, covering a 10-foot-square area (with the source of the fire at the center of that area). A patch of brown mold exposed to an effect that deals cold damage is instantly destroyed.

The brown mold created by this spell shrivels into dust when the duration expires.

At Higher Levels. When you cast this spell using a spell slot of 6th-level or higher, you may summon an additional 10-foot square patch of mold per slot level above 5th.

Classes: Druid, Wizard

CONJURE EARTH SPIRIT

2nd-level conjuration

Casting Time: 1 Bonus Action

Range: 60 feet

Components: V, S

Duration: 1 minute

You conjure a burrowing earth spirit at a point within the earth in range. When you cast the spell, you can make a melee spell attack against a target upon the earth within the spirit's space. On a hit, the target takes bludgeoning damage equal to 1d4 + your Spellcasting Ability modifier and must make a Strength saving throw or become grappled by the spirit. The DC to escape the grapple is your spell save DC.

As a bonus action on your turn, you can either release any creature grappled by the spirit and move the spirit through the earth up to 20 feet and repeat the attack OR move a grappled creature up to 10 feet and repeat the attack against

that creature. A creature already grappled by the spirit suffers an additional 1d4 damage on a hit.

The earth spirit's space is difficult terrain for any hostile creature upon it.

If you move the spirit into a friendly creature's space during a turn, instead of attacking you may move the creature up to 10 feet along with the spirit, if it is willing, without provoking an opportunity attack.

The spirit can take whatever form you choose, but usually resembles a burrowing beast that never entirely emerges from the earth.

If you cast *mold earth* during the duration of this spell, you can command spirit to move and attack again instead of the normal effects of the spell.

If you do not command the spirit during your turn, it grows bored and vanishes back to the elemental planes, ending the spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d4 for each slot level above 2nd.

Classes: Druid, Sorcerer

CONJURE ELEMENTAL MEPHIT

1st-level conjuration

Casting Time: 1 Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

You summon an elemental spirit that takes the form of a pure mephit. Choose an Air, Earth, Fire or Water Mephit, that creature appears in an unoccupied space that you can see within range.

The mephit disappears when it drops to 0 hit points or when the spell ends.

Any creatures summoned by this spell are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. The mephits will also obey any commands issued by your elemental familiar or companion of the same element.

The statistics for pure air, earth, fire, and water mephits appear in the Creatures appendix of this tome.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, you may summon an additional pure mephit of the same type per slot level above 1st.

Wild Synergy. If you have a Pure Mephit familiar or animal companion, this spell has an additional effect, the type of your summoned familiar changes to match the type of pure mephit summoned by this spell.

Classes: Druid, Wizard

CONJURE FIRE SPIRIT

2nd-level conjuration

Casting Time: 1 Bonus Action

Range: 60 feet

Components: V, S

Duration: 1 minute

You conjure a tiny elemental fire spirit at a point within range. When you cast the spell, you can make a melee spell attack against a target within 5 feet of the spirit. On a hit, the target takes fire damage equal to 2d4 + your Spellcasting Ability modifier.

As a bonus action on your turn, you can move the spirit up to 30 feet and repeat the attack against a target within 5 feet of it.

The spirit can take whatever form you choose, but usually resembles a tiny bird or other beast composed entirely of flame that sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The spirit's attack can ignite flammable materials.

If you cast *control flame* during the duration of this spell, you can cause the fire spirit to move and attack again instead of the normal effects of the spell.

If you do not command the spirit during your turn, it grows bored and vanishes back to the elemental planes, ending the spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d4 for each slot level above 2nd.

Classes: Druid, Sorcerer

CONJURE MIST

conjuration cantrip

Casting Time: 1 Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute.

You conjure an area of heavy mist at a point you can see within range. Until the spell ends, the mist fills a 5-foot cube 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.

You can create greater amounts of mist as you gain levels. At 5th level the mist fills any two adjacent 5-foot cubes within range. This increases to three 5-foot cubes at 11th level, and four 5-foot cubes at 17th level.

Classes: Druid, Sorcerer, Wizard

CONJURE VERDANT SPIRIT

3rd-level conjuration

Casting Time: 1 Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

You summon fey spirits that take the form of plant creatures and appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears:

- One plant creature of challenge rating 2 or lower
- Two plant creatures of challenge rating 1 or lower
- Four plant creatures of challenge rating 1/2 or lower
- Eight plant creatures of challenge rating 1/4 or lower

Each plant creature is also considered fey, and it disappears when it drops to 0 hit points or when the spell ends.

The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures

as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

At Higher Levels. When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 5th-level slot, three times as many with a 7th-level slot, and four times as many with a 9th-level slot.

Alternatively, if you cast this spell using a spell slot of 5th level or higher, you may summon a single plant creature with a challenge rating equal to or less than the level of the spell slot used to cast the spell.

Classes: Druid

CONJURE WATER SPIRIT

2nd-level conjuration

Casting Time: 1 Bonus Action

Range: 120 feet

Components: V, S

Duration: 1 minute

You conjure a helpful water spirit at a point you choose in a body of water within range. The spirit appears as a 5-foot diameter sphere of churning water or as a medium sized dolphin, or similar aquatic creature, composed entirely of churning water.

A hostile creature that attempts to swim through the spirit's space must spend 3 feet of movement for every foot traveled. When a hostile creature attempts to enter the spirit's space or starts its turn there, it must make a Strength saving throw or suffer 2d4 bludgeoning damage and be pushed 10 feet in a direction of your choice.

When you cast the spell and as a bonus action during the duration you can move the spirit up to 60 feet through the water in any direction. If you attempt to move the spirit into a hostile creature's space, it must make the Strength saving throw, as described above. If the creature's save is successful, the spirit stops moving this turn in the space adjacent to that creature, otherwise it stops moving in the creature's space.

If you move the spirit into a friendly creature's space, you may move the creature up to 30 feet along with the spirit, if it is willing, without provoking an opportunity attack, the spirit then stops moving in that creature's space this turn. A friendly creature in the spirit's space automatically succeeds on any ability check made to swim.

If you cast *shape water* during the duration of this spell, you can command the spirit to move again instead of the normal effects of the spell.

If you do not command the spirit during your turn, it grows bored and vanishes back to the elemental planes, ending the spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d4 for each slot level above 2nd.

Classes: Druid, Sorcerer

CONJURE WIND SPIRIT

2nd-level conjuration

Casting Time: 1 Bonus Action

Range: 120 feet

Components: V, S

Duration: 1 minute

You conjure a capricious wind spirit at a point you choose within the air in range. The spirit appears as a 5-foot diameter swirling sphere of gusting winds or a medium sized bird composed of swirling clouds.

The spirit's space is difficult terrain for hostile creatures. When a hostile creature attempts to enter the spirit's space, stands from prone while in the spirit's space, or starts its turn there, it must make a Strength saving throw or suffer 2d4 thunder damage and be pushed 5 feet in a direction of your choice and knocked prone. A hostile creature can avoid this saving throw if it is prone at the start of its turn or it enters the spirit's space while crawling.

When you cast the spell and as a bonus action during the duration you can move the spirit up to 60 feet in any direction. If you attempt to move the spirit into a hostile creature's space, unless the creature is prone, it must make the Strength saving throw, as described above. If the creature's save is successful, the spirit stops moving this turn in the space adjacent to that creature, otherwise it stops moving in the creature's space.

If you move the spirit into a friendly creature's space, you may move the creature up to 5 feet, if it is willing, without provoking an opportunity attack, the spirit then stops moving in that creature's space this turn.

The spirit also disperses any gases, fog, or similar effects that can be dispersed by a strong wind in the spaces it moves through.

If you cast *gust* during the duration of this spell, you can command the spirit to move again instead of the normal effects of the spell.

If you do not command the spirit during your turn, it grows bored and vanishes back to the elemental planes, ending the spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d4 for each slot level above 2nd.

Classes: Druid, Sorcerer

CONTROL EARTH

9th-level transmutation

Casting Time: 1 Action

Range: 120 feet

Components: V, S, M (a piece of stone, clay, or obsidian)

Duration: 10 Minutes

You can cast this spell to gain almost total control over earth and stone around you for a brief time. For the duration of this spell, you gain tremorsense within the range of this spell while in contact with earth or stone. Additionally, when you cast this spell and as an action and/or bonus action on each of your turns for the duration you can cause or clear one of the following effects:

Eruption. Choose a point you can see on the ground within range. A fountain of churned earth and stone erupts in a 40-foot cube centered on that point. Each creature in that area must make a Dexterity saving throw. A creature takes 5d12 bludgeoning damage on a failed save, or half as much damage on a successful one. Additionally, the ground in that area

becomes difficult terrain until cleared. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand. Or you can clear the entire area as an action or bonus action during the duration.

Meld. You step into an earth or stone object or surface large enough to fully contain your body, melding yourself and all the equipment you carry with the stone for the duration. Using your movement, you step into the stone at a point you can touch. Nothing of your presence remains visible or otherwise detectable by nonmagical senses.

While merged with the stone, you can't see what occurs outside it, and any Wisdom (Perception) checks you make to hear sounds outside it are made with disadvantage. You remain aware of the passage of time and can cast spells on yourself while merged in the stone. You can use your movement to burrow through nonmagical, unworked earth or stone. While doing so, you don't disturb the material you move through. The only movement you can use in magical or worked earth or stone is to leave the stone where you entered it.

Minor physical damage to the stone doesn't harm you, but its partial destruction or a change in its shape (to the extent that you no longer fit within it) expels you and deals 6d6 bludgeoning damage to you. The stone's complete destruction (or transmutation into a different substance) expels you and deals 50 bludgeoning damage to you. If expelled, you fall prone in an unoccupied space closest to where you first entered.

Passage. A passage appears at a point of your choice that you can see on an earth or stone surface (such as a wall, a ceiling, or a floor) within range, and lasts for the duration. You choose the opening's dimensions: up to 10 feet wide, 20 feet tall, and 40 feet deep. The passage creates no instability in a structure surrounding it. When the opening disappears, any creatures or objects still in the passage created by the spell are safely ejected to an unoccupied space nearest to the surface on which you cast the spell. Openings created by this effect end when the duration expires, or you can open or close a passage as an action or bonus action during the duration.

Shape. You touch an earth or stone object or section of earth or stone no more than 20 feet in any dimension and form it into any shape that suits your purpose. Fine mechanical detail isn't possible, but other aspects of the final shape depend upon your skill at working stone. If you shape a stone wall or similar barrier, use the statistics for a wall of stone of the appropriate dimensions.

Transmute Mud to Rock. Nonmagical mud or quicksand in up to a 40-foot square no more than 10 feet deep within range transforms into soft stone. Any creature in the mud when it transforms must make a Dexterity saving throw. On a successful save, a creature is shunted safely to the surface in an unoccupied space. On a failed save, a creature becomes restrained by the rock. A restrained creature, or another creature within reach, can use an action to try to break the rock by succeeding on a DC 20 Strength check or by dealing damage to it. The rock has AC 15 and 25 hit points, and it is immune to poison and psychic damage. You can use this effect to end a Rock to Mud effect.

Transmute Rock to Mud. Nonmagical rock of any sort in up to a 40-foot cube within range becomes an equal volume of thick, flowing mud. The ground in the spell's area becomes muddy enough that creatures can sink into it. Each foot that a creature moves through the mud costs 4 feet of movement, and any creature on the ground when you cast the spell must make a Strength saving throw. A creature must also make the saving throw when it moves into the area for the first time on a turn or ends its turn there. On a failed save, a creature sinks into the mud and is restrained, though it can use an action to end the restrained condition on itself by pulling itself free of the mud. You can use this effect to end a Mud to Rock effect.

If you cast the spell on a ceiling, the mud falls. Any creature under the mud when it falls must make a Dexterity saving throw. A creature takes 4d8 bludgeoning damage on a failed save, or half as much damage on a successful one.

Other than the Passage and Meld effects, the lasting effects of this spell are permanent, remaining for as long after the duration as a normal area or object of earth, stone, or mud of its type.

Classes: Druid, Sorcerer, Wizard

CONTROL FLAMES

transmutation cantrip

Casting Time: 1 Action

Range: 60 feet

Components: S

Duration: Instantaneous

You choose nonmagical flame that you can see within range and that fits within a 5-foot cube. You affect it in one of the following ways:

- You instantaneously expand the flame 5 feet in one direction, provided that wood or other fuel is present in the new location.
- You instantaneously extinguish the flames within the cube.
- You double or halve the area of bright light and dim light cast by the flame, change its color, or both. The change lasts for 1 hour.
- You cause simple shapes—such as the vague form of a creature, an inanimate object, or a location—to appear within the flames and animate as you like. The shapes last for 1 hour.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

As you gain levels you can have additional non-instantaneous effects of this spell active at the same time. Four non-instantaneous effects at 5th level, five effects at 11th level, and six effects at 17th level.

Additionally, starting at 5th level, you can cast this spell to cause the flame to lash out at a target within 5 feet of the affected fire. Make a melee spell attack, on a hit the target suffers 1d4 fire damage. This damage increases to 2d4 at 11th level, and to 3d4 at 17th.

Classes: Cleric (Fire), Druid, Sorcerer, Wizard

CORROSIVE CLINCH

conjuration cantrip

Casting Time: 1 Action

Range: Self

Components: V

Duration: Instantaneous

You conjure corrosive acid as you attempt to grapple an opponent. As part of the Action used to cast this spell, you must make a grapple attempt against one creature within you reach otherwise the spell fails. On a successful grapple, the corrosive begins to eat at the target, it suffers 1d8 points of acid damage if it is still grappled at the end of its next turn.

You can cast this spell as an Action targeting a creature you already have grappled, make a grapple attempt, if successful the target suffers 1d8 acid damage immediately. Success or failure, the target remains grappled and suffers an additional 1d8 points of acid damage if it is still grappled at the end of its next turn.

You can also cast this spell as an Action when you touch an unattended Medium sized or smaller nonmagical object, if you maintain contact with the object until the start of your next turn it suffers 2d8 acid damage. An item reduced to 0 hit points by this damage is dissolved. If the target is a Large or larger object this effect dissolves a 5-foot-cube portion of it. A magic item is unaffected by this spell, as are items composed of glass or gemstone.

The acid damage increases as you reach higher levels. At 5th-level, you deal 1d8 acid damage to the target if you succeed on a grapple attempt, or 2d8 if the target was already grappled, and the damage a target takes at the end of its next turn if it remains grappled by you increases to 2d8. Both damage rolls increase by 1d8 at 11th-level and 17th-level. The damage to an object increases by 2d8 at 5th-level (4d8), 11th-level (6d8), and 17th-level (8d8).

Classes: Druid, Sorcerer, Warlock, Wizard

CORROSIVE LUMINESCENCE

1st-level conjuration

Casting Time: 1 Action

Range: 60 ft

Components: V, S

Duration: Concentration, up to 1 minute

You conjure a cloud of corrosive luminescent dust in a 15-foot cube within range. Any creature and object in the area when the spell is cast is coated in a layer of the glowing dust. Each creature or object coated in the dust sheds dim light in a 5-foot radius and can't benefit from being invisible. In addition, each coated organic creature or unattended organic object suffers 1d4 acid damage at the start of each of your turns for the duration.

A creature that immerses itself in water can wash off the acidic dust, ending the effect on that creature. A create water or similar spell that creates heavy rain can also wash away the dust on objects and creatures within the area of the rain after 1 round. A creature use an Action to scrub itself free of the dust, ending the effect on itself at the start of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the acid damage increases by 1d4 per slot level above 1st.

Classes: Artificer, Druid, Sorcerer, Wizard

CORUSCATING FILAMENTS

7th-level evocation

Casting Time: 1 Bonus Action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute.

You create a 5-foot-diameter sphere composed of coruscating filaments of lightning in an unoccupied space you can see within range. For the duration, any creature that ends its turn within 5 feet of the sphere or enters the sphere's space for the first time on a turn suffers 5d12 lightning damage.

When you cast the spell, you can imbue any number of creatures you can see within range with a charge complementary to that of the sphere, the designated creatures are unaffected by the spell. While the spell lasts, at the end of each of your turns filaments of lightning blast out from the sphere. Creatures other than those you designated within 30 feet of the sphere must make a Dexterity saving throw. On a failed save a creature suffers 5d12 lightning damage, or half as much damage on a success. A creature failing this Dexterity saving throw must also make a Strength saving throw. On a failed Strength save the creature is pulled 30 feet towards the sphere. On a success the creature is pulled only 10 feet.

As a Bonus Action, you can move the sphere up to 60 feet. If you ram the sphere into a creature, that creature suffers 5d12 lightning damage, and the sphere stops moving in that creature's space this turn. The sphere floats in the air and you may move it both vertically and horizontally.

At Higher Levels. If you cast this spell using a spell slot of 8th-level or higher, the damage increases by 1d12 per slot level above 7th.

Classes: Druid, Sorcerer, Wizard

CRAFT AMMUNITION

1st-level conjuration

Casting Time: 10 minutes

Range: Touch

Components: S, M (artisan tools)

Duration: 24 hours

When you cast this spell, you use artisan tools appropriate to the type to magically craft 20 magical arrows, bolts, or sling bullets without expending materials. This ammunition is considered magical for the purposes of overcoming damage resistance or immunity.

When used in an attack, hit or miss, the ammunition disappears after the attack is completed. The ammunition also disappears when the duration expires.

At Higher Levels. If you cast this spell using a 2nd or 3rd level spell slot, the ammunition gains a +1 bonus to attack and damage rolls. If you use a 4th level or higher spell slot, the attack and damage bonus increases to +2. In addition, if you use a 3rd or 4th level spell slot this ammunition inflicts an additional 1d6 damage to a creature affected by your *hunter's mark*, this increases to 2d6 if you use a 5th level slot.

Classes: Ranger

CREATE ICE

conjuration cantrip

Casting Time: 1 Action

Range: 60 feet

Components: S**Duration:** Concentration, up to 1 minute.

You create a sheet of slippery magical ice on a surface of your choice within range. Until the spell ends, the magical ice coats a 5-foot square. When the ice appears, a creature standing in its area must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone. The area of ice is difficult terrain.

If cast an area of water you can freeze a 5-foot cube of water for the duration, provided that there are no creatures in it. If you maintain concentration on the spell for the full minute, the water remains frozen for 1 hour before beginning to thaw normally.

If an area of magical fire overlaps the area affected by this spell, the ice evaporates.

This spell can also be cast to create the following minor effects that are instantaneous or last for 1 minute without concentration:

- You chill up to 1 cubic foot of non-living material.
- You create a small, harmless effect such as a sprinkling of snowflakes, a tiny ice sculpture, or a patch of thin frost.
- You create a rough tool or object made of ice that is no more than 1 pound in weight. This object is no more durable than a normal object of its size made of ice.
- If you target an area of snow, 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 can create a larger area of ice as you reach higher levels. At 5th level the ice coats any two adjacent 5-foot squares within range. This increases to three 5-foot squares at 11th level, and four 5-foot squares at 17th level. Alternatively, you can freeze the same number of 5-foot cubes of water.

Classes: Druid, Sorcerer, Wizard

CREEPING OOZE

5th-level conjuration

Casting Time: 1 Bonus Action**Range:** 60 feet**Components:** S, M (remains of a jellyfish)**Duration:** 1 minute

You conjure a translucent ooze at a point of your choice within range. While the ooze remains motionless, it is indistinguishable from a puddle and is invisible underwater. A creature must succeed on a Wisdom (Perception) check with a DC equal to your spell save DC to notice the ooze and fails this check unless it can see invisible creatures if underwater.

When you cast the spell, and as a bonus action during the duration, you can cause the ooze to move up to 30 feet (the ooze can climb and swim at this same speed) and lash out at a creature within 5 feet of it. Make a melee spell attack. You have advantage on this attack roll if the target did not notice the ooze. On a hit, the target takes 1d10 + your spellcasting ability modifier bludgeoning damage plus 1d12 acid damage and is restrained if it is size Large or smaller.

For as long as it remains restrained the target is unable to breathe or speak. In addition, the restrained target takes

2d12 acid damage if it is still restrained at the end of its turn. Each turn the target remains restrained by the ooze, the acid damage it suffers at the end of its turn increases by 1d12, to 3d12 at the end of the second turn, 4d12 on the third, etc. You can use a bonus action on your turn to cause the ooze to release a restrained creature.

A creature restrained by the ooze can use its action to make a Dexterity check against your spell save DC. On a success, it frees itself. When the spell expires the ooze dissolves into inert slime.

The ooze can be attacked. It has 50 hit points, an AC of 10 + your Spellcasting Ability modifier, and is immune to non-magical damage, and is resistant to magical damage other than cold or fire damage, and dissolves if destroyed. If the ooze is attacked while it has a creature restrained, the ooze takes only half the damage dealt to it, and the restrained creature takes the other half.

If you do not use a bonus action on your turn to command the ooze, if it does not have a creature restrained at the end of your turn, it moves 30 feet towards the nearest creature and makes an attack.

At Higher Levels. When you cast this spell using a spell slot of 6th-level or higher, the duration increases by 1 minute and the ooze's hit points increase by 10 for each slot level above 5th.

Classes: Druid, Sorcerer, Warlock, Wizard

CRITICAL INSIGHT

divination cantrip

Casting Time: 1 Action**Range:** Self (Special)**Components:** V**Duration:** Instantaneous

You make a short centering incantation as you make an attack against a target you can see. The attack affected by this spell can be an unarmed strike, a weapon attack, or a spell attack that you can make without casting the spell as part of this action. You score a critical hit with this attack on a roll of 19 or 20 (or increase your critical range by 1 if you already score a critical on a roll other than a 20). On a hit, the target suffers the attack's normal effects, and if you had advantage on the attack roll, the target suffers an additional 1d6 points of damage of the same type as the attack.

You only score a critical hit on a roll of other than 20 if you would normally hit with the attack roll, otherwise the result is a miss as normal.

When you reach 5th-level, the additional damage on a hit increases by 1d6, regardless of if you have advantage (+1d6 or +2d6 with advantage); this increases by a further 1d6 at 11th-level (+2d6 or +3d6 with advantage) and 17th-level (+3d6 or +4d6 with advantage). When you reach 11th-level or higher you score a critical hit using this spell on a roll of 18, 19, or 20 (or increase your critical range by 2 if you already score a critical on a roll other than a 20).

Classes: Artificer, Bard, Druid, Sorcerer, Warlock, Wizard

CRUSHING BLOW

transmutation cantrip

Casting Time: 1 Action**Range:** Special

Components: V, M (A melee weapon)

Duration: Instantaneous

A melee weapon wielded by you acquires additional mass and density as you make your strike. As part of the Action used to cast this spell, you must make a melee weapon attack that inflicts bludgeoning, piercing, or slashing damage against one target within your reach otherwise the spell fails. For the duration of this single attack, the melee weapon gains the Heavy property and is considered magical. On a hit, the target suffers the attack's normal effects plus additional damage if you attack with advantage or hit a slow or unmoving target.

If you hit with the weapon attack granted by this spell and you have advantage on the attack roll, the target has a Dexterity bonus to its AC of 0 or less, or the target's movement speed is currently 0, you inflict an additional 1d12 damage with the weapon attack.

Objects and structures always suffer this additional damage, as do creatures wearing heavy armor or with a Dexterity score of 10 or less, along with creatures suffering from the Grappled, Paralyzed, Petrified, Restrained, Stunned, or Unconscious conditions.

The additional mass imparted by the spell increases the damage of the weapon as you gain levels. The melee weapon attack inflicts an additional 1d12 damage to any target when you reach 5th level (1d12 or 2d12 if slow or unmoving or with advantage), the additional damage when you have advantage or against a slow or unmoving target increases to 2d12 at 11th level (1d12 or 3d12 if slow or unmoving or with advantage), and the additional damage on a hit to any target increases to 2d12 at 17th level (2d12 or 4d12 if slow or unmoving or with advantage).

Wild Synergy. This spell is especially devastating when used with the conjured weapon of an *earth hammer* spell or one created by a *shillelagh* or *stonebreaker* cantrip.

Classes: Druid, Sorcerer

CURSE OF EXHAUSTION

8th-level necromancy

Casting Time: 1 Action

Range: 150 feet

Components: V, S

Duration: Instantaneous

You curse a target with unending exhaustion and weariness. The target takes 2d6 necrotic damage and 2d6 psychic damage and must make a Constitution saving throw and a Wisdom saving throw.

On one failed save, the creature suffers two levels of exhaustion, and it cannot reduce its exhaustion level below 2 while this curse lasts. If it fails both saves it suffers four levels of exhaustion, and it cannot reduce its exhaustion level below 4 while this curse lasts.

At the end of every 30 days, the creature can repeat each saving throw against this spell that it previously failed. If it succeeds on both saving throws, the spell ends. If it succeeds on only one saving throw the effect of the spell is reduced as described above. The spell can also be ended by *greater restoration*, *heal*, or *wish*. Once the spell is ended, the target can reduce their level of exhaustion normally.

This spell has no effect on creatures immune to exhaustion.

Classes: Bard, Druid, Warlock, Wizard

CYCLE OF LIFE AND DEATH

1st-level abjuration

Casting Time: 1 Reaction

Range: Self

Components: S

Duration: 1 round

You can cast this spell as a reaction when you take necrotic or radiant damage. The spell captures some of the incoming energy, lessening its effect on you, transforming it into its opposite, 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 radiant damage (if the triggering damage type was necrotic) or an extra 1d6 necrotic damage (if the triggering damage type was radiant), 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.

Classes: Cleric, Druid

DASHING SMITE

2nd-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Instantaneous

As part of the bonus action used to cast this spell you take the Dash action. You may make one extra attack with a melee weapon at any point during your movement which inflicts an additional 2d8 points of damage of the weapon's type if it hits. You do not provoke attacks of opportunity during this movement.

At Higher Levels If cast using a spell slot of 3rd level or higher the distance you may move during the turn you cast this spell increases by 10 feet and the additional damage increases by 1d8 per slot level used above 2nd.

Classes: Bard, Paladin, Ranger, Warlock, Wizard

DETECT ENEMY

2nd-level divination

Casting Time: 1 Action

Range: Self

Components: S

Duration: Concentration, up to 10 minutes

For the duration, you know the direction of the nearest creature hostile to you within 60 feet, but not its distance from you. You can sense the presence of hostile creatures that are ethereal, invisible, disguised, or hidden, as well as those in plain sight. If you sense a hostile creature in this way, you can use your action to pinpoint the location of the closest such creature. For the duration of the spell, you also have advantage on Wisdom (Perception) and Wisdom (Insight) checks made to detect hostile creatures and on Initiative rolls.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the duration increases to 1 hour if using a 3rd level spell slot, 8 hours if using a 4th level spell slot, or 24 hours if an 5th level or higher spell slot is used. If cast using a spell slot of 6th level or higher, the range of the sense increases by 30 feet per slot level above 5th.

Classes: Cleric, Druid, Paladin, Ranger

DETECT SECRETS{FIND TRAPS}

2nd-level divination

Casting Time: 1 Action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes.

You sense the presence of any trap, secret door, hidden compartment, or other hidden or disguised construction within range. 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. A secret door or compartment for the purposes of this spell is any construction designed to prevent detection. Thus, the spell would sense an area affected by the alarm spell, a glyph of warding, or a mechanical pit trap, or a concealed panel in a wardrobe, but it would not reveal a natural weakness in the floor, an unstable ceiling, a hidden sinkhole, a magic ring that fell down a crack.

This spell merely reveals that a trap or secret construction is present. You don't learn the location of each trap or secret, but you do learn the general nature of the danger posed by a trap you sense or general size and composition of a hidden compartment. You also gain advantage on saving throws versus traps and Intelligence (Investigation) and Wisdom (Perception) checks made to search for traps, secret doors, hidden compartments, or similar mechanical or structural anomalies for the duration of the spell. The knowledge granted by this spell also grants advantage on attempts to disarm traps or open secret construction.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the duration increases to 1 hour if using a 3rd level spell slot, 8 hours if using a 4th level spell slot, or 24 hours if an 5th level or higher spell slot is used. If you cast this spell using a spell slot of 4th level or higher, it no longer requires concentration to maintain.

Wild Synergy. This is an altered version of the *find traps* spell, if a creature knows that spell it can replace it with this one.

Classes: Cleric, Druid, Ranger

DIRE POLYMORPH

6th-level transmutation

Casting Time: 1 Action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 hour

This spell transforms a creature that you can see within range into a ravaging mindless beast. An unwilling creature must make a Wisdom saving throw to avoid the effect. The

spell has no effect on a shapechanger or a creature with 0 hit points.

The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The new form can be any beast whose challenge rating is equal to or less than the target's (or the target's level, if it doesn't have a challenge rating), and the beast must be a predator or a beast with aggressive hostile instincts. The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen beast. It retains no vestige of its previous alignment or personality, instead the target loses the ability to distinguish friend from foe, regarding all creatures it can see as enemies, attacking the nearest creature on each of its turns until the spell ends, there are no visible creatures remaining, or the creature is reduced to 0 hit points.

The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech.

The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

At Higher Levels. If you cast this spell using a spell slot of 7th level or higher, you can choose one additional target per slot level above 6th.

Classes: Druid

DISPELLING STRIKE

4th-level abjuration

Casting Time: 1 Bonus Action

Range: Self

Components: V

Duration: Concentration, up to 1 minute.

The next time you hit a creature with an unarmed strike or weapon attack (ranged or melee) during this spell's duration, your attack glows with magical energy and deals an extra 4d10 force damage to the target. Additionally, any spell of 3rd level or lower on the target ends. For each spell of 4th level or above on the target make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, a spell is dispelled automatically if its level is less than the level of the spell slot you used and it inflicts an additional 1d10 force damage for each slot level used higher than 4th.

Classes: Bard, Cleric, Druid, Paladin, Sorcerer, Warlock, Wizard

DOWNDRAFT

3rd-level evocation

Casting Time: 1 Action

Range: 500 feet

Components: V, S

Duration: Instantaneous

You create a sudden extreme downward vortex of wind in a 20-foot radius by 80-foot-high column within range. Airborne creatures and objects caught in the area of a downdraft are knocked prone immediately plummet 80 feet straight downward, taking falling damage (1d6 points of damage per 10 feet fallen) if the downdraft makes them hit the ground or collide with an object.

A creature with a fly speed can make a Strength saving throw. On a successful save they are not knocked prone and are pushed only half the distance.

A creature riding a flying mount that is pushed by this spell must make a Dexterity saving throw or be knocked from the mount.

Creatures already on the ground must succeed on a Strength save or be knocked prone by the spell.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the height of the column and the distance it can push an airborne creature increases by 20 feet for each slot level above 1st.

Classes: Druid, Sorcerer, Wizard

DRAW ARROWS

1st-level conjuration

Casting Time: 1 Bonus Action

Range: 240 ft

Components: V, S

Duration: Instantaneous

You cast this spell as you return your last unfired arrow (or other ammunition) to its quiver. All pieces of ammunition that you fired at targets within range within the last minute are returned, intact, to your quiver. Magical ammunition that missed its target is returned, and retains its enchantment, while magical ammunition that hit its target is returned as mundane ammunition.

The maximum number of arrows that can be retrieved using this spell is 20.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the maximum number of arrows that can be retrieved increases by 20 per slot level above 1st.

Classes: Ranger

DRAW BLOOD

1st-level necromancy

Casting Time: 1 Reaction

Range: 10 feet

Components: S

Duration: Instantaneous

As a reaction when a creature you can see within range suffers slashing or piercing damage (or suffers some other wound that might cause it to bleed), you can draw the blood along with a portion of the creature's life force to yourself. The target suffers an additional 2d6 necrotic damage and you regain hit points equal to the necrotic damage suffered by the target.

Constructs and undead are immune to this spell, as are creatures that do not bleed.

At Higher Levels. If you cast this spell using a spell slot of 2nd level or higher, the necrotic damage increases by 1d6 per slot level above 1st.

Wild Synergy. If you have the Blood Magic sorcerer feature or the Blood Magic Adept feat, you can choose to gain blood magic dice in place of some of the hit points you would regain from this spell; to a maximum number of dice equal to your proficiency bonus.

Classes: Druid, Sorcerer, Warlock, Wizard

DROWN

6th-level conjuration

Casting Time: 1 Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Choose one creature you can see within range. The creature sputters and chokes, water gushing from its mouth and filling its lungs. The creature must make a Constitution saving throw. On a successful save, the spell ends and the target cannot speak and has disadvantage on attack rolls and ability checks until the start of your next turn as it expels the water from its lungs. On a failed save its lungs fill with water. For the duration of the spell, the target cannot speak and has disadvantage on attack rolls and ability checks.

During the creature's next turn, it can use its Action to attempt another Constitution saving throw. On a failed save, or if it does not use its action to make a save, it begins to drown. It can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 hit points and is dying, and it can't regain hit points or be stabilized until it can breathe again.

A creature attempting to stabilize a creature affected by this spell can use its Action to make a Wisdom (Medicine) check versus your spell save DC to expel the water. On a success, the spell ends, and the target can be stabilized normally.

Undead, constructs, creatures that do not need to breathe, and creatures that can breathe water are unaffected by this spell.

At Higher Levels. If you cast this spell using a spell slot of 7th level or higher, you can target an additional creature within range for each slot level above 6th.

Classes: Druid, Sorcerer, Warlock

EARTH HAMMER

2nd-level conjuration

Casting Time: 1 Bonus Action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You conjure a large stone hammer which appears in your hands. The magic of the spell connects you to the strength of the earth which allows you to easily wield the heavy weapon. The hammer lasts for the duration, if you end your turn without the hammer in your hand it disappears, but you can conjure the hammer again as a Bonus Action during the duration.

You can wield the earth hammer as a simple melee weapon with which you are proficient. It possesses the Two-Handed and Heavy properties and inflicts 2d12 bludgeoning damage on a hit. Hits from the hammer inflict double damage to unattended objects and structures. You can use your

Spellcasting Ability modifier in place of Strength on the attack and damage rolls using the weapon.

The *earth hammer* can be best wielded when firmly rooted upon solid earth. During any turn that you do not move, melee attacks made using this weapon have advantage if both you and the target are standing upon earth or stone.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the bludgeoning damage on a hit increases by 1d12 for every two slot levels above 2nd. When cast using a spell slot of 3rd or 4th level the weapon gains a +1 bonus to hit and damage, this increases to +2 using a 5th or 6th level slot, or +3 using a 7th level or higher slot.

Wild Synergy. If you use your Action to cast *crushing blow* you may use the *earth hammer* to make the melee attack. A small creature using its spellcasting ability modifier on attack and damage rolls can ignore the Heavy property of the weapon.

Classes: *Druid, Sorcerer*

EARTH SENSE

3rd-level divination

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: 8 hours

When you cast this spell, you gain tremorsense with a range of 30 feet while you are in contact with earth or stone or increase the range of your tremorsense by 30 feet if you already possess this sense. A creature with tremorsense can detect and pinpoint the origin of vibrations within a specific radius, provided that the creature and the source of the vibrations are in contact with the same ground or substance. Tremorsense can't be used to detect flying or incorporeal creatures. This sense is not blocked by solid barriers composed of earth or stone.

