

THE DRUID

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known									
				1st	2nd	3rd	4th	5th	6th	7th	8th	9th	
1st	+2	Druidic, Spellcasting, Favored Enemy	2	2	—	—	—	—	—	—	—	—	—
2nd	+2	Wild Shape, Druid Circle, Natural Explorer	2	3	—	—	—	—	—	—	—	—	—
3rd	+2	Primeval Awareness	2	4	2	—	—	—	—	—	—	—	—
4th	+2	Wild Shape improvement, Ability Score Improvement	3	4	3	—	—	—	—	—	—	—	—
5th	+3	—	3	4	3	2	—	—	—	—	—	—	—
6th	+3	Druid Circle feature	3	4	3	3	—	—	—	—	—	—	—
7th	+3	Greater Favored Enemy	3	4	3	3	1	—	—	—	—	—	—
8th	+3	Wild Shape improvement, Ability Score Improvement	3	4	3	3	2	—	—	—	—	—	—
9th	+4	—	3	4	3	3	3	1	—	—	—	—	—
10th	+4	Druid Circle feature	4	4	3	3	3	2	—	—	—	—	—
11th	+4	—	4	4	3	3	3	2	1	—	—	—	—
12th	+4	Ability Score Improvement	4	4	3	3	3	3	1	—	—	—	—
13th	+5	—	4	4	3	3	3	3	1	1	—	—	—
14th	+5	Druid Circle feature	4	4	3	3	3	2	1	1	—	—	—
15th	+5	—	4	4	3	3	3	2	1	1	1	—	—
16th	+5	Ability Score Improvement	4	4	3	3	3	2	1	1	1	—	—
17th	+6	—	4	4	3	3	3	2	1	1	1	1	—
18th	+6	Timeless Body, Archdruid	4	4	3	3	3	3	1	1	1	1	—
19th	+6	Ability Score Improvement	4	4	3	3	3	3	2	1	1	1	—
20th	+6	Foe Slayer	4	4	3	3	3	3	2	2	1	1	—

CLASS FEATURES

As a druid, you gain the following class features

HIT POINTS

Hit Dice: 1d8 per druid level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per druid level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields (druids will not wear armor or use shields made of metal)

Weapons: Clubs, daggers, darts, javelins, maces, quarterstaves, scimitars, sickles, slings, spears

Tools: Herbalism kit

Saving Throws: Intelligence, Wisdom

Skills: Choose two from Arcana, Animal Handling, Insight, Investigation, Medicine, Nature, Perception, Religion, Stealth, and Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a wooden shield or (b) any simple weapon
- (a) a scimitar or (b) any simple melee weapon
- Leather armor, an explorer's pack, and a druidic focus

DRUIDIC

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.

SPELLCASTING

Drawing on the divine essence of nature itself, you can cast spells to shape that essence to your will. See chapter 10 for the general rules of spellcasting and chapter 11 for the druid spell list.

CANTRIPS

At 1st level, you know two cantrips of your choice from the druid spell list. You learn additional druid cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Druid table.

PREPARING AND CASTING SPELLS

The Druid table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these druid 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.

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 + your druid level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 3rd-level druid, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell cure wounds, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

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

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your druid spells, since your magic draws upon your devotion and attunement to nature. 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 druid spell you cast 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

RITUAL CASTING

You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

SPELLCASTING FOCUS

You can use a druidic focus (found in chapter 5) as a spellcasting focus for your druid spells.

FAVORED ENEMY

Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy commonly encountered in the wilds.

Choose a type of favored enemy: beasts, fey, monstrosities, or undead. You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

When you gain this feature, you also learn one language of your choice, typically one spoken by your favored enemy or creatures associated with it. However, you are free to pick any language you wish to learn.

WILD SHAPE

Starting at 2nd level, you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest.

Your druid level determines the beasts you can transform into, as shown in the Beast Shapes table. At 2nd level, for example, you can transform into any beast that has a challenge rating of 1/4 or lower that doesn't have a flying or swimming speed.

BEAST SHAPE

Level	Max. CR	Limitations	Example
2nd	1/4	No flying or swimming speed	Wolf
4th	1/2	No flying speed	Crocodile
8th	1	—	Giant Eagle

You can stay in a beast shape for a number of hours equal to half your druid level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.
- When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.
- You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast.
- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.
- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

DRUID CIRCLE

At 2nd level, you choose to identify with a circle of druids: the Circle of the Land or the Circle of the Moon, both detailed at the end of the class description. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

NATURAL EXPLORER

Starting at 2nd level, you have become adapted in navigating the wilderness. You gain the following benefits when traveling for an hour or more:

- Difficult terrain doesn't slow your group's travel.
- 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.

PRIMEVAL AWARENESS

Beginning at 3rd level, your mastery of druidic lore allows you to establish a powerful link to the land around you.

