

Druid Level 2 - Evocation

# Flame Blade

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# Flaming Sphere

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# Hold Person

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### Heat Metal

Casting time: 1 action

Range: 50'

Duration: 1 round

Choose a manufactured metal object such as a metal weapon or a suit of heavy or medium metal armor within range that you can see. You cause the object to glow red-hot until the start of your next turn. While the target is hot, any creature that is holding or wearing it, takes 3d8 fire damage. A creature can take this damage only once during a round.

If a creature is holding or wearing the object and takes damage from it, the creature must succeed on a CON saving throw or drop the object. If it is not able to drop the object, the creature has disadvantage on attack rolls and ability checks until the spell ends.

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

### Flaming Sphere

Casting time: 1 action

Range: 50'

Duration: Concentration, up to 1 minute

Choose an unoccupied space within range. A 5'-diameter sphere of fire appears there and lasts for the duration.

Any creature that starts its turn within 5' of the sphere must succeed on a DEX saving throw or take 2d6 fire damage (half on a save).

As an action, you can move the sphere up to 30'. You may direct the sphere over barriers up to 5' tall and jump it across pits up to 10' wide. The sphere ignites flammable objects, and emits bright light in a 20' radius and dim light for an additional 40'.

*At Higher Levels:* +1d6 damage for each slot above 2nd.

### Hold Person

Casting time: 1 Action

Range: 100'

Duration: Concentration, up to 1 Minute

Choose a living humanoid within range that you can see. The target must succeed on a WIS saving throw or be paralyzed for the duration.

At the end of each of its turns, the affected target can make another saving throw. On a success, the spell ends.

### Lesser Restoration

Casting time: 1 action

Range: Touch

Duration: Instantaneous

You touch a creature and send positive energy coursing through it. Choose one of the following effects:

*Remove Blindness or Deafness:* If the creature is blinded or deafened, choose one of those conditions and end it.

*Remove Disease:* If the creature is suffering from any diseases, the most virulent one is cured.

*Remove Paralysis:* If the creature is subjected to any paralyzing effects, choose one of them and end it.

### Moonbeam

Casting time: 1 action

Range: 50 feet

Duration: Concentration, up to 1 minute

A silvery beam of pale light shines down in a 5' radius, 40' high cylinder centered on a point within range. Until the spell ends, dim light fills the cylinder.

Each creature that enters the light on its turn or starts its turn there is engulfed in ghostly flames that cause searing pain. The creature must make a CON saving throw. Shapechangers make this saving throw with disadvantage. A creature takes 3d8 radiant damage on a failed save, half on success. Shapechangers that fail the saving throw are also instantly reverted back to their natural form and cannot assume different forms until they leave the spells light. on each of your turns after you cast the spell, you can move it 50' in any direction.

*At Higher Levels:* +1d8 damage per slot above 2nd.

### Flame Blade

Casting time: Swift

Range: Self

Duration: Concentration, up to 10 Minutes

You evoke a fiery blade from one of your hands, similar in size and shape to a scimitar. the blade lasts for the duration or until you drop it.

you can use your action to make a melee attack with the fiery blade, with a bonus to hit equal to your magic ability modifier + your spellcasting bonus. On a hit, the target takes 3d6 fire damage.

The flames created by this spell emit bright light in a 10' radius and dim light for an additional 10'.

*At Higher Levels :* +1d6 damage for each spell slot above 2nd

### Flaming Sphere

Casting time: 1 action

Range: 50'

Duration: Concentration, up to 1 minute

Choose an unoccupied space within range. A 5'-diameter sphere of fire appears there and lasts for the duration.

Any creature that starts its turn within 5' of the sphere must succeed on a DEX saving throw or take 2d6 fire damage (half on a save).

As an action, you can move the sphere up to 30'. You may direct the sphere over barriers up to 5' tall and jump it across pits up to 10' wide. The sphere ignites flammable objects, and emits bright light in a 20' radius and dim light for an additional 40'.

*At Higher Levels:* +1d6 damage for each slot above 2nd.

### Hold Person

Casting time: 1 Action

Range: 100'

Duration: Concentration, up to 1 Minute

Choose a living humanoid within range that you can see. The target must succeed on a WIS saving throw or be paralyzed for the duration.

At the end of each of its turns, the affected target can make another saving throw. On a success, the spell ends.

### Lesser Restoration

Casting time: 1 action

Range: Touch

Duration: Instantaneous

You touch a creature and send positive energy coursing through it. Choose one of the following effects:

*Remove Blindness or Deafness:* If the creature is blinded or deafened, choose one of those conditions and end it.

*Remove Disease:* If the creature is suffering from any diseases, the most virulent one is cured.

*Remove Paralysis:* If the creature is subjected to any paralyzing effects, choose one of them and end it.

### Locate Animals or Plants

Casting time: 1 action

Range: Self

Duration: Instantaneous

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 of the closest creature or plant of that kind within 5 miles, if any are present.