In addition, during the duration, you can sense the presence, quantity, and type of earth, stone, gems, or metal within range of your tremorsense and you have advantage on ability checks relating to earth, stone, or metal within this range. This spell is often used by dwarven mages to sense the presence of gems and precious metals within the earth.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can increase the range of your tremorsense by 30 feet or the duration of the spell by 8 hours per slot level above 3rd.

Classes: *Druid, Ranger, Sorcerer*

EARTH SHIELD

2nd-level conjuration

Casting Time: 1 Bonus Action

Range: Touch

Components: V, S

Duration: 1 minute

You must be standing upon earth or stone to cast this spell. You pull a sheltering wall of stone from the earth at a point adjacent to you. This wall grants you three-quarters cover from attacks originating beyond it. A target with three-quarters cover has a +5 bonus to AC and Dexterity saving throws.

The wall sinks back into the earth if you move or the spell ends. For the duration of the spell, you can reestablish the wall at a new location, or to protect against attacks from a different direction as a bonus action during your turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the duration increases by 1 minute per slot level above 2nd.

Classes: *Druid, Sorcerer*

EARTH STOMP

1st-level evocation

Casting Time: 1 Bonus Action

Range: up to 10 feet

Components: S

Duration: Instantaneous

You slam your foot into the ground causing a momentary tremor 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, is knocked prone, and cannot take reactions until the start of its next turn.

Creatures immune to the prone position automatically succeed on the saving throw versus this spell.

At Higher Levels. If you cast this spell using a spell slot of 2nd-level or higher, the damage increases by 1d6 and the range increases by up to 5 feet per slot level above 1st.

Classes: *Druid, Sorcerer, Wizard*

EARTHEN DURABILITY

1st-level transmutation

Casting Time: 1 Action

Range: Self

Components: V, S, M (a stone)

Duration: 8 hours

Your skin assumes a stony appearance and you gain a base AC of 13 + your Constitution modifier. If your AC would be higher due to the armor you are wearing, you use that AC instead.

At Higher Levels. If you cast this spell using a spell slot of 3rd-level or higher, the duration increases by 2 hours per slot level above 1st and bludgeoning, piercing, and slashing damage that you take from nonmagical weapons is reduced by 1 per two slot levels above 1st.

Classes: *Druid, Sorcerer*

EARTHSTRIDER

1st-level transmutation

Casting Time: 1 Action

Range: Touch

Components: V, S, M (a pinch of dirt)

Duration: 1 hour

You touch a creature. For the duration of the spell, it can move across difficult terrain made of earth or stone without expending extra movement or needing to make an ability check. While standing upon earth or stone it has advantage on Strength and Dexterity saving throws and checks made against effects that would push it or knock it prone.

In addition, when the target is subjected to an effect that would move it, knock it prone, or both, it can use its reaction to be neither moved nor knocked prone. Doing so immediately ends the spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature or increase the duration by 1 hour for each slot level above 1st.

Classes: Druid, Ranger

ELEMENTAL BLIZZARD

7th-level conjuration

Casting Time: 1 Action

Range: 500 ft

Components: V, S

Duration: Concentration, up to 1 minute.

Until the spell ends, freezing ice and snow fall in a 40-foot-tall cylinder with a 40-foot radius centered on a point you choose within range. The area is heavily obscured, and exposed flames in the area are doused.

The ground in the area is covered with slick ice, making it difficult terrain. When a creature enters the spell's area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw. On a failed save, it falls prone. A prone creature within the area must succeed on a Dexterity (Acrobatics) check versus your spell save DC to stand up. On a failed check, it uses half its movement in the attempt and remains prone.

Each creature that ends its turn within the area suffers 7d8 cold damage.

If a creature starts its turn in the spell's area and is concentrating on a spell, the creature must make a successful Constitution saving throw against your spell save DC or lose concentration.

At Higher Levels. If you cast this spell using an 8th level or higher spell slot the cold damage increases by 1d8 per slot level above 7th.

Classes: Druid, Sorcerer, Wizard

ELEMENTAL GUARDIANS

3rd-level conjuration

Casting Time: 1 Action

Range: Self

Components: V, S, M (material of the appropriate element)

Duration: Concentration, Up to 1 minute

You awaken the elemental spirits in the area to guard you. They ward the area around you to a distance of 15 feet for the duration. You may choose Earth, Air, Fire, or Water spirits when you cast this spell.

When you cast this spell, you can designate any number of creatures you can see to be unaffected by it. Affected creatures suffers an effect specific to each type of elemental:

Earth. You can choose this option when standing on earth or stone. When an affected creature walking or climbing on earth or stone enters the area for the first time on a turn or starts its turn there it must make a Strength saving throw or suffer 1d10 bludgeoning damage and have its speed reduced to 0 until the start of its next turn. A creature suffers half damage and its speed is only halved while in the area on a successful save.

Air. You can choose this option when outdoors under the open sky. Ranged weapon attacks made by affected creatures within the area or at unaffected targets within the area suffer disadvantage. When an affected creature enters the area for

the first time on a turn or starts its turn there it must make a Dexterity saving throw or suffer 1d10 thunder damage, a large sized or smaller flying creature is also knocked prone on a failed save. A creature suffers half damage on a successful save.

Fire. You can choose this option if there is a source of open flame in the area. When an affected creature enters the area for the first time on a turn or starts its turn there it must make a Dexterity saving throw or suffer 3d10 fire damage. A creature suffers half damage on a successful save.

Water. You can choose this option if you are on or within a body of water large enough to contain the area. When an affected creature in or on the water enters the area for the first time on a turn or starts its turn there it must make a Strength saving throw or suffer 1d10 bludgeoning damage and have its speed reduced to 0 until the start of its next turn. A creature suffers half damage and its speed is only halved while in the area on a successful save.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each slot level above 3rd.

Classes: Wizard, Sorcerer, Druid

ELEMENTAL SWARM

9th-level conjuration

Casting Time: 1 Action

Range: 120 feet

Components: V, S, M (burning incense for air, soft clay for earth, sulfur and phosphorus for fire, or water and sand for water)

Duration: Concentration, up to 1 minute

You briefly call forth an swarm of elementals to serve you. Choose up to five areas of air, earth, fire, or water that fills a 10-foot cube within range. Five large elementals appropriate to the area you chose appear in unoccupied spaces within 30 feet of the areas chosen. For example, a fire elemental emerges from a bonfire, and an earth elemental rises up from the ground. The elementals must all be of the same type and disappear when they drop to 0 hit points or when the spell ends.

The elementals are friendly to you and your companions for the duration. Roll initiative for the elementals as group, which have their own turn. They obey any verbal commands that you issue (no action required by you). If you don't issue any commands to the elementals, they defend themselves from hostile creatures but otherwise take no actions.

If your concentration is broken, the elementals disappear.

Classes: Druid, Wizard

EMPOWER CANTRIP

1st-level evocation

Casting Time: 1 Action

Range: Self

Components: M (a spellcasting focus)

Duration: Instantaneous

As part of the action used to cast this spell, you also cast a cantrip you know with a casting time of 1 Action that requires a saving throw to avoid the damage and effects of the cantrip. During the turn you cast this spell, any damage roll of the cantrip is increased by 1d8 and any creature

succeeding on its saving throw versus the cantrip still suffers half damage, but none of the cantrip's other effects.

At Higher Levels. If you cast this spell using a spell slot of 2nd level or higher, the additional damage increases by 1d8 per slot level above 1st.

Classes: Artificer, Bard, Cleric, Druid, Sorcerer, Warlock, Wizard

EMPOWERED WILD SHAPE

1st-level transmutation

Casting Time: 1 Action (or 1 bonus action)

Range: Self

Components: None

Duration: Instantaneous

You must have the Wild Shape class feature to cast this spell.

As part of the Action used to cast this spell you must use your Wild Shape feature to change form. You may choose one of the following effects for this transformation:

- Increase the maximum challenge rating of the form you may assume for this transformation by 1, to a maximum challenge rating equal to your druid level.
- Double the duration of this transformation.
- Cause your attacks in the beast form to count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.
- Ignore the prohibition against assuming a form with a swim or fly speed.
- Increase the form's current and maximum hit points by 5.

If you can change form using your Wild Shape as a bonus action, you may cast this spell as a bonus action. The effects of the spell last for the duration of the Wild Shape transformation.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, you can choose an additional effect, increase the maximum challenge rating by an additional 1, or increase the form's hit points by an additional 5 per slot level above 1st.

Classes: Druid

ENDURE ELEMENTS

2nd-level Abjuration (Ritual)

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: 24 hours

You protect your target from environments of extreme heat or cold. The target is immune to environmental conditions of extreme heat and cold or altitude, it does not have to make saving throws to avoid exhaustion from such conditions.

If the target is subject to a damaging attack of heat or cold, it gains resistance versus that one attack and the spell ends.

If cast as a ritual, you can protect a single creature as normal or a single tent or other structure no larger than a 25-foot cube. If cast on a structure the environment within remains comfortable for any creature within the structure.

At Higher Levels. If cast using a spell slot of 3rd-level or higher you can protect one additional target for each level slot above 2nd.

Classes: Cleric, Druid, Ranger, Sorcerer, Wizard

ENVENOM

conjuration cantrip

Casting Time: 1 Action

Range: Touch

Components: S, M (a poisoner's kit)

Duration: 1 minute

You conjure an injury poison to coat a weapon, ammunition, trap component, or other object that deals piercing or slashing damage. The poison remains potent for the duration, or until delivered through a wound or washed off, or you cast this spell again. A creature that takes piercing or slashing damage from an object coated with this poison must make a Constitution saving throw or suffer 1d4 poison damage.

If you are proficient with the poisoner's kit you use in the casting of this spell, the poison inflicts additional damage equal your proficiency bonus with that tool on a failed saving throw. Additionally if you have the ability to apply poison to a weapon or piece of ammunition as a bonus action, you can cast this spell as a bonus action.

The potency of the poison increases as you gain levels. The poison damage increases by 1d4 at 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Classes: Artificer, Druid, Wizard

EXPLOSIVE ARROW

1st-level conjuration

Casting Time: 1 Action

Range: Self

Components: S

Duration: Instantaneous

You conjure an aura of barely contained energy around your arrow (or another ranged weapon). As part of the action used to cast this spell you must make a ranged weapon attack, or the spell fails. If you hit with the attack, the target suffers the normal damage from the ranged weapon plus 1d8 fire damage. Hit or miss, the arrow erupts in a fiery explosion; the target of the attack and each creature within 5 feet of it must make a Dexterity saving throw. A creature takes 2d8 fire damage on a failed save, or half as much damage on a successful one.

At Higher Levels. If you cast this spell using a spell slot of 2nd level or higher, the damage caused by the explosion increases by 1d8 for each slot level above 1st; and the radius of the explosion increases by 5 feet for every two slot levels above 1st.

Classes: Ranger, Wizard

FALSE TRAIL

5th-level abjuration

Casting Time: 1 Action

Range: Self

Components: V, S, M (ashes from a burned leaf of mistletoe and a sprig of spruce)

Duration: 8 hours

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.

In addition, at the same time that you cast this spell, you can choose to have a false trail of tracks and signs start from your current location in a direction of your choice, leading at your speed in that direction. This false trail seems, to all mundane detection, as signs of your group's actual passage. If a creature uses magical means of tracking, it may make a Wisdom (Survival) check versus your spell save DC to determine the trail is false.

For the duration of this spell, a *locate creature* spell or similar magic cast to detect an affected creature indicates the direction of the false trail as the direction to the affected creature if it is cast at a level less than the level used to cast this spell.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the duration increases by 8 hours for each slot level above 5th.

Classes: Druid, Ranger

FETID QUAGMIRE

7th-level transmutation

Casting Time: 1 Action

Range: 500 feet

Components: V, S

Duration: Concentration, up to 1 Minute

You transform the ground in up to a 100-foot square within range into a fetid quagmire of acidic sludge. The affected area is difficult terrain. When a creature enters the area on a turn or starts its turn there it must make a Strength or Dexterity saving throw versus your spell save DC or become mired and have its speed reduced to 0. A mired creature can use its action to free itself or another creature it can reach by making a Strength check versus your Spell Save DC, removing the speed reduction on a success.

A creature that ends its turn within the area suffers 7d6 acid damage. A creature that falls prone within the area immediately suffers 7d6 acid damage and has disadvantage on ability checks to free itself.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the damage increases by 1d6 per slot level above 7th.

Classes: Druid

FEY STRIKE

1st-level evocation

Casting Time: 1 Bonus Action

Range: Self

Components: V

Duration: Concentration, up to 1 minute.

The next time you hit a creature with a weapon attack (ranged or melee) during this spell's duration, your weapon glows with a fey radiance, and the attack deals an extra 1d6 radiant damage. The target struck becomes outlined in flickering faerie fire. For the duration, it sheds dim light in a 10-foot radius.

Any attack roll against the affected creature has advantage if the attacker can see it, and the affected creature can't benefit from being invisible.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the additional radiant damage increases by 1d6 for every slot level used higher than 1st.

Classes: Bard, Druid, Paladin (Ancients), Ranger

FEYFIRE SHIELD

4th-level evocation

Casting Time: 1 Action

Range: Self

Components: V, M (a shield)

Duration: 10 minutes

For the duration of the spell a wooden shield wielded by you is outlined in flickering blue, green, or violet flame (your choice) that sheds dim light in a 10-foot radius.

For the duration of the spell, when a creature makes a melee attack against you, it must succeed on a Dexterity saving throw or suffer 2d8 radiant damage and be outlined in flickering fey light for 1 minute.

An affected creature sheds dim light in a 10-foot radius. Any attack roll against an affected creature has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

As a bonus action on each of your turns for the duration, you can make a melee spell attack using the shield against a target within your reach. On a hit, the target suffers 2d8 + your Spellcasting ability modifier radiant damage and is outlined in fey light as described above.

At Higher Levels. If you cast fey shield using a spell slot of 5th level or higher, the duration increases by 10 minutes per slot level above 4th.

Classes: Druid, Ranger

FIERY TEMPEST

9th-level evocation

Casting Time: 1 Action

Range: 600 ft

Components: V, M (a flaming piece of straw)

Duration: Concentration, up to 1 minute

A whirling tempest of wind and flame howls down to a point that you can see on the ground within range. The fiery tempest is a 20-foot-radius, 60-foot-high cylinder centered on that point. Until the spell ends, you can use your action to move the whirlwind up to 30 feet in any direction along the ground. The whirlwind sucks up any Medium or smaller objects that aren't secured to anything and that aren't worn or carried by anyone.

A creature must make a Dexterity saving throw the first time on a turn that it enters the whirlwind or that the whirlwind enters its space, including when the whirlwind first appears or when a creature starts its turn there. A creature takes 10d6 bludgeoning damage on a failed save, or half as much damage on a successful one. In addition, a Large or smaller creature that fails the save must succeed on a Strength saving throw or become restrained in the whirlwind until the spell ends. When a creature starts its turn restrained by the tempest, the creature is pulled 5 feet higher inside it, unless the creature is at the top. A restrained creature moves with the whirlwind and falls when the spell ends, unless the creature has some means to stay aloft.

A restrained creature can use an action to make a Strength or Dexterity check against your spell save DC. If successful, the creature is no longer restrained by the tempest and is hurled 3d6 × 10 feet away from it in a random direction.

A creature that ends its turn within the fiery tempest suffers 10d4 fire damage, a creature that ends its turn within 10 feet of the tempest suffers 5d4 fire damage.

Classes: Druid, Sorcerer, Wizard

FIND ANIMALS OR PLANTS

{LOCATE ANIMALS OR PLANTS}

2nd-level divination

Casting Time: 1 Action (Ritual)

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes.

When you cast this spell, and as an Action during the duration, you can 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.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the duration increases to 1 hour if using a 3rd level spell slot, 8 hours if using a 4th level spell slot, or 24 hours if an 5th level or higher spell slot is used.

Wild Synergy. This is an altered version of the *locate animals or plants* spell, if a creature knows that spell it can replace it with this one.

Classes: Bard, Druid, Ranger

FIRE SEEDS

6th-level conjuration

Casting Time: 1 Action

Range: Touch

Components: V, S, M (1 or more acorns or pinecones)

Duration: 1 hour

You turn acorns or pinecones into flaming missile weapons that you or another creature can use. You create from one to four missiles. Together, the seeds are capable of dealing 12d6 points of fire damage divided up among the missiles you create as you wish.

As an action during the duration, you, or another creature holding a seed can throw it at a point within 100 feet, the seed explodes at that point, or if it impacts a solid surface. Alternatively, you can use a reaction at any time to cause any or all fire seeds created by the spell to explode at their current location.

Each creature within 15 feet of the point where the seed explodes must make a Dexterity saving throw. A creature takes the seed's fire damage on a failed save, or half as much damage on a successful one.

Flammable objects in the area that aren't being worn or carried are set aflame, as are creatures that fail their saving throw. A creature set aflame suffers an additional 2d6 fire damage at the end of each of its turns. A creature can use its Action to make a DC 10 Dexterity check to extinguish the flame.

If the seeds are not thrown or triggered by the time the duration expires, they turn harmlessly to ash.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the total fire damage the seeds are capable of dealing increases by 2d6 for each slot level above 6th.

Classes: Druid

FIRE SERPENT

6th-level conjuration

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute.

A huge serpent made up of living flame lashes out from you. The area occupied by the serpent consists of up to sixteen adjacent 5-foot cubes, which you can arrange as you wish. At least one cube must be adjacent to you, and each cube must have at least one face adjacent to the face of another cube.

Each creature in the area when the effect appears must make a Dexterity saving throw. On a failed save a creature takes 7d8 fire damage, or half as much damage on a successful save. A creature must also make this saving throw when it enters the area for the first time on a turn.

A creature that ends its turn within the area suffers 7d8 fire damage.

The effect ends if you move to a location that is not adjacent to it or choose to end it on your turn (no action required). The effect sheds bright light within 20 feet, and dim light for an additional 20 feet. As an Action on your turn during the duration, you can cause the fire serpent to lash out in a new area, as described above.

In addition, for the duration of the spell, whenever a creature within 5 feet of you hits you with a melee attack, the attacker takes 2d8 fire damage.

At Higher Levels. If you cast this spell using an 7th-level or higher spell slot the fire damage increases by 1d8 per slot level above 6th.

Classes: Druid, Sorcerer, Wizard

FISSURE

2nd-level evocation

Casting Time: 1 Action

Range: Self (30 foot line)

Components: S

Duration: Instantaneous

You smash your foot or staff onto the ground causing the earth to erupt and crack in a line from you 30-feet long by 5-feet wide. Each creature in that line must make a Dexterity saving throw. If it fails it takes 2d12 points of bludgeoning damage and is pushed 10 feet to the side of the area and knocked prone. If it succeeds it is pushed 5 feet to the side of the area, takes half the bludgeoning damage, but is not knocked prone. This spell can only be cast on a surface connected to the earth.

This spell deals double damage to objects and structures. Unattended objects and structures in the spell's path automatically suffer damage, resulting in cracked stone, splintered wood, and disturbed earth. The area of the spell is difficult ground until cleared and may cause flooring to

collapse if sufficiently damaged. If the area encounters a wall or a door, that barrier suffers damage as well.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the bludgeoning damage increases by 1d12 for each slot level above 2nd.

Classes: Cleric, Druid, Sorcerer, Wizard

FIST OF UNYIELDING AIR

1st-level evocation

Casting Time: 1 Action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You create a blast of solidified air that bludgeons a single creature. A creature that you can see that is within 30 feet of you must make a Strength saving throw. On a failed save, the creature takes 3d8 bludgeoning damage and you can push it up to 20 feet away and knock it prone. On a successful save, the creature takes half as much damage and you don't push it or knock it prone. Only a creature of size Large or smaller may be pushed by this spell.

At Higher Levels. If you cast this spell at 2nd level or higher, you inflict an additional 1d8 bludgeoning damage for each slot level above 1st. If cast at 3rd level or higher you can push up to a huge sized creature. If cast at 6th level or higher you can push a gargantuan sized creature.

Classes: Druid, Sorcerer

FLAME BRAND {FLAME BLADE}

2nd-level evocation

Casting Time: 1 Bonus Action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You create a weapon of magical flame that you can wield for the duration. The weapon usually takes the form of a sickle or scimitar formed of fire. If you drop the weapon, it dissipates at the end of the turn. Thereafter, while the spell persists, you can use a Bonus Action to cause the weapon to reappear in your hand.

You can wield the weapon as a simple melee weapon with which you are proficient. It possesses the Finesse and Light properties and inflicts 3d6 fire damage on a hit. You can use your Spellcasting Ability modifier in place of Strength or Dexterity on the attack and damage rolls using the weapon.

When you cast the spell, or as a bonus action during the duration, you can choose to create two flame brands. If you do so the damage of each weapon is reduced by 1d6 and you can use a Bonus Action on your turn to make a single attack using the second weapon.

The weapon 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 4th-level or higher, the fire damage increases by 1d6 for every two slot levels above 2nd. When cast using a spell slot of 3rd or 4th-level the weapon gains a +1 bonus to hit and damage, this increases to +2 using a 5th or 6th-level slot, or +3 using a 7th-level or higher slot.

Wild Synergy. *Flame Brand* is an alternate version of the *flame blade* spell. If you know *flame blade* you may replace it with this spell. If you use your Action to cast *burning blade* or *smelting smite* you may use a *flame brand* to make the melee weapon attack.

Classes: Druid, Sorcerer

FLASH FREEZE

8th-level evocation

Casting Time: 1 Action

Range: 60 ft

Components: V, S

Duration: 1 minute

You attempt to freeze one target you can see within range solid. If the target is a creature, it must make a Constitution saving throw. On a failed save, it suffers 12d6 cold damage is restrained as it begins to freeze. On a successful save, the creature suffers half damage, and the spell ends.

A creature restrained by this spell must make another Constitution saving throw at the end of each of its turns. On a failed save, the creature suffers 6d6 cold damage. On a successful save, it suffers half damage. If it successfully saves against this spell three times, the spell ends. If it fails its saves three times, it is frozen. While frozen the creature is incapacitated, it remains restrained, and it suffers 6d6 cold damage at the end of each of its turns for the remaining duration. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.

A creature that is immune to cold damage automatically succeeds at the Constitution saving throw versus this spell. A creature Restrained or Incapacitated by this spell becomes Vulnerable to Bludgeoning damage. If killed by this spell, a creature is a frozen statue until it thaws.

At Higher Levels. If you cast this spell using a 9th-level spell slot, you may target two creatures instead of one, or impose disadvantage on the initial saving throw by a single creature.

Classes: Druid, Sorcerer, Warlock, Wizard

FLESH TO ICE

6th-level transmutation

Casting Time: 1 Action

Range: 60 feet

Components: V, S, M (a chunk of ice)

Duration: Concentration, up to 1 minute

You attempt to turn one creature that you can see within range into ice. If the target's body is made of flesh, the creature must make a Constitution saving throw. On a failed save, it suffers 8d6 cold damage and is restrained as its flesh begins to freeze. On a successful save, the creature suffers half damage and the spell ends.

A creature restrained by this spell must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this spell three times, the spell ends. If it fails its saves three times, it is turned to ice and subjected to the petrified condition for the duration. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.

If the creature is physically broken while petrified, it suffers from similar deformities if it reverts to its original state.

If you maintain your concentration on this spell for the entire possible duration, the creature is turned to ice until the effect is removed.

A creature that is immune to cold damage automatically succeeds at the Constitution saving throw versus this spell. A creature Restrained or Petrified by this spell becomes Vulnerable to Bludgeoning damage.

At Higher Levels. If you cast this spell using a spell slot of 7th level or higher, you can target an additional creature within range for each slot level above 6th.

Classes: Druid, Sorcerer, Warlock

FLOATING OOZE

1st-level conjuration

Casting Time: 1 Bonus Action

Range: 120 feet

Components: S, M (remains of a jellyfish)

Duration: 1 minute

You conjure 3-foot diameter mass of acidic ooze in an unoccupied space of your choice within range. The floating mass of ooze remains for the duration. Any creature that enters the ooze's space on a turn or ends its turn there must make a Dexterity saving throw. The creature takes 2d4 acid damage on a failed save, or half as much damage on a successful one.

When you cast the spell, and as a bonus action on your turn, you may float the mass up to 20 feet in any direction. If you move the ooze into a creature's space, that creature must make the saving throw against the ooze's damage, and the sphere stops moving in that creature's space this turn.

If you do not use your bonus action to command the ooze, it moves up to 20 feet towards the nearest creature at the end of your turn, stopping in the space of the first creature it encounters.

The ooze can be attacked. It has 10 hit points, is AC 10, and is immune to Acid, Cold, Lightning, and Slashing damage and non-magical damage of other sorts, is resistant to magical damage, and dissolves if destroyed.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the acid damage increases by 1d4 and the ooze had 10 additional hit points per slot level above 1st.

Classes: Druid, Sorcerer, Wizard

FOREST LORD

9th-level transmutation

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: 10 Minutes

Your skin appears barky, leaves sprout from your hair, and you gain the following benefits for the duration:

- You gain 30 temporary hit points and the effects of the *barkskin* spell.
- You make Constitution saving throws with advantage.
- You make Dexterity- and Wisdom-based attack rolls with advantage.

- While you are on the ground, the ground within 50 feet of you is difficult terrain for your enemies.
 - You gain a complete understanding of plant life around you. You know the direction, distance, condition, and type of all plants within 500 feet of you and gain the ability to enter a plant and move from inside it to inside another plant of the same kind within 500 feet. Both plants must be living and at least the same size as you. You must use 5 feet of movement to enter a plant. As part of the move used to enter the plant, can either pass into one of those plant or step out of the plant you're in. You appear in a spot of your choice within 5 feet of the destination plant, using another 5 feet of movement. If you have no movement left, you appear within 5 feet of the plant you entered.
 - You imbue plants within 50 feet of you with limited sentience and animation, giving them the ability to communicate telepathically with you and follow your simple telepathic commands, gaining the effects of a *speak with plants* spell.
 - Where any vegetation exists, you gain blindsight with a range of 50 feet.
 - You cannot be surprised by a plant creature, you have advantage on ability checks made to interact with them, and plant creatures within an intelligence score of less than 4 will not willingly attack you unless forced by magic.
- Additionally, when you cast this spell and as an action and/or bonus action on each of your turns for the duration you can cause or end one of the following effects:

Entangling Growth. Grasping weeds and vines sprout from the ground in a 50-foot radius around you. You can force creatures of your choice within this area to make a Strength saving throw or be restrained by the entangling plants until freed. 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.

Growth. Choose a point within 500 feet. All normal plants in a 100-foot radius centered on that point become thick and overgrown. A creature moving through the area must spend 4 feet of movement for every 1 foot it moves. You can exclude one or more areas of any size within the spell's area from being affected.

Regrowth. You regain the temporary hit points granted by the spell.

Spiked Growth. You cause the ground in a 50-foot radius centered on a point within 500 feet to sprout vicious spiked 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 effect is used must make a Wisdom (Perception) check against your spell save DC to recognize the terrain as hazardous before entering it.

Thorn Barrier. You create a wall of tough, pliable, tangled brush bristling with needle-sharp thorns. The wall is up to 15 feet long, up to 10 feet high and 5 feet thick. The wall blocks line of sight. If you use this effect again, any existing barrier disappears.

When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature

takes 7d8 piercing damage, or half as much damage on a successful save.

A creature can move through the wall, albeit slowly and painfully. For every 1 foot a creature moves through the wall, it must spend 4 feet of movement. Furthermore, the first time a creature enters the wall on a turn or ends its turn there, the creature must make a Dexterity saving throw. It takes 7d8 slashing damage on a failed save, or half as much damage on a successful one.

Thorn Whip. You cause the effect of a *thorn whip* cantrip at any point within 50 feet. If the cantrip pulls a creature, it instead pulls the creature towards the chosen point instead of towards you. If you know the *thorn whip* cantrip, it inflicts an additional 2d6 + your Spellcasting Ability modifier damage on a hit during this spell.

When the spell ends, the verdant power is released back into the land. All plants in a half-mile radius centered on you when the spell ends become enriched for 1 year. The plants yield twice the normal amount of food when harvested.

Classes: *Druid*

FREEZE

2nd-level transmutation

Casting Time: 1 Action

Range: 120 feet

Components: V, S, M (an insect frozen in ice)

Duration: Concentration, up to 1 minute

Choose a medium sized or smaller creature that you can see within range. The target suffers 2d4 cold damage and must succeed on a Constitution saving throw or be paralyzed for the duration.

At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends on the target.

A creature resistant to cold damage has advantage on saving throws versus this spell. A creature immune to cold damage automatically succeeds on its saving throw.

Alternatively, you can cast this spell to instantly freeze one unoccupied 5-foot cube of liquid, plus an additional 5-foot cube per slot level above 2nd.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, the cold damage increases by 1d4 and you can target one additional medium or smaller creature for each slot level above 2nd. The creatures must be within 30 feet of each other when you target them.

- Starting at 4th-level you can instead affect a single Large sized creature, plus an additional large creature per slot level above 4th.
- Starting at 6th-level, you can instead affect a single Huge creature, plus an additional huge creature per slot level above 6th.
- Starting at 8th-level, you can affect a single gargantuan creature or two such creatures using a 9th-level slot.

Wild Synergy. A Circle of the Land (Arctic) druid can replace the *hold person* spell from their Circle Spells feature with this spell.

Classes: *Druid, Sorcerer, Warlock, Wizard*

GELID SLOTH

3rd-level evocation

Casting Time: 1 Action

Range: 120 feet

Components: V, S, M (an insect frozen in ice)

Duration: Concentration, up to 1 minute

You evoke an aura of intense cold in a 30-foot cube within range. Each creature in the area when you cast the spell suffers 3d4 cold damage and must succeed on a Constitution saving throw or be slowed by the cold for the duration.

A slowed target's speed is halved, it takes a –2 penalty to AC and Dexterity saving throws, and it can't use Reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn.

If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted.

A creature affected by this spell makes another Constitution saving throw at the end of each of its turns. On a successful save, the effect ends for it.

A creature resistant to cold damage has advantage on saving throws versus this spell. A creature immune to cold damage automatically succeeds on its saving throw.

At Higher Levels. If you cast this spell using a spell slot of 4th-level or higher, the area increases by 5 feet and the cold damage by 1d4 per slot level above 3rd.

Wild Synergy. A Circle of the Land (Arctic) druid can replace the *slow* spell from their Circle Spells feature with this spell.

Classes: *Druid, Sorcerer, Wizard*



GIFTS OF THE NIGHT HUNTER

2nd-level transmutation

Casting Time: 1 Action

Range: Self

Components: S, M (a dark colored cloak)

Duration: 1 hour

You gain the senses and skills of the deadly hunters of the night, gaining the following benefits while the spell lasts:

- You gain Darkvision to a range of 60 feet or increase the range of your Darkvision by 60 feet if you already possess that sense.
- You have advantage on Dexterity (Stealth) checks
- You can take the Hide action as a bonus action on your turn and you can try to hide when you are lightly obscured from the creature from which you are hiding.
- When you are hidden from a creature and miss it with a ranged weapon attack, making the attack doesn't reveal your position.
- Dim light doesn't impose disadvantage on your Wisdom (Perception) checks relying on sight.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, the duration increases by 1 hour per slot level above 2nd.

Classes: Ranger

GLOBE OF ELEMENTAL WATER

2nd-level conjuration

Casting Time: 1 Action

Range: Self

Components: S

Duration: Concentration, up to 1 hour

You conjure a sphere of elemental water that surrounds you for 5 feet in every direction, filling available space. You must remain within the center of the sphere or the spell ends. As a bonus action on your turn you can command the sphere to move up to 30 feet along a solid surface or through liquid carrying you and any willing medium sized or smaller creatures you choose along with it. If the sphere moves off the edge of a solid surface, the sphere and creatures within fall, but suffer no damage if the fall is 30 feet or less and suffer half damage from falls of greater than this distance. Any gas the sphere moves through is pushed aside and does not affect those within the sphere. Creatures within the sphere count as being immersed in water and have resistance to fire damage. The Elemental Water of the sphere will not freeze but does not otherwise protect those within from cold damage.

Any creature that enters the sphere treats the area as difficult terrain unless they have a swimming speed. Creatures that cannot breathe water must hold their breath while within the sphere. Creatures within the sphere or attacking a creature within the sphere use the normal rules for moving and fighting underwater. When making a melee weapon attack, a creature that doesn't have a swimming speed (either natural or granted by magic) has disadvantage on the attack roll unless the weapon is a dagger, javelin, shortsword, spear, or trident. A ranged weapon attack automatically misses a target beyond the weapon's normal range. Even against a target within normal range, the attack roll has disadvantage unless the weapon is a crossbow, a net,

or a weapon that is thrown like a javelin (including a spear, trident, or dart).

At Higher Levels. If you cast this spell using a spell slot of 3rd-level or higher, the duration increases by 1 hour per slot level above 2nd. If you cast this spell using a spell slot of 4th-level or higher, you gain the ability to levitate the sphere, allowing you to move the sphere in any direction carrying you and other willing creatures along with it. If you cast this spell using a spell slot of 5th-level or higher, it does not require concentration to maintain.

Wild Synergy. This spell is used primarily by creatures that have a swim speed and can breathe water. It is also used as a method for creatures without a walking speed to move about on land.

Classes: Druid, Sorcerer

GRACEFUL ESCAPE

divination cantrip

Casting Time: 1 Action

Range: Self

Components: S

Duration: 1 round

As part of the Action used to cast this spell you take the Disengage Action or make an attempt to escape the Grappled or Restrained condition.

Additionally, to determine your Dexterity modifier for Dexterity checks and Dexterity saving throws made until the start of your next turn, you can add your Spellcasting Ability modifier to your Dexterity modifier, to a maximum of a +5 modifier. (If your maximum Dexterity or Spellcasting Ability is above a 20, you can increase the maximum for this modifier accordingly.)

You cannot cast this spell if wearing heavy armor.

As you gain levels the spell also increases your movement speed. Your movement speed increases by 5 feet for the turn you cast this spell when you reach 5th-level (+5 feet) and 17th-level (+10 feet). At 11th-level you also gain the benefits of the Dodge Action when you cast this spell.

Wild Synergy. If you can take the Disengage Action as a Bonus Action, you can cast this spell using a Bonus Action instead of an Action. If you do so, you do not also gain the benefits of the Dodge Action at 11th-level, unless you also have the ability to take the Dodge Action as a bonus action.

Classes: Bard, Druid, Wizard

GRANITE GRASP

transmutation cantrip

Casting Time: 1 Action

Range: Self

Components: V

Duration: 1 round

You ground yourself, making a connection to the strength of the earth as you cast this spell. As part of the Action used to cast this spell, you can make a Grapple or Shove attempt or an unarmed strike against one creature within you reach, attempt to break an object within your reach, or make an unarmed Disarm or Sunder attempt against an object being held within your reach. To determine your

Strength modifier for a Strength check or Unarmed Strike made as part of this spell, you can add your Spellcasting Ability modifier to your Strength modifier, to a maximum of a +5 modifier. (If your maximum Strength or Spellcasting Ability is above a 20, you can increase the maximum for this modifier accordingly.)

