

# Circle of the Land (Grassland) 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 <sup>Ⓞ</sup>	Create Bonfire <sup>Ⓞ</sup>
Mending	Frostbite
Poison Spray	Gust
Produce Flame	Infestation
Resistance <sup>Ⓞ</sup>	Magic Stone
Shillelagh	Mold Earth
Thorn Whip	Primal Savagery
Shape Water	Thunderclap

**3rd** Slots  Used

**Haste<sup>Ⓞ</sup>, Daylight**

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

**6th** Slots  Used

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

**1st** Slots  Used

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

**4th** Slots  Used

**Divination<sup>Ⓞ</sup>, Freedom of Movement<sup>Ⓞ</sup>**

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

**7th** Slots  Used

- Fire Storm
- Mirage Arcane
- Plane Shift
- Regenerate
- Whirlwind<sup>Ⓞ</sup>
- Reverse Gravity<sup>Ⓞ</sup>

**2nd** Slots  Used

**Invisibility<sup>Ⓞ</sup>, Pass Without Trace<sup>Ⓞ</sup>**

- Animal Messenger<sup>Ⓞ</sup>
- Barkskin<sup>Ⓞ</sup>
- Beast Sense<sup>Ⓞ</sup>
- Darkvision
- Dust Devil<sup>Ⓞ</sup>
- Earthbind<sup>Ⓞ</sup>
- Enhance Ability<sup>Ⓞ</sup>
- Find Traps
- Flame Blade<sup>Ⓞ</sup>
- Flaming Sphere<sup>Ⓞ</sup>
- Gust of Wind<sup>Ⓞ</sup>
- Heat Metal<sup>Ⓞ</sup>
- Healing Spirit<sup>Ⓞ</sup>
- Hold Person<sup>Ⓞ</sup>
- Lesser Restoration
- Locate Animals or Plants<sup>Ⓞ</sup>
- Locate Object<sup>Ⓞ</sup>
- Moonbeam<sup>Ⓞ</sup>
- Protection from Poison
- Spike Growth<sup>Ⓞ</sup>
- Skywrite<sup>Ⓞ</sup>
- Warding Wind<sup>Ⓞ</sup>

**5th** Slots  Used

**Dream, Insect Plague<sup>Ⓞ</sup>**

- Antilife Shell<sup>Ⓞ</sup>
- Awaken
- Conjure Elemental<sup>Ⓞ</sup>
- Contagion
- Control Winds<sup>Ⓞ</sup>
- Commune with Nature<sup>Ⓞ</sup>
- Geas
- Greater Restoration
- Mass Cure Wounds
- Maelstrom<sup>Ⓞ</sup>
- Planar Binding
- Reincarnate
- Scrying<sup>Ⓞ</sup>
- Tree Stride<sup>Ⓞ</sup>
- Wall of Stone<sup>Ⓞ</sup>
- Wrath of Nature<sup>Ⓞ</sup>

**8th** Slots  Used

- Animal Shapes<sup>Ⓞ</sup>
- Antipathy / Sympathy
- Control Weather<sup>Ⓞ</sup>
- Earthquake<sup>Ⓞ</sup>
- Feeblemind
- Sunburst
- Tsunami<sup>Ⓞ</sup>

**9th** Slots  Used

- Foresight
- Shapechange<sup>Ⓞ</sup>
- Storm of Vengeance<sup>Ⓞ</sup>
- True Resurrection