

Druid Cantrip - Transmutation

Shillelagh

Druid Cantrip - Divination

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Read Magic

Casting time: 1 action
Range: 10 '
Duration: 10 minutes

Choose an object within range. For the duration, you can decipher magical writing on that object that would otherwise be unintelligible, including a spell from someone's spellbook, a spell on a scroll, mystical runes on a magic item, or a magic glyph. Deciphering this writing neither activates its magic nor identifies any magical properties it might possess.

Once a particular magical inscription is deciphered with this spell, the inscription continues to be intelligible to you after the spell's duration.

Resistance

Casting time: 1 action
Range: Touch
Duration: 1 minute

You touch one willing creature. Once before the spell ends, that creature can roll a d4 and add the number rolled to one saving throw of its choice. It may choose to roll the die before or after rolling the d20. The spell then ends.

The spell ends early if you cast it again before the duration has passed.

Create or destroy water

Casting time: 1 action
Range: 25 '
Duration: Instantaneous

You either create or destroy water.

Create: you create up to 2 gals of clean water within range in an open container. Alternatively, the water falls as rain in a 25' cube within range, extinguishing exposed flames in the area.

The spell produces enough clean, drinkable water to sustain one small or medium creature for 24 hours.

Destroy: you destroy up to 2 gals of water in an open container within range. Alternatively, you destroy fog in a 25' cube within range.

At Higher Levels: +2 gals for each slot above 1st.

Detect Magic

Casting time: 1 Action
Range: Self
Duration: Concentration, up to 10 Minutes

For the duration, you sense the presence of magic within 25' of you. If you sense magic, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.

The spell can penetrate most barriers, but it is blocked by 1' of stone, 1 inch of common metal, a thin sheet of lead, or 3 inches of wood or dirt.

Entangle

Casting time: 1 action
Range: 100 feet
Duration: 1 minute

Choose a point on the ground within range that you can see. For the duration, grasping roots and vines sprout within a 20' radius centered on that point and turn the ground into difficult terrain. A creature in the area when you cast the spell must succeed on a STR saving throw or be restrained by the roots. The creature can use its action to make a STR check against the spell's DC. On a success, the creature frees itself. When the spell ends, the conjured plants wilt away.

Shillelagh

Casting time: 1 Action
Range: 10 '
Duration: Instantaneous

The wood of your club or quarterstaff is imbued with nature's power and lashes out like a whip at a nearby creature. Make a melee attack roll against a creature within range. You have a bonus to the roll equal to your magic ability modifier + your spellcasting bonus, if any. On a hit the target takes 1d8 bludgeoning damage.

At Higher Levels: The spell's damage increases by 1d8 at 5th level (2d8), 10th (3d8), 15th (4d8), and 20th (5d8).

Animal Friendship

Casting time: 1 action
Range: 25 '
Duration: 24 hours

This spell lets you show an animal or similar beast that you mean it no harm. Choose a beast within range that can see and hear you. If the beast's INT is 4 or higher, the spell fails. Otherwise, the beast must succeed on a WIS saving throw or be charmed by you until the spell ends. If you or one of your companions harms the target, the spell ends early.

Charm Person

Casting time: 1 Action
Range: 25 '
Duration: 1 hour

Choose a living humanoid within range. It must make a WIS saving throw, and does so with advantage if you or one of your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or one of your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance.

Cure Wounds

Casting time: 1 Action
Range: Touch
Duration: Instantaneous

You touch a creature, channeling positive energy into it. The creature regains 2d8+2 HP.

This spell has no effect upon undead or constructs.

At Higher Levels: +2d8 per slot above 1st.

Detect Poison & Disease

Casting time: 1 action
Range: Self
Duration: Concentration, up to 10 minutes

For the duration, if there is poison, a poisonous creature, or a disease within 25' of you, you know it, where the poison or disease is, and what kind of poison, poisonous creature, or disease is present.

The Spell can penetrate most barriers, but it is blocked by 1' of stone, 1 inch of common metal, a thin sheet of lead, or 3' of wood or dirt.