On a successful Grapple, Shove, Sunder attempt, or unarmed strike you can inflict 1d4 + your Strength modifier bludgeoning damage (or the normal damage for an unarmed strike + your Strength modifier) to the target creature or object. On a successful Disarm attempt you can grab the item if you wish.

Until the start of your next turn after you cast this spell, or until you move from your current location, you can use this spell's Strength modifier for ability checks, unarmed strikes, and saving throws using Strength.

If you cast this spell when you already have a creature grappled or are holding an object in your hands, you can crush the creature or object, inflicting the spell's damage automatically without an attack roll.

The crushing strength of the spell increases as you gain levels. You inflict an additional 2d4 damage with the spell at 5th level (+1d4+2d4+STR), 11th level (+1d4+4d4+STR), and 17th level (+1d4+6d4+STR).

Classes: Cleric (Earth, Strength), Druid, Sorcerer

GRANITE MAW

9th-level conjuration

Casting Time: 1 Action

Range: 500 feet

Components: V, S

Duration: Instantaneous

You cause a gargantuan maw of earth and stone to erupt from two points within range no more than 60 feet away from one another. Each creature in a line up to 40 feet wide and half as tall between those two points must make a Dexterity saving throw as the maw clamps shut. Creatures failing the saving throw, and objects and structures in the area not worn or carried by a creature suffer 20d8 bludgeoning damage and are knocked prone. On a successful saving throw a creature suffers half damage and is not knocked prone.

If a Huge or smaller creature fails this saving throw, it is restrained under the earth and rubble displaced by the effect. A restrained creature, or one that can reach it, can use its Action make a DC 15 Strength or Dexterity check to free the creature. The area of the spell is also difficult terrain until cleared. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

Classes: Druid, Sorcerer

GRASPING ROOTS

1st-level conjuration

Casting Time: 1 Bonus Action

Range: Self

Components: V, S, M (a root)

Duration: 1 minute

Grasping roots sprout around you, crawling along the ground to a distance of 10 feet for the duration. When you cast this spell, you can designate any number of creatures you

can see to be unaffected by it. An affected creature's speed is halved in the area, and when the creature moves more than 5 feet on a turn while within the area, it must succeed on a Dexterity saving throw or fall prone.

At Higher Levels. If you cast this spell using a spell slot of 2nd level or higher, the area affected by the spell increases by 5 feet per slot level above 1st.

Classes: Druid

GREATER SCRYING

7th-level divination

Casting Time: 1 minute

Range: Self

Components: V, S, M (A focus worth at least 1,000gp, such as a crystal ball, etc.)

Duration: Concentration, up to 1 hour

This spell functions as the 5th-level divination spell Scrying (PHB p.273) except that you can scry even other planes of existence and for as long as you maintain the spell you may, as an Action, switch your view to any location you know or to a creature that fails its save. In addition, you gain knowledge of the exact location of the target of your scrying and may teleport or plane shift there without failure.

At Higher Levels. If you cast this spell using a spell slot of 8th level or higher, the duration doubles for every slot level above 7th.

Wild Synergy. If you cast True Seeing while maintaining this spell you can perceive through the scrying with True Sight out to 120 feet as well.

Classes: Bard, Cleric, Druid, Warlock, Wizard

GREEN CURSE

6th-level transmutation

Casting Time: 1 Action

Range: 60 ft

Components: V

Duration: Concentration, up to 1 minute

You utter a curse which transforms a creature that you can see within range into a tree of their size. The creature must make a Wisdom saving throw. On a failed save, it is restrained as bark begins to cover its body and its limbs grow stiff. On a successful save, the creature isn't affected.

A creature restrained by this spell must make another Wisdom saving throw at the end of each of its turns. If it successfully saves against this spell three times, the spell ends. If it fails its save three times, it is transformed into a seemingly normal tree of their size. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.

If major limbs are removed from the tree, it suffers from similar deformities if it reverts to its original state.

If you maintain your concentration on this spell for the entire possible duration, the creature is transformed until the effect is removed. The creature ages only slowly while transformed, roughly 1 year for every 10 years that pass. A **remove curse** or similar magic is required to end the effect. A **speak with plants** spell can be used to communicate with the transformed creature.

At Higher Levels. If you cast this spell using a spell slot of 7th level or higher, you can affect one additional creature within range per slot level above 6th.

Classes: Druid

GREENSPIKE

transmutation cantrip

Casting Time: 1 Action

Range: 60 feet

Components: S, M (one or more thorns)

Duration: Instantaneous

You enchant a thorn causing it to grow to a spike the size of a dart and hurl it at a target within range. Make a ranged spell attack. On a hit, the target takes 1d4 + your Spellcasting Ability modifier piercing damage.

The spell hurls an additional thorn spike when you reach 5th level (2 spikes), 11th level (3 spikes), and 17th level (4 spikes). You can hurl the thorn spikes at the same target or at different ones. Make a separate attack roll for each spike.

A variation on this spell uses a blowgun as a material component. The range increases to 100 feet, but it requires two hands cast the spell.

Classes: Druid

GRIP OF BITTER FROST

evocation cantrip

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: Instantaneous

Ice flows from your hand as you grasp the target. Make a melee spell attack, on a hit the target suffers 1d8 cold damage and you may make an immediate Athletics check using your Spellcasting Ability to grapple the target if you have a free hand and the target is no more than one size larger than you. For as long as you maintain the grapple granted by this spell, up to 1 minute, the DC of the check to escape the grapple is your spell save DC.

If you hit a creature that you currently have grappled using this spell, that creature is restrained until it is no longer grappled. If you touch an unattended item when you cast this spell, for 1 minute the item can only be removed from your grasp with a successful Strength check versus your spell save DC or until you choose to release it.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Wild Synergy. If you cast this spell while under the effects of an *investiture of ice* spell, you inflict an additional 1d8 cold damage on a successful hit and the target has its speed halved until the start of your next turn.

Classes: Druid, Sorcerer, Warlock, Wizard

GUARDIAN STAFF

3rd-level conjuration

Casting Time: 1 Action

Range: 5 feet

Components: V, S, M (a staff druidic focus)

Duration: 1 hour

You plant your staff in the ground at a point within range and cause it to sprout into a huge animated tree. Any creature within the space the Awakened Tree grows to occupy is pushed to an unoccupied space adjacent to the tree. The tree has the statistics of an Awakened Tree except that its movement speed is 0. The awakened tree remains for the duration, or until the tree is reduced to 0 hit points or you use an Action to touch the tree and end the effect. When the effect ends the tree becomes a staff again.

The Awakened Tree takes its turn just after yours on your initiative and is friendly to you and creatures you choose when you cast the spell. The tree acts to guard and protect friendly creatures and attacks hostile creatures within its reach.

At Higher Levels. If you cast this spell using a spell slot of 4th level or higher, the duration increases to 8 hours at 4th level, plus 8 hours per slot level beyond 4th.

Classes: Druid

GUST

transmutation cantrip

Casting Time: 1 Action

Range: 30 ft

Components: V, S

Duration: Instantaneous

You seize the air and compel it to create one of the following effects at a point you can see within range:

- One Medium or smaller creature that you choose must succeed on a Strength saving throw or be pushed up to 5 feet away from you.
- You create a small blast of air capable of moving one object that is neither held nor carried and that weighs no more than 5 pounds. The object is pushed up to 10 feet away from you. It isn't pushed with enough force to cause damage.
- You create a harmless sensory effect using air, such as causing leaves to rustle, wind to slam shutters shut, or your clothing to ripple in a breeze.

The weight of an object that can be moved by this spell increases to 10 pounds at 5th level, 15 pounds at 11th level, and 20 pounds at 17th level. In addition, at 11th level gust can push a creature of up to size Large that fails its Strength save or push a Medium or smaller creature an additional 5 feet.

Additionally, starting at 5th level you can choose to inflict 1d4 bludgeoning damage on a creature failing its Strength saving throw versus this spell. This damage increases to 2d4 at 11th level, and to 3d4 at 17th.

Classes: Cleric (Air), Druid, Sorcerer, Wizard

HARVEST SICKLE

transmutation cantrip

Casting Time: 1 Bonus Action

Range: Touch

Components: V

Duration: 10 minutes

A single sickle you are holding is imbued with the life reaping power of the harvest. For the duration, you can use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using that weapon, the damage

die increases to a d6, and the weapon scores a critical hit on a roll of 19-20. The weapon also becomes magical, if it isn't already, and you can use it as a druidic focus. The spell ends if you cast it again or if you let go of the weapon.

The spell becomes more powerful as you gain levels. At 5th level you can affect 2 sickles or a single scimitar (the damage die of which increases to a d8) when you cast the spell, and when you engage in two-weapon fighting using a sickle affected by this spell, you can add your ability modifier to the damage of the second attack. At 11th-level the weapon(s) score a critical hit on a roll of 18-20, this changes to 17-20 at 17th level.

You may expend a use of your Wild Shape feature when you cast this spell. If you do so the duration increases by 1 hour and the weapon(s) gain a bonus to hit and damage as you gain levels: At 5th level the weapon(s) gain a +1 bonus on attack and damage rolls, this increases to +2 at 11th level, and to +3 at 17th level.

Classes: *Druid*



HEARTH WARD

3rd-level abjuration (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (rare materials and powered minerals worth 250gp which the spell consumes)

Duration: Until dispelled

You weave a set of magical protections about a specific structure. A structure of up to 2500 square feet can be protected by a casting of this spell. Multiple castings can be tied together to protect a larger structure. The entire structure, as well as all windows, doors, and other entrances are protected by an Arcane Lock spell and gain resistance to all damage types.

A *knock* spell can only bypass an Arcane Lock on the warded structure if the caster of the knock succeeds at an ability check using its spellcasting ability vs your spell save DC.

You or anyone you designate is mentally notified if any creature other than those you have authorized enters the structure uninvited, or if the structure is damaged, or if an attempt is made to gain unauthorized entrance to the structure. You can change what creatures are authorized as an Action at any time.

A *Hearth Ward* protecting an entire structure can only be dispelled if the underlying structure is materially destroyed.

You can also use the *Hearth Ward* as the foundation for other abjuration spells:

- **Endure Elements.** The interior of the structure remains at a constant temperature; the spell becomes permanent until dispelled.
- **Glyph of Warding.** A glyph of warding can be attached to the wards in such a way that it triggers on attempts to damage the structure, pick a lock, the casting of a knock spell, etc. An object inscribed with a glyph within the ward can be moved around freely as long as it does not leave the warded area. (It can also be set to trigger if removed from the warded area.)
- **Magic Circle.** A magic circle can be tied to a *Hearth Ward* in such a way to prohibit entry one type of creature described in the spell. If cast in such a way, the magic circle protects the structure and anyone within from such a creature as described in the spell and requires 500gp in components but becomes permanent until the structure is destroyed. This can be done multiple times, each casting hedging out one listed type of creature.
- **Nondetection.** Can be set to trigger if an unauthorized creature attempts to scry or use divination magic at a target within the structure, the spell then lasts for 24 hours. You or anyone you designate is alerted if this occurs. If cast on a warded structure every day for 30 days, the effects of a *Nondetection* spell can be made permanent on a structure.
- **Teleport Block.** Can be set to trigger if an unauthorized creature attempts to teleport into the structure, it then lasts for 24 hours. The caster of the *Hearth Ward* is alerted if this occurs.
- **Private Sanctum.** This spell can be tied to a structure protected by a *Hearth Ward*. If cast on a warded structure every day for 30 days, the effects of a *Private Sanctum* can be made permanent on the structure. You or anyone you designate can use an Action to change what properties of the sanctum are active at any time.
- **Forbiddance.** Can be made permanent on a structure protected by a *Hearth Ward* with a single casting.
- **Guards and Wards.** Can be set to trigger under certain conditions, the spell then lasts for up to 7 days.
- **Symbol.** A symbol can be attached to the wards in such a way that it triggers on attempts to damage the structure, pick a lock, the casting of a knock spell, etc. An object inscribed with a symbol within the ward can be moved around freely as long as it does not leave the warded area. (It can also be set to trigger if removed from the warded area.)

At Higher Levels. If you cast this spell using a spell slot of 4th-level or higher, area that can be affected increases by 2500 square feet per slot level above 3rd.

Classes: Cleric, Druid, Wizard

HEAT STROKE

3rd-level evocation

Casting Time: 1 Action

Range: 60 ft

Components: V, S

Duration: Concentration, up to 1 minute

Choose one creature you can see within range. That creature suffers 3d4 fire damage. A creature that suffers fire damage from this spell must make a Constitution saving throw. On a failed save it gains one level of exhaustion. Creatures wearing medium or heavy armor, or who are clad in heavy clothing, have disadvantage on the saving throw. Until the spell ends, you can use a bonus action on each of your subsequent turns to cause this damage to the target again.

Any levels of exhaustion caused by this spell go away when the fire damage inflicted by the spell is completely healed.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the damage increases by 1d4 and you may choose an additional target per slot level above 3rd.

Classes: Druid, Sorcerer, Wizard

HEDGE WALL

3rd-level conjuration

Casting Time: 1 Action

Range: 90 ft

Components: V, S, M (seven sharp thorns)

Duration: Concentration, up to 1 minute.

You cause a wall of thorny hedge to sprout from the ground at a point you can see within range. You can make the wall up to 30 feet long, 10 feet high, and 5 feet thick. You can shape the wall in any way you choose so long as it makes one continuous path along the ground. It blocks line of sight and provides total cover, but does not completely block movement. A creature must spend 3 feet of movement for every 1 foot it moves while in the hedge. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels.

The hedge is a flammable object made of growing plants that can be cleared. Each 5 foot section of hedge has AC 13 and can be removed by inflicting 50 points of damage of an appropriate type (typical slashing, fire, etc.). A creature attacking the hedge with a melee attack suffers damage as if it had moved into it unless attacking with a reach weapon or similar method.

If you cast this spell in an area of abundant plant life, the duration increases to 10 minutes and if you maintain your concentration on this spell for its whole duration, it becomes permanent and can't be dispelled. Otherwise, the hedge disappears when the spell ends.

At Higher Levels. If you cast this spell using a spell slot of 4th level or higher, you can increase the length of the wall by up to 30 feet per slot level above 3rd.

Classes: Druid

HIDE FROM ANIMALS

1st-level abjuration

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: 1 hour

You create a ward on a creature you touch that makes the target imperceptible to animals. Beasts cannot see, hear, or smell the warded creature. Even extraordinary sensory capabilities, such as blindsight and tremorsense, cannot detect or locate a warded creature. Beasts simply act as though the warded creatures are not there. The spell ends for a target that attacks a beast.

At Higher Levels. If you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature or extend the duration by 1 hour per slot level above 1st.

Classes: Druid, Ranger

HOARFROST

1st-level evocation

Casting Time: 1 Bonus Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You must know the *frostbite*, *grip of bitter frost*, or *ray of frost* cantrip to cast this spell.

The next time you hit a creature with a *ray of frost* or *grip of bitter frost* spell, or a target fails its saving throw to resist a *frostbite* spell cast by you, layers of intense chilling frost form on the target. The target suffers an additional 1d8 cold damage and is slowed for the duration.

A slowed target's speed is halved, it takes a –2 penalty to AC and Dexterity saving throws, and it can't use Reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn.

If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted.

A creature affected by this spell makes a Constitution saving throw at the end of each of its turns. On a successful save, the effect ends for it.

A creature immune to cold damage is immune to the slowing effect of this spell. A creature resistant to cold damage has advantage on its Constitution saving throw to remove the Slowed condition.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the additional cold damage inflicted by the spell increases by 1d8 for every slot level above 1st.

Classes: Druid, Sorcerer, Warlock, Wizard

HUMBLE HOMESTEAD

3rd-level conjuration

Casting Time: 10 minutes

Range: 50 ft

Components: V, S, M (a piece of stone or item from a structure with personal significance)

Duration: 24 hours

A humble abode of stone and earth rises from an area of earth that you can see within range. The small house rises from the earth in a 25-foot square or 15-foot radius circle, 10 feet high, at the point you choose. The area must not have any other structures or buildings on it. Any creatures or vegetation in the area is harmlessly lifted as the home rises.

The main structure is composed of local earth and un-mortared stone with a chimney protruding from an earthen roof and windows and doors of sturdy construction. The interior can be an open room or partitioned as you desire and is furnished with sturdy furniture, cookware, implements, simple tools, and other homey items. Such items disappear with the house when the duration expires or if taken more than 50 feet away from the abode. The walls of the abode are AC 15 and have 60 hit points. The doors and windows are sturdy wood, AC 14 and 20 hit points, and DC 16 to force open if barred.

If you have the appropriate artisan tool proficiency, this spell can be used to create a temporary forge, workshop, stable, or other structure that can fit within the dimensions. If you cast this spell again on the same location before the duration expires the duration is extended by 24 hours. If structure remains in existence for a season (90 days) it becomes permanent.

At Higher Levels. If you cast this spell using a spell slot of 4th-level or higher, you can either increase the duration by 24 hours or the size of the structure by an additional 25 foot square or 15 foot radius circle per slot level above 3rd.

Classes: Druid, Wizard

HUNTER'S SPEAR

1st-level divination

Casting Time: 1 Bonus Action

Range: Self

Components: S, M (a spear)

Duration: 10 minutes

As part of the bonus action used to cast this spell, you ready a spear. You gain the following benefits while wielding and attacking using that spear for the duration of the spell:

- Other creatures provoke an opportunity attack from you when they enter your reach.
- When you hit with an opportunity attack using the spear you inflict an additional 1d8 damage on a hit and the creature's speed becomes 0 for the rest of the turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the additional damage on a hit with an opportunity attack increases by 1d8 per slot level above 1st.

Classes: Ranger

ICE SPAR

2nd-level conjuration

Casting Time: 1 Bonus Action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You conjure a long spear of ice in your hand. The spear is as strong as steel, and it lasts for the duration. If you drop

the weapon, it dissipates at the end of the turn, but you can conjure the weapon again as a Bonus Action during the duration.

You can wield the ice spar as a simple melee weapon with which you are proficient. It possesses the Reach, Thrown (range 20/60), and Versatile properties and inflicts 1d8 piercing damage plus 1d8 cold damage on a hit. (The piercing damage increases to 1d10 if wielded two-handed.) You can use your Spellcasting Ability modifier in place of Strength on the attack and damage rolls using the weapon. If you throw the weapon it reappears your hand after the attack is made.

A target suffering cold damage from this spell during a turn must make a Constitution saving throw or have its speed reduced to 0 until the start of your next turn.

The blade of the spear sheds dim, cold, blue light in a 5-foot radius.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the cold damage increases by 1d8 for every two slot levels above 2nd. When cast using a spell slot of 3rd or 4th-level the weapon gains a +1 bonus to hit and damage, this increases to +2 using a 5th or 6th-level slot, or +3 using a 7th-level or higher slot.

Classes: Druid, Sorcerer

ICE SPIKES

3rd-level conjuration

Casting Time: 1 Bonus Action

Range: Self

Components: S, M (a drop of water or piece of ice)

Duration: 1 minute

You create six jagged spikes of ice. They float in the air, following your glance and gesture, poised to strike. When you cast the spell — and as an action and/or bonus action on each of your turns thereafter — you can send a spike hurtling towards a target within 150 feet of you.

Make a ranged spell attack against the target. On a hit, the target takes 1d10 + your spellcasting ability modifier piercing damage. Hit or miss, the shard then explodes in a burst of intense cold. The target and each creature within 5 feet of it must succeed on a Constitution saving throw or take 3d6 cold damage, suffering half damage on a successful save.

The spell ends when all spikes have been expended or the duration expires. If you fail a saving throw versus a spell of magical fire of a higher level than the level at which ice spikes was cast, the spell ends early.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the number of spikes created increases by two and the cold damage increases by 1d6 for each slot level above 3rd.

Classes: Druid, Sorcerer, Wizard

ICY TORRENT

5th-level conjuration

Casting Time: 1 Action

Range: Self

Components: V, S, M (a drop of water or sliver of ice)

Duration: Concentration, up to 1 minute

A torrent of ice slivers streams out from your hand in a 5-foot-wide, 60-foot-long line or a 30-foot cone. Each creature in the line must make a Dexterity saving throw and

a Constitution saving throw. On a failed Dexterity save, a creature takes 5d4 piercing damage. On a failed Constitution saving throw it suffers 5d6 points of cold damage and its speed is halved until the start of your next turn. On a successful save, it takes half as much damage and a successful Constitution save removes the speed reduction.

For the duration, you gain resistance to cold and fire damage and jagged shards of ice float about your hands. You can create a new torrent of ice as your Action and/or Bonus Action on any turn until the spell ends. A creature in the area of more than icy torrent during a turn is affected only once.

At Higher Levels. When you cast this spell using a spell slot of 6th-level or higher, the piercing damage increases by 1d4 and the cold damage increases by 1d6 for each slot level above 5th.

Classes: Druid, Sorcerer, Wizard

IMPEL WEAPON

transmutation cantrip

Casting Time: 1 Action

Range: Special (20/60 feet)

Components: V, M (a weapon)

Duration: Instantaneous

You telekinetically propel a thrown weapon or ranged projectile. If the weapon is not normally a ranged weapon it gains the thrown property with a range of 20/60; a thrown or ranged weapon's range increases by 20-feet additional short range and 60-feet additional long range.

As part of the Action used to cast this spell, you must make a thrown or ranged weapon attack against one target within the weapon's range otherwise the spell fails. On a hit, the target suffers the attack's normal effects. If the attack is made at Short Range, the target suffers an additional 1d6 points of the weapon's damage type.

The force of the impelled weapon increases as you gain levels causing additional damage of the weapon's type. The range of the weapon increases by 10/30 and the damage of the weapon increases by 1d6 regardless of range when you reach 5th-level (+30/90 range and +2d6 damage at short range or +1d6 damage at long range), 11th-level (+40/120 range and +3d6 or +2d6 damage), and 17th-level (+50/150 range and +4d6 or +3d6 damage).

Wild Synergy. You can hurl or sling a pebble affected by a *magic stone* cantrip as part of the casting of this spell. If you do so, you use your Spellcasting Ability instead of Strength or Dexterity for the attack and damage roll of the ranged weapon attack and attacking at long range doesn't impose disadvantage on your attack roll. The base range of a *magic stone* thrown using this spell becomes 60/180. The base range of a *magic stone* slung using this spell becomes 90/360.

Classes: Bard, Druid, Sorcerer, Warlock, Wizard

INDUCE MADNESS

6th-level enchantment

Casting Time: 1 Action

Range: 120 ft

Components: V, S

Duration: Instantaneous

You reach out with an insidious psychic attack in an attempt to induce madness within a single creature within range. The target takes 6d6 psychic damage and must make a Charisma saving throw. On a failed save the target must roll on the Short-Term Madness table on p. 259 of the *Dungeon Master's Guide* and suffers the resulting madness for 1d10 minutes. On a successful save, the effect ends for that creature.

When this short-term madness ends, the target must make a Wisdom saving throw. On a failed save the target must roll on the Long-Term Madness table on p. 260 of the *Dungeon Master's Guide* and suffers the resulting madness for 1d10x10 hours. On a successful save, the effect ends for that creature.

When this long-term madness ends, the target must make a Wisdom saving throw. On a failed save the target must roll on the Indefinite Madness table on p. 260 of the *Dungeon Master's Guide* and suffers the resulting madness permanently. On a successful save, the effect ends for that creature.

A calm emotions spell can suppress the effects of madness, while a lesser restoration or remove curse spell can rid a character of a short-term or long-term madness. A greater restoration spell or more powerful magic is required to rid a character of indefinite madness.

At Higher Levels. If you cast this spell using a spell slot of 7th-level or higher, you can affect an additional creature and the psychic damage increases by 1d6 per slot level above 6th.

Classes: Bard, Druid, Warlock, Wizard

INTENSIFY FLAME

1st-level conjuration

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: 10 minutes

You must know the *produce flame* cantrip to cast this spell.

As part of the action used to cast this spell you cast the *produce flame* spell. For the duration of that spell the illumination provided by the flame increases to providing bright light in a 20-foot radius and dim light for an additional 20 feet and you inflict additional damage equal to your Spellcasting Ability modifier on a hit with an attack using the flame. In addition, instead of ending when you attack using *produce flame*, a new flame immediately appears in your hand while *intensify flame* lasts, additionally you can attack using the flame when a creature provokes an opportunity attack from you.

At any point during the duration you can expend the spell when you hit a target with an attack using the flame. This ends the spell and causes the target suffer an additional 2d8 fire damage and be set aflame, suffering an additional 1d8 damage at the end of each of its turns, and shedding bright light in a 20-foot radius and dim light for an additional 20 feet. A creature can end this damage by using its Action to make a DC 10 Dexterity check to extinguish the flames.

At Higher Levels. If you cast this spell using a spell slot of 2nd level or higher, the initial damage when expended increases by 1d8 for each slot level above 1st.

Classes: Druid

INTUITION

1st-level divination

Casting Time: 1 Bonus Action

Range: Self

Components: V

Duration: 8 hours

At any point during the duration, when you roll initiative or are a target of an attack, spell, or other dangerous situation you can get a brief forewarning of the outcome; when an attack roll is made against you, or you make a saving throw or check to avoid danger, or you roll initiative, you can expend this spell to reroll a saving throw, ability check, or initiative roll or to cause an attack against you to be rerolled.

When you cause a reroll using this spell, you may choose which result is used. You can choose to expend this spell after the roll, but before the DM determines success or failure, before initiative order is announced, or before damage is dealt. If you use this spell to reroll an initiative roll, you may act normally during the first round of combat, even if you would normally have been surprised. Once you use the reroll, the spell ends. The spell also ends if you cast it again.

It does not take an action to cause a reroll using this spell and you can expend the spell even if you are surprised or unaware of the attack or danger.

At Higher Levels. If you cast this spell using a spell slot of 2nd-level or higher, you can gain one additional reroll before the spell ends per slot level above 1st.

Classes: Bard, Druid, Wizard

LAVA WALL

8th-level evocation

Casting Time: 1 Action

Range: 240 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You create a wall of molten lava on a solid surface within range. The wall is 5 feet thick and is composed of eight 10-foot-by-20-foot panels. Each panel must be contiguous with at least one other panel. The wall blocks line of sight and lasts for the duration.

When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 10d10 fire damage, or half as much damage on a successful save. The creature is then pushed to one side of the wall (your choice).

A creature can move through the wall, albeit slowly and painfully. For every 1 foot a creature moves through the wall, it must spend 4 feet of movement.

A creature that enters the wall for the first time on a turn or starts its turn there suffers 10d10 fire damage. A creature that ends its turn inside the wall suffers 8d10 fire damage. A creature that ends its turn within 10 feet of the wall suffers 4d10 fire damage.

As an action during the duration, you can cause an eruption within one 10-foot section of the wall. Each creature within 10 feet of that wall section must make a Dexterity saving throw. On a failed save a creature takes 8d10 fire damage, or half as much damage on a successful save. A creature within a wall section when it erupts is pushed to one side of the wall (your choice).

If you maintain your concentration on this spell for its whole duration, the wall cools and becomes a permanent 5-foot-thick wall of stone and can't be dispelled. Otherwise, the wall disappears when the spell ends.

The wall damages objects within 10 feet of it and ignites flammable objects that aren't being worn or carried within that area.

At Higher Levels. If you cast this spell using a spell slot of 9th level, you can create four additional wall panels.

Classes: Druid, Sorcerer, Wizard

MAGIC FANG

2nd-level transmutation

Casting Time: 1 Bonus Action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

You touch a creature. Until the spell ends that creature's attacks using unarmed strikes or natural weapons become magical, with a +1 bonus to attack rolls and damage rolls.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the bonus increases to +2. When you use a spell slot of 6th level or higher, the bonus increases to +3.

Wild Synergy. You can expend a use of your Wild Shape when you cast this spell, if you do so the spell does not require concentration to maintain and lasts for a number of additional hours equal to half your druid level (round down).

Classes: Druid

MAGIC QUIVER

1st-level transmutation

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 Hour

You touch a quiver containing arrows or bolts. When you make an attack using an arrow drawn from the quiver, the arrow is magical and has a +1 bonus to hit and damage. The spell's magic ends on the piece of ammunition when it hits or misses, and the spell ends when four pieces of ammunition have been drawn from the quiver.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the number of pieces of ammunition you can affect with this spell increases by two for each slot level above 1st. Additionally, the bonus to hit and damage increases to +2 if a 3rd or 4th level spell slot is used and to +3 at 5th level or higher.

Classes: Artificer, Ranger, Wizard

MAKE WHOLE

6th-level transmutation

Casting Time: 1 Action

Range: 60 feet

Components: V, S, M (a tool related to the item to be repaired)

Duration: Instantaneous

Choose an object, structure, or construct you can see within range. The target regains 70 hit points, has missing or

destroyed pieces restored, and any AC reduction or damage penalty due to rust or corrosive effects is removed. If you have proficiency in a related artisan tool, such as smith's tools for metal objects, mason's tools for stone objects, etc., you restore additional hit points equal to double your proficiency bonus.

If you cast this spell upon a construct, any negative conditions or effects on the target are removed. If cast on a destroyed magical item or construct within 10 days of the event that caused its destruction the enchantment is restored as well. A machine restored to full hit points using this spell is also restored to full function.

At Higher Levels. When you cast this spell using a spell slot of 7th-level or higher, the number of hit points restored increases by 20 for each slot level above 6th. This length of time since destruction in which the enchantment of a destroyed construct or magical item can be restored is increased to 1 year if cast at 7th-level, 100 years if cast at 8th-level, and has no limit if cast using a 9th-level spell slot.

Classes: Bard, Cleric, Druid, Sorcerer, Wizard

MASS ANIMAL FRIENDSHIP

5th-level enchantment

Casting Time: 1 Action

Range: 60 feet

Components: V, S

Duration: 24 hours

This spell lets you convince beasts that you mean them no harm. Beasts within range that can see and hear you, must succeed on a Wisdom saving throw or be charmed by you for the spell's duration. Creatures charmed by this spell are friendly to you and your companions for the duration. If you or one of your companions harm a target, that target may repeat the Wisdom saving throw, ending the effect on itself on a success.

Intelligent beasts are harder to control in this way for long. If the target has an Intelligence of 6 or higher, it can repeat the saving throw at the end of every hour until it succeeds and breaks free.

At Higher Levels. When you cast this spell using a spell slot of 6th-level or higher, the range increases by 10 feet and the duration by 24 hours per slot level above 5th.

Classes: Bard, Druid, Ranger

MASS CHARM MONSTER

8th-level enchantment

Casting Time: 1 Action

Range: 60 feet

Components: V, S

Duration: 8 hours

You attempt to charm up to 12 creatures of any type within range when the spell is cast. A target must make a Wisdom saving throw, and it 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 inflict damage upon it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creatures only realize they were charmed by you if they succeed on a Wisdom (Insight) check versus your spell save DC.

At Higher Levels. When you cast this spell using a 9th-level spell slot you can affect up to 18 creatures.

Classes: Bard, Druid, Sorcerer, Warlock, Wizard

MASS CHARM PERSON

5th-level enchantment

Casting Time: 1 Action

Range: 60 feet

Components: V, S

Duration: 8 hours

You attempt to charm up to 12 humanoid creatures within range when the spell is cast. A target must make a Wisdom saving throw, and it 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 inflict damage upon it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creatures only realize they were charmed by you if they succeed on a Wisdom (Insight) check versus your spell save DC.

At Higher Levels. When you cast this spell using a spell slot of 6th-level or higher, you can affect 3 additional humanoids per slot level above 5th. If you cast this spell using an 8th or 9th-level spell slot the duration increases to 24 hours.

Classes: Bard, Druid, Sorcerer, Warlock, Wizard

MASS CONTROL WATER

9th-level transmutation

Casting Time: 1 Action

Range: Sight

Components: V, S, M (a drop of water and a pinch of dust)

Duration: 8 hours

Until the spell ends, you control any freestanding water inside an area you choose that is a cube up 1 mile. You can choose from any of the following effects when you cast this spell. As an action on your turn, you can repeat the same effect or choose a different one.

Flood. You cause the water level of all standing water in the area to rise by as much as 50 feet. If the area includes a shore, the flooding water spills over onto dry land.

If you choose an area in a large body of water, you instead create a 50-foot-tall wave that travels from one side of the area to the other and then crashes down. Any vehicles in the wave's path are carried with it to the other side. Any vehicles struck by the wave have a 50 percent chance of capsizing.

The water level remains elevated until the spell ends, or you choose a different effect. If this effect produced a wave, the wave repeats on the start of your next turn while the flood effect lasts.

Part Water. You cause water in the area to move apart and create a trench. The trench extends across the spell's area, and the separated water forms a wall to either side. The trench remains until the spell ends or you choose a different effect. The water then slowly fills in the trench over the course of the next round until the normal water level is restored.

Redirect Flow. You cause flowing water in the area to move in a direction you choose, even if the water has to flow over obstacles, up walls, or in other unlikely directions. The water in the area moves as you direct it, but once it moves beyond

the spell's area, it resumes its flow based on the terrain conditions. The water continues to move in the direction you chose until the spell ends or you choose a different effect.

Whirlpool. This effect requires a body of water at least 50 feet square and 25 feet deep. You cause a whirlpool to form in the center of the area. The whirlpool forms a vortex that is up to 25 feet wide at the base, up to 100 feet wide at the top, and up to 50 feet tall. Any creature or object in the water and within 50 feet of the vortex is pulled 10 feet toward it. A creature can swim away from the vortex by making a Strength (Athletics) check against your spell save DC.

When a creature enters the vortex for the first time on a turn or starts its turn there, it must make a Strength saving throw. On a failed save, the creature takes 12d8 bludgeoning damage and is caught in the vortex until the spell ends. On a successful save, the creature takes half damage, and isn't caught in the vortex. A creature caught in the vortex can use its action to try to swim away from the vortex as described above, but has disadvantage on the Strength (Athletics) check to do so.

The first time each turn that an object enters the vortex, the object takes 12d8 bludgeoning damage; this damage occurs each round it remains in the vortex. Using the whirlpool option reduces the duration by 1 hour for every 10 minutes (or fraction thereof) the whirlpool is active.

Classes: Cleric, Druid, Wizard

MASS ENERGY PROTECTION

7th-level abjuration

Casting Time: 1 Action

Range: 60 feet

Components: V, S

Duration: 8 Hours

When you cast this spell choose up to twelve willing creatures you can see within range. For the duration, you and the chosen creatures have resistance to one damage type of your choice: acid, cold, fire, lightning, or thunder.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, you can choose three additional creatures per slot level above 7th.

Classes: Cleric, Druid, Sorcerer, Wizard

MASS ENHANCE ABILITY

6th-level transmutation

Casting Time: 1 Action

Range: 60 feet

Components: V, S, M (fur or a feather from a beast)

Duration: 1 hour

You choose up to twelve creatures within range and bestow upon them a magical enhancement. Choose one of the following effects; the targets gain that effect until the spell ends.

Bear's Endurance. The target has advantage on Constitution checks and saving throws. 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 saving throws, and his or her carrying capacity doubles.

Cat's Grace. The target has advantage on Dexterity checks and saving throws. 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 and saving throws.

Fox's Cunning. The target has advantage on Intelligence checks and saving throws.