You can attune your senses to determine if any of your favored enemies lurk nearby. By spending 1 uninterrupted minute in concentration (as if you were concentrating on a spell), you can sense whether any of your favored enemies are present within 5 miles of you. This feature reveals which of your favored enemies are present, their numbers, and the creatures' general direction and distance (in miles) from you.

If there are multiple groups of your favored enemies within range, you learn this information for each group.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

GREATER FAVORED ENEMY

At 6th level, you are ready to hunt even deadlier game. Choose a type of greater favored enemy: aberrations, celestials, constructs, dragons, elementals, fiends, or giants. You gain all the benefits against this chosen enemy that you normally gain against your favored enemy, including an additional language.

Additionally, you have advantage on saving throws against the spells and abilities used by a greater favored enemy.

TIMELESS BODY

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

ARCHDRUID

Beginning at 18th level, you can use your Wild Shape an unlimited number of times. You can ignore the verbal and somatic components of your druid spells, as well as any material components that lack a cost and aren't consumed by a spell. You gain this benefit in both your normal shape and your beast shape from Wild Shape.

FOE SLAYER

At 20th level, you become an unparalleled hunter. 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.

DRUID CIRCLES

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

At a local scale, druids are organized into circles that share certain perspectives on nature, balance, and the way of the druid.

CIRCLE OF THE LAND

The Circle of the Land is made up of mystics and sages who safeguard ancient knowledge and rites through a vast oral tradition. These druids meet within sacred circles of trees or standing stones to whisper primal secrets in Druidic. The circle's wisest members preside as the chief priests of communities that hold to the Old Faith and serve as advisors to the rulers of those folk. As a member of this circle, your magic is influenced by the land where you were initiated into the circle's mysterious rites.

BONUS CANTRIP

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

NATURAL RECOVERY

Starting at 2nd level, you can regain some of your magical energy by sitting in meditation and communing with nature. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your druid level (rounded up), and none of the slots can be 6th level or higher. You can't use this feature again until you finish a long rest.

For example, when you are a 4th-level druid, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level slot or two 1st-level slots.

CIRCLE SPELLS

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

Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

ARCTIC

Druid level Circle Spells

3rd	<i>hold person, spike growth</i>
5th	<i>sleet storm, slow</i>
7th	<i>freedom of movement, ice storm</i>
9th	<i>commune with nature, cone of cold</i>

COAST

Druid level Circle Spells

3rd	<i>mirror image, misty step</i>
5th	<i>water breathing, water walk</i>
7th	<i>control water, freedom of movement</i>
9th	<i>conjure elemental, scrying</i>

DESERT

Druid level Circle Spells

3rd	<i>blur, silence</i>
5th	<i>create food and water, protection from energy</i>
7th	<i>blight, hallucinatory terrain</i>
9th	<i>insect plague, wall of stone</i>

FOREST

Druid level Circle Spells

3rd	<i>barkskin, spider climb</i>
5th	<i>call lightning, plant growth</i>
7th	<i>divination, freedom of movement</i>
9th	<i>commune with nature, tree stride</i>

GRASSLAND

Druid level Circle Spells

3rd	<i>invisibility, pass without trace</i>
5th	<i>daylight, haste</i>
7th	<i>divination, freedom of movement</i>
9th	<i>dream, insect plague</i>

MOUNTAIN

Druid level Circle Spells

3rd	<i>barkskin, spider climb</i>
5th	<i>lightning bolt, meld into stone</i>
7th	<i>stone shape, stoneskin</i>
9th	<i>passwall, wall of stone</i>

SWAMP

Druid level Circle Spells

3rd	<i>darkness, Melf's acid arrow</i>
5th	<i>water walk, stinking cloud</i>
7th	<i>freedom of movement, locate creature</i>
9th	<i>insect plague, scrying</i>

UNDERDARK

Druid level Circle Spells

3rd	<i>spider climb, web</i>
5th	<i>gaseous form, stinking cloud</i>
7th	<i>greater invisibility, stone shape</i>
9th	<i>cloudkill, insect plague</i>

LAND'S STRIDE

Starting at 6th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

NATURE'S WARD

When you reach 10th level, you can't be charmed or frightened by elementals or fey, and you are immune to poison and disease.

NATURE'S SANCTUARY

When you reach 14th level, creatures of the natural world sense your connection to nature and become hesitant to attack you. When a beast or plant creature attacks you, that creature must make a Wisdom saving throw against your druid spell save DC. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours.

The creature is aware of this effect before it makes its attack against you.

CIRCLE OF THE MOON

Druids of the Circle of the Moon are fierce guardians of the wilds. Their order gathers under the full moon to share news and trade warnings. They haunt the deepest parts of the wilderness, where they might go for weeks on end before crossing paths with another humanoid creature, let alone another druid.

