

Circle of the Land (Coast) Druid - Complete Spell List

Spell Save DC (8 + Wisdom + Proficiency) Spell Attack Bonus (Wisdom + Proficiency)

Wild Shape Used

Maximum Spells Prepared (Level + Wisdom)

Cantrips Known

Druidcraft	Control Flames
Guidance [Ⓞ]	Create Bonfire [Ⓞ]
Mending	Frostbite
Poison Spray	Gust
Produce Flame	Infestation
Resistance [Ⓞ]	Magic Stone
Shillelagh	Mold Earth
Thorn Whip	Primal Savagery
Shape Water	Thunderclap

3rd Slots Used

Water Breathing[Ⓞ], Water Walk[Ⓞ]

- Call Lightning[Ⓞ]
- Conjure Animals[Ⓞ]
- Daylight
- Dispel Magic
- Erupting Earth
- Feign Death[Ⓞ]
- Flame Arrows[Ⓞ]
- Meld into Stone[Ⓞ]
- Plant Growth
- Protection from Energy[Ⓞ]
- Sleet Storm[Ⓞ]
- Speak with Plants
- Tidal Wave
- Wall of Water
- Wind Wall[Ⓞ]

6th Slots Used

- Bones of the Earth
- Conjure Fey[Ⓞ]
- Druid Grove
- Find the Path[Ⓞ]
- Heal
- Heroes' Feast
- Investiture of Ice[Ⓞ]
- Investiture of Wind[Ⓞ]
- Investiture of Flame[Ⓞ]
- Investiture of Stone[Ⓞ]
- Move Earth[Ⓞ]
- Primordial Ward[Ⓞ]
- Sunbeam[Ⓞ]
- Transport via Plants
- Wall of Thorns[Ⓞ]
- Wind Walk

1st Slots Used

- Animal Friendship
- Absorb Elements
- Beast Bond[Ⓞ]
- Earth Tremor
- Ice Knife
- Charm Person
- Create or Destroy Water
- Cure Wounds
- Detect Magic[Ⓞ]
- Detect Poison or Disease[Ⓞ]
- Entangle[Ⓞ]
- Faerie Fire[Ⓞ]
- Fog Cloud[Ⓞ]
- Goodberry
- Healing Word
- Jump
- Longstrider
- Purify Food and Drink[Ⓞ]
- Wild Cunning[Ⓞ]
- Speak with Animals[Ⓞ]
- Sense Emotion[Ⓞ]
- Snare
- Thunderwave

4th Slots Used

Control Water[Ⓞ]
Freedom of Movement

- Blight
- Confusion[Ⓞ]
- Conjure Minor Elementals[Ⓞ]
- Conjure Woodland Beings[Ⓞ]
- Charm Monster
- Dominate Beast[Ⓞ]
- Elemental Bane[Ⓞ]
- Giant Insect[Ⓞ]
- Guardian of Nature[Ⓞ]
- Grasping Vine[Ⓞ]
- Hallucinatory Terrain
- Ice Storm
- Locate Creature[Ⓞ]
- Polymorph[Ⓞ]
- Stone Shape
- Stoneskin[Ⓞ]
- Wall of Fire[Ⓞ]
- Watery Sphere[Ⓞ]

7th Slots Used

- Fire Storm
- Mirage Arcane
- Plane Shift
- Regenerate
- Whirlwind[Ⓞ]
- Reverse Gravity[Ⓞ]

2nd Slots Used

Mirror Image, Misty Step

- Animal Messenger[Ⓞ]
- Barkskin[Ⓞ]
- Beast Sense[Ⓞ]
- Darkvision
- Dust Devil[Ⓞ]
- Earthbind[Ⓞ]
- Enhance Ability[Ⓞ]
- Find Traps
- Flame Blade[Ⓞ]
- Flaming Sphere[Ⓞ]
- Gust of Wind[Ⓞ]
- Heat Metal[Ⓞ]
- Healing Spirit[Ⓞ]
- Hold Person[Ⓞ]
- Lesser Restoration
- Locate Animals or Plants[Ⓞ]
- Locate Object[Ⓞ]
- Moonbeam[Ⓞ]
- Pass without Trace[Ⓞ]
- Protection from Poison
- Spike Growth[Ⓞ]
- Skywrite[Ⓞ]
- Warding Wind[Ⓞ]

5th Slots Used

Conjure Elemental[Ⓞ], Scrying[Ⓞ]

- Antilife Shell[Ⓞ]
- Awaken
- Contagion
- Control Winds[Ⓞ]
- Commune with Nature[Ⓞ]
- Geas
- Greater Restoration
- Insect Plague[Ⓞ]
- Mass Cure Wounds
- Maelstrom[Ⓞ]
- Planar Binding
- Reincarnate
- Tree Stride[Ⓞ]
- Wall of Stone[Ⓞ]
- Wrath of Nature[Ⓞ]

8th Slots Used

- Animal Shapes[Ⓞ]
- Antipathy / Sympathy
- Control Weather[Ⓞ]
- Earthquake[Ⓞ]
- Feeblemind
- Sunburst
- Tsunami[Ⓞ]

9th Slots Used

- Foresight
- Shapechange[Ⓞ]
- Storm of Vengeance[Ⓞ]
- True Resurrection