Owl's Wisdom. The target has advantage on Wisdom checks and saving throws.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you can target three additional creatures for each slot level above 6th.

Classes: Bard, Druid

MASS HIDE FROM ANIMALS

4th-level abjuration

Casting Time: 1 Action

Range: 30 feet

Components: V, S

Duration: 8 hours

You create a ward on up to eight creatures of your choice within range that makes the targets imperceptible to animals. Beasts cannot see, hear, or smell a warded creature. Even extraordinary sensory capabilities, such as blindsight and tremorsense, cannot detect or locate the warded creatures. Beasts simply act as though the warded creatures are not there. The spell ends for a target that attacks a beast.

At Higher Levels. If you cast this spell using a spell slot of 5th level or higher, you can affect two additional creatures per slot level above 4th.

Classes: Druid, Ranger

MASS LONGSTRIDER

4th-level transmutation

Casting Time: 1 Action

Range: 30 feet

Components: V, S, M (a pinch of dirt)

Duration: 8 hours

Choose up to 8 creatures within range, the targets' speed increases by 10 feet until the spell ends. For the duration of this spell, affected creatures automatically succeed on Constitution saving throws to avoid exhaustion as part of a Forced March.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, you can affect 2 additional creatures per slot level above 4th.

Classes: Artificer, Bard, Druid, Ranger, Wizard

MASS RAPID HEALING

5th-level transmutation

Casting Time: 1 Action

Range: 60 feet

Components: V, S

Duration: 10 minutes

A wave of restorative energy washes out from a point of your choice within range. Choose up to six creatures in a 30-foot-radius sphere centered on that point. You accelerate the natural healing ability of each target. For the duration of the spell, if the target has at least 1 hit point, it regains 1 hit points at the start of each of its turns.

If a target is at 0 hit points, it has advantage on death saving throws. If the target is stable at the start of its turn, it regains 1 hit point.

Any nonmagical scars, brands, and similar cosmetic injuries affecting the target are removed if the spell lasts for at least 1 minute.

The spell can restore a severed body member (fingers, legs, tails, and so on) to a living target if you have the severed part and hold it to the stump for at least 5 minutes. This use of the spell only functions if the spell is used within 1 hour of the member being severed.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can choose two additional targets for each slot level above 5th.

Classes: Cleric, Druid

MASS WILD SHAPE

5th-level transmutation

Casting Time: 1 Action

Range: 30 feet

Components: V, S

Duration: Special

You must have the Wild Shape class feature to cast this spell.

As part of the Action used to cast this spell you must use your Wild Shape to assume the form of a Large or smaller beast with a challenge rating of 1/2 or lower. Choose up to ten other willing creatures within range, those creatures assume the same form, using the rules described under the druid Wild Shape feature.

The transformation lasts for a number of hours equal to half your druid level (rounded down). It ends for a creature when it uses a bonus action on its turn to revert or it falls unconscious, drops to 0 hit points, or dies.

At Higher Levels. When you cast this spell using a spell slot of 6th-level or higher, you can affect two additional creatures per slot level above 5th.

Classes: Druid

MIASMA OF ETHER

4th-level conjuration

Casting Time: 1 Action

Range: 120 feet

Components: V, S, M (strong alcohol)

Duration: Concentration, up to 1 minute

You create a 10-foot-radius sphere of sweet-smelling colorless gas centered on a point within range. The cloud of gas spreads around corners, but its area is not obscured; indeed, the gas is difficult to detect visually. The gas lingers in the air for the duration.

When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw or become poisoned for 1 hour. The poisoned creature is unconscious. The creature wakes up if it takes damage or if another creature takes an Action to shake it awake.

Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

A moderate wind (at least 10 miles per hour) disperses the gas after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, the radius of the gas increases by 10 feet for each slot level above 4th.

Wild Synergy. You can expend a dose of Essence of Ether when you cast the spell, if you do so creatures failing the Constitution saving throw are poisoned for 8 hours.

Classes: Druid, Sorcerer, Wizard

MINOR GLAMOUR

illusion cantrip

Casting Time: 1 Action

Range: Touch

Components: S

Duration: 1 hour

You may use this spell to enact subtle illusions about a person or object.

- **Disguise.** You enhance a disguise with a bit of illusion. You can use Minor Glamour as you would a disguise kit. It can make minor changes in appearance, changing color and style of hair, tint of skin, add or remove the appearance of dirt or cosmetics, slight alterations to the appearance of clothing and style (but not type) of armor, etc. You may use your spellcasting ability modifier on rolls to attempt a disguise, and if used in conjunction with a disguise kit with which you have proficiency, you have advantage on rolls to construct a disguise. You can also cast this spell on an object to make it appear as a different object of the same general size and shape.
- **Enhance/Tarnish.** You generally enhance or degrade the appearance of a willing creature or an object. Used to enhance, a creature's skin appears flawless, hair is styled and glistens, teeth sparkle, boots shine, etc. Used to tarnish, a creature's person and clothing appears dirty and unkempt. If cast on an object it appears particularly well made and kept or neglected and shoddy.
- **Attire.** You can clothe a willing creature you touch in ethereal illusory garments. The garments are obviously magical and often include illusory magical effects such as shimmering translucent flame, strategically positioned concealing vapor, etc. Depending upon the effect, it can shed light, up to bright light in a 5-foot radius and dim light for an additional 5 feet. If cast upon yourself, you can change or renew the effect as a bonus action during the duration.
- **Image.** You create a small three-dimensional image at a point within your reach for as long as you concentrate. The image is accurate, but faintly translucent so cannot be mistaken for real for more than an instant. This effect is usually used to convey information, to provide amusement, or to play pranks. This effect can also generate light equal to a candle. You must concentrate to maintain the image.

- **Obscure.** You subtly obscure the features of a creature or object. The effect is not obvious at the time, but the subtle illusion makes it difficult to recognize the affected target or to later recall its features. A suspicious creature can use its Action to make an Intelligence (Investigation) check versus your spell save DC to attempt to scrutinize a target it can see clearly. If successful, the spell no longer conceals the target's features from that creature.
- **Veiling.** You can render an object you touch that is no greater than 5 pounds invisible, it becomes visible if used in any manner. You can also cast this on your familiar to render it invisible until it attacks or casts a spell. You must concentrate to maintain this effect.

If you cast this spell multiple times, you may have up to three effects that do not require concentration active at a time, though no more than one effect can be active on any single creature or object.

You gain the ability to maintain an additional effect when you reach 5th-level (4 effects), 11th-level (5 effects), and 17th-level (6 effects).

Classes: Bard, Ranger (Moon Dancer), Sorcerer, Warlock, Wizard

MINOR HEALING

evocation cantrip

Casting Time: 1 Action

Range: Touch

Components: V, S, M (A Healer's Kit)

Duration: Instantaneous

When you cast this spell, you can spend one use of a healer's kit and bolster the natural healing capabilities of one creature you treat. If the creature has at least 1 hit point it may spend and roll one hit die, it regains hit points equal to the result + its Constitution modifier. If the target does not spend a hit die, or has no hit dice remaining, the spell has no effect.

The number of hit dice the target can spend when you cast this spell increases as you gain levels. The target can spend an additional die at 5th level (2 hit dice), 11th level (3 hit dice), and 17th level (4 hit dice). For each Hit Die spent in this way, roll the die and add the creature's Constitution modifier to it. The creature regains hit points equal to the total (minimum of 0). In addition, if you know this cantrip, starting at 5th level, a creature regaining hit points from your *cure wounds* spell can expend hit dice as if affected by this cantrip.

Wild Synergy. If you have the Healer feat, you may cast this spell as part of the same action and use of a healer's kit used to stabilize or restore hit points to a creature using that feat.

Classes: Artificer, Cleric, Druid

MINOR RESTORATION

abjuration cantrip

Casting Time: 1 Minute

Range: Touch

Components: V, S, M (An Herbalism kit)

You attempt to treat a poison or disease afflicting a creature when you cast this spell. The creature spends one hit die but regains no hit points from the die. If the target does not spend a hit die, or has no hit dice remaining, the spell has

no effect. When you start casting the spell, the effects of one poison or disease afflicting the target are suspended while you continue the casting.

When the casting is completed, you may make a Spellcasting Ability check that applies your proficiency in Medicine or Herbalism Kits versus the Saving Throw DC of one poison or disease afflicting the creature. On a success, the disease ends, or the poisoned condition is removed.

As you gain levels, if you know this cantrip you gain a bonus to checks that apply your proficiency in Medicine or Herbalism kits. This bonus is +1 at 5th level, +2 at 11th level, and +3 at 17th level. In addition, if you know this cantrip, starting at 5th level, you can remove two diseases or conditions from a target when you cast *lesser restoration*.

Classes: Artificer, Cleric, Druid

MOLD EARTH

transmutation cantrip

Casting Time: 1 Action

Range: 30 ft

Components: S

Duration: Instantaneous

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.

As you gain levels you can have additional non-instantaneous effects of this spell active at the same time. Three non-instantaneous effects at 5th level, four effects at 11th level, and five effects at 17th level.

Additionally, starting at 5th level you can choose to force a medium or smaller creature standing on earth above this effect to make a Dexterity saving throw or fall prone and suffer 1d4 bludgeoning damage. This damage increases to 2d4 at 11th level, and to 3d4 at 17th.

Classes: Cleric (Earth), Druid, Sorcerer, Wizard

MOLTEN STRIKE

3rd-level transmutation

Casting Time: 1 Bonus Action

Range: Self

Components: V, M (a weapon)

Duration: Concentration, up to 1 minute

The next time you hit a creature with a weapon attack during this spell's duration, you inflict 3d8 fire damage in addition to the normal effects of the attack. If the target is a creature wearing heavy or medium metal armor, the metal of the

armor begins to glow red-hot. A creature in contact with the heated metal armor continues to suffer this fire damage at the start of each of your turns for the duration of the spell. A creature wearing such armor suffering fire damage from this spell has disadvantage on attack rolls and ability checks until the start of your next turn.

If you strike a large or smaller non-magical metal object or a metal construct, the target starts to glow and melt, suffering 3d8 fire damage at the beginning of each of your turns. Any creature or object touching the heated metal during this time suffers the same damage.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, fire damage increases by 1d8 per slot level above 3rd.

Classes: Artificer, Bard, Druid, Ranger

MOON MOTES

5th-level evocation

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: 1 hour

Five dim motes of moonlight appear and orbit you until the spell ends. The motes shed dim light in a 10-foot radius around you. When you cast the spell and as an action and/or bonus action on each of your turns you can attack using the motes in the following ways:

- You can send one of the motes streaking toward one creature or object within 120 feet of you. When you do so, make a ranged spell attack. Whether you hit or miss, the mote is expended.
- You can strike at a creature or object within 10 feet of you using one of the motes spinning around you. When you do so, make a melee spell attack. The mote is only expended if you hit with the melee spell attack.

On a hit using a mote, the target takes 4d8 + your Spellcasting Ability modifier radiant damage. A Shapechanger hit by a mote suffers an additional 2d8 damage and is instantly forced back to its original form. A Shapechanger forced into its original form can't assume a different form while within the light shed by the spell.

You may use a spell attack with a mote in place of a weapon or weapon attack required by a spell. The spell ends early if you expend the last mote.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the number of motes created increases by one for each slot level above 5th.

Classes: Druid

MOON SLIVER

2nd-level conjuration

Casting Time: 1 Bonus Action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You conjure a sword, spear, or bow formed from a sliver of pure silver moonlight. The weapon lasts for the duration, if you end your turn without the weapon in your hand it disappears, but you can conjure a weapon or change which weapon is summoned as a Bonus Action during the duration.

Moon Blade. You summon a sword that you can wield as a simple weapon with the Finesse and Versatile properties. The weapon inflicts 2d8 radiant damage on a hit, or 2d10 if wielded in two hands.

Moon Bow. You summon a bow that you can wield as a simple Ranged weapon (range 200/800). The bow conjures a silvery arrow of moon light when drawn. The weapon inflicts 2d6 radiant damage on a hit.

Moon Spear. You summon a spear that you can wield as a simple weapon with the Finesse, Thrown (range 30/90), and Versatile properties with which you are proficient. The weapon inflicts 2d6 radiant damage on a hit, or 2d8 if wielded in two hands.

You are considered proficient in the weapon you summon and you can use your Spellcasting Ability modifier in place of Strength or Dexterity on the attack and damage rolls using the weapon.

You have advantage on attack rolls using the weapon against shapechangers or creatures who's immunity or resistance to weapon damage can be overcome by a silver weapon and the weapon's damage ignores any resistance or immunity to radiant damage such a target might possess.

While summoned the weapon sheds dim light in a 10 foot radius.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher:

- A Moon Blade's damage increases by 1d8 (or 1d10 two handed) for every two slot levels above 2nd.
- A Moon Bow's range increases by 50/200 for every slot level above 2nd and the damage increases by 1d6 for every two slot levels above 2nd.
- A Moon Spear's thrown range increases by 10/30 for every slot level above 2nd and the radiant damage increases by 1d6 (or 1d8 two handed) for every two slot levels above 2nd.
- When cast using a spell slot of 3rd or 4th-level the weapon gains a +1 bonus to hit and damage, this increases to +2 using a 5th or 6th-level slot, or +3 using a 7th-level or higher slot.

Classes: Druid, Ranger

MOON STRIKE

evocation cantrip

Casting Time: 1 Action

Range: Special

Components: V, M (a weapon)

Duration: 1 Round

When you cast this spell your weapon sheds silvery moonlight, illuminating the area around you with dim light in a 10 foot radius until the start of your next turn. The weapon affected by this spell is considered magical and silver for the purposes of overcoming resistance or immunity to damage for the duration.

As part of the action you take to cast this spell you may make a weapon attack against one target within your reach or within the weapon's range.

On a hit, the target suffers the attack's normal effects, plus an additional 1d6 radiant damage if the target's resistance or immunity to damage can be overcome by a silver weapon or if the creature is a Shapechanger.

The radiant damage increases as you gain levels. When you reach 5th-level, the weapon attack inflicts an additional 1d6 radiant damage to any creature on a hit or 2d6 radiant damage if the target's resistance or immunity can be overcome by a silver weapon or is a Shapechanger. This damage increases by 1d6 at 11th-level (+2d6 or +3d6) and 17th-level (+3d6 or +4d6).

Classes: Druid

MORDANT BLADE

conjunction cantrip

Casting Time: 1 Action

Range: Special

Components: V, M (a weapon)

Duration: Instantaneous

You permeate a melee weapon with a clear, caustic liquid. As part of the Action used to cast this spell, you must make a melee weapon attack against one creature within your reach otherwise the spell fails. On a hit, the target suffers the attack's normal effects and must make a Dexterity saving throw. On a failure, it suffers 1d8 points of acid damage at the end of its next turn. If successful, it suffers no additional acid damage at the end of its turn. A creature can prevent this damage by using its Action to make a DC 10 Dexterity check to remove the acid.

The acid damage increases as you reach higher levels. At 5th-level, the melee attack deals an extra 1d8 acid damage to the target, and the damage the target takes at the end of its next turn on a failed save increases to 2d8. Both damage rolls increase by 1d8 at 11th-level and 17th-level.

Classes: Druid, Sorcerer, Warlock, Wizard

MOUNT

1st-level conjuration

Casting Time: 1 Action

Range: 30 ft

Components: V, S, M (a bit of horsehair)

Duration: 8 hours

You summon a riding horse or a pony (your choice) to serve you as a mount in an unoccupied space within range. The summoned steed is friendly to you and your companions and serves willingly as a mount but will not fight. The mount comes with a bit and bridle and a riding saddle. You can summon more than one mount by reducing the duration, when you do so the spell lasts for 8 hours divided by the number of mounts summoned (round down to the nearest hour). E.g., 2 mounts for 4 hours, 4 mounts for 2 hours, 8 mounts for 1 hour etc. A mount disappears early if reduced to 0 hit points.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can increase the duration by 8 hours per slot level above 1st.

Classes: Druid, Ranger, Sorcerer, Wizard

MUSK SPRAY

1st-level conjuration

Casting Time: 1 Action

Range: Self

Components: V, S, M (musk glands of a skunk or similar creature)

Duration: Instantaneous

You release a spray of foul acrid musk in up to a 20 foot cone adjacent to you. Each creature in the area must make a Constitution saving throw against poison. On a failed save the creature is poisoned until the end of your next turn. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

A creature that starts its turn poisoned by this spell must make an additional Constitution saving throw. On a failed save, the creature spends its action that turn retching and reeling.

Creatures and objects within the area of this spell emit a foul stench for 8 hours. The DC to track or detect an affected creature by scent is reduced by 10. This effect can be removed by a thorough washing during a rest.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the size of the cone increases by up to 10 feet for each slot level above 1st.

Classes: Druid, Ranger

NEEDLE BARRAGE

1st-level conjuration

Casting Time: 1 Action

Range: Self (25 ft line)

Components: S, M (A needle, thorn, or similar object)

Duration: 1 round

You conjure a barrage of slender bone, crystal, metal, or wooden needles propelling them forward to strike at targets within a 25-foot long by 5-foot wide line extending from you. Make a ranged spell attack against each target within the line. Hit or miss, you inflict 1 + your Spellcasting Ability modifier piercing damage to the target. On a hit, you inflict additional piercing damage equal to the amount by which you attack roll exceeded the target's AC. On a critical hit, you inflict 2 + double your Spellcasting Ability modifier piercing damage, plus this additional piercing damage. Being within 5 feet of a hostile creature doesn't impose disadvantage on this ranged spell attack roll.

Each creature other than a Construct or Undead that suffers piercing damage from this spell must make a Constitution saving throw. On a failed save the creature suffers disadvantage on attack rolls and ability checks due to the myriad needles piercing its body. The needles conjured by the spell disappear at the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, multiply the amount by which your attack roll exceeded the target's AC by the level of the spell slot used to cast the spell to determine the additional piercing damage inflicted by the spell.

Classes: Artificer, Druid, Ranger, Sorcerer, Warlock, Wizard

NETTLE STRIKE

1st-level conjuration

Casting Time: 1 action

Range: Special

Components: S

Duration: Instantaneous

|| You must know the *greenspike* cantrip to cast this spell. ||

As part of the Action used to cast this spell you also cast the *greenspike* cantrip. Each thorn spike that hits its target inflicts an additional 1d8 poison damage and the target must make a Constitution saving throw or be poisoned until the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the poison damage increases by 1d8 per slot level above 1st.

Classes: Druid

OAKEN FIST

transmutation cantrip

Casting Time: 1 Bonus Action

Range: Self

Components: S

Duration: 10 minutes

You transform one or both of your fists into an oaken cudgels that you can use to make unarmed strikes. While the spell lasts you cannot use the affected limb to wield weapons or shields or do anything that requires manual precision, such as using tools or magic items or performing the somatic components of a spell. You can still use it to do the following simple tasks: lift, drop, hold, push, or pull an object or a creature; open or close a door or a container; grapple someone; or make an unarmed strike.

For the duration of the spell your unarmed strikes using a *oaken fist* counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage and inflict 1d4 bludgeoning damage. You may use your Spellcasting Ability instead of Strength on the attack and damage rolls of unarmed strikes made using the *oaken fists* and you may use such an attack in place of a weapon attack required by a spell.

If you affect both of your hands, you may use a bonus action on each of your turns to either make an additional unarmed strike using the second *oaken fist* or to fend off blows, gaining a +2 bonus to your AC as if wielding a shield until the start of your next turn.

While both hands are affected by this spell you may only cast spells lacking somatic components or the *splinterthorn cudgel* cantrip. You may dismiss the spell as a bonus action on your turn.

The damage of your unarmed strikes using this spell increases as you gain levels, to 1d6 at 5th level, 1d8 at 11th level, and to 1d10 at 17th level.

You may expend a use of your Wild Shape feature when you cast this spell, if you do so the duration increases by 1 hour and your unarmed strikes gain a bonus to hit and damage as you gain levels: At 5th level the *oaken fist(s)* gain a +1 bonus on attack and damage rolls, this increases to +2 at 11th level, and to +3 at 17th level.

Wild Synergy. You may use an *oaken fist* to make the melee attack required by a *crushing blow* or *splinterthorn cudgel* spell.

Classes: Druid

OOZE WHIP

2nd-level conjuration

Casting Time: 1 Bonus Action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You conjure a whip like pseudopod of acidic ooze that you can wield for the duration. If you let go of the weapon, it disappears, but you can conjure the ooze whip again as a Bonus Action during the duration.

You can wield the ooze whip as a simple melee weapon with which you are proficient. It possesses the Finesse and Reach properties and inflicts 2d8 acid damage on a hit. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative –1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10. You can use your Spellcasting Ability modifier in place of Strength or Dexterity on the attack and damage rolls using the weapon.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the acid damage increases by 1d8 for every two slot levels above 2nd. When cast using a spell slot of 3rd or 4th-level the weapon gains a +1 bonus to hit and damage, this increases to +2 using a 5th or 6th-level slot, or +3 using a 7th-level or higher slot.

Classes: Druid, Sorcerer, Warlock

OXIDIZING TOUCH

3rd-level transmutation

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: 1 hour

Your skin causes metal items that touch it to rust or corrode. Any nonmagical weapon made of metal that hits you corrodes. After dealing damage, the weapon takes a permanent and cumulative –1 penalty to damage rolls. If its penalty drops to –5, the weapon is destroyed. Nonmagical ammunition made of metal that hits you is destroyed after dealing damage.

As an Action you can corrode a nonmagical ferrous metal object that you touch. If the object isn't being worn or carried, the touch destroys a 5-foot cube of it.

If you hit a creature wearing metal armor or wielding a metal shield or weapon with an unarmed strike or natural weapon attack, one of the items becomes corroded (your choice). If the item is a nonmagical armor or shield it takes a permanent and cumulative –1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held metal weapon, it rusts as described for a weapon striking you above.

If you hit a creature or construct composed of metal with an unarmed strike or natural weapon attack it suffers an additional 2d8 necrotic damage and it must make a Constitution saving throw. On a failure, it takes a permanent and cumulative –1 penalty to its AC and a permanent and cumulative –1 penalty to damage rolls using natural weapons. The reduction in AC and damage remains until the creature or construct is restored to full hit points. If the reduction reaches –5 the construct becomes incapacitated and its speed is reduced to 0.

At the beginning of each of your turns during the duration, all nonmagical metal items worn, carried, or wielded by you suffer the same damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the additional necrotic damage inflicted upon a metal creature or construct increases by 1d8 per 2 slot levels above 3rd and the size of a nonmagical ferrous object you can destroy with a touch increases by 1 foot per slot level above 3rd.

Wild Synergy. It is common to use this spell in conjunction with a *shifting strike* cantrip.

Classes: *Druid*

PARAGON

5th-level transmutation

Casting Time: 1 Action

Range: Touch

Components: V, S, M (fur or feathers from six different beasts)

Duration: Concentration, up to 1 hour

You touch a creature and bestow upon it an enhancement that makes of it a paragon of all virtues.

- The target has advantage on all ability checks and saving throws.
- The target's carrying capacity doubles.
- It doesn't take damage from falling 30 feet or less if it isn't incapacitated.
- It gains 5d6 temporary hit points, which are lost when the spell ends.
- When it makes an attack, it may roll 1d4 and add the result to either the attack or damage roll.

At Higher Levels. When you cast this spell using a spell slot of 6th-level or higher, you can target one additional creature for each slot level above 5th.

Classes: *Bard, Cleric, Druid, Sorcerer*

PENUMBRA

evocation cantrip

Casting Time: 1 Action

Range: Touch

Components: S

Duration: 1 hour

You touch an object no larger than 10 feet in any dimension and shroud it in shadow. The light level decreases in a 10-foot radius around that object. Bright light becomes dim, dim light becomes darkness. Darkvision functions normally within the radius of this spell. A creature suffers no ill effects from sunlight sensitivity while it remains in the area of a penumbra spell.

The spell ends if you cast it again or dismiss it as an Action. This spell is dispelled if its area is overlapped by an area of bright magical light of 1st-level or higher.

If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

Starting at 5th-level, you can cast this spell again without ending the spell on an existing target. You may have penumbra active on one additional object at 5th-level (2 objects), 11th-level (3 objects), and 17th-level (4 objects).

Note: The light level is not further dimmed if within the area of multiple penumbra spells.

Classes: *Ranger (Moon Dancer), Sorcerer, Warlock, Wizard*

PHASE SHOT

3rd-level conjuration

Casting Time: 1 Bonus Action

Range: Self

Components: V, M (a ranged weapon)

Duration: Concentration, up to 1 minute.

For the duration of the spell, ammunition you fire from the weapon used in the casting of this spell becomes slightly out of phase with the world. Your ranged weapon attacks using that weapon inflict force damage instead of their normal damage type and you ignore a target's bonuses to AC from cover and non-magical armor or shields.

Each time you hit a creature with a ranged weapon attack using that weapon during this spell's duration, you deal an additional 1d4 points of force damage.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the duration increases by 1 minute per slot level above 3th. The additional force damage on a hit increases to 1d6 if you cast this spell using a 5th or 6th-level spell slot, 1d8 if a 7th or 8th-level slot is used, and to 1d10 if a 9th-level slot is expended.

Classes: *Ranger, Sorcerer, Warlock, Wizard*

POISON

4th-level conjuration

Casting Time: 1 Action

Range: 30 feet

Components: S, M (a poisoner's kit)

Duration: 1 hour

You conjure a poison at a point within range, choose one of the poisons from the list in the *Dungeon Master's Guide*. The poison uses the following rules:

Contact. You conjure a contact poison to coat an object no larger than a 5-foot cube within range that is not worn or carried by a creature. A creature that touches contact poison with exposed skin suffers its effects. The poison becomes inert on the object after 1 hour.

Ingested. You conjure a poison that affects a serving of food or drink you can see within range. A creature must consume the food or drink to suffer its effects. The DM might decide that a partial dose has a reduced effect, such as allowing advantage on the saving throw or dealing only half damage on a failed save for a partially consumed serving. If not consumed, the poison becomes inert after 1 hour.

Inhaled. These poisons are powders or gases that take effect when they are inhaled. The poison conjured by this spell fills a 5-foot cube and affects the first breathing creature to enter the cube. The poison becomes inert after 1 minute, if not inhaled.

Injury. You conjure an injury poison that coats a weapon that can deal piercing or slashing damage within range. The poison remains potent for the duration or until delivered through a wound or washed off. A creature that takes piercing or slashing damage from an object coated with the poison is exposed to its effects. The poison becomes inert

on the weapon after 1 hour if it has not been delivered before this time.

The save DC for a poison conjured by this spell equals your Spell Save DC.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional object or area for each slot level above 4th.

Classes: Druid

POISONED ARROWS

2nd-level transmutation

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

You touch a quiver containing arrows or bolts. When a target is hit by a ranged weapon attack using a piece of ammunition drawn from the quiver, the target takes an extra 1d6 poison damage and must make a Constitution saving throw. On a failed save, it is also poisoned until the end of your next turn. A target that is already poisoned suffers an additional 2d6 poison damage on a failed saving throw. The spell's magic ends on the piece of ammunition when it hits or misses, and the spell ends when eight pieces of ammunition have been drawn from the quiver.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the number of pieces of ammunition you can affect with this spell increases by two for each slot level above 2nd.

Classes: Druid, Ranger

POLYMORPH SELF

2nd-level Transmutation

Casting Time: 1 Action

Range: Self

Components: V, S, M (a piece of the type of beast you wish to transform into)

Duration: Concentration, up to 1 hour

You transform yourself into a new form. The new form can be any beast of size large or smaller whose Challenge rating is 1/8 or less. This increases to 1/4 when you reach 4th-level, 1/2 when you reach 8th-level and a CR of 1 when you reach 12th-level. Your game statistics, including mental Ability Scores, are replaced by the statistics of the chosen beast, though you retain your alignment and personality.

You can attempt a DC 10 Wisdom saving throw when you cast this spell. If successful, you retain your Intelligence, Wisdom, and Charisma scores; the benefit of any features from your class, race, or other source; and all of your skill and saving throw proficiencies, in addition to gaining those of the creature.

The transformation lasts for the duration, or until you drop to 0 hit points, die or choose to end the spell as a Bonus Action on your turn. You assume the hit points of the new form. When you revert to your normal form, you return to the number of hit points you had before you transformed. If you revert as a result of Dropping to 0 Hit Points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked Unconscious.

The creature is limited in the Actions it can perform by the nature of its new form, and it can't speak, cast Spells, or take any other Action that requires hands or Speech.

Your clothing and equipment falls to the ground in your space when you cast this spell. Non-magical armor or clothing that is not easily removed may be destroyed in the transformation.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, the duration increases by 1 hour for every slot level above 2nd.

Wild Synergy. If you have the Wild Shape druid class feature you automatically succeed at the saving throw to retain your mental abilities.

Classes: Bard, Druid, Sorcerer, Wizard

PORTAL POOL

6th-level conjuration

Casting Time: 1 Action

Range: Self

Components: S

Duration: 1 minute

This spell creates a magical link between a Large or larger pool of water within range and another pool of water, at any distance, on the same plane of existence. You must have seen or touched the destination pool at least once before. For the duration, the surroundings of the destination pool are reflected in the waters of the portal pool. Any creature can step into the target pool and exit from the destination pool by using 10 feet of movement. Both pools must be relatively still, any extreme wave activity or strong natural current in either pool of water disrupts the spell.

Classes: Druid

POTENT VENOM

1st-level conjuration

Casting Time: 1 Action

Range: Special

Components: V, S

Duration: Instantaneous

You must know the *infestation* or *poison spray* cantrip to cast this spell.

As part of the Action used to cast this spell you must cast the *infestation* or *poison spray* cantrip at a target. If the target fails its Constitution save against the cantrip, it suffers the normal effects from the cantrip plus an additional 2d12 poison damage and is also poisoned until the end of your next turn. On successful save, it suffers 1d12 poison damage, but is not poisoned.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the damage on a failed save increases by 1d12 points of damage for each slot level above 1st. The poison damage on a successful save increases by 1d12 per 2 slot levels above 1st.

Classes: Druid, Sorcerer, Warlock, Wizard

PREMONITION

6th-level divination

Casting Time: 1 Bonus Action

Range: Self

Components: V, S, M (a hummingbird feather)

Duration: Concentration, up to 1 hour

You enter a trance like state wherein you possess a limited ability to see into the immediate future. For the duration, you can't be surprised, and you have advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against you. This state lasts for 1 hour.

At Higher Levels. If cast using a spell slot of 7th-level or higher the duration increases by 1 hour per slot level above 6th.

Classes: Bard, Druid, Warlock, Wizard

PRESCIENCE

4th-level divination

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: 1 hour

For the duration of the spell you gain a prescient sense of imminent danger, granting you the following benefits:

- You gain a +5 bonus to initiative.
- You can't be surprised while you are conscious.
- You have advantage on saving throws and checks made to avoid or resist traps.
- Other creatures don't gain advantage on attack rolls against you as a result of being unseen by you.
- You can take the Disengage Action as a Bonus Action on your turn; your movement doesn't provoke opportunity attacks for the rest of the turn.
- You can take the Dodge Action as a Bonus Action on your turn. Until the start of your next turn, any attack roll made against you has disadvantage if you can see the attacker, and you make Dexterity saving throws with advantage. You lose this benefit if you are incapacitated or if your speed drops to 0.

At Higher Levels. If you cast this spell using a spell slot of 6th or higher, the duration increases to 8 hours at 6th or 7th-level, and to 24 hours at 8th-level or higher.

Classes: Bard, Druid, Sorcerer, Warlock, Wizard

PRIMAL STAMPEDE

7th-level conjuration

Casting Time: 1 Action

Range: 300 feet

Components: V, S, M (a tuft of fur from a herd animal)

Duration: Concentration, up to 1 Minute

When you cast this spell, and as an Action on each of your turns for the duration, you can summon a stampede of primal horned beasts in an up to 40-foot wide by 80-foot-long line within range. The beasts trample through that line and then disappear. Each creature within the line suffers 3d8 + 6 piercing or bludgeoning damage (your choice).

Large sized or smaller creatures within the area must make a Strength saving throw. On a failed save they are knocked prone and suffer 3d10 + 6 bludgeoning damage. Any creature within the area that is already prone, and objects within the area that are not worn or carried, suffer this bludgeoning damage with no saving throw.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the maximum area increases by 10 feet in width and 20 feet in length per slot level above 7th. Additionally, the piercing damage increases by 1d8+1 and the bludgeoning damage by 1d10+1 per slot level above 7th.

Classes: Druid

PRIMAL WEAPON

transmutation cantrip

Casting Time: 1 Bonus Action

Range: Touch

Components: S, M (a weapon)

Duration: 1 minute

You enchant a single weapon you touch, or two light weapons, with primal energy. The spell fails if you are not proficient with the weapon(s) you touch.

For the duration of the spell the weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. You may use your Spellcasting Ability instead of Strength or Dexterity on attack and damage rolls using the weapon and the weapon can be used as a spell casting focus for your druid spells. The weapon is magical only when wielded by you.

The cantrip grows in power as you gain levels. Choose one of the following creature types when you cast the spell: aberration, celestial, dragon, elemental, fey, fiend, or undead; when used to attack a creature of that type the weapon(s) inflict an additional 1d4 damage when you reach 5th-level and 2d4 at 17th-level. When you reach 11th-level the duration increases to 10 minutes.

You may expend a use of your Wild Shape feature when you cast this spell, if you do so the duration increases by 1 hour and the weapon(s) gain a bonus to hit and damage as you gain levels: At 5th level the weapon(s) gain a +1 bonus on attack and damage rolls, this increases to +2 at 11th level, and to +3 at 17th level.

Classes: Druid

PRIMORDIAL VIGOR

2nd-level transmutation

Casting Time: 1 Minute

Range: 30 ft

Components: V, S, M

Duration: 24 Hours

You draw upon primordial energy to sustain you and your allies. This spell grants the ability to ignore the risk of exhaustion for engaging in a forced march, sleeping in armor, taking the Dash action during a chase, or going without a long rest. For the duration of the spell you do not tire, have no need to sleep, and can survive on half the normal amount of food and water. To gain the benefits of a long rest, you can spend all 8 hours doing light activity instead of sleeping.

Up to ten willing creatures you can see within range gain these benefits for the duration.

At Higher Levels. If you cast this spell using a spell slot of 3rd level or higher, you can increase the duration by 24 hours or affect 5 additional willing creatures per slot level above 2nd.

Classes: Druid, Ranger

PROVIDENCE

7th-level divination

Casting Time: 1 Minute

Range: Touch

Components: V

Duration: 24 hours

You imbue the target with a knack for acting at the right moment or moving in the right way to succeed when it is truly necessary. Once during the duration of this spell when the target fails a saving throw or ability check, it can treat the d20 roll as a 20, and the spell ends.

At Higher Levels. If you cast this spell using a spell slot of 8th-level or higher, the target can treat a failed saving throw or ability check as a 20 result one additional time for each slot level above 7th.