Changeable as the moon, a druid of this circle might prowl as a great cat one night, soar over the treetops as an eagle the next day, and crash through the undergrowth in bear form to drive off a trespassing monster. The wild is in the druid's blood.

COMBAT WILD SHAPE

When you choose this circle at 2nd level, you gain the ability to use Wild Shape on your turn as a bonus action, rather than as an action.

Additionally, while you are transformed by Wild Shape, you can use a bonus action to expend one spell slot to regain 1d8 hit points per level of the spell slot expended.

CIRCLE FORMS

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

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

PRIMAL STRIKE

Starting at 6th level, your attacks in beast form count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

ELEMENTAL WILD SHAPE

At 10th level, you can expend two uses of Wild Shape at the same time to transform into an air elemental, an earth elemental, a fire elemental, or a water elemental.

THOUSAND FORMS

By 14th level, you have learned to use magic to alter your physical form in more subtle ways. You can cast the *alter self* spell at will.

CIRCLE OF THE WILD

Many druid are more at home in the wilds than in civilization, to the point where animals consider them kin. Druids of the Wild develop a close bond with a beast, then further strengthen that bond through the use of magic.

BONUS PROFICIENCIES

When you choose this circle at 2nd level, you gain proficiency with simple weapons and martial weapons.

ANIMAL COMPANION

At 2nd level, you learn to use your magic to create a powerful bond with a creature of the natural world.

With 8 hours of work and the expenditure of 50 gp worth of rare herbs and fine food, you call forth an animal from the wilderness to serve as your faithful companion. You normally select your companion from among the following animals: an ape, a black bear, a boar, a giant badger, a giant weasel, a mule, a panther, or a wolf. However, your DM might pick one of these animals for you, based on the surrounding terrain and on what types of creatures would logically be present in the area.

At the end of the 8 hours, your animal companion appears and gains all the benefits of your Companion's Bond ability. You can have only one animal companion at a time. If your animal companion is ever slain, the magical bond you share allows you to return it to life. With 8 hours of work and the expenditure of 25 gp worth of rare herbs and fine food, you call forth your companion's spirit and use your magic to create a new body for it. You can return an animal companion to life in this manner even if you do not possess any part of its body.

If you use this ability to return a former animal companion to life while you have a current animal companion, your current companion leaves you and is replaced by the restored companion.

COMPANION'S BOND

Your animal companion gains a variety of benefits while it is linked to you. The animal companion loses its Multiattack action, if it has one.

The companion obeys your commands as best it can. 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.

When using your Natural Explorer feature, you and your animal companion can both move stealthily at a normal pace.

Your animal companion has abilities and game statistics determined in part by your level. Your companion uses your proficiency bonus rather than its own. In addition to the areas where it normally uses its proficiency bonus, an animal companion also adds its proficiency bonus to its AC and to its damage rolls.

Your animal companion gains proficiency in two skills of your choice. It also becomes proficient with all saving throws.

For each level you gain after 3rd, your animal companion gains an additional hit die and increases its hit points accordingly.

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. As normal, your companion can't increase an ability score above 20 using this feature unless its description specifies otherwise.

Your companion shares your alignment, and has a personality trait and a flaw that you can roll for or select from the tables below. Your companion shares your ideal, and its bond is always, "The druid who travels with me is a beloved companion for whom I would gladly give my life."

Your animal companion gains the benefits of your Favored Enemy feature, and of your Greater Favored Enemy feature when you gain that feature at 6th level. It uses the favored enemies you selected for those features.

d6 Trait

- 1 I'm dauntless in the face of adversity.
- 2 Threaten my friends, threaten me.
- 3 I stay on alert so others can rest.
- 4 People see an animal and underestimate me. I use that to my advantage.
- 5 I have a knack for showing up in the nick of time.
- 6 I put my friends' needs before my own in all things.

d6 Flaw

- 1 If there's food left unattended, I'll eat it.
- 2 I growl at strangers, and all people except my druid are strangers to me.
- 3 Any time is a good time for a belly rub.
- 4 I'm deathly afraid of water.
- 5 My idea of hello is a flurry of licks to the face.
- 6 I jump on creatures to tell them how much I love them.

COORDINATED ATTACK

Beginning at 6th level, you and your animal companion form a more potent fighting team. When you use the Attack action on your turn, if your companion can see you, it can use its reaction to make a melee attack.

BEAST'S DEFENSE

Also at 6th level, while your companion can see you, it has advantage on all saving throws.

STORM OF CLAWS AND FANGS

At 10th level, your companion can use its action to make a melee attack against each creature of its choice within 5 feet of it, with a separate attack roll for each target.

SUPERIOR BEAST'S DEFENSE

At 14th level, whenever an attacker that your companion can see hits it with an attack, it can use its reaction to halve the attack's damage against it.