Classes: Bard, Cleric, Druid, Warlock, Wizard

PYROCLAST

5th-level conjuration

Casting Time: 1 Action

Range: 90 feet

Components: V, S

Duration: Instantaneous

You conjure a falling globule of molten rock from the convergence of the elemental planes of earth and fire. Choose a point within range, the globule impacts that point. A creature within 10 feet of that point must make a Dexterity saving throw. On a failed save a creature takes 4d10 bludgeoning damage, 10d4 fire damage, and becomes restrained by the cooling lava. On a successful save a target suffers half damage and is not restrained. This area of the spell becomes difficult terrain until cleared.

The area within 20 feet of the point, but beyond 10 feet is splattered with molten rock. Creatures within this area when the spell is cast, but not within the main effect, must make a Dexterity saving throw. On a failed save these creatures suffer 5d4 fire damage or half damage on a successful save.

A creature restrained by this spell may use its Action to make a Strength check versus your spell save DC. On a successful check it is no longer restrained.

Until the start of your next turn a creature that ends its turn restrained by the spell suffers 8d4 fire damage. A creature not restrained by the spell suffers 4d4 fire damage when it enters the area of difficult terrain from the spell for the first time of a turn or ends its turn there during this time.

Each round after the first the fire damage decreases by 2d4 for a restrained creature and by 1d4 for other creatures:

- **Round 2.** A creature that ends its turn restrained by the spell suffers 6d4 fire damage. A creature not restrained by the spell suffers 3d4 fire damage when it enters the area for the first time of a turn or ends its turn there.
- **Round 3.** A creature that ends its turn restrained by the spell suffers 4d4 fire damage. A creature not restrained by the spell suffers 2d4 fire damage when it enters the area for the first time of a turn or ends its turn there.
- **Round 4.** A creature that ends its turn restrained by the spell suffers 2d4 fire damage. A creature not restrained by the spell suffers 1d4 fire damage when it enters the area for the first time of a turn or ends its turn there.

- **Round 5+.** A creature no longer suffers fire damage from the spell, but a creature still restrained by the effect has disadvantage on subsequent attempts to escape from the now hardened lava.

Objects and structures in the area that aren't being worn or carried suffer damage from this spell when it is cast and at the end of each of your turns for the duration.

At Higher Levels. When you cast this spell using a spell slot of 6th-level or higher, the initial fire damage increases by 2d4 for creatures in the 10-foot radius and by 1d4 for those outside of 10 feet but within 20 feet. The continuing fire damage also increases by 2d4 for those restrained by the spell and 1d4 for creatures not restrained by the spell entering the area for the first time on a turn or ending their turn there. Consequently, it takes an additional round to cool to 0 fire damage for each slot level above 5th

Classes: Druid, Sorcerer, Wizard

PYROMANCY

4th-level divination (ritual)

Casting Time: 1 Minute

Range: 10 ft

Components: V, S, M (a fire)

Duration: Concentration, up to 10 minutes

You gaze into a flame within range as you focus on a particular creature or place that you are familiar with. If there is a lit flame near that creature or location, you can see and hear as if you were standing within that flame. You must have met the creature or visited the location viewed for this spell to function, and it must be on the same plane of existence.

As an Action on your turn you can change the location or creature you are viewing or cause an image of yourself to appear within the flame to speak to those near it.

A creature peering into the flame at the location you are viewing may make an Intelligence saving throw. If successful, it can see an image of you within the flame.

At Higher Levels. If cast using a spell slot of 5th-level or higher the duration increases by 10 minutes for every slot level above 4th.

- If cast using a spell slot of 6th-level or higher, as an Action you may step through the fire to any location you are currently viewing, both the fire you are using and the destination blaze must be large enough for you to fit through. You take no damage from either fire when you do this.

Classes: Cleric, Druid, Sorcerer, Warlock, Wizard

QUELL MAGIC

abjuration cantrip

Casting Time: 1 Minute

Range: 30 feet

Components: V, S

Duration: Instantaneous

Choose a single spell or magical effect that you have identified with an Arcana check or can see using Detect Magic. You slowly attempt to dismantle the spell. A cantrip is automatically dispelled. For a spell of 1st-level or higher, make an ability check using your spellcasting ability. The

DC equals 10 + the spell's level. On a successful check, the spell ends.

Your ability to dispel magic of 1st-level or higher increases as you gain levels. Starting at 5th-level you gain a +1 bonus to your spellcasting ability check using this spell or a dispel magic spell, this increases to a +2 bonus at 11th-level, and to +3 at 17th-level.

Classes: Cleric, Druid, Sorcerer, Wizard

QUICKSWIM

1st-level transmutation

Casting Time: 1 Action

Range: Touch

Components: S, M (a drop of water)

Duration: 1 hour

You touch a creature. The target gains a swim speed equal to its walking speed until the spell ends. If the target already has a swim speed, its swim speed increases by 10 feet until the spell ends. In addition, the target can hold its breath for double the normal length of time while this spell lasts.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature or increase the duration by 1 hour for each slot level above 1st.

Classes: Druid, Ranger

RAPID HEALING

1st-level transmutation

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: 1 minute

You touch a target and accelerate its natural healing ability. For the duration of the spell, if the target has at least 1 hit point, it regains 1 hit points at the start of each of its turns.

If the target is at 0 hit points, it has advantage on death saving throws. If the target is stable at the start of its turn, it regains 1 hit point.

Any nonmagical scars, brands, and similar cosmetic injuries affecting the target are removed if the spell lasts for at least 1 minute.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the duration of the spell increases by 1 minute for each slot level above 1st.

If cast using a spell slot of 5th level or higher, the spell can restore a severed body member (fingers, legs, tails, and so on) to a living target if you have the severed part and hold it to the stump for at least 5 minutes. This use of the spell only functions if the spell is used within 1 hour of the member being severed.

Classes: Cleric, Druid

REPAIR OBJECT

1st-level transmutation

Casting Time: 1 Action

Range: 30 feet

Components: V, S, M (a tool related to the item to be repaired)

Duration: Instantaneous

Choose an object, structure, or construct you can see within range. The target regains a number of hit points equal to 1d8 + your spellcasting ability modifier. If you have proficiency in a related artisan tool, such as smith's tools for a metal object, mason's tools for a stone object, etc. you restore additional hit points equal to your proficiency bonus.

If cast upon armor or weapon that has had its AC or damage reduced by a rust or corrosive effect, this spell restores one level of AC or removes one level of damage penalty. If cast upon a non-functional machine or construct for which you have an associated tool proficiency this spell can render it functional again if it is restored to full hit points.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the number of hit points restored increases by 1d8 for each slot level above 1st. The level of AC reduction or damage penalty removal this spell provides is increased by one for each slot level above 1st.

Classes: Bard, Cleric, Druid, Sorcerer, Wizard

RESTORATIVE REST

3rd-level abjuration

Casting Time: 1 Minute

Range: 30 feet

Components: V, S

Duration: 1 Hour or 8 Hours

You utter a blessing on up to 6 creatures of your choice within range as you prepare to take a short or long rest. The affected creatures gain additional benefits when they complete the rest.

An affected creature that completes a short rest is cleansed of all diseases and the blinded, deafened, paralyzed, and poisoned conditions, removes one level of exhaustion, and regains one hit die. A creature affected by this spell that spends hit dice to regain hit points after a short rest regains the maximum amount on the die instead of rolling.

An affected creature that completes a long rest gains the benefits granted on a short rest, regains all of its hit dice, and removes an additional level of exhaustion.

At Higher Levels. If you cast this spell using a spell slot of 4th level or higher, you can affect an additional 3 creatures and affected creatures regain an additional hit die on a short rest per slot level above 3rd.

- If you cast this spell using a spell slot of 6th level or higher, an affected creature completing a short rest is cleansed of all curses, the charmed condition, any reduction to its ability scores, and any effect reducing its hit point maximum. In addition, if cast using a spell slot of 6th level or higher, the spell eliminates all levels of exhaustion suffered by an affected creature completing a long rest.

Classes: Cleric, Druid

REVIVING SHOCK

1st-level evocation

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a living creature that has 0 hit points, or that died since the start of your previous turn due to failing death

saving throws or accumulating levels of exhaustion. The creature is returned to life and becomes stable at 0 hit points.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the number of rounds that can have elapsed since the creature died increases by 1 per slot level above 1st.

Wild Synergy. If you know the *shocking grasp* cantrip, up to 2 rounds can have elapsed since the creature died.

Classes: Druid, Sorcerer, Wizard

RICOCHET THROW

1st-level transmutation

Casting Time: 1 Action

Range: Self

Components: V, S, M (a melee weapon with the thrown property that inflicts bludgeoning or slashing damage)

Duration: 1 turn

As part of the action you use to cast this spell you must take the Attack Action to make a thrown weapon attack using a weapon that inflicts bludgeoning or slashing damage. The range of the thrown weapon is doubled, the attacks ignore half cover and three-quarters cover, the weapon is considered magical until the end of your current turn, and you may make as many attacks using the thrown weapon as normally allowed by your attack action, but each attack must have a different target. When you hit with one of these attacks you inflict an additional 1d4 damage, plus 1d4 for each target you successfully hit with an attack using the weapon so far during the action.

You may choose to have the weapon return to your hand at the end of the attack.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the additional damage increases by 1d4 for every slot level above 1st.

Classes: Bard, Ranger, Wizard

RIME BLADE

conjuration cantrip

Casting Time: 1 Action

Range: Special

Components: V, M (a weapon)

Duration: Instantaneous

You conjure an aura of intense cold around your melee weapon.

As part of the Action used to cast this spell, you must make a melee weapon attack against one creature within your reach otherwise the spell fails. On a hit, the target suffers the attack's normal effects and the aura of cold is transferred to the creature. If the target does not move at least 5 feet from its current location before the end of its next turn, it suffers 1d8 cold damage.

The aura of cold increases as you gain levels causing additional cold damage. At 5th-level, the melee attack deals an extra 1d8 cold damage to the target, and the damage the target takes for not moving increases to 2d8. Both damage rolls increase by 1d8 at 11th-level and 17th-level.

Classes: Cleric (Nature, Tempest), Druid, Sorcerer, Warlock, Wizard

ROCK ARMOR

3rd-level conjuration

Casting Time: 1 Action

Range: Self

Components: V, S, M (a stone)

Duration: 8 hours

When you cast this spell, you gird yourself in armor of magical elemental stone. The armor provides an AC of 17 but doesn't let you add your Dexterity modifier to your Armor Class, but it also doesn't penalize you if your Dexterity modifier is negative. The magic of the spell grants your proficiency in the armor and allows the you to bear the weight of the armor without penalty though you suffer disadvantage on Dexterity (Stealth) checks while you wear the armor. The armor remains for the duration or until you dismiss the spell as an Action.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher the duration increases by 1 hour per slot level above 3rd. In addition, when you cast this spell using a spell slot of 5th or 6th-level the AC provided by the armor increases to 18, this increases to AC 19 at 7th or 8th-level, and to AC 20 if cast at 9th-level.

Wild Synergy. If you use Wild Shape during this spell, the *rock armor* changes form to armor the new shape unless that shape possesses a fly or swim speed in which case it merges with the new form.

Classes: Druid, Sorcerer

ROCK FALL

1st-level conjuration

Casting Time: 1 Action

Range: 90 feet

Components: V, S

Duration: 1 round

You conjure a chunk of falling rock or iron from the elemental plane of earth. Choose a target within range. A creature targeted by this spell must make a Dexterity saving throw and takes 2d10 bludgeoning damage on a failed save, or half as much damage on a successful one. A Large or smaller creature failing this save is knocked prone and restrained under the heavy elemental rock until the end of your next turn. Targets gain no benefit from cover for this saving throw.

The conjured elemental substance disappears at the end of your next turn. The size of the elemental rock is approximately one 5-foot cube per 2d10 damage inflicted.

A creature restrained by this spell may use its Action to make a Strength check versus your spell save DC. On a successful check it is no longer restrained.

Objects and structures in the area that aren't being worn or carried suffer double damage when targeted by this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, you can either choose an additional target or increase the damage to all targets by 1d10 for each slot level above 1st. If the spell inflicts at least 4d10 damage it can knock prone and restrain up to a Huge target. If the spell inflicts at least 8d10 damage it can knock prone and restrain up to a Gargantuan target.

Classes: Druid, Sorcerer, Wizard

ROCK HAND

transmutation cantrip

Casting Time: 1 Bonus Action

Range: Self

Components: S

Duration: 10 minutes

You cause one or both of your hands to become as dense and hard as rock and you can use them to make unarmed strikes. While the spell lasts you cannot use the affected limb to wield weapons or shields or do anything that requires manual precision, such as using tools or magic items or performing the somatic components of a spell. You can still use it to do the following simple tasks: lift, drop, hold, push, or pull an object or a creature; open or close a door or a container; grapple someone; or make an unarmed strike.

For the duration of the spell your unarmed strikes using a *rock hand* counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage and inflict 1d4 bludgeoning damage. You may use your Spellcasting Ability instead of Strength on the attack and damage rolls of unarmed strikes made using the *rock hands* and you may use such an attack in place of a weapon attack required by a spell.

If you affect both of your hands, you may use a bonus action on each of your turns to either make an additional unarmed strike using the second *rock hand* or to fend off blows, gaining a +2 bonus to your AC as if wielding a shield until the start of your next turn.

While both hands are affected by this spell you may only cast spells lacking somatic components or the *stone fist* cantrip, and if you cast *stone fist* while affected by this spell you inflict additional damage equal to your unarmed strike if you hit with the melee spell attack. You may dismiss the spell as an action on your turn.

The damage of your unarmed strikes using this spell increases as you gain levels, to 1d6 at 5th level, 1d8 at 11th level, and to 1d10 at 17th level.

You may expend a use of your Wild Shape feature when you cast this spell, if you do so the duration increases by 1 hour and your unarmed strikes gain a bonus to hit and damage as you gain levels: At 5th level the *rock hand(s)* gain a +1 bonus on attack and damage rolls, this increases to +2 at 11th level, and to +3 at 17th level.

Wild Synergy. If you cast *stone fist* while affected by this spell, you inflict additional damage equal to your unarmed strike. You can also use a *rock hand* to make the weapon attack required by a *crushing blow* cantrip.

Classes: Druid, Sorcerer

SAND BLAST

1st-level evocation

Casting Time: 1 Action

Range: Self

Components: V, S, M (a handful of sand)

Duration: Instantaneous

You release a blast of hot sand. Each creature in a 15-foot cone must make a Constitution saving throw. A creature takes 2d4 slashing damage and is blinded until the end of

your next turn on a failed save, or half as much damage and is not blinded on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d4 for each slot level above 1st.

Classes: Druid, Sorcerer

SANDSTORM

5th-level conjuration

Casting Time: 1 Action

Range: 150 ft

Components: V, S, M (a handful of sand)

Duration: Concentration, up to 1 minute

Until the spell ends, a storm of blowing sand and grit occupies a 30-foot-tall cylinder with a 40-foot radius centered on a point you choose within range. The area is heavily obscured, and exposed flames in the area are doused.

A creature is blinded while in the area and must spend 3 feet of movement for every 1 foot it moves there. A creature that ends its turn within the area suffers 2d6 slashing damage and must make a Constitution saving throw or be blinded for 1 minute. A blinded creature that starts its turn outside the area may use an Action to make a Constitution saving throw to remove the blinded condition.

If a creature starts its turn in the spell's area and is concentrating on a spell, the creature must make a successful Constitution saving throw against your spell save DC or lose concentration.

As a Bonus Action on your turn, you can move the area of the spell up to 10 feet in a direction you choose. If cast in a naturally sandy area the damage increases by 1d6 and the duration to 10 minutes.

At Higher Levels. If you cast this spell using an 6th-level or higher spell slot the damage increases by 1d6 per slot level above 5th.

Classes: Druid, Sorcerer, Wizard

SCALDING VAPOR

1st-level conjuration

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: Instantaneous

A cloud of scalding vapor roils forth from you, extinguishing exposed flames in the area. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 3d4 fire damage. On a successful save, the creature takes half as much damage.

The cloud remains until the start of your next turn and heavily obscures the area. A creature that ends its turn within the cloud must make a Constitution saving throw, suffering 3d4 fire damage on a failed save or half as much on a successful one.

A creature with Water Susceptibility, such as a fire elemental, suffers the damage from this spell as cold damage.

At Higher Levels. If you cast this spell using an 2nd-level or higher spell slot, the fire damage increases by 1d4 per slot level above 1st.

Classes: Druid, Sorcerer, Wizard

SCUTTLING SPY

3rd-level conjuration

Casting Time: 1 Action

Range: Touch

Components: S

Duration: Concentration, up to 1 hour

You summon a spirit in the shape of a Tiny beast of your choice in your outstretched hand. For the duration, the spirit has a speed of 40 feet, which it can use to walk, climb, fly, or swim. The spirit has your senses and telepathically relays what it sees and hears to you. During your turn, you can speak through the spirit, telepathically command it to move, and it can Hide (make a Spellcasting Ability check, with advantage, your proficiency in the Stealth skill applies to this check). The spirit has AC 18. If it takes damage, you must succeed on a Wisdom saving throw (DC equal to 10, or half the damage dealt, whichever is higher) or the spirit disappears.

At Higher Levels. If you cast this spell using a spell slot of 4th-level or higher, the duration increases by 1 hour per slot level above 3rd.

Classes: Druid, Ranger

SEEKING SHOT

2nd-level divination

Casting Time: 1 Action

Range: Self

Components: V, M (a ranged weapon)

Duration: Special

As part of the action used to cast this spell you must take the Attack action using a ranged weapon. In place of one of the ranged weapon attacks you make during that action you may cause your arrow to seek out a target.

Choose one creature you have seen in the past minute. The arrow flies toward that creature, moving around corners if necessary and ignoring three-quarters cover and half cover. If the target is within the weapon's range and there is a path large enough for the arrow to travel to the target, the target must make a Dexterity saving throw. Otherwise, the arrow disappears after traveling as far as it can.

On a failed save the target takes normal damage, plus an additional 1d6 damage, you learn the target's current location, and the target is affected by a *hunter's mark* cast using a spell slot one level lower than that used to cast *seeking shot*. On a successful save, the target takes half as much damage, and you don't learn its location.

If a target is already affected by your *hunter's mark*, it receives no saving throw versus this spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, it inflicts an additional 1d6 damage per slot level above 2nd.

Classes: Ranger

SERPENT STRIKE

conjuration cantrip

Casting Time: 1 Action

Range: Special

Components: V

Duration: Instantaneous

You imbue a piercing or slashing attack with poison. As part of the Action used to cast this spell, you must make a weapon attack (ranged or melee) or unarmed strike that deals piercing or slashing damage against one creature within the weapon's range otherwise the spell fails. On a hit, the target suffers the attack's normal effects and must make a Constitution save. It takes 3d4 poison damage on a failed save, or half as much poison damage on a successful one.

The poison becomes more virulent as your level increases. The poison damage increases by 3d4 when you reach 5th-level (6d4), 11th-level (9d4), and 17th-level (12d4).

Classes: Cleric (*Trickery*), Druid, Sorcerer, Warlock, Wizard

SHAMBLER

8th-level transmutation

Casting Time: 1 Minute

Range: 30 feet

Components: V, S

Choose a mound of vegetation within range. The plant life becomes a shambling mound under your control.

As a bonus action on each of your turns, you can mentally command any creature you created with this spell if the creature is within 120 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creature is under your control for 24 hours, after which it stops obeying any command you have given it. To maintain control of the creature for another 24 hours, you must cast this spell on the creature before the current 24-hour period ends. This use of the spell reasserts your control over one creature you have created with this spell, rather than creating a new one.

You can cast this spell during the duration of a *call lightning* spell with a casting time of 1 Action, calling down a bolt of lightning on the mound of vegetation to accelerate the casting.

At Higher Levels. When you cast this spell using a 9th-level spell slot, you can create or reassert control over two Shambling Mounds.

Wild Synergy. An *awaken* spell cast on a shambling mound created by this spell works normally.

Classes: Druid

SHAPE WATER

transmutation cantrip

Casting Time: 1 Action

Range: 30 ft

Components: S

Duration: Instantaneous

You choose an area of water that you can see within range and that fits within a 5-foot cube. You manipulate it in one of the following ways:

- You instantaneously move or otherwise change the flow of the water as you direct, up to 5 feet in any direction. This movement doesn't have enough force to cause damage.
- You cause the water to form into simple shapes and animate at your direction. This change lasts for 1 hour.
- You change the water's color or opacity. The water must be changed in the same way throughout. This change lasts for 1 hour.
- You freeze the water, provided that there are no creatures in it. The water unfreezes in 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.

As you gain levels you can have additional non-instantaneous effects of this spell active at the same time. Three non-instantaneous effects at 5th level, four effects at 11th level, and five effects at 17th level.

Additionally, starting at 5th level, you can cast this spell to cause the water to lash out at a target within 5 feet of the affected area. Make a melee spell attack, on a hit the target suffers 1d4 bludgeoning damage and you can push a size medium or smaller swimming creature 5 feet. This damage increases to 2d4 at 11th level, and to 3d4 at 17th.

Classes: Cleric (Water), Druid, Sorcerer, Wizard

SHEET LIGHTNING

5th-level evocation

Casting Time: 1 Action

Range: 120 ft

Components: V, S

Duration: Concentration, up to 10 minutes

You create a wall of cascading lightning at a point you choose within range. The wall appears in any orientation you choose: horizontally, vertically, or diagonally. It can be free floating, or it can rest on a solid surface. The wall can be up to 60 feet long, 10 feet high, and 5 feet thick. The wall blocks line of sight, but creatures and objects can pass through it. It emits bright strobing light out to 90 feet and dim light for an additional 90 feet.

When the wall appears, each creature in its area must make a Dexterity saving throw. On a failed save, a creature takes 5d8 lightning damage. On a successful save, a creature takes half damage and is moved to one side of the wall (your choice).

A creature takes 5d8 lightning damage when it enters the wall for the first time on a turn or ends its turn there.

Until the spell ends, you can use an Action to launch a bolt of lightning from the wall at one creature you can see within 90 feet of it. Make a ranged spell attack. On a hit, the target takes 5d8 lightning damage. Whether you hit or miss, reduce the length of the wall by 10 feet. If the wall's length drops to 0 feet, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 6th-level or higher, the damage increases by 1d8 and the length of the wall increases by 10 feet for each slot level above 5th.

Classes: Druid, Sorcerer, Wizard

SHIFTING STRIKE

transmutation cantrip

Casting Time: 1 Action or 1 Reaction

Range: Self

Components: M (A portion of a natural weapon from a beast such as Claws, Teeth, or Spines)

Duration: Instantaneous

Your form briefly changes, and you grow fangs, claws, or another natural weapon of your choice. As part of the Action used to cast this spell you may make an unarmed strike or use a natural weapon to attack a creature within your reach.

You may choose to inflict bludgeoning, piercing, or slashing damage with an unarmed strike made as part of this spell and you may use Strength, Dexterity, or your Spellcasting Ability for the attack and damage roll of any attack made as part of this spell. On a hit you inflict an additional 1d6 points damage, so long as you don't have disadvantage on the attack roll.

You may not cast this spell if you are wearing medium or heavy armor made of metal.

In addition, when you cast this spell, until the start of your next turn you may cast it again as a Reaction to attack a creature that provokes an opportunity attack while within your reach.

The additional damage inflicted by this spell increases by 1d6, regardless of disadvantage, at 5th-level (+1d6 or +2d6), 11th-level (+2d6 or +3d6), and 17th-level (+3d6 or +4d6).

Wild Synergy. This spell may be cast while polymorphed or in beast form if that form possesses a natural weapon attack.

Classes: Druid, Sorcerer, Wizard

SIEGE BOLT

2nd-level transmutation

Casting Time: 1 Action

Range: Self (60-foot line)

Components: S

Duration: Instantaneous

You cast this spell as you load your crossbow (or other ranged weapon) enchanting the bolt so that it fires with the force of a ballista. As part of the Action used to cast this spell, you make a ranged weapon attack against each creature in a 60-foot line, starting with the closest creature, until you hit an obstacle or creature. On a hit, a creature suffers normal damage from the weapon plus 3d10 piercing damage. Damage from the weapon is considering magical and the bolt treated as if fired from a siege engine for effects that would impede a normal missile weapon attack. If you drop a creature to 0 hit points or destroy an object with this attack, you may make an attack on the next creature in the line. All attacks within the line are considered to be at short range.

This spell deals double damage to objects and structures. Targets are not resistant or immune to the damage of this spell unless they are resistant or immune to both piercing and bludgeoning damage.

At Higher Levels. If you cast this spell using a spell slot of 3rd-level or higher, the piercing damage increases by 1d10 points per slot level above 2nd. If cast using a spell slot of 5th-level or higher the line increases to 90 feet, if cast using a spell slot of 8th-level or higher the line becomes 120 feet.

Classes: Ranger, Wizard

SIROCCO

4th-level evocation

Casting Time: 1 Action

Range: Self

Components: V, S, M (a fan and a flame)

Duration: Concentration, up to 1 minutes

A line of scorching wind 60 feet long and 15 feet wide blasts from you in a direction you choose for the spell's duration.

Each creature that starts its turn in the line or enters the line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the line.

A creature that ends its turn within the line suffers 4d4 fire damage.

Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you and the range of a ranged weapon attack made against the wind is halved.

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.

At Higher Levels. If you cast this spell using a spell slot of 5th-level or higher, it inflicts an additional 1d4 fire damage per slot level above 6th.

Classes: Druid, Sorcerer, Wizard

SKIRMISHER'S RUN

3rd-level transmutation

Casting Time: 1 Action

Range: Self

Components: S

Duration: 1 hour

When you cast this spell, you gain uncanny speed and agility.

You gain the following benefits for the duration:

- Your speed increases by 10 feet.
- You can take the Dash action as a bonus action on your turn.
- When you use the Dash action, difficult terrain doesn't cost you extra movement on that turn.
- When you make a melee attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the duration increases by 1 hour per slot level above 3rd.

Classes: Ranger

SKYBREAKER

2nd-level conjuration

Casting Time: 1 Bonus Action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You conjure a weapon of solidified air resembling a warhammer backed by an axe blade. The hammer head rumbles with thunder while the axe blade crackles with lightning. The weapon is as strong as steel and lasts for the

duration. If you drop the weapon, it dissipates at the end of the turn, but you can conjure the weapon again as a Bonus Action during the duration.

You can wield the skybreaker as a simple weapon with which you are proficient. It possesses the Thrown (range 30/120) and Versatile properties. You can use your Spellcasting Ability modifier in place of Strength on the attack and damage rolls using the weapon. If you throw the weapon it reappears in your hand after the attack is made.

On a hit, the target takes 1d8 (or 1d10 if used two handed) slashing or bludgeoning damage (your choice). If you inflict slashing damage you also inflict 1d8 lightning damage, if you inflict bludgeoning damage you also inflict 1d8 thunder damage.

A creature suffering lightning damage on a hit can't take Reactions until the start of its next turn. A creature suffering thunder damage on a hit can be pushed up to 10 feet.

The crackling lightning surrounding the weapon sheds strobing bright light in a 20-foot radius and the rumble of thunder can be clearly heard 60 feet away.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the thunder or lightning damage increases by 1d8 for every two slot levels above 2nd. When cast using a spell slot of 3rd or 4th-level the weapon gains a +1 bonus to hit and damage, this increases to +2 using a 5th or 6th-level slot, or +3 using a 7th-level or higher slot.

Classes: Druid, Sorcerer

SLICING TORRENT

7th-level conjuration

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: Instantaneous

You sweep the area around yourself with an intensely focused stream of slashing elemental water. You may affect up to a 50-foot radius by 1-foot-tall arc oriented as you wish around your space, but the area affected by the arc must be contiguous (you cannot leave a gap between the starting and ending point of the arc). Each creature within the area must make a Dexterity saving throw. A Large sized or larger creature has disadvantage on this save. On a failed save the creature suffers 10d12 + your Spellcasting Ability modifier slashing damage. A creature suffers no damage on a successful save.

Open flames within 5 feet of the area are extinguished. Objects and structures in the area not worn or carried by a creature suffer maximum damage from this spell.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the damage increases by 2d12 per slot level above 7th.

Classes: Druid, Sorcerer

SMELTING SMITE

transmutation cantrip

Casting Time: 1 Action

Range: Special

Components: V, M (a metal melee weapon)

Duration: Instantaneous

A metal weapon you wield briefly gains the ability to heat other metal it strikes. As part of the Action used to cast this spell, you may make a melee attack using the weapon against one target within your reach. On a hit, the target suffers the attack's normal effects. A creature, construct, or object made of metal or a creature wearing medium or heavy metal armor hit by the attack suffers 1d8 fire damage.

A creature wearing medium or heavy armor made of metal that suffers fire damage from this spell must make a Constitution saving throw. On a failure, it has disadvantage on attack rolls and ability checks until the start of your next turn.

Alternatively, as part of the action used to cast this spell you can strike a metal object within your reach with the weapon to heat it to glowing. If you attempt to strike an item held by a creature, make a melee attack, the creature must make a Dexterity saving throw with a DC equal to the result of your attack roll, on a failure you strike the object. A creature holding or wielding an object struck by your weapon can use its Reaction to drop it. If it doesn't drop the object, it suffers 1d8 fire damage and must make a Constitution saving throw. On a failure, it has disadvantage on attack rolls and ability checks until the start of your next turn. Using this spell on a metal hammer allows the caster to craft metal items without a forge.

When you reach 5th level any target hit by the weapon suffers an additional 1d8 fire damage, regardless of construction (1d8 fire damage or 2d8 if a creature, construct, or object made of metal or a creature wearing medium or heavy metal armor). The fire damage to a creature that does not drop a metal item heated by this spell also increases to 2d8 at 5th level. The fire damage increases by an additional 1d8 at 11th level (2d8 or 3d8 if metal) and 17th level (3d8 or 4d8 if metal).

Classes: Cleric (Forge), Druid

SNOWSTRIDER

1st-level transmutation

Casting Time: 1 Action

Range: Touch

Components: V, S, (a pinch of snow or ice)

Duration: 1 hour

You touch a creature. For the duration of the spell, the target can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement and it doesn't leave any more of a discernible trail through ice and snow than it does in normal terrain, increasing the base DC to track the target through such terrain to 15.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature or increase the duration by 1 hour for each slot level above 1st.

Classes: Druid, Ranger

SPEW VENOM

2nd-level transmutation

Casting Time: 1 Bonus Action

Range: Self

Components: V, S

Duration: 1 Minute

When you cast the spell and as a bonus action during the duration you can spew a stream of blinding venom at a target within 20 feet. Make a ranged spell attack. On a hit, the target suffers 1d4 + your Spellcasting Ability modifier poison damage. A creature that suffers poison damage from this attack must make a Constitution saving throw or become blinded for 1 minute. A creature can repeat this saving throw at the end of each of its turns, removing the blinded condition on a success. This ranged spell attack does not suffer disadvantage on attack rolls.

Additionally, if you cast the *poison spray* cantrip during the duration of this spell, a creature failing its saving throw versus that cantrip is blinded until the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the poison damage increases by 1d4 per slot level above 2nd.

Classes: Druid

SPIKED SNARL

4th-level conjuration

Casting Time: 1 Action

Range: 240 feet

Components: V, S, M (seven sharp thorns)

Duration: Concentration, up to 1 minute

You conjure a mass of twisting thorny vines under the ground in up to a 40-foot square within range. When you cast this spell, you can designate any number of creatures you can see to be unaffected by it.

The area becomes difficult terrain to affected creatures for the duration. When an affected creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels. An affected creature that falls prone within the area suffers 4d4 piercing damage.

When you cast the spell, and as an action on each of your turns, you can cause thorny vines to burst from the ground, forcing each affected creature within the area to make a Strength saving throw. A creature suffers 4d4 piercing damage and is restrained by the entangling vines until the spell ends on a failed save; or half damage and is not restrained on a successful save.

A creature restrained by the vines can use its Action to make a Strength check against your spell save DC. On a success, it frees itself. Success or failure it suffers 2d4 piercing damage.

The area is camouflaged to look natural. Any creature that can't see the area at the time the spell is cast and has not seen an eruption of vines, must make a Wisdom (Perception) check against your spell save DC to recognize the terrain as hazardous before entering it.

At Higher Levels. If you cast this spell using a spell slot of 5th level or higher, you can increase the size of the cube by up to 10 feet for each slot level above 4th

Classes: Druid

SPLINTERTHORN CUDGEL

transmutation cantrip

Casting Time: 1 action

Range: Special

Components: V, M (a club or quarterstaff)

Duration: 1 round

You cause a club, quarterstaff, or great club wielded by you to momentarily sprout wicked thorn spikes. As part of the action used to cast this spell, you must make a melee weapon attack against one creature within your reach otherwise the spell fails. On a hit, the target suffers the attack's normal effects plus 1d4 piercing damage and must make a Constitution saving throw. On a failed save, the thorns break off within the wound and start to sprout and grow, inflicting an additional 2d4 points piercing damage at the start of your next turn and preventing the target from regaining hit points until then. If the save is successful, the target suffers no additional damage at the start of your next turn and can regain hit points normally.

This spell does not prevent constructs, incorporeal creatures, or creatures immune to piercing damage from regaining hit points.

The damage increases as you gain levels. The piercing damage caused on a failed Constitution saving throw increases by 2d4 at 5th level (4d4), 11th level (6d4) and 17th level (8d4). At 11th level the piercing damage inflicted on a hit increases to 2d4.

Wild Synergy. You may use an unarmed strike affected by an *oaken fist* cantrip to make the attack required by this spell.

Classes: Druid

SPLIT-ARROW QUIVER

4th-level transmutation

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 Hour

You touch a quiver containing arrows or bolts. When you make an attack using an arrow drawn from the quiver, the arrow splits into two arrows in mid-flight. You can have each arrow attack different targets within 10 feet of one another, or the same target. Make a separate attack roll for each arrow, inflicting the arrow's normal effects for each hit.

The spell's magic ends on the piece of ammunition when it hits or misses, and the spell ends when eight pieces of ammunition have been drawn from the quiver.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the number of pieces of ammunition you can affect with this spell increases by two for each slot level above 4th.

Classes: Artificer, Ranger, Wizard

SPORE CLOUD

2nd-level conjuration

Casting Time: 1 Action

Range: 90 feet

Components: S, M (a tiny sample of yellow mold)

Duration: Instantaneous

You conjure a yellow cloud of poisonous spores that fills a 10-foot cube at a point within range. Any creature in the area must succeed on a Constitution saving throw or take 2d10 poison damage and become poisoned for 1 minute. While poisoned in this way, the creature takes 1d10 poison damage

at the start of each of its turns. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save.

This spell is ineffective if cast in direct sunlight.

At Higher Levels. If you cast this spell using a spell slot of 3rd-level or higher, you may conjure an additional 10-foot cube of spores per slot level above 2nd.

Classes: Druid, Wizard

SPRINGING SPEAR

transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, M (a spear)

Duration: 1 turn

You cause the haft of a spear you are wielding to briefly, but abruptly, grow in length. You increase your reach by 5 feet when making an attack using the spear as part of this spell. As part of the Action used to cast this spell, you may make a melee weapon attack using the spear against one target within your reach. On a hit, the target suffers the attack's normal effects, and if the target was within your normal reach it suffers an additional 1d8 piercing damage due to the extra force granted by spear's abrupt growth.

The additional piercing damage caused by the spear increases as you gain levels. At 5th level, the spear inflicts an additional 1d8 damage to any target on a hit, or 2d8 damage if the target was within your normal reach. The additional damage further increases by 1d8 at 11th level (2d8 or 3d8) and 17th level (3d8 or 4d8).

Classes: Druid

SPROUT WEAPON

transmutation cantrip

Casting Time: 1 Bonus Action

Range: Touch

Components: S

Duration: 1 minute

When you cast this spell, you cause a club, javelin, quarterstaff, or spear to sprout from the ground into your outstretched hand. If you are not standing upon earth capable of supporting plant life, the spell requires a sprig druidic focus as a material component. For the duration of the spell, the weapon is considered magical for the purposes of overcoming resistance or immunity to damage.

You can choose the form the weapon takes, and for the duration of the spell you can use your free interaction each turn to change the form of the weapon or to cause a new weapon to sprout. You can use your spellcasting ability instead of Strength or Dexterity for the attack and damage rolls of attacks using the weapon and can use the weapon as a spellcasting focus for your druid spells.

If you end your turn without the weapon in your hand, the weapon shrivels and vanishes.

You gain greater skill at creating and wielding the weapons created by this spell as you gain levels. Starting at 5th level, you gain the following abilities, depending upon the form of the weapon you sprout:

- If you create a club using this weapon you can instead sprout two clubs. If you use your bonus action to engage

in two weapon fighting wielding these clubs, you can add your ability modifier to the damage of the bonus weapon attack.

- If you create a spear or quarterstaff, when you attack while wielding the weapon in two hands during your action, you can forgo the additional damage from the Versatile property during that action to make a melee attack with the haft or pommel of the weapon as a bonus action. This attack uses the same ability modifier as the primary attack. The weapon's damage die for this attack is a d4, and it deals bludgeoning damage.
- If you create a javelin, you can cause a new javelin to form in your hand immediately after you throw the javelin to make an attack.

At 11th level the duration increases to 10 minutes and to 1 hour at 17th level.

You may expend a use of your Wild Shape feature when you cast this spell if you do so the duration increases by 1 hour and the weapon(s) gain a bonus to hit and damage as you gain levels: At 5th level the weapon(s) gain a +1 bonus on attack and damage rolls, this increases to +2 at 11th level, and to +3 at 17th level.

Classes: Druid

STARFALL

9th-level evocation

Casting Time: 1 Bonus Action

Range: 1000 ft

Components: V, S

Duration: Concentration, up to 1 minute

When you cast the spell and as a bonus action during the duration you can cause a brilliant star of radiant energy to plummet towards a point you choose within range, whereupon the star bursts into a sphere of dazzling light in up to a 50 foot radius. This light is sunlight and remains until the start of your next turn, shedding bright light for an additional 100 feet around the sphere, and dim light for another 100 feet. Creatures within the area of dazzling light when the star falls, entering the area for the first time on a turn, or ending their turn there suffer 14d4 radiant damage and must succeed at a Constitution saving throw or become blinded.

A blinded creature must make a Constitution saving throw at the end of each of its turns. If the creature succeeds on three of these saves, it is no longer blinded. If the creature fails three of these saves before the blinded condition is removed, it is blinded permanently.

Structures and objects not being worn or carried also suffer this damage and any magical darkness within the area is dispelled. The area of dazzling light is treated as heavily obscured to the vision of creatures not immune to the blinded condition.

Classes: Cleric, Druid, Sorcerer, Wizard

STARFIRE

4th-level evocation

Casting Time: 1 Bonus Action

Range: 60 feet

Components: V

Duration: Concentration, up to 1 minute.

You create a twinkling mote of fey starfire within range that lasts for the duration. The mote of starfire sheds bright light in a 10-foot radius and dim light for an additional 10 feet. When you cast the spell and as a bonus action on your turn you can cause the mote to move up to 40 feet and project a beam of twinkling starlight in a 5-foot wide by 60-foot long line extending from it.

Each creature in the line is engulfed in twinkling flames that cause searing pain, and it must make a Constitution saving throw. It takes 3d8 radiant damage on a failed save, or half as much damage on a successful one.

Each creature and object within the line is outlined in flickering starfire. 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, the affected creature or object can't benefit from being invisible, and each time it takes radiant damage it takes an additional 1d8 radiant damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

Classes: Druid

STEAM GEYSER

6th-level conjuration

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: Instantaneous

A spray of scalding steam erupts from you. Each creature in a 60-foot cone or a 180-foot line (your choice) must make a Constitution saving throw, taking 12d6+24 fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage and flames in the area are doused.

A creature with Water Susceptibility, such as a fire elemental, suffers the damage from this spell as cold damage.

At Higher Levels. If you cast this spell using an 8th-level or higher spell slot the fire damage increases by 2d6+4 per slot level above 6th.

Classes: Druid, Sorcerer, Wizard

STICKS TO SNAKES

2nd-level transmutation

Casting Time: 1 Action

Range: 30 ft

Components: V, S, M (bark and snake scales)

Duration: Concentration, up to 1 hour

When you cast this spell choose one of the following effects:

- You transform a staff, greatclub, or similar sized stick held by you or within range into a Giant Poisonous snake or a Constrictor Snake (your choice).
- You transform a wand, club, or similar sized stick held by you or within range into a poisonous snake or a flying snake (your choice).

If you target an item held by an unwilling creature, the target can either use its reaction to immediately drop the item or make a Wisdom saving throw to resist the spell negating the transformation. On a failed saving throw, you can cause the snake to make an immediate attack against

the creature with advantage as part of the action used to cast the spell.

While the spell lasts, you can use a bonus action on each of your turns to command the snake to move up to its speed and make an attack. The snake uses its own attack bonus or your spell attack bonus, whichever is higher. The save or ability check DC of any special abilities possessed by the snake equals your spell save DC unless it would otherwise be higher. The snake returns to its previous form when the spell ends.

At Higher Levels. If you cast this spell using a 3rd-level or higher spell slot, the duration increases by 1 hour per slot level above 2nd. If you cast this spell using a spell slot of 3rd level or higher you can choose one of the following:

- You transform a bundle of sticks held by you or within range, into a Swarm of Poisonous Snakes.
- You transform a staff or similar sized stick held by you or within range into a Giant Constrictor Snake.

Classes: Druid

STONE FIST

transmutation cantrip

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: Instantaneous

Your fists become briefly encased in stone and you gain a connection to the strength of the earth when you cast this spell. Make a melee spell attack against a target within reach. On a hit, the target takes 1d8 bludgeoning damage, or 1d12 bludgeoning damage if both you and the target are standing upon earth or stone.

The bludgeoning damage increases as you gain levels. The bludgeoning damage increases by 1d8 or 1d12 if upon earth or stone when you reach 5th-level (2d8 or 2d12), 11th-level (3d8 or 3d12), and 17th-level (4d8 or 4d12).

Wild Synergy. If you cast this spell while affected by a *rock hand* spell you inflict additional damage equal to your unarmed strike.

Classes: Druid, Sorcerer, Wizard



STONEBREAKER

conjuration cantrip

Casting Time: 1 Bonus Action

Range: Touch

Components: S, M (a staff spellcasting focus)

Duration: 1 minute

A hammer head of dense elemental stone forms at the end of your staff. You can wield the staff as if wielding a magical weapon with the Two-Handed and Heavy properties. The weapon inflicts 2d6 Bludgeoning damage on a hit. You are considered proficient with the weapon if you can use a staff as an Arcane or Druidic spellcasting focus. You can use your spellcasting ability instead of Strength for the attack and damage rolls of attacks using the weapon, if you do so you may make only a single attack using the weapon during that action.

If you end your turn without the weapon in your hand, the spell ends.

Once you reach 5th-level, objects and structures suffer an additional 1d6 damage when hit by this weapon; as do creatures made of inorganic material such as stone, crystal, or metal. This increases to 2d6 at 11th-level and to 3d6 at 17th-level.

You may expend a use of your Wild Shape feature when you cast this spell, if you do so the duration increases by 1 hour and the weapon(s) gain a bonus to hit and damage as you gain levels: At 5th level the weapon(s) gain a +1 bonus on attack and damage rolls, this increases to +2 at 11th level, and to +3 at 17th level.

Wild Synergy. If you know this cantrip, you inflict the cantrip's additional damage at higher levels to objects and structures or inorganic creatures when wielding an *earth hammer* spell.

Classes: Druid, Sorcerer

STORM BURST

8th-level evocation

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: Instantaneous

When you cast this spell, lightning bursts from your form in up to a 40-foot radius. Creatures and plant life you choose in the area are unaffected by this spell. Each affected creature in the area must make a Dexterity saving throw. It takes 10d10 lightning damage on a failed saving throw or half as much damage on a successful one.

A creature that suffers lightning damage from this spell must also make a Constitution saving throw or be stunned until the end of your next turn. The lightning damages objects in the area and ignites flammable objects that aren't being worn or carried.

At Higher Levels. If you cast this spell using a spell slot of 9th level, the lightning damage increases by 2d10, and the maximum area increases 10 feet.

Classes: Druid, Sorcerer

STORM HAMMER

evocation cantrip

Casting Time: 1 Action

Range: Self (120 feet)

Components: S, M (a weapon)

Duration: 1 round

You charge a weapon you wield with lightning. Make a melee or ranged weapon attack with the weapon used in the casting against one target within 120 feet. If you throw the weapon to make the attack, the weapon returns to your hand after the attack is completed. On a hit, the target suffers the weapon attack's normal effects and your weapon is wreathed in crackling lightning. If the target hits you with an attack or you hit the target with an attack using the weapon before the start of your next turn, the target immediately takes 1d6 lightning damage as a bolt of lightning leaps from the weapon to strike it. The spell then ends.

This spell's damage increases when you reach higher levels. At 5th-level, the initial attack deals an extra 1d6 lightning damage on a hit, and the lightning damage the target takes for hitting you or being hit by you increases to 2d6. Both damage rolls increase by 1d6 at 11th-level and 17th-level. *Classes:* Cleric (Nature, Tempest), Druid, Sorcerer, Wizard

STORM QUIVER

5th-level transmutation

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

You touch a quiver containing arrows or bolts. When a ranged weapon is fired using a piece of ammunition drawn from the quiver, the ammunition transforms into a bolt of lightning, forming a line 5 feet wide that extends out from you to a target within range of your weapon. Each creature in the line excluding you and the target must make a Dexterity saving throw, taking 4d6 lightning damage on a failed save, and half as much damage on a successful one. The lightning bolt turns back into an arrow or bolt when it reaches the target. Make a ranged weapon attack against the target. On a hit, the target takes damage from the attack plus 4d6 lightning damage.

The spell's magic ends on the piece of ammunition when it hits or misses, and the spell ends when five pieces of ammunition have been drawn from the quiver.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the number of pieces of ammunition you can affect with this spell increases by one for each slot level above 5th.

Classes: Druid, Ranger, Sorcerer, Wizard

STORMSIGHT

1st-level divination

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: 1 hour

You touch a willing creature to grant it the ability to see clearly in all weather conditions. For the duration, that creature's vision is not obscured by water, mist, rain, fog,

smoke, or other atmospheric or water conditions out to 90 feet and can see twice as far as normal in such conditions beyond this range.

In addition, during this time the creature can sense currents of air and water, granting it advantage on checks to pilot a water or air vehicle and on checks to swim or fly.

At Higher Levels. If cast using a spell slot of 2nd-level or higher, you can affect an additional creature for every slot level above 1st or increase the duration by 1 hour for every slot level above 1st.

Classes: Druid, Ranger, Sorcerer, Wizard

STREAM STRIDE

5th-level conjuration

Casting Time: 1 Action

Range: Self

Components: S

Duration: Concentration, up to 1 Minute

You gain the ability to enter a body of water and move from inside it to a point within the same or a different body of water within 500 feet. Both bodies of water must be at least the same size as you, but need be no more than 1 foot deep. You must use 5 feet of movement to enter the water, or if already within water, swim at least 5 feet. You instantly know course and location of all such bodies of water within 500 feet. You appear in a spot of your choice in or within 5 feet of the destination body of water, which can be the same body of water you entered, using another 5 feet of movement. If you have no movement left, you appear within 5 feet of the water you entered.

If you dive or jump into a body of water to use this spell, you can emerge from the exit pool with the same momentum, attaining a height above the water equal to the height you jumped or dove from. For example, you could leap from the deck of a ship and emerge and land on the deck of another ship of similar height within 500 feet.

You can use a reaction to use this transportation ability when you enter a body of water when it is not your turn. If you do so, you suffer no damage upon impacting the water during a fall.

You can use this transportation ability once per round for the duration.

At Higher Levels. If you cast this spell using a spell slot of 6th level or higher, the duration increases by 1 minute per slot level above 5th.

Classes: Druid, Ranger

STRIKE OF THE IRON RAM

2nd-level transmutation

Casting Time: 1 Bonus Action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

For the duration of the spell, your unarmed strikes and melee attacks that inflict bludgeoning damage deal double damage to objects and structures. You also gain a +4 bonus to checks to break down doors or to break objects and you can add a bonus equal to your Spellcasting Ability modifier when making Strength ability checks and Strength saving

throws. Your unarmed strikes are considered magical for the duration of this spell.

At any point during the duration you can expend the spell when you hit a target within your reach with an unarmed strike or a melee attack that inflicts bludgeoning damage. When expended, the spell ends, and the blow hits with the force of a battering ram, inflicting an additional 3d10 bludgeoning damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, the damage inflicted when expended increases by 1d10 for each slot level above 2nd.

Classes: Druid, Sorcerer, Wizard

SUMMON SLIME

3rd-level conjuration

Casting Time: 1 Action

Range: 90 ft

Components: V, S, M (a tiny sample of green slime)

Duration: 1 hour

You conjure a patch of acidic green slime that covers a 10-foot square within range.

A creature that comes into contact with the slime takes 1d10 acid damage. The creature takes the damage again at the start of each of its turns until the slime is scraped off or destroyed. Scraping the slime off requires an Action. Against wood or metal, green slime deals 2d10 acid damage each round, and any nonmagical wood or metal weapon or tool used to scrape off the slime is effectively destroyed.

Sunlight, any effect that cures disease, and any effect that deals cold, fire, or radiant damage destroys a 5-foot-square patch of green slime. The slime evaporates when the duration expires.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, you may summon an additional 10-foot square patch of slime per slot level above 3rd.

Classes: Druid, Sorcerer, Wizard

SUN SLIVER

2nd-level conjuration

Casting Time: 1 Bonus Action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You conjure a lance or bow formed of a sliver of dazzling sunlight. The weapon lasts for the duration, if you end your turn without the weapon in your hand it disappears, but you can conjure a weapon or change which weapon is summoned as a Bonus Action during the duration.

Sun Bow. You summon a bow that you can wield as a simple Ranged weapon (range 200/800). The bow conjures an arrow of radiant sunlight when drawn. The weapon inflicts 2d6 radiant damage on a hit.

Sun Lance. You summon a lance that you can wield as a simple weapon with the Two-Handed, Reach, and Special properties. The weapon inflicts 2d10 radiant damage on a hit and can be used in one hand while mounted.

You are considered proficient in the weapon you summon, and you can use your Spellcasting Ability modifier in place of Strength or Dexterity on the attack and damage rolls using the weapon. A creature hit suffering radiant damage from

one of these weapons becomes dazzled and has disadvantage on the next attack roll it makes before the start of your next turn. A creature that can't be blinded is immune to this effect.

While summoned the weapon 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:

- A Sun Bow's range increases by 50/200 for every slot level above 2nd and the damage increases by 1d6 for every two slot levels above 2nd.
- A Sun Lance's damage increases by 1d10 for every two slot levels above 2nd.
- When cast using a spell slot of 3rd or 4th-level the weapon gains a +1 bonus to hit and damage, this increases to +2 using a 5th or 6th-level slot, or +3 using a 7th-level or higher slot.

Classes: Cleric, Paladin, Druid, Ranger

SUNSHARDS

2nd-level evocation

Casting Time: 1 Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You create three shards of shimmering light and hurl them at targets within range. You can hurl them at one target or several.

Make a ranged spell attack for each shard. On a hit, the target takes 1d4 + your spellcasting ability modifier radiant damage and begins to glow with bright light until the end of your next turn.

During this time the target radiates bright light in a 10-foot radius, and dim light for an additional 10 feet until the end of your next turn. Any attack against a glowing creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

At Higher Levels. If you cast this spell using a spell slot of 3rd-level or higher, you create one additional shard per slot level above 2nd.

Classes: Cleric, Druid, Wizard

SUNSPEAR

4th-level evocation

Casting Time: 1 Bonus Action

Range: Touch

Components: V, S

Duration: 1 minute

You form a shining spear of pure sunlight in your hand. The spear radiates bright sunlight in a 30-foot radius, and dim light for an additional 30 feet. For the duration of this spell, you can use the spear as a spellcasting focus for any spell that inflicts radiant damage or causes light. Any spell you cast during the duration that produces light, produces sunlight. Any spell that inflicts radiant damage inflicts an additional 1d6 radiant damage.

At any point during the duration you can use an Action to attack using the spear. Make a melee spell attack against a target within 10 feet or a ranged spell attack against a target within 120 feet. On a hit, the target suffers 8d10 + your Spellcasting Ability modifier radiant damage and for the

remaining duration the target radiates bright sunlight in a 30-foot radius, and dim light for an additional 30 feet.

During this time 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.

At Higher Levels. If you cast this spell using a spell slot of 5th-level or higher, the damage increases by 1d10 per slot level above 4th.

Classes: Cleric, Druid, Wizard

SWIFT BLADES

5th-level transmutation

Casting Time: 1 Bonus Action

Range: Touch

Components: V, S, M (one or two melee weapons without the heavy or two-handed properties)

Duration: Concentration, up to 1 minute

You enchant one or two melee weapons when you cast this spell so that they strike more swiftly while in your hands.

While you wield the affected weapons, when you take the Attack action you may make one additional attack using an affected weapon during that action.

If you engage in two weapon fighting using an affected weapon, you may make one additional attack using the weapon as part of the bonus action (or Attack action if you have the Two-Weapon fighting style).

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the duration increases by 1 minute for each slot level above 5th.

Classes: Ranger

SWIFTNESS OF THE STRIKING SNAKE

1st-level transmutation

Casting Time: 1 Bonus Action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Choose a friendly creature within range, that creature can use its reaction to immediately move up to its speed and make one melee or ranged attack.

At Higher Levels. If you cast this spell using a spell slot of 2nd-level or higher, you can choose an additional friendly creature per slot level above 1st.

Wild Synergy. If the target of this spell has the War Caster feat or similar ability, they can cast a spell with a casting time of 1 Action to make this attack, as if they were making an opportunity attack.

Classes: Druid

TAINING TOUCH

necromancy cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 round

You taint a creature you touch with poisonous humors. Make a melee spell attack against a creature within your reach. On a hit the target suffers 1d4 poison damage (or 1d12 poison damage if currently Poisoned) and must make a

Constitution saving throw or become Poisoned until the end of your next turn.

The spell becomes more virulent as your gain levels. The poison damage increases by 1d4 (or 1d12 if already poisoned) at 5th level (2d4 or 2d12 damage), 11th level (3d4 or 3d12 damage), and 17th level (4d4 or 4d12 damage).

Classes: Druid, Sorcerer, Warlock, Wizard

TEMPEST SPEAR

1st-level evocation

Casting Time: 1 Bonus Action

Range: Self

Components: V, M (a melee weapon)

Duration: Concentration, up to 1 minute.

For the duration of the spell a melee weapon you wield gains the thrown property with a range of 20/60, if it already has the thrown property its range increases by 20 feet short range and 60 feet for long range. If you throw the weapon it returns to your hand after the attack is made.

Each time you hit a creature with a melee or thrown weapon attack during this spell's duration, you deal an additional 1d4 points of lightning or thunder damage (your choice).

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the range of a thrown weapon attack increases by 10/30 for each slot level used higher than 1st. If cast using a 4th-level or higher spell slot the additional damage on a hit increases to 1d6, or to 1d8 if a 7th-level or higher spell slot is used.

Classes: Druid, Ranger, Sorcerer, Wizard

THISTLE PATCH

conjuration cantrip

Casting Time: 1 Action

Range: 60 feet

Components: S

Duration: Concentration, up to 1 minute.

You create a patch of barbed thistles at a point within range. Until the spell ends, the magical thistles cover a 5-foot square, and the area becomes difficult terrain. Any creature that enters the area or moves 5 feet or more within the area must succeed on a Dexterity saving throw or stop moving this turn and take 1 piercing damage. Taking this damage reduces the creature's walking speed by 10 feet until the creature regains at least 1 hit point.

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 area as hazardous before entering it.

You can create a larger patch of thistles as you reach higher levels. At 5th level you can choose any two adjacent 5-foot squares within range. This increases to three 5-foot squares at 11th level, and four 5-foot squares at 17th level.

Classes: Druid

THORN DISK

transmutation cantrip

Casting Time: 1 Reaction

Range: 5 feet

Components: V, M (a wooden shield)

Duration: Instantaneous

You can cast this spell as a Reaction when an enemy you can see within range makes a melee attack against you while you are wielding a wooden shield. Your shield temporarily spouts long wicked thorns to menace your attacker. The creature must make a Dexterity saving throw or suffer 1d4 piercing damage.

The piercing damage increases by 1d4 at 5th level (2d4), 11th level (3d4) and 17th level (4d4).

Classes: Druid

THORNSKIN

transmutation cantrip

Casting Time: 1 Bonus Action

Range: Self

Components: V

Duration: 10 Minutes

You skin sprouts wicked thorns when you cast this spell, you suffer 1 point of piercing damage, which cannot be healed while the spell lasts. For the duration of the spell you inflict an additional 1 point of piercing damage to a target when you hit with an unarmed strike or natural weapon attack or succeed on a grapple check.

In addition, any creature that hits you with an unarmed strike or natural weapon attack suffers 1 point of piercing damage. Creatures that grapple you during this spell also suffer this damage, plus an additional 1 piercing damage at the beginning of each of their turns that you remain grappled.

The spell fails if you attempt to cast it while wearing medium or heavy armor. You can cancel the spell as a bonus action on your turn.

The piercing damage inflicted by the thorns increases by 1 at 5th level (2 points), and 17th level (3 points). The duration increases to 1 hour at 11th level.

Classes: Druid

THORNY ENTANGLEMENT

1st-level conjuration

Casting Time: 1 Bonus Action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

|| You must know the *thorn whip* cantrip to cast this spell. ||

For the duration of the spell you inflict additional damage equal to your Spellcasting Ability modifier on a successful hit with a *thorn whip* spell and can cast it as a reaction when a creature provokes an opportunity attack from you.

Once during the duration, when you hit with an attack using a *thorn whip* you can cause a mass of thorny vines to entangle the target. The target must succeed on a Strength saving throw or suffer 2d6 piercing damage and be restrained by the vines for the duration. If the target succeeds on the save, it suffers half damage and is not restrained.

If you move more than 30 feet away from the restrained target or attack a different target using your *thorn whip* cantrip, the thorns wither and the restrained target is freed, ending the spell. Any attack using your *thorn whip* on a target restrained by the vines automatically hits.

A creature restrained by the vines or one that can touch the creature can use its action to make a Strength check against your spell save DC. On a failure, the creature making the attempt and the creature restrained by the spell suffer 2d6 piercing damage. On a success, the creature making the attempt and the creature restrained by the spell suffer half damage and the target is freed.

At Higher Levels. If you cast this spell using a spell slot of 2nd level or higher, the damage suffered by a target restrained by the spell or attempting to free itself increases by 1d6 for each slot level above 1st.

Classes: Druid

THUNDER CLOUD

7th-level conjuration

Casting Time: 1 Action

Range: 240 ft

Components: V, S

Duration: Concentration, up to 1 minute.

Storm clouds shot through with lightning and roiling with thunder appear in up to a 20-foot-radius by 30-foot tall cylinder centered on a point within range. The cloud spreads around corners and is heavily obscured and lasts for the duration.

When the cloud appears, each creature in it must make a Constitution saving throw and a Dexterity saving throw. A creature takes 5d6 thunder damage on a failed Constitution save, 5d6 lightning damage on a failed Dexterity save, or half as much of the appropriate damage on a successful save. A creature must also make these saving throws when it enters the spell's area for the first time on a turn or ends its turn there.

If a creature starts its turn in the spell's area and is concentrating on a spell, the creature must make a successful Constitution saving throw against your spell save DC or lose concentration.

As a bonus action on your turn you can move the cloud up to 10 feet in a direction that you choose.

At Higher Levels. If you cast this spell using an 8th-level spell slot the damage increases by 1d6 thunder damage and 1d6 lightning damage per slot level above 7th.

Classes: Druid, Sorcerer, Wizard

THUNDER STONE

1st-level transmutation

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: 10 minutes

You touch one to four sling bullets or stones and imbue them with magic. When a target is hit by one of these stones, the target and each creature within 5 feet of it must succeed on a Constitution saving throw or take 2d4 thunder damage and be deafened for 1 minute. On a successful save a target suffers half damage and is not deafened.

A deafened target must make a Constitution saving throw at the end of each of its turns, ending the deafened condition on a success.

The spell's magic ends on the piece of ammunition when it hits or misses. The thunderous crack of one of these stones striking its target is audible out to 150 feet.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the number of pieces of ammunition you can affect with this spell increases by two for each slot level above 1st.

Wild Synergy. You can cast this spell on a pebble affected by a *magic stone* cantrip.

Classes: *Druid, Ranger, Sorcerer, Wizard*

THUNDERBOLT

conjunction cantrip

Casting Time: 1 Action

Range: 90 feet

Components: V, S

Duration: Instantaneous

A bolt of thunderous lightning descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 points of lightning or thunder damage (your choice).

If you are outdoors in stormy conditions when you cast this spell the target suffers an additional 1d8 damage on a failed saving throw.

This spell's damage increases by 1d8 when you reach 5th-level (2d8), 11th-level (3d8), and 17th-level (4d8).

Wild Synergy. If you cast this spell during the duration of a *call lightning* spell, a target failing the Dexterity saving throw suffers the damage from both spells, or half damage on a successful save.

Classes: *Cleric (Tempest), Druid, Sorcerer*

THUNDERHEAD

1st-level conjuration

Casting Time: 1 Bonus Action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 minute.

You must know the *thunderbolt* cantrip to cast this spell.

When you cast this spell, choose a creature you can see within range. A miniature storm cloud forms over the creature's head, following it unerringly, even if it becomes invisible or leaves the spell's range.

If you cast *thunderbolt* during the duration of this spell, you can target the creature affected by *thunderhead*, even if you cannot see the creature or if it is beyond the spell's range. A *thunderbolt* spell inflicts an additional 1d8 damage to a creature affected by this spell, as if you were outdoors in stormy conditions, and the target still suffers half damage on a successful save.

If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to transfer the thunderhead to a new creature you can see within range.

At Higher Levels. If you cast this spell using a spell slot of 2nd-level or higher, the additional damage increases by 1d8 per slot level above 1st.

Classes: *Druid, Sorcerer*

THUNDERING ORB

3rd-level conjuration

Casting Time: 1 Action

Range: 120 feet

Components: V, S, M

Duration: Concentration, up to 1 minute

You summon a 5-foot-diameter sphere of thunderous energy in an unoccupied space of your choice within range. For the duration, any creature that ends its turn within 5 feet of the sphere or enters the sphere's space for the first time on a turn must make a Constitution saving throw. The creature takes 3d10 thunder 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 40 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 in that creature's space this turn. The sphere floats in the air and you may move it both vertically and horizontally. The rumbling roar of the sphere is audible out to 300 feet, any creature within 5 feet of the sphere is deafened by the noise while it remains in the area.
- As a Bonus Action on your turn or a Reaction at any point during the duration you can cause the sphere to explode. Each creature within 15 feet of the sphere must make Constitution saving throw. On a failure, the creature takes 3d10 thunder damage and is deafened until the end of its next turn. On a success, it suffers half damage and is not deafened.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the damage increases by 1d10 for each slot level above 3rd.

Classes: *Druid, Sorcerer, Wizard*

TOMB OF UNYIELDING ICE

3rd-level evocation

Casting Time: 1 Bonus Action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

For the duration of the spell your unarmed strikes are considered magical and you inflict an additional 1d6 cold damage when you hit a target within your reach with an unarmed strike, a melee attack that inflicts cold or necrotic damage, or you successfully grapple a target.

At any point during the duration you can expend the spell when you hit a target within your reach with an unarmed strike, a melee attack that inflicts cold or necrotic damage, or you successfully grapple a target. When expended, the spell ends, target suffers an additional 4d6 points of cold damage and its speed is reduced to 0 until the end of its next turn. If the target is Large or smaller target it must make a Constitution saving throw. If the creature fails, it is frozen and becomes Incapacitated for 1 minute; while incapacitated by this spell its speed drops to 0 and cannot be increased. A target that is grappled by you has disadvantage on the Constitution saving throw.

On a successful save, it is not Incapacitated. An incapacitated creature must make a Constitution saving throw at the end of each of its turns, if it fails it takes 2d6 points of cold damage and remains Incapacitated. If it succeeds it suffers half damage, its speed is reduced to 0 until the end of its next turn, and it is no longer incapacitated.

You can expend the spell when you touch an unattended object; for 1 hour that object is frozen and cannot be moved or used unless a creature uses an Action to make a Strength check with a DC equal to your spell save DC to free the item. You can release the item as a Bonus Action on your turn.

A creature that is immune to cold damage automatically succeeds at the Constitution saving throw versus this spell. A creature resistant to cold damage has advantage on the Constitution saving throws versus this spell. A creature Incapacitated by this spell becomes Vulnerable to Bludgeoning damage until the Incapacitated condition is removed. If killed by this spell, a creature is a frozen statue until it thaws.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the initial cold damage when expended increases by 1d6 for each slot level above 3rd; the continuing cold damage increases by 1d6 for every 2 slot levels above 3rd. If cast using a spell slot of 4th-level or higher a Huge or smaller target must make the Constitution saving throw or be frozen, at 5th-level or higher a Gargantuan target can be frozen.

Classes: Druid, Sorcerer, Warlock, Wizard

TORRENT

conjuration cantrip

Casting Time: 1 Action

Range: Self (15-foot line)

Components: V, S

Duration: Instantaneous

You conjure a torrent of water in a 15-foot-long by 5-foot-wide line that blasts out from you in a direction you choose. Each creature in the line must make a Strength saving throw. A creature takes 1d4 bludgeoning damage on a failed save and a Medium or smaller creature is pushed 5 feet and knocked prone. Medium or smaller unattended objects in the area are also pushed. A creature suffers no damage and is not pushed or knocked prone on a successful save. This spell also extinguishes all non-magical flame within the area.

This spell's damage increases by 1d4 when you reach 5th-level (2d4), 11th-level (3d4), and 17th-level (4d4). Starting at 11th-level this spell can push and knock prone Large or smaller creatures and objects within the area.

Classes: Druid, Sorcerer

TORRENT OF LIGHTNING

9th-level evocation

Casting Time: 1 Bonus Action

Range: 360 feet

Components: V, S

Duration: Instantaneous

You can only cast this spell if you are outdoors in stormy conditions or if the effect of a spell that creates a storm such as *call lightning* is within range. Choose up to 5 points within range, that point is struck by a bolt of lightning. Each

creature within 10 feet of that point suffers 5d8 thunder damage and must make a Dexterity saving throw. A creature takes 10d10 lightning damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one bolt is affected only once.

The spell also damages objects and structures within 10 feet of a lightning strike.

Classes: Druid, Sorcerer, Wizard

TRANSMUTATION OF AIR

8th-level transmutation

Casting Time: 1 Bonus Action

Range: Self

Components: V, S

Duration: 1 minute

Until the spell ends, you transform into a form of living wind, gaining the following abilities:

- You gain 40 temporary hit points. If any of these remain when the spell ends, they are lost.
- You are immune to lightning, thunder, and poison damage.
- You are resistant to acid, cold, fire, and radiant damage as well as bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You are immune to the exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, and unconscious conditions.
- You gain darkvision to a range of 60 feet and a fly speed of 90 ft. (hover).
- You can move through a space as narrow as 1 inch wide without squeezing and you can enter a hostile creature's space and stop there.
- When you cast the spell and as a Bonus Action on your turn you can increase your size up to size large or reduce your size down to a minimum of your normal size.
- When you hit creature with a spell attack that inflicts thunder or lightning damage you inflict an additional 2d8 damage of that type.
- You can make a slam attack as an Action and a Bonus Action your turn. Make a melee spell attack, on a hit you inflict 2d8+ your Spellcasting Ability modifier bludgeoning damage, and the target is also knocked prone if it is your size or smaller.

Whirlwind. As an Action you can turn yourself into a whirlwind and force each creature your size or smaller in your space to make a Strength saving throw. On a failure, a target takes 3d8 + your Spellcasting Ability modifier bludgeoning damage and is flung up 20 feet away from you in a direction of your choice and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 1d6 bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

The spell ends if you drop to 0 hit points or die.

At Higher Levels. When you cast this spell using a spell slot of 9th-level, you can increase your size up to size Huge, the bludgeoning damage inflicted by a whirlwind or slam

increases by 2d8, a target can be flung an additional 20 feet by a whirlwind, the additional lightning or thunder damage caused by a spell attack increases by 2d8, and the duration increases to 10 minutes.

Classes: Druid, Sorcerer

TRANSMUTATION OF FIRE

8th-level transmutation

Casting Time: 1 Bonus Action

Range: Self

Components: V, S

Duration: 1 minute

Until the spell ends, you transform into a form of living fire, gaining the following abilities:

- You gain 40 temporary hit points. If any of these remain when the spell ends, they are lost.
- You are immune to fire, radiant, and poison damage.
- You are resistant to acid and lightning damage as well as bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You are immune to the exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, and unconscious conditions.
- You gain darkvision to a range of 60 feet and your movement speed increases by 20 feet.
- You shed bright light in a 30-foot radius and dim light in an additional 30 feet.
- When you cast the spell and as a Bonus Action on your turn you can increase your size up to size large or reduce your size down to a minimum of your normal size.
- You can move through a space as narrow as 1 inch wide without squeezing. A creature that touches you or hits you with a melee attack while within 5 feet of you takes 2d10 fire damage. In addition, you can enter a hostile creature's space and stop there. The first time you enter a creature's space on a turn, that creature takes 2d10 fire damage and catches fire; until someone takes an Action to douse the fire by making a DC 10 Dexterity check, the creature takes 1d10 fire damage at the start of each of its turns.
- Whenever a creature within 5 feet of you ends its turn it suffers 2d10 points of fire damage.
- When you hit creature with a spell attack that inflicts fire damage you inflict an additional 2d10 fire damage and the target catches fire; until someone takes an Action to douse the fire by making a DC 10 Dexterity check, the creature takes 1d10 fire damage at the start of each of its turns.
- You can make a touch attack as an Action and a Bonus Action your turn. Make a melee spell attack, on a hit you inflict 2d10 + your Spellcasting Ability modifier fire damage, and the target catches fire; until someone takes an Action to douse the fire by making a DC 10 Dexterity check, the creature takes 1d10 fire damage at the start of each of its turns.