CIRCLE OF THE HUNT

Some druids seek to master weapons to better protect civilization from the terrors of the wilderness. Druids of the Hunt learn specialized fighting techniques for use against the most dire threats, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

BONUS PROFICIENCIES

When you choose this circle at 2nd level, you gain proficiency with simple weapons and martial weapons.

HUNTER'S PREY

At 2nd level, you gain one of the following features of your choice.

Colossus Slayer. Your tenacity can wear down the most potent foes. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.

Giant Killer. When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the creature.

Horde Breaker. Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

EXTRA ATTACK

Beginning at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

DEFENSIVE TACTICS

At 6th level, you gain one of the following features of your choice.

Escape the Horde. Opportunity attacks against you are made with disadvantage.

Multiattack Defense. When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

Steel Will. You have advantage on saving throws against being frightened.

MULTIATTACK

At 11th level, you gain one of the following features of your choice.

Volley. You can use your action to make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target.

Whirlwind Attack. You can use your action to make a melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each target.

SUPERIOR HUNTER'S DEFENSE

At 15th level, you gain one of the following features of your choice.

Evasion. You can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or a lightning bolt spell. 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.

Stand Against the Tide. When a hostile creature misses you with a melee attack, you can use your reaction to force that creature to repeat the same attack against another creature (other than itself) of your choice.

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.

SPELL LIST

CANTRIPS (0 LEVEL)

Create bonfire^{EE}
Control flames^{EE}
Druidcraft
Frostbite^{EE}
Guidance
Gust^{EE}
Magic stone^{EE}
Mending
Mold earth^{EE}
Poison Spray
Produce Flame
Resistance
Shape water^{EE}
Shillelagh
Thorn Whip
Thunderclap^{EE}

1ST LEVEL

Absorb elements^{EE}
Alarm
Animal Friendship
Beast bond^{EE}
Charm Person
Create or Destroy Water
Cure Wounds
Detect Magic
Detect Poison and Disease
Earth tremor^{EE}
Ensnaring Strike
Entangle
Faerie Fire
Fog Cloud
Goodberry
Hail of Thorns
Healing Word
Hunter's Mark
Ice knife^{EE}
Jump
Longstrider
Purify Food and Drink
Speak with Animals
Thunderwave

2ND LEVEL

Animal Messenger
Barkskin
Beast Sense
Cordon of Arrows
Darkvision
Dust devil^{EE}
Earthbind^{EE}
Enhance Ability
Find Traps
Flame Blade
Flaming Sphere
Gust of Wind
Heat Metal
Hold Person
Lesser Restoration
Locate Animals or Plants
Locate Object
Moonbeam
Pass Without Trace
Protection from Poison
Silence
Skywrite^{EE}
Spike Growth
Warding wind^{EE}

3RD LEVEL

Call Lightning
Conjure Animals
Conjure Barrage
Daylight
Dispel Magic
Erupting earth^{EE}
Feign Death
Flame arrows^{EE}
Lightning Arrow
Nondetection
Plant Growth
Protection from Energy
Sleet Storm
Speak with Plants
Tidal wave^{EE} --

Wall of water^{EE}
Water Breathing
Water Walk
Wind Wall

4TH LEVEL

Blight
Confusion
Conjure Minor Elementals
Conjure Woodland Beings
Control Water
Dominate Beast
Elemental bane^{EE}
Freedom of Movement
Giant Insect
Grasping Vine
Hallucinatory Terrain
Ice Storm
Locate Creature
Polymorph
Stone Shape
Stoneskin
Wall of Fire
Watery sphere^{EE}

5TH LEVEL

Antilife Shell
Awaken
Commune with Nature
Conjure Elemental
Conjure Volley
Contagion
Control winds^{EE}
Geas
Greater Restoration
Insect Plague
Maelstrom^{EE}
Mass Cure Wounds
Planar Binding
Reincarnate
Scrying
Swift Quiver
Transmute rock^{EE}

Tree Stride
Wall of Stone

6TH LEVEL

Bones of the earth^{EE}
Conjure Fey
Find the Path
Heal
Heroes' Feast
Investiture of Flame^{EE}
Investiture of Ice^{EE}
Investiture of Stone^{EE}
Investiture of Wind^{EE}
Move Earth
Primordial Ward^{EE}
Sunbeam
Transport Via Plants
Wall of Thorns
Wind Walk

7TH LEVEL

Fire Storm
Mirage Arcane
Plane Shift
Regenerate
Reverse Gravity
Whirlwind^{EE}

8TH LEVEL

Animal Shapes
Antipathy/Sympathy
Control Weather
Earthquake
Feeblemind
Sunburst
Tsunami

9TH LEVEL

Foresight
Shapechange
Storm of Vengeance
True Resurrection