The spell ends if you drop to 0 hit points or die.

At Higher Levels. When you cast transmutation of fire using a spell slot of 9th-level, you can increase your size up to size Huge, the fire damage inflicted increases 4d10, a burning creature suffers 2d10 damage, and the duration increases to 10 minutes.

Classes: Druid, Sorcerer, Wizard

TRANSMUTATION OF STONE (METAL)

8th-level transmutation

Casting Time: 1 Bonus Action

Range: Self

Components: V, S

Duration: 1 minute

You transform your body to a construct of living stone or metal. For the duration of the spell you gain the following abilities:

- You gain 50 temporary hit points. If any of these remain when the spell ends, they are lost.
- You gain a minimum AC of 17 and are resistant to all damage. You are immune to bludgeoning, piercing, and slashing damage from Nonmagical Attacks that aren't Adamantine.
- You are immune to Poison damage and the Exhaustion, Paralyzed, Petrified, Poisoned, and Stunned conditions.
- You are immune to any spell or effect that would alter your form.
- You gain a bonus to your Strength and Constitution checks and saving throws equal to your Spellcasting Ability modifier. You may add your Spellcasting Ability modifier as a bonus to attack and damage rolls using Strength.
- Your unarmed strikes inflict an additional 1d10 bludgeoning damage.
- You add your Strength and Spellcasting Ability scores together to determine your carrying capacity and the weight you can push, drag, or lift.

The spell ends if you drop to 0 hit points or die.

At Higher Levels. When you cast this spell using a spell slot of 9th-level your body becomes living metal, your AC increases to 20, and the duration increases to 10 minutes.

Wild Synergy. During the duration of this spell, you may add your Strength modifier as a bonus to spell attack and damage rolls using the *magic stone* and *stone fist* spells.

Classes: Druid, Sorcerer, Wizard

TRANSMUTATION OF WATER

8th-level transmutation

Casting Time: 1 Bonus Action

Range: Self

Components: V, S

Duration: 1 minute

Until the spell ends, you transform into a form of living water, gaining the following abilities:

- You gain 40 temporary hit points. If any of these remain when the spell ends, they are lost.
- You are immune to acid and poison damage.
- You are resistant to fire, cold, lightning, and thunder damage as well as bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You are immune to the exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, and unconscious conditions.
- You gain darkvision to a range of 60 feet.
- You gain a swim speed of 90 feet or increase your swim speed by 90 feet and can breathe air and water.

- You can move through a space as narrow as 1 inch wide without squeezing and you can enter a hostile creature's space and stop there.
- When you cast the spell and as a Bonus Action on your turn you can increase your size up to size large or reduce your size down to a minimum of your normal size.
- You are invisible while completely within a body of water larger than yourself.
- You can make a slam attack as an Action and a Bonus Action your turn. Make a melee spell attack, on a hit you inflict 2d8 + your Spellcasting Ability modifier bludgeoning damage, and the target is also knocked prone if it is your size or smaller.

Engulf. As an Action you can force each creature in your space to make a Strength saving throw. On a failure, a target takes 2d8 + your Spellcasting Ability modifier bludgeoning damage. If it is your size or smaller, it is also grappled (escape DC equals your Spell Save DC). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

If you are size Large you can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of your turns, each target grappled by you takes 2d8 + your Spellcasting Ability modifier bludgeoning damage. A creature within 5 feet of you can pull a creature or object out of you by taking an Action to make a Strength check versus your spell save DC.

The spell ends if you drop to 0 hit points or die.

At Higher Levels. When you cast this spell using a spell slot of 9th-level, you can increase your size up to size Huge, the bludgeoning damage inflicted by a grapple or slam increases by 2d8, and the duration increases to 10 minutes. While size Huge you can grapple 1 Huge creature, 1 Large and 2 medium creatures, or 4 medium creatures at once.

Wild Synergy. When you attack using a wavespike during the duration of this spell, it inflicts an additional 2d8 damage on a successful hit. This increases to 4d8 if you cast this spell using a 9th-level spell slot.

Classes: Druid, Sorcerer

TREE MELD

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 8 hours

You step into a living tree or plant large enough to fully contain your body, melding yourself and all the equipment you carry with the plant for the duration. Using your movement, you step into the plant at a point you can touch. Nothing of your presence remains visible or otherwise detectable by nonmagical senses.

While merged with the tree, you can't see what occurs outside it, and any Wisdom (Perception) checks you make to hear sounds outside it are made with disadvantage. You remain aware of the passage of time and can cast spells on yourself while merged in the tree. You can use your

movement to leave the plant where you entered it, which ends the spell. You otherwise can't move.

Minor physical damage to the tree doesn't harm you, but its partial destruction or a change in its shape (to the extent that you no longer fit within it) expels you and deals 6d6 bludgeoning damage to you. The plant's complete destruction (or transmutation into a different substance) expels you and deals 50 bludgeoning damage to you. If expelled, you fall prone in an unoccupied space closest to where you first entered.

When you complete a long rest while melded with a healthy living plant and you regain all your hit dice and reduce your exhaustion level by 2.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the duration increases to 24 hours, plus 24 hours per slot level above 3rd.

Classes: Druid

UNIVERSAL KNOWLEDGE

9th-level divination

Casting Time: 1 Bonus Action

Range: Self

Components: V, S

Duration: Instantaneous

When you cast this spell, you tap into a font of universal knowledge. You instantly gain one of the following benefits:

- You gain expertise with one skill or tool. Your proficiency bonus is doubled for any ability check you make that uses a skill or tool proficiency with which you have expertise. You also gain complete understanding of one subject related to the chosen skill or tool: such as a formula for a magic item (arcana), the secrets to forging adamantine (smith's tools), or similar secret or forgotten lore.
- You gain complete understanding of all language and can speak in any tongue as a native speaker.
- You instantly learn or have prepared one bonus spell of your choice from your class's spell list. The spell must be a cantrip or a spell of a level you can cast and does not count against the number of spells you know or may prepare.

You retain this bonus expertise, language, or spell permanently. If you cast this spell again, the existing expertise, language, or spell granted by *universal knowledge* is replaced by the newly selected one.

Classes: Cleric, Druid, Wizard

UPDRAFT

5th-level evocation

Casting Time: 1 Action

Range: 60 feet

Components: S

Duration: Concentration, up to 1 minute

When you cast the spell and as an action during the duration, you cause a violent updraft of wind to occur in a 10-foot radius by 60-foot tall cylinder within range. The updraft persists until the start of your next turn, is difficult terrain, and has the following effect:

Each creature within its area when it appears, entering the area for the first time on a turn, or ending its turn there must make a Strength saving throw. A creature takes 3d8 bludgeoning damage on a failed save, or half as much damage

on a successful one and is blown violently upwards if it is size large or smaller. A flying creature has disadvantage on this save.

A size tiny creature is blown upward 60 feet and suffers 6d6 bludgeoning damage if it encounters a solid barrier.

A size small or medium creature is blown upward 40 feet and suffers 4d6 bludgeoning damage if it encounters a solid barrier.

A size large creature is blown upward 20 feet and suffers 2d6 bludgeoning damage if it encounters a solid barrier.

A creature that encounters a solid barrier, such as a ceiling, before it leaves the cylinder suffers damage as noted above and is restrained, pinned by the rush of wind against the barrier until the start of your next turn. A creature restrained in this way can use its action to make a Strength check versus your spell save DC to free itself, and can then crawl across the ceiling to escape the area, but falls from the height of the ceiling once it leaves the area if it cannot fly.

A creature blown upward by this spell, that does not encounter a solid barrier, falls from the height it attained, lands 1d4 x 5 feet away from the area in a random direction and suffers the normal effects of falling.

While the updraft persists, the strong wind disperses fog, smoke, and other gases within the area. Small or smaller flying creatures or objects can't pass through the area. Loose, lightweight materials brought into the area fly upward. Arrows, bolts, and other ordinary projectiles launched through the area are deflected upward and automatically miss. (Boulders hurled by giants or siege engines, and similar projectiles, that pass through the area have disadvantage on the attack roll.) Creatures in gaseous form can't pass through it.

At Higher Levels. When you cast this spell using a spell slot of 6th-level or higher, the initial bludgeoning damage increases by 1d8 per two slot levels above 5th, and the distance the spell blows a creature upwards increases by 10 feet per slot level above 5th.

- At 7th-level the spell can blow a Huge creature up 20 feet, plus 10 feet per slot level above 7th.
- At 9th-level the spell can blow a Gargantuan creature up 20 feet. A creature that encounters a solid barrier when blown upward by this spell suffers 1d6 bludgeoning damage for every 10 feet it would have been blown.

Classes: Druid, Sorcerer, Wizard

VENOMOUS STRIKE

2nd-level Conjuraton

Casting Time: 1 Bonus Action

Range: Self

Components: V

Duration: Concentration, up to 1 minute.

The next time you hit a creature with a weapon attack (ranged or melee) during this spell's duration, your weapon drips with venom, and the attack deals an extra 2d12 poison damage to the target. Additionally, the creature must succeed on a Constitution saving throw or become poisoned for the duration. A poisoned creature must make a Constitution saving throw at the end of each of its turns. If successful, the spell ends. On a failure, it suffers 1d12 poison damage and remains poisoned.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, it inflicts an additional 1d12 initial poison damage for each spell slot level used higher than 2nd, and an additional 1d12 continuing poison damage for every 2 slot levels above 2nd.

Wild Synergy. When you cast *venomous strike* you can also choose to have the spell trigger the next time you hit a creature with a melee or ranged spell attack that inflicts poison damage, or a target fails a constitution saving throw versus your *poison spray* spell.

Classes: Druid, Ranger, Sorcerer, Warlock, Wizard

VIRTUE

transmutation cantrip

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: 1 minute

You touch one willing creature. That creature gains 1 temporary hit point. The target loses the temporary hit point from this spell when the spell ends. The spell ends when the target loses this temporary hit point, the duration expires, or you cast it again.

The spell grants additional temporary hit points as your gain levels. The spell grants 3 temporary hit points when you reach 5th level, 5 temporary hit points at 11th level, and 7 temporary hit points at 17th level. The duration also increases to 10 minutes when you reach 11th level.

Classes: Cleric, Druid

VOLCANIC ERUPTION

9th-level evocation

Casting Time: 1 Action

Range: 1 mile

Components: V, S

Duration: 1 minute

When you cast the spell, choose a point on solid earth or stone you can see within range. A volcano forces its way up from below. Each creature in a 30-foot radius by 30-foot-high cylinder rising from this point suffers 5d8 fire damage and must make a Dexterity saving throw, taking 10d10 bludgeoning damage and being knocked prone on a failed save, or half as much damage on a successful one. In either case, the creature is pushed to an unoccupied space adjacent to the cylinder. Non-magical structures and objects not being worn or carried within the area of the eruption are destroyed.

The area within 30 feet of the cylinder is difficult terrain, the cylinder itself is occupied by a solid cone of rock and lava. A creature that comes into contact with the volcanic cone within the cylinder itself suffers 10d8 fire damage.

For the duration of the spell, each creature that ends its turn within 60 feet of the cone is pelted with burning rock and lava and must make a Dexterity saving throw, suffering 5d8 fire damage and 5d10 bludgeoning damage on a failed save or half as much damage on a successful one.

When the spell ends a cooling 30-foot radius crater is all that remains within the area of the spell. This area remains difficult terrain and inflicts 1d8 fire damage on any creature

that comes in contact with the area for 1 hour after the duration ends.

Classes: Druid, Sorcerer, Wizard

WALL OF THUNDER

4th-level Evocation

Casting Time: 1 Action

Range: 120 ft

Components: V, S

Duration: Concentration, up to 1 minute.

You create a wall of rumbling thunder at a point you choose within range. It can be free floating, or it can rest on a solid surface. You can make the wall up to 60 feet long, 20 feet high, and 5 feet thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 5 feet thick. The wall is lightly obscured and lasts for the duration, the wall's space is difficult terrain.

Each creature within the wall's area when it appears, entering the area, or starting its turn there must make a Strength saving throw. On a failed save, a creature takes 3d10 thunder damage and is pushed 10 feet away from the wall and knocked prone. On a successful save the creature suffers half damage and is not pushed or knocked prone. You choose a direction when you create the wall, a creature pushed by the wall is pushed that direction. Flying creatures have disadvantage on their Strength save when they enter the wall.

The roiling thunder within the wall keeps fog, smoke, and other gases at bay. Arrows, bolts, and other ordinary projectiles launched at targets behind the wall are deflected or destroyed and automatically miss. (Boulders hurled by giants or siege engines, and similar projectiles, suffer disadvantage on the attack roll.) Creatures in gaseous form can't pass through it. Normal flame within the wall is extinguished. Purely magical attacks pass through the wall unaffected.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, the damage increases by 1d10 for each slot level above 4th.

Classes: Druid, Sorcerer, Wizard

WALL OF WOOD

4th-level conjuration

Casting Time: 1 Action

Range: 120 feet

Components: V, S, M (a piece of wood)

Duration: Concentration, up to 10 Minutes

A nonmagical wall of living wood springs into existence at a point you choose within range. The wall is 6 inches thick and is composed of six 10-foot- by-10-foot panels. Each panel must be contiguous with at least one other panel. Alternatively, you can create 10-foot-by-20-foot panels that are only 3 inches thick.

If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice). If a creature would be surrounded on all sides by the wall (or the wall and another solid surface), that creature can make a Dexterity saving throw. On a success, it can use its reaction to move up to its speed so that it is no longer enclosed by the wall.

The wall can have any shape you desire, though it can't occupy the same space as a creature or object. The wall doesn't need to be vertical or rest on any firm foundation. It must, however, merge with and be solidly supported by existing stone. Thus, you can use this spell to bridge a chasm or create a ramp.

If you create a span greater than 20 feet in length, you must halve the size of each panel to create supports. You can crudely shape the wall to create crenelations, battlements, and so on.

The wall is a flammable object made of wood that can be damaged and thus breached. Each panel has AC 15 and 15 hit points per inch of thickness. Reducing a panel to 0 hit points destroys it and might cause connected panels to collapse at the GM's discretion.

If you maintain your concentration on this spell for its whole duration, the wall becomes permanent and can't be dispelled. Otherwise, the wall disappears when the spell ends.

At Higher Levels. If you cast this spell using a spell slot of 5th level or higher, you can create up to six additional panels per slot level above 4th.

Classes: Druid

WARDING WAVE

1st-level conjuration

Casting Time: 1 Reaction

Range: 5 feet

Components: V, S

Duration: Instantaneous

You can cast this spell as a Reaction when a creature you can see moves to within 5 feet of you or starts its turn there. You create a sudden wave or current of water. If the creature is size Large or smaller it must make a Dexterity saving throw or be pushed up to 10 feet and knocked prone. Any non-magical flame carried by the creature is extinguished.

If cast within water, a creature that is swimming has Disadvantage on this saving throw and is pushed double the distance on a failed save. A swimming creature is still pushed back 5 feet on a successful save.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the distance a large or smaller creature can be pushed is increased by 5 feet per slot level above 1st. Starting at 5th-level you can push a Huge creature up to 10 feet on a failed save, plus an additional 5 feet per slot level above 5th.

Classes: Druid, Sorcerer

WARP METAL

2nd-level transmutation

Casting Time: 1 Action

Range: 60 ft

Components: V, S, M (a loadstone)

Duration: Concentration, up to 1 minute

Choose a non-magical manufactured metal object, such as a metal weapon or a suit of medium or heavy metal armor, or a construct made of metal that you can see within range. You warp the metal of the object.

- A metal weapon has disadvantage on attack rolls for the duration. A metal shield provides no AC bonus.

- A creature wearing medium or heavy armor made of metal suffers 2d8 bludgeoning damage when you cast the spell and at the start of each of your turns and has disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and can't cast spells that require somatic components.
- A metal construct suffers 2d8 bludgeoning damage when you cast the spell and at the start of each of your turns and has disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and can't cast spells that require somatic components.
- If you cast this spell on a metal tool or a metal machine it ceases to function for the duration.

The affected object returns to normal when the spell ends.

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.

Classes: *Artificer, Druid, Wizard*

WARP WOOD

1st-level transmutation

Casting Time: 1 Action

Range: 60 ft

Components: V, S

Duration: Concentration, up to 1 minute

Choose a nonmagical manufactured wooden object (such as a spear, bow, club, quarterstaff, polearm, or a wooden door) or a wooden construct within range, causing one of the following effects:

- A wooden weapon or tool suffers disadvantage on attack rolls or ability checks to use the object. A wooden shield provides no AC bonus.
- A wooden door, chest, box, or similar object can be warped to either be stuck closed or open (your choice). A creature must succeed on a Strength check vs your spell save DC to open or close or use the item.
- A wooden construct suffers 1d8 bludgeoning damage when you cast the spell and at the start of each of your turns and has disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and can't cast spells that require somatic components.
- A wooden machine (such as a wagon wheel) affected by this spell ceases to function for the duration.

The affected object returns to normal when the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can affect an additional object or construct per slot level above 1st.

Classes: *Druid*

WASTING TOUCH

5th-level necromancy

Casting Time: 1 Bonus Action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

For the duration of the spell, your unarmed strikes are considered magical and you inflict an additional 1d6 poison damage when you hit a target within your reach with an unarmed strike, or a melee attack that inflicts poison or necrotic damage, or you successfully grapple a target.

At any point during the duration you can expend the spell when you hit a target within your reach with an unarmed strike or a melee attack that inflicts poison or necrotic damage or you successfully grapple an opponent. When expended, the spell ends, and the target suffers 6d8 points of poison damage and must make a Constitution saving throw.

On a failed save, the target is poisoned, which causes it to also gain 1 level of exhaustion. While poisoned in this way, the target must repeat the saving throw at the start of each of its turns. Three successful saves against the poison end it, and ending the poison removes any levels of exhaustion caused by it. Each failed save causes the target to suffer another level of exhaustion.

At Higher Levels. When you cast this spell using a spell slot of 6th-level or higher, you inflict an additional 2d8 poison damage when you expend the spell for every slot level above 5th.

Wild Synergy. This spell is commonly triggered using a *serpent strike* weapon attack or an attack using a *shifting strike* cantrip.

Classes: *Druid, Warlock, Wizard*

WATER DANCE

transmutation cantrip

Casting Time: 1 Action

Range: Self

Components: S

Duration: 1 turn

As part of the Action used to cast this spell you take the Dash Action. Until the end of your current turn, so long as you continue moving you may run on water as if it were solid land and your movement speed increases by 5 feet until the start of your next turn. If you do not reach solid land before the end of your turn you sink.

The enhancement to your movement speed granted by this spell increases by 5 feet when you reach 5th-level (+10 feet), 11th-level (+15 feet), and 17th-level (+20 feet). At 11th-level you also gain the ability to run up or across walls and other vertical surfaces during the turn you cast this spell, though you fall if you stop moving or do not reach a supporting surface before the end of your turn.

You cannot cast this spell if wearing heavy armor made of metal.

Wild Synergy. If you can take the Dash Action as a Bonus Action, you can cast this spell using a Bonus Action instead of an Action.

Classes: *Bard, Druid, Sorcerer, Wizard*

WATER JET

5th-level conjuration

Casting Time: 1 Action

Range: Self

Components: V, S, M (a drop of water)

Duration: Concentration, up to 1 minute

When you cast this spell and as an Action on your turn during the duration, you can manifest a jet of elemental water. You magically shoot water in a 60-foot line that is 5 feet wide or a 30-foot cone (your choice). Each creature in

the area must make a Dexterity saving throw. On a failure, a target takes 6d6 bludgeoning damage and, if it is Huge or smaller, is pushed up to 20 feet away from you and knocked prone. On a success, a target takes half the bludgeoning damage, but is neither pushed nor knocked prone. Exposed flame within the area of the jet is extinguished.

For the duration of the spell a spiral of elemental water surrounds you, fire attacks against you inflict half damage and you can cast the shape water and torrent cantrips as a bonus action while the spell lasts. (You must know these cantrips in order to cast them in this manner.)

At Higher Levels. When you cast this spell using a spell slot of 6th-level or higher, the water jet inflicts an additional 2d6 damage per slot level above 5th and can push a gargantuan sized creature.

Classes: Druid, Sorcerer

WATER LASH

1st-level conjuration

Casting Time: 1 Action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You create a lash of churning water that assails a creature within range. A creature that you can see that is within 30 feet of you must make a Dexterity saving throw. On a failed save, the creature takes 3d8 bludgeoning damage and you can knock it prone and pull it up to 25 feet closer to you. On a successful save, the creature takes half as much damage, and you don't pull it or knock it prone. Only a creature of size Large or smaller may be pulled by this spell.

At Higher Levels. If you cast this spell at 2nd-level or higher, you inflict an additional 1d8 bludgeoning damage for each slot level above 1st.

- If cast at 3rd-level or higher, you can pull up to a huge sized creature.
- If cast at 6th-level or higher, you can pull a gargantuan sized creature.

Classes: Druid, Sorcerer

WATER OF LIFE

1st-level transmutation

Casting Time: 1 Action

Range: Touch

Components: V, S, M (a container of drinkable liquid)

Duration: Instantaneous

You grant a container of liquid you touch curative and restorative properties. When consumed, the imbibor of the liquid regains 2d4+4 hit points, the draught satisfies the creature's food and water requirements for the day, and any poison or disease with a save DC less than your spell save DC is cured or removed.

The liquids enchanted by this spell lose their magical potency if not consumed within 24 hours.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, you can either create one additional draught (targeting an additional container) or cause one draught to restore an additional 2d4+4 hit points when consumed per slot level above 1st, to a maximum of 5 draughts or 10d4+20 hit points at 5th level. If cast using a 6th

level or higher spell slot you can create up to 7 draughts or one that restores 10d4+40 hit points, plus 2 draughts or 20 additional hit points per slot level above 6th.

Wild Synergy. One known verbal component of this spell, specific to its use when cast on strong spirits, is the phrase: "For medicinal purposes, you understand..."

Classes: Artificer, Cleric, Druid, Ranger



WATERSPOUT

7th-level conjuration

Casting Time: 1 Action

Range: 90 feet

Components: S

Duration: Instantaneous

You conjure a swirling, twisting, spout of water between two points no more than 60 feet apart within range. The area of rushing water fills an area 10 feet in radius, and up to 60 feet long, but otherwise forming a cylinder between the two points you chose, twisting and turning as you wish between the ends.

Choose one end of the spout to be the exit. Each Huge sized or smaller creature in the area must make a Strength saving throw. A flying or swimming creature makes this saving throw with disadvantage. On a failed save, a creature suffers 8d10 bludgeoning damage, is knocked prone, and is pushed through the waterspout and ejected 1d6x5 feet from the exit end. If the exit end of the waterspout is not on the ground, the creature falls from the point it was ejected to, suffering normal falling damage.

On a successful save, a creature suffers half damage, is pushed 10 feet towards the exit end, but is not knocked prone. If cast underwater, a medium or smaller creature without a swim speed is pulled through to the exit end of the waterspout even on a successful save.

At Higher Levels. If you cast this spell using a spell slot of 8th-level or higher, the damage increases by 2d10 per slot level above 7th.

Classes: *Druid, Sorcerer*

WATERY ESCAPE

2nd-level transmutation

Casting Time: 1 Bonus Action or 1 Reaction

Range: Self

Components: V, S

Duration: 1 round

When you cast this spell you momentarily assume a watery form. You can cast this spell as a bonus action on your turn, or as a Reaction when you suffer bludgeoning, piercing, or slashing damage, or would be grappled, restrained, or knocked prone. Until the start of your next turn you have resistance to bludgeoning, piercing, and slashing damage, are immune to the grappled, restrained, and prone conditions, and can move through and enter other creature's spaces or a space as narrow as 1 inch wide without squeezing.

If cast as a bonus action, you may take the dash action as part of the same bonus action used to cast the spell. When you cast the spell as a Reaction you may immediately move up to half your speed as part of the Reaction.

For the duration of the spell, you can't talk or manipulate objects, and any objects you are carrying or holding can't be dropped, used, or otherwise interacted with. You also can't attack or cast spells.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, the duration increases by 1 round per slot level above 2nd. During the duration, you can take the Dash Action as a bonus action on your turn and you may use your Reaction at any point during the duration to immediately move up to half your speed. You can end the spell as a bonus action on any of your turns during the duration.

Classes: *Druid, Sorcerer*

WATERY WEAPON

conjunction cantrip

Casting Time: 1 Bonus Action

Range: Touch

Components: S, M (a drop of water)

Duration: 1 minute

When you cast this spell, you conjure a melee weapon of your choice formed of flowing water. For the duration of the spell, the weapon is considered magical for the purposes of overcoming resistance or immunity to damage and for the purpose of resisting or enduring damage.

You can choose the form that this melee weapon takes, but you must be proficient in the form you choose. You can use your spellcasting ability instead of Strength or Dexterity for the attack and damage rolls of attacks using the weapon. Regardless of the form of the weapon, you never suffer disadvantage on attack rolls using the weapon while underwater.

You may use the watery weapon as a spellcasting focus for spells involving water or water creatures. If you end your turn without the weapon in your hand, the weapon vanishes. You can reform the weapon or change the weapon's form as your free object interaction during your turn (as if drawing a weapon).

The cantrip grows in power as you gain levels. The damage inflicted by the weapon increases by 1d4 when wielded underwater at 5th-level (+1d4) and again at 17th-level (+2d4). When you reach 11th-level the duration increases to 10 minutes.

Wild Synergy. If you know this cantrip, the weapon of a *wavespike* spell wielded by you inflicts additional damage when used underwater as you gain levels as described above.

Classes: *Druid, Sorcerer*

WAVE RUSH

6th-level transmutation

Casting Time: 1 Bonus Action

Range: Self

Components: V, S, M (a drop of water)

Duration: Concentration, up to 1 minute

When you cast the spell, and as a bonus action on each of your turns you can transform into a wave of water that crashes through a line extending from you. The line can be up to 40 feet long, up to 15 feet wide, and up to 10 feet tall. Each creature in that area must make a Dexterity saving throw. On a failed save, a creature takes 4d8 bludgeoning damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone. Unprotected flames in the area are extinguished and you reappear in a space of your choice as the other end of the effect.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the maximum length of the line increases by 10 feet and the damage by 1d8 per slot level above 6th.

Classes: *Druid, Sorcerer*

WAVERIDER

4th-level transmutation (Ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (100gp worth of powdered silver, which the spell consumes)

Duration: 24 hours

You enchant a water vehicle you touch to grant the boat or ship the ability to move through the water on its own and enhance its ability to remain afloat.

The vessel gains a movement speed of 30 feet even with no other means of propulsion. The vehicle also will not sink unless completely destroyed. If using its normal mode of propulsion, the vehicle's movement speed is increased by 30 feet.

If you cast this spell on a vehicle every day for a year, the spell becomes permanent.

At Higher Levels. When you cast this spell using a spell slot of 7th-level or higher, the additional movement speed increases by 10 feet for each slot level above 6th.

Classes: *Artificer, Druid, Sorcerer, Wizard*

WAVESPIKE

2nd-level conjuration

Casting Time: 1 Bonus Action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You conjure a weapon that appears to be molded of solid living water that lasts for the duration and moves and reforms as you command. The weapon usually resembles a trident or spear, but the form is somewhat mutable to your will. If you drop the weapon, it dissipates at the end of the turn, but you can conjure the weapon again as a Bonus Action during the duration.

You can wield the weapon as a simple melee weapon with which you are proficient. It possesses the Reach and Thrown properties (range 20/60) and inflicts 2d8 damage on a hit. Each time you hit with this mutable weapon you can choose if this damage is slashing, piercing, or bludgeoning. You can use your Spellcasting Ability modifier in place of Strength on the attack and damage rolls using the weapon. If you throw the weapon it reappears your hand after the attack is made.

For the duration of the spell, being underwater imposes no penalty on your movement or attacks using the wavespike and you gain the ability to breathe underwater. While you wield the wavespike a swimming creature provokes an opportunity attack when it enters your reach or moves more than 5 feet while within your reach. The range of a thrown weapon attack increases to 60/180 if thrown underwater.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the damage increases by 1d8 for every two slot levels above 2nd. When cast using a spell slot of 3rd or 4th-level the weapon gains a +1 bonus to hit and damage, this increases to +2 using a 5th or 6th-level slot, or +3 using a 7th-level or higher slot.

Classes: Druid, Sorcerer

WILD CLAWS

transmutation cantrip

Casting Time: 1 Bonus Action

Range: Self

Components: S

Duration: 10 minutes

You transform one or both of your hands into vicious claws that you can use to make unarmed strikes. While the spell lasts you cannot use the affected limb to wield weapons or shields or do anything that requires manual precision, such as using tools or magic items or performing the somatic components of a spell. You can still use it to do the following simple tasks: lift, drop, hold, push, or pull an object or a creature; open or close a door or a container; grapple someone; or make an unarmed strike.

For the duration of the spell your unarmed strikes using a *wild claw* count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage and inflict 1d4 slashing damage. You may use your Spellcasting Ability instead of Strength on attack and damage rolls made using the claw(s) and you may use such an attack in place of a weapon attack required by a spell.

If you affect both of your hands, you may use a bonus action on each of your turns to make an unarmed strike using the second *wild claw*. If you hit the same target with two or more attacks using your *wild claws* during the same turn, you may make an immediate attempt to grapple that

target. You may use your Spellcasting Ability in place of Strength for Athletics checks made as part of this grapple.

While both hands are affected by this spell you may only cast spells lacking somatic components or the *shifting strike* cantrip. You may dismiss the spell as an action on your turn.

The damage of the claws increases as you gain levels, to 1d6 at 5th level, 1d8 at 11th level, and to 1d10 at 17th level. Starting at 11th level, you gain a climb speed equal to your walking speed during this spell if you affect both hands.

You may expend a use of your Wild Shape feature when you cast this spell, if you do so the duration increases by 1 hour and your unarmed strikes gain a bonus to hit and damage as you gain levels: At 5th level the *wild claw(s)* gain a +1 bonus on attack and damage rolls, this increases to +2 at 11th level, and to +3 at 17th level.

Classes: Druid

WILD SENSES

1st-level transmutation

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: 1 hour

Choose one of the following senses: hearing, sight, or smell. For the duration of the spell, you gain advantage on Intelligence (Investigation), Wisdom (Perception), and Wisdom (Survival) checks using that sense and can track and recognize creatures and objects using that sense.

You can change the sense affected by the spell as a bonus action during the duration.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the duration increases by 1 hour per slot level above 1st.

Classes: Druid, Ranger

WILD SHIFT

1st-level transmutation

Casting Time: 1 Bonus Action or 1 Reaction

Range: Self

Components: None

Duration: Instantaneous

You must have the Wild Shape class feature to cast this spell.

You use druidic magic to hasten your transformation using Wild Shape in one of the following ways:

- You can cast this spell as a bonus action to use your Wild Shape to assume a new form and immediately take the Dash or Disengage action as part of the bonus action.
- You can cast this spell as a reaction when you fall to use your Wild Shape to assume a form with a fly speed and fly up to your speed as part of that reaction.
- You can cast this spell as a reaction when you become immersed in water to use your Wild Shape to assume a form with a swim speed and swim up to your speed as part of that reaction.
- You can cast this spell as a reaction when you take damage to expend a use of your Wild Shape to assume a new form, the new form suffers the damage and effects of the attack.

You must be capable of assuming a form using your Wild Shape to assume such a form as part of casting this spell, and casting this spell requires the use of your Wild Shape feature.

When you assume a form as part of casting this spell, you can stay in that form for a maximum of 1 hour, or your normal Wild Shape duration, whichever is less, before reverting to your normal form.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the maximum duration you can remain in a form assumed as part of casting this spell increases by 1 hour per slot level above 1st.

Wild Synergy. This spell can be cast while in beast form using Wild Shape.

Classes: *Druid*

WILLAMINA'S INCESSANT ITCHING

1st-level transmutation

Casting Time: 1 Action

Range: 30 feet

Components: V, S, M (itching powder or a leaf of poison ivy)

Duration: Concentration, up to 1 minute

You induce incessant insanity provoking itching in a creature that you can see within range. The creature must make a Constitution saving throw. On a failed saving throw it is afflicted by an intense skin irritation, suffering disadvantage on attack rolls and ability checks for the spell's duration. On a successful save, the spell ends for that creature.

At the beginning of each of its turns an affected target must make a Wisdom saving throw. On a successful save it can act normally. On a failed saving throw it loses concentration on any spell or effect that requires concentration, and the creature spends its action that turn to scratch or otherwise seek relief from the itching.

A creature that does nothing on its turn but scratch or otherwise attempt to relieve the itching from the spell can make a Constitution saving throw at the end of the turn. A creature wearing medium or heavy armor or similar heavy garb which inhibits it from relieving the irritation has disadvantage on this saving throw. On a success, the spell ends for that creature.

This spell has no effect on undead, constructs, or a creature immune to the poisoned condition.

At Higher Levels. If you cast this spell using a spell slot of 2nd level or higher, you may affect an additional creature per slot level above 1st.

Classes: *Druid, Warlock, Wizard*

WIND BLADES

4th-level conjuration

Casting Time: 1 Action

Range: 90 ft

Components: V, S

Duration: Instantaneous

You create six invisible blades formed of solidified wind. You can hurl them at one target or several. Make a ranged spell attack for each blade. You have advantage on the attack roll unless the target can see invisible objects or can sense currents of air (such as with a *stormsight* spell). On a hit

the target takes 1d4 + your Spellcasting Ability modifier slashing damage.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, you may create two additional blades per slot level above 4th.

Classes: *Druid, Sorcerer, Wizard*

WIND CLOAK

2nd-level transmutation

Casting Time: 1 Bonus Action

Range: Self

Components: V, M (a cloak or similar garment)

Duration: 10 minutes

You enchant a cloak, long coat, robe, or similar garment with elemental air. While you wear the garment your rate of descent while falling slows to 60 feet per round until the spell ends, and you can choose to move horizontally up to half this distance in any direction as you fall. If you land before the spell ends, you take no falling damage and can land on your feet.

When you cast the spell, and as a bonus action on your turn you can begin concentration on the spell causing winds to bear you aloft, granting you a fly speed of 20 feet for as long as you maintain concentration so long as you are not wearing heavy armor.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, the duration increases to 1 hour at 3rd or 4th-level, 8 hours at 5th or 6th-level, and 24 hours at 7th or 8th-level, and 10 days if a 9th-level spell slot is used.

Wild Synergy. One notable practitioner is famous for casting this spell instead upon an umbrella to avoid having her skirts disarrayed.

Classes: *Artificer, Druid, Sorcerer, Wizard*

WIND LEAP

conjuration cantrip

Casting Time: 1 Bonus Action

Range: Self

Components: S

Duration: Instantaneous

You create a quick updraft of wind directly below you that propels you upwards 10 feet. Unless you can fly, you float gently back to the ground for up to double this distance, then the effect ends. At any point during this decent, you can move horizontally 5 feet, ending the effect.

If you cast this spell as part of making a jump, increase the vertical distance you can jump by 10 feet and the horizontal distance you can cover with a leap by half this distance.

Alternatively, you can cast this spell as part of intentionally jumping down from a height to reduce the distance you drop by 20 feet for the purposes of calculating damage. If this reduces the fall to less than 10 feet you take no damage and can land on your feet.

The upward vertical movement of this spell does not provoke opportunity attacks and does not cost movement.

The strength of the updraft increases as you gain levels, increasing the distance the spell can lift you by 5 feet and the distance you can safely jump down by 10 feet at 5th level (15

feet or 30 feet down), 11th-level (20 feet or 40 feet down), and 17th level (25 feet or 50 feet down).

Classes: Druid, Sorcerer

WIND WING

1st-level transmutation

Casting Time: 1 Action

Range: Touch

Components: V, S, M (a wing feather)

Duration: 1 hour

You touch a winged creature that possesses a natural flying speed. Its flying speed increases by 10 feet until the spell ends. In addition, when the target is subjected to an effect that would knock it prone while flying, thus causing it to fall, it can use its reaction to recover after falling only 5 feet. Doing so immediately ends the spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature or increase the duration by 1 hour for each slot level above 1st.

Classes: Druid, Ranger

WINDBOW

2nd-level conjuration

Casting Time: 1 Bonus Action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You conjure a bow of solidified air that summons an arrow of thunderous energy when drawn. The bow lasts for the duration, if you end your turn without the bow in your hand it disappears, but you can conjure the bow again as a Bonus Action during the duration.

You can wield the bow as a simple Ranged weapon (range 200/800) with which you are proficient. The weapon inflicts 2d6 thunder damage on a hit. You can use your Spellcasting Ability modifier in place of Dexterity on the attack and damage rolls using the weapon.

You can force a Large or smaller target suffering thunder damage from a hit using this weapon to make a Strength saving throw or be pushed up to 20 feet. A flying creature failing this save is also knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, the weapon's range increases by 50/200 for every slot level above 2nd and the thunder damage increases by 1d6 for every two slot levels above 2nd. When cast using a spell slot of 3rd or 4th-level the weapon gains a +1 bonus to hit and damage, this increases to +2 using a 5th or 6th-level slot, or +3 using a 7th-level or higher slot.

Wild Synergy. If you cast the *impel weapon* cantrip you may use the *windbow* to make the ranged weapon attack. The range of the *windbow* is increased by *impel weapon's* range bonus.

Classes: Druid, Sorcerer

WOOD SHAPE

2nd-level transmutation

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a wooden object of Medium size or smaller or a section of wood no more than 5 feet in any dimension and form it into any shape that suits your purpose. So, for example, you could shape a tree branch into a bow, club, idol, or box, or make a small passage through a wooden wall, so long as the wall is less than 5 feet thick. You could also shape a wood door or its frame to seal the door shut. The object you create can have up to two hinges and a latch, but finer mechanical detail isn't possible. If you have an appropriate artisan skill, a detailed sculpture or structure can be created using this spell.

This spell can be cast upon a living tree without harm, so long as the final form is sustainable.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, the size of the wooden object that can be shaped increases by 5 feet for each slot level above 2nd, to Large (10 feet) at 3rd, Huge (15 feet) at 4th, and gargantuan (20 feet +) at 5th-level or higher. When cast using a spell slot of 4th-level or higher you can cause one wooden object of medium size or smaller to become as hard as steel.

Classes: Bard, Cleric (Nature) Druid, Wizard



PRIMORDIAL MAGIC ITEMS

The following are magical items especially appropriate to primal characters. Each magical item in this sourcebook has a price listed. In settings where magical items may be bought and sold this provides a realistic price for the item in gold pieces, if one is available. The cost to craft a magical item is generally half the purchase price. A set of expanded rules for creating magical items is contained in the [Arcane Mysteries: The Secrets of the Arcanum](#) sourcebook.

PRIMORDIAL MAGIC ITEMS

Magic Items are listed in alphabetical order. A magic item's description gives the item's name, its category, rarity, recommended price, and its magical properties.

ANTIVENOM SERUM

Potion, Uncommon

A creature that drinks this vial of liquid is cured of the poisoned condition and is immune to poison damage and the poisoned condition for 1 hour.

Price: 120gp

BONECLAW BLADE

Weapon (sickle), Uncommon (+1), Rare (+2), Very Rare (+3) (requires attunement)

This bone sickle seems to be formed of a single large claw. You gain a +1 bonus to attack and damage rolls made with this magic sickle, or an additional bonus as determined by its rarity, and it possesses the finesse property.

An attuned wielder can use this weapon differently: To attune to this item, you must hold it against your forearm for the entire attunement period. The boneclaw blade attaches to your arm, becoming inseparable from you as long as you're attuned to it.

As a bonus action, you can retract the boneclaw into your forearm or extend it from there. While it is extended, you can use the weapon as if you were holding it, and you can't use that hand for other purposes.

Each time an attuned wielder makes an attack using the weapon it can change the weapon's form to that of a sickle or a scimitar. The wielder is proficient in the weapon so long as it is proficient with the sickle. You can use this weapon in place of a natural weapon or unarmed strike required by a spell and you gain this weapon's enhancement bonus to attack and damage rolls with your natural weapon attacks, if the form you are currently in possesses one.

Price: Uncommon 1500gp, rare 4500gp, very rare 16500gp

CLOAK OF CHARISMA

Wondrous item, uncommon

This leather cloak is well cut and will subtly change form to match the attire of an attuned wearer, so as to always be the height of fashion. Your Charisma score is 19 while you wear this cloak. It has no effect on you if your Charisma is 19 or higher without it.

Price: 8000gp

DRAUGHT OF AMAZING ACTUATION

Potion, Rare

For 8 hours after you consume the draught you gain the effects of the *amazing actuation* spell:

You gain a walking, climbing, and swim speed equal to double your normal speed and you ignore difficult terrain. You can hold your breath for 4 times longer and gain the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You also quadruple your normal jump distance and reduce any falling damage you take by 20 hit points.

While the effect persists, you have advantage on Strength and Dexterity checks and saving throws and can take the Dash Action as a Bonus Action on your turn.

Price: 1350gp

CRESCENT MOON SICKLE

Weapon (sickle), Uncommon (+1), Rare (+2), Very Rare (+3) (requires attunement by a creature capable of using a druidic focus)

This weapon is a silver sickle engraved with druidic runes. You gain a +1 bonus to attack and damage rolls made with this magic weapon, or an additional bonus as determined by its rarity.

An attuned wielder also gains a +1 bonus to spell attack rolls and spell save DC of spells cast using the sickle as a druidic focus, or an additional bonus as determined by its rarity. Additionally, when you cast a druid or ranger spell using the sickle that affects a creature with a resistance or immunity to damage that can be overcome by a silver weapon, that creature loses any resistance or immunity versus the spell's damage.

Price: Uncommon 1800gp, rare 5200gp, very rare 19600gp

FERNWEAVE ARMOR

Armor (studded leather) Rare (+1), Very Rare (+2), Legendary (+3)

This magical armor woven from living plants offers protection equivalent to studded leather armor but weighs half as much. You have a bonus to AC while wearing this armor. The bonus is determined by its rarity.

While the armor does not require attunement, a creature can choose to attune to the armor. To an attuned wearer the armor conforms to its body like a second skin and the wearer can rest and sleep in the armor without penalty and has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life. In addition, if an attuned wearer spends a short or long rest in sunlight, it is considered to have consumed food and water necessary to sustain it for a day.

Price: Rare 1700gp, Very Rare 6200gp, Legendary 24200gp

GREENSPIKE STAFF

Staff, Uncommon (+1), Rare (+2), Very Rare (+3) (requires attunement by a creature capable of using a druidic focus)

This magical staff is formed of a hollow tube of wood, such as bamboo, and can also be used as a magical blowgun and a druidic focus. You gain a +1 bonus to attack and damage rolls made with this magic weapon, or an additional bonus as determined by its rarity.

An attuned wielder also gains a +1 bonus to spell attack rolls when used as a druidic focus, or an additional bonus

as determined by its rarity and gains proficiency in the blowgun. If the wielder casts the *greenspike* cantrip using the staff as a focus, they also apply the staff's bonus to the spell's damage rolls and the spell's range is increased to 120 feet.

Price: Uncommon 1700gp, rare 5100gp, very rare 19500gp.

IRONWOOD BREASTPLATE

Armor (breastplate), Rare (+1), Very Rare (+2), Legendary (+3)

This is a breastplate formed of living wood magically treated to be stronger than steel, but weighs only half as much. You have a bonus to AC while wearing this armor. The bonus is determined by its rarity.

While the armor does not require attunement, a creature can choose to attune to the armor. To an attuned wearer the armor conforms to its body like a second skin and the wearer can rest and sleep in the armor without penalty. In addition, if an attuned wearer casts a druid or ranger spell targeting itself, it gains 5 temporary hit points per level of the spell.

Price: Rare 2300gp, Very Rare 6800gp, Legendary 24800gp

LIVING SPEAR

Weapon (spear), Uncommon (+1), Rare (+2), Very Rare (+3) (requires attunement)

This spear appears to be formed of a single shaft of wood, with a leaf shaped wooden blade as strong and sharp as steel. You gain a +1 bonus to attack and damage rolls made with this magic weapon, or an additional bonus as determined by its rarity.

Each time an attuned wielder makes an attack using the weapon it can change the weapon's form to that of a javelin, spear, or pike. The wielder is proficient in the weapon so long as it is proficient with the spear. If the weapon is thrown the make an attack, it disappears and regrows itself in its wielder's hand as soon as the attack is completed. In addition, if the weapon is used in an attack made as part of a *springing spear* or *blade trick: piercing thrust* spell, the weapon inflicts an additional 1d8 damage on a hit.

Price: Uncommon 1500gp, rare 4500gp, very rare 16500gp.

LIVING STAFF

Staff, Uncommon (+1), Rare (+2), Very Rare (+3) (requires attunement by a creature capable of using a druidic focus)

You gain a +1 bonus to attack and damage rolls made with this magic weapon, or an additional bonus as determined by its rarity.

An attuned wielder also gains a +1 bonus to spell attack rolls and spell save DC of spells cast using the Living Staff as a druidic focus, or an additional bonus as determined by its rarity. The wielder can change the staff's form at will, from a wand, club, staff, or great club. The wielder is proficient in the weapon so long as they are proficient with the quarterstaff, and can use the item as a spellcasting focus in any form. Any druid spell cast targeting the staff itself lasts for double the normal duration.

Price: Uncommon 1700gp, rare 5100gp, very rare 19500gp.

MANA DRAUGHT

Potion, uncommon

A creature with the Spellcasting class feature can consume this potion to regain some of its magical energy. Roll 1d4+1,

you regain expended spell slots with a combined level equal to or less than the result. A sorcerer that consumes this potion can regain sorcery points in place of some or all of the spell levels restored by the potion.

A creature can safely consume this draught only once between long rests. If you consume an additional potion of this type before you finish your next long rest, you must make a Constitution saving throw. The DC is 10 + 5 times the number of potions you have consumed since you finished your last long rest. On a failed saving throw you suffer one level of exhaustion.

For some unknown reason this potion does not function to restore spell slots gained from the Pact Magic class feature or uses of innate spells, such as those from racial traits.

Price: 320gp

MOON SLIVER WEAPON

Weapon, Rare (requires attunement by spellcaster with the moon sliver spell on their spell list)

This weapon takes the form of a magical spear, sword, or bow made of wood and metal with a white-silver cast that glows faintly under moonlight. When a creature becomes attuned to the weapon it disappears, but the creature can cast *moon sliver* to summon a weapon of silvery moonlight, at will, without expending a spell slot or requiring components. The wielder must maintain concentration on the spell, but it's concentration cannot be broken as a result of taking damage.

A creature attuned to the weapon can expend a spell slot when they cast *moon sliver* to increase the level at which the spell is cast by the level of the spell slot expended.

If an attuned wielder dies, or if its attunement to the weapon is broken, the weapon appears at the wielder's side in the last form in which it was summoned.

Price: 6600gp

PENUMBRA CLOAK

Wondrous item, uncommon

While wearing this cloak you may pull up the hood to cause light levels in a 10-foot radius to be reduced by one level. (Bright light becomes dim, dim light becomes darkness.) The wearer of a Penumbra Cloak suffers no detrimental effects from Sunlight Sensitivity.

Price: 550gp

PRIMORDIAL WEAPON

Weapon, Rare (requires attunement by a spellcaster with the appropriate spell on their spell list)

This weapon takes the form of a magical weapon of one of the following types. When, a creature becomes attuned to the weapon it disappears, but the creature can cast the weapon's associated spell at will, summoning a primordial weapon of power, without expending a spell slot or requiring components. The wielder must maintain concentration on the spell, but it's concentration cannot be broken as a result of taking damage.

- Battleaxe or Warhammer. Can cast *skybreaker*.
- Longbow. Can cast *windbow*.
- Maul. Can cast *earth hammer*.
- Scimitar. Can cast *flame brand*.

- Spear. Can cast *ice spar*.
- Trident. Can cast *wavespike*.
- Whip. Can cast *ooze whip*.

A creature attuned to the weapon can expend a spell slot when they cast the weapon's spell to increase the level at which the spell is cast by the level of the spell slot expended.

If an attuned wielder dies, or if its attunement to the weapon is broken, the weapon appears in its original form at the wielder's side.

Price: 6000gp

RING OF DEXTERITY

Ring, rare (requires attunement)

This ring is usually carved from the bone of a falcon or similar agile creature. Your Dexterity score is 19 while you wear this ring. It has no effect on you if your Dexterity is 19 or higher without it.

Price: 10000gp

SUN SLIVER WEAPON

Weapon, Rare (requires attunement by spellcaster with the sun sliver spell on their spell list)

This weapon takes the form of a magical lance or bow made of wood and metal with a golden hue. When a creature becomes attuned to the weapon it disappears, but the creature can cast *sun sliver* to summon a weapon of radiant sunlight, at will, without expending a spell slot or requiring components. The wielder must maintain concentration on the spell, but it's concentration cannot be broken as a result of taking damage.

A creature attuned to the weapon can expend a spell slot when they cast *sun sliver* to increase the level at which the spell is cast by the level of the spell slot expended.

If an attuned wielder dies, or if its attunement to the weapon is broken, the weapon appears at the wielder's side in the last form in which it was summoned.

Price: 6600gp



TALISMAN OF UNDERSTANDING

Wondrous item, rare (requires attunement)

Your Wisdom score is 19 while you wear this talisman. It has no effect on you if your Wisdom is 19 or higher without it.

Price: 10000gp

THORNVINE SHIELD

Shield, Uncommon (+1), Rare (+2), Very Rare (+3) (requires attunement)

This item resembles a bracer woven of living vines. The item can be activated as a Bonus Action or as a Reaction when you are attacked to produce a thorny shield of dense living vine. While the shield is active, you have a +1 bonus to AC, or an additional bonus as determined by its rarity. This bonus is in addition to the shield's normal +2 bonus to AC, so long as you are proficient with shields.

In addition, when the shield is used to attack or as part of a *thorndisk* cantrip, it inflicts an additional 1d4 piercing damage.

Price: Uncommon 2000gp, rare 6500gp, very rare 24500gp.

UNENDING QUIVER

Wondrous item, uncommon

This quiver can securely hold 20 arrows, bolts, or similar objects. If the quiver holds different types of ammunition, your reaching hand always finds the desired ammunition.

So long as the quiver holds a single non-magical arrow or bolt, when you reach for that item, you can cause the quiver to instead produce a non-magical duplicate of that ammunition. This duplicate disappears immediately after hitting or missing its target, or if not fired by you.

The quiver also has a special magical compartment that can securely hold a single bow or crossbow without adding to its weight or bulk.

You can draw any item the quiver contains as if doing so from a regular quiver or scabbard.

Price: 1000gp

WILDHIDE ARMOR

Armor (hide), Uncommon, Rare (+1), Very Rare (+2), Legendary (+3) (requires attunement)

This magical armor is formed from the intact hide of a wild beast. Versions of this armor that provide an additional bonus to AC exist. The bonus is determined by the armor's rarity.

While the armor does not require attunement, a creature can choose to attune to the armor. To an attuned wearer the armor conforms to its body like a second skin and the wearer can rest and sleep in the armor without penalty. In addition, an attuned wearer that changes form to that of a beast, gains the armor's bonus to AC when in a beast form (2+ the enhancement bonus, if any).

Price: 200gp, Rare 1700gp, Very Rare 6200gp, Legendary 24200gp

WITCHWOOD ITEMS

More traditional fey find weapons forged of iron or steel distasteful. Long ago craftsmen among these fey developed a method of crafting weapons, armor, and shields of enchanted wood known as Witchwood. Druids and artificers of the shaper tradition have also learned these techniques. These weapons are almost always fancifully carved and inlaid and are as much works of arts as armament.

Witchwood was crafted to be able to withstand the weapons of iron and steel used by the mortals of the time. A non-magical version of a witchwood item costs an additional 40gp to purchase, but beyond being as strong as steel and half the weight of an equivalent metal item, is not in and of itself magical. Such an item can be quickly crafted by casting a *wood shape* spell using a spell slot of 4th-level or higher specifically for that purpose.

Magical witchwood items can be magically crafted by a Shaper artificer that knows the Witchwood Living Item Infusion, the item is created at the listed magical bonus. It reverts to a normal, non-magical witchwood item of its type if the infusion is ever ended. A witchwood item can also be enchanted using normal methods. The unbreakable quality of a magical witchwood item always has the same method of destruction: It must be immolated in the fiery breath of an ancient dragon.

WITCHWOOD ARMOR

Armor (any metal), uncommon (+1), rare (+2), or very rare (+3)

The portions of this armor that would normally be crafted of metal are instead crafted of enchanted wood. You have a bonus to AC while wearing this armor. The bonus is determined by its rarity. Witchwood armor has the Unbreakable minor property.

Price: Uncommon 2400gp, rare 6400gp, very rare 24400gp.

WITCHWOOD SHIELD

Shield, uncommon (+1), rare (+2), or very rare (+3)

This shield is magically crafted of enchanted wood. While holding this shield, you have a bonus to AC determined by the shield's rarity. This bonus is in addition to the shield's normal bonus to AC. A witchwood shield has the Unbreakable minor property.

Price: Uncommon 2400gp, rare 6400gp, very rare 24400gp.

WITCHWOOD WEAPON

Weapon (any), uncommon (+1), rare (+2), or very rare (+3)

This weapon is magically crafted of enchanted wood. You have a bonus to attack and damage rolls made with this magic weapon. The bonus is determined by the weapon's rarity. A witchwood weapon has the Unbreakable minor property.

Price: Uncommon 1400gp, rare 4400gp, very rare 16400gp



APPENDIX I: PRIMAL CREATURES

New creatures of primal origin are presented in this chapter.

BEASTS

This section contains a few additional beasts, listed here are representations of battle trained mounts and guard animals that may be trained or summoned by a druid, ranger, or other character with the appropriate skills.

The Wardog and Warpony are common mounts for many small sized races such as halflings, gnomes, and goblins. The Wargoat, commonly referred to as a Battle Ram, is a common dwarven war mount.



SWARMS

This is a variant rule for handling the attacks of swarms, especially insect swarms. This gives an additional option for druids of the Circle of the Swarm, or other druids that can turn into or summon a swarm of creatures.

Swarm. As an Action, instead of making an attack roll, a swarm can force all creatures who's space it currently occupies to make a Constitution saving throw with a DC of 8 + the swarm's Attack Bonus. On a failed save, a creature suffers damage and other effects as if hit by the swarm's attack. On a successful save a creature suffers half damage, but no other effects of the attack.

WARDOG

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3

Senses Passive Perception 13

Languages --

Challenge 1/2 (25 XP)

Keen Hearing and Smell. The wardog has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (2d4 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

WARGOAT (BATTLE RAM)

Large beast, unaligned

Armor Class 12 (Natural Armor)

Hit Points 22 (3d10 + 6)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	2 (-4)	12 (+1)	6 (-2)

Senses Passive Perception 11

Languages --

Challenge 1/2 (100 XP)

Charge. If the goat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Sure-Footed. The goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

Ram. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage..

WARPONY

Medium beast, unaligned

Armor Class 12

Hit Points 16 (3d8 + 3)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	3 (-4)	12 (+1)	8 (-1)

Senses Passive Perception 11

Languages --

Challenge 1/4 (25 XP)

Sure-Footed. The warpony has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage.

PLANT CREATURES

The following section contains statistics for variety of plant creatures that can be summoned using a *conjure verdant spirit* spell or the form of which can be assumed using Wild Shape by a Circle of the Leaf druid or other Druids with the Green Magic feat.

Other plant creatures and their sources include the Thorny and the Wood Woad from Volo's *Guide to Monsters* and the Needle Blight, Tree Blight, Twig Blight, and Vine Blight from The *Dungeon Master's Guide* are also interesting options.

While technically plant creatures, it is recommended that the various Myconid, Spore Servant, and Vegepygmy creature types be excluded from the druid abilities that can transform the druid into plant creatures.

AWAKENED BRAMBLE

Small Plant, unaligned

Armor Class 14
Hit Points 13 (3d6 +3)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	6 (-2)

Damage Vulnerabilities Fire
Damage Resistances bludgeoning, piercing
Senses passive Perception 10
Languages one language known by its creator

Challenge 1/8 (25 XP)

False Appearance. While the bramble remains motionless, it is indistinguishable from a normal bramble bush.

Thorny. At the start of its turn, the bramble deals 2 (1d4) piercing damage to any creature grappling it.

ACTIONS

Thorny Lash. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. Hit 4 (1d4 + 2) slashing damage.

Thorn Throw. *Ranged Weapon Attack:* +3 to hit, range 20/60., one target. Hit 4 (1d4 + 2) piercing damage..

AWAKENED SAPLING

Medium Plant, unaligned

Armor Class 14
Hit Points 16 (3d8 +3)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	7 (-2)

Damage Vulnerabilities Fire

Damage Resistances bludgeoning, piercing
Senses passive Perception 10
Languages one language known by its creator
Challenge 1/4 (50 XP)

False Appearance. While the sapling remains motionless, it is indistinguishable from a normal sapling

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. Hit 4 (1d6 + 2) bludgeoning damage..

AWAKENED MANGROVE

Large Plant, unaligned

Armor Class 14
Hit Points 28 (4d10 +4)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	13 (+1)	10 (+0)	10 (+0)	8 (-1)

Damage Vulnerabilities Fire
Damage Resistances bludgeoning, piercing

Senses passive Perception 10
Languages one language known by its creator
Challenge 1/2 (100 XP)

False Appearance. While the mangrove remains motionless, it is indistinguishable from a normal mangrove tree.

ACTIONS

Root Strike. *Melee Weapon Attack:* +5 to hit, reach 10ft., one target. Hit 10 (2d6 + 3) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength save or be knocked prone..

AWAKENED WILLOW

Large Plant, unaligned

Armor Class 15
Hit Points 33 (5d10 +5)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	13 (+1)	10 (+0)	10 (+0)	8 (-1)

Damage Vulnerabilities Fire
Damage Resistances bludgeoning, piercing

Senses passive Perception 10
Languages one language known by its creator
Challenge 1 (200 XP)

False Appearance. While the willow remains motionless, it is indistinguishable from a normal willow tree.

ACTIONS

Multiattack. The Awakened Willow makes two attacks with its lashing limbs.

Lashing Limbs. *Melee Weapon Attack:* +5 to hit, reach 10ft., one target. Hit 9 (2d6 + 2) slashing damage.

AWAKENED MAPLE

Huge Plant, unaligned

Armor Class 13 (Natural Armor)
Hit Points 59 (7d12 + 14)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	15 (+2)	10 (+0)	10 (+0)	10(+0)

Damage Vulnerabilities Fire

Damage Resistances Bludgeoning, Piercing
Senses Passive Perception 10
Languages One language known by its creator
Challenge 2 (450 XP)

False Appearance. While the tree remains motionless, it is indistinguishable from a normal tree.

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target.
Hit: 14 (3d6 + 4) bludgeoning damage.

AWAKENED OAK

Huge Plant, unaligned

Armor Class 15 (Natural Armor)
Hit Points 95 (10d12 + 30)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	6 (-2)	17 (+3)	10 (+0)	10 (+0)	10(+0)

Damage Vulnerabilities Fire

Damage Resistances Bludgeoning, Piercing
Senses Passive Perception 10
Languages One language known by its creator
Challenge 3 (700 XP)

False Appearance. While the tree remains motionless, it is indistinguishable from a normal oak tree.

ACTIONS

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target.
Hit: 15 (3d8 + 5) bludgeoning damage..

AWAKENED MANTRAP

Large Plant, unaligned

Armor Class 12
Hit Points 45 (7d10 + 10)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	6(-2)

Condition Immunities Blinded, Deafened, Exhaustion, Prone
Senses Tremorsense 30 ft., Passive Perception 10
Languages One language known by its creator
Challenge 1 (200 XP)

Attractive Pollen (1/Day). When the mantrap detects any creatures nearby, it can use its reaction to release pollen out to a radius of 30 feet. Any beast or humanoid within the

area must succeed on a DC 11 Wisdom saving throw or be forced to use all its movement on its turns to get as close to the mantrap as possible. An affected target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

False Appearance. While the mantrap remains motionless, it is indistinguishable from an ordinary tropical plant.

ACTIONS

Engulf. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* The target is trapped inside the mantrap's leafy jaws. While trapped in this way, the target is blinded and restrained, has total cover from attacks and other effects outside the mantrap, and takes 14 (4d6) acid damage at the start of each of the target's turns. If the mantrap dies, the creature inside it is no longer restrained by it. A mantrap can engulf only one creature at a time.

AWAKENED ASSASSIN VINE

Large Plant, unaligned

Armor Class 13
Hit Points 85 (10d10 + 30)
Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	10 (+0)	10 (+0)	6(-2)

Damage Vulnerabilities Fire
Damage Resistances cold, fire, bludgeoning, piercing
Senses Blindsight 30 ft., Passive Perception 10
Languages one language known by its creator
Challenge 3 (700 XP)

False Appearance. While the assassin vine remains motionless, it is indistinguishable from a normal plant..

ACTIONS

Constrict. *Melee Weapon Attack:* +6 to hit, reach 20 ft., one creature. *Hit:* The target takes 11 (2d6 + 4) bludgeoning damage, and it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and it takes 21 (6d6) poison damage at the start of each of its turns. The vine can constrict only one target at a time.

Entangling Vines. The assassin vine can animate normal vines and roots on the ground in a 15-foot square within 30 feet of it. These plants turn the ground in that area into difficult terrain. A creature in that area when the effect begins must succeed on a DC 13 Strength saving throw or be restrained by entangling vines and roots. A creature restrained by the plants can use its action to make a DC 13 Strength (Athletics) check, freeing itself on a successful check. The effect ends after 1 minute or when the assassin vine dies or uses Entangling Vines again..

AWAKENED THORN SLINGER

Large plant, unaligned

Armor Class 11 (Natural Armor)
Hit Points 32 (5d10 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	7 (-2)

Condition Immunities Blinded, Deafened, Frightened
Senses Blindsight 60 ft. (blind beyond this radius), Passive Perception 10
Languages One language known by its creator

Challenge 1/2 (100 XP)

Adhesive Blossoms. The thorn slinger adheres to anything that touches it. A Medium or smaller creature adhered to the thorn slinger is also grappled by it (escape DC 11). Ability checks made to escape this grapple have disadvantage. At the end of each of the thorn slinger's turns, anything grappled by it takes 3 (1d6) acid damage.

False Appearance. While the thorn slinger remains motionless, it is indistinguishable from an inanimate bush.

ACTIONS

Thorns. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 30 ft., one target. *Hit:* 8 (2d6 + 1) piercing damage.

AWAKENED VIOLET FUNGUS

Medium plant, unaligned

Armor Class 10
Hit Points 18 (4d8)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-1)	11 (+0)	12 (+1)	10 (+0)	10 (+0)	5 (-3)

Condition Immunities Blinded, Deafened, Frightened

Senses Blindsight 30 ft. (blind beyond this radius), Passive Perception 10

Languages One language known by its creator

Challenge 1/4 (50 XP)

False Appearance. While the violet fungus remains motionless, it is indistinguishable from an ordinary fungus.

ACTIONS

Multiattack. The fungus makes 1d4 Rotting Touch attacks.

Rotting Touch. Melee Weapon Attack: +2 to hit, reach 10 ft., one creature. *Hit:* 4 (1d8) necrotic damage..

AWAKENED YELLOW MUSK CREEPER

Medium plant, unaligned

Armor Class 10
Hit Points 60 (11d8 + 11)
Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+4)	10 (+0)	12 (+1)	10 (+0)	10 (+0)	6 (-2)

Condition Immunities Blinded, Deafened, Exhaustion, Prone
Senses Blindsight 30 ft., Passive Perception 10
Languages One language known by its creator
Challenge 2 (450 XP)

False Appearance. While the creeper remains motionless, it is indistinguishable from an ordinary flowering vine.

Regeneration. The creeper regains 10 hit points at the start of its turn. If the creeper takes fire, necrotic, or radiant

damage, this trait doesn't function at the start of its next turn. The creeper dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Touch. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. *Hit:* 13 (3d8) psychic damage. If the target is a humanoid that drops to 0 hit points as a result of this damage, it dies and is implanted with a yellow musk creeper bulb. Unless the bulb is destroyed, the corpse animates as a yellow musk zombie after being dead for 24 hours. The bulb is destroyed if the creature is raised from the dead before it can transform into a yellow musk zombie, or if the corpse is targeted by a remove curse spell or similar magic before it animates.

Yellow Musk (3/Day). The creeper's flowers release a strong musk that targets all humanoids within 30 feet of it. Each target must succeed on a DC 11 Wisdom saving throw or be charmed by the creeper for 1 minute. A creature charmed in this way does nothing on its turn except move as close as it can to the creeper. A creature charmed by the creeper can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success...

AWAKENED SANDBOX TREE

Huge Plant, unaligned

Armor Class 13 (Natural Armor)

Hit Points 59 (7d12 + 14)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	15 (+2)	12 (+1)	10 (+0)	14 (+2)

Damage Vulnerabilities Fire

Damage Resistances Bludgeoning, Piercing

Senses Passive Perception 10

Languages One language known by its creator

Challenge 3 (700 XP)

False Appearance. While the tree remains motionless, it is indistinguishable from a normal sandbox tree.

Poisonous. A creature that suffers piercing damage from one of the tree's attacks or Thorn defense, must make a DC 13 Constitution saving throw or become poisoned for 1 minute.

Thorn Defense. Each time a creature makes a melee attack against the tree, it takes 2 piercing damage. A creature can choose to make an attack with disadvantage to avoid this damage.

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage + 2 piercing damage.

Seed Burst. The tree hurls a seed pod at a point within 60 feet. Creatures within 15 feet of the point must make a dexterity saving throw, suffering 3d6 piercing damage on a failed save or half as much damage on a successful one.



PURE MEPHITS

Pure element mephits are less capricious and usually more intelligent and fairer than their mixed element cousins, but also smaller and weaker. They resemble tiny winged humanoids or beasts with features representative of their element. These creatures will sometimes serve as familiars to spellcasters, especially those with a particular bond to an elemental force.

AIR MEPHIT

Tiny Elemental, neutral

Armor Class 14

Hit Points 6 (2d4)

Speed 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	10 (+0)	12 (+1)	10 (+0)	14 (+2)

Damage Resistances lightning, thunder

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Primordial, Auran

Challenge ¼ (50 xp)

Death Burst. When the mephit dies, it leaves behind a cloud of fog that fills a 5-foot-radius sphere centered on its space. The sphere is heavily obscured. Wind disperses the cloud, which otherwise lasts for 1 minute.

Innate Spellcasting. The Mephit's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast *gust* at will, and *fog cloud* 1/day, requiring no components.

ACTIONS

Shocking Touch. *Melee Spell Attack:* +4 to hit, reach 5ft., one target. *Hit* 5 (1d4 + 2) lightning damage

Thunder Shout (Recharge 6). The tiny mephit lets loose a thunderous bellow. Each creature in a 15-foot-cone must succeed on a DC 12 Constitution saving throw. On a failure, it suffers 7 (2d6) thunder damage and is pushed 5 feet. On a success, it suffers half damage and is not pushed.

EARTH MEPHIT

Tiny Elemental, neutral

Armor Class 12

Hit Points 10 (2d4+4)

Speed 15 ft., burrow 15 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	10 (+0)	14 (+2)	12 (+1)

Damage Resistances bludgeoning, piercing, and slashing from non-magical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., tremorsense 10 ft., passive Perception 14

Languages Primordial, Terran

Challenge ¼ (50 xp)

Death Burst. When the mephit dies, it explodes into shards of stone. Each creature within 5 feet of it must make a DC 11 Dexterity saving throw, taking 4 (1d8) bludgeoning damage on a failed save, or half as much damage on a successful one.

Innate Spellcasting. The Mephit's innate spellcasting ability is Charisma (spell save DC 11). It can innately cast *mold earth* and *magic stone* at will, requiring no components.

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. Hit 4 (1d4 + 2) bludgeoning damage

Stomp (Recharge 6). The mephit stomps its tiny foot, shaking the ground. Each creature in a 10-foot radius must succeed on a DC 11 Dexterity saving throw. On a failure, it suffers 3 (1d6) bludgeoning damage and is knocked prone. If the ground in that area is loose earth or stone, it becomes difficult terrain until cleared. ...

FIRE MEPHIT

Tiny Elemental, neutral

Armor Class 14
Hit Points 6 (2d4)
Speed 20 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	10 (+0)	12 (+1)	10 (+0)	14 (+2)

Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 90 ft., passive Perception 12
Languages Primordial, Ignan
Challenge ¼ (50 xp)

Death Burst. When the mephit dies, it explodes into a blast of fire. Each creature within 5 feet of it must make a DC 12 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

Innate Spellcasting. The Mephit's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast *control flames* and *produce flame* at will, requiring no components.

ACTIONS

Burning Touch. *Melee Spell Attack:* +4 to hit, reach 5ft., one target. Hit 5 (1d4 + 2) fire damage

Fire Breath (Recharge 6). The tiny mephit exhales a 15-foot cone of fire. Each creature that area must succeed on a DC 12 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

WATER MEPHIT

Tiny Elemental, neutral

Armor Class 13
Hit Points 8 (2d4+2)
Speed 15 ft., swim 60 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	10 (+0)	12 (+1)	14 (+2)

Damage Resistances acid, cold

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Primordial, Aquan
Challenge ¼ (50 xp)

Death Burst. When the mephit dies, it explodes into a blast of water. Each creature within 5 feet of it must make a DC 12 Strength saving throw. On a failed save it takes 4 (1d8) bludgeoning damage and is knocked prone. On a successful save, it takes half damage and is not knocked prone.

Innate Spellcasting. The Mephit's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast *shape water* at will, and *create water* 1/day, requiring no components.

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. Hit 3 (1d4 + 1) bludgeoning damage

Gush (Recharge 6). The tiny mephit exhales a gout of seawater. Each creature in a 15-foot-cone must succeed on a DC 12 Strength saving throw. On a failure, it suffers 3 (1d6) bludgeoning damage and is pushed 5 feet and knocked prone. On a success, it suffers half damage and is not pushed or knocked prone....



WELCOME TO THE WILD

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