

Druid Level 1 - Evocation

Faerie Fire

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Read Magic

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Charm Person

Druid Level 1 - Evocation

Gust of Wind

Mage Level 1 - Evocation

Gust of Wind

Druid Level 1 - Evocation

Healing Word

Druid Level 1 - Transmutation

Longstrider

Druid Level 1 - Transmutation (ritual)

Purify Food & Drink

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.

Goodberry

Casting time: 1 action
 Range: Touch
 Duration: 24 hours

Up to ten berries in your hand are infused with life-giving magic for the duration. A creature can use its action to eat one berry or feed it to someone else. Eating a berry restores 1 HP, and the berry provides the same nourishment as a meal.

Gust of Wind

Casting time: 1 action
 Range: 50 '
 Duration: Instantaneous

A line of swiftly moving air that is 50' long and 10' wide emanates from you in a direction you choose. Each creature in the line must succeed on a STR saving throw or fall prone.

The Spell creates a strong wind (30 MPH) that can disperse gas or vapor. In addition, the gust extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50% chance to extinguish them.

Healing Word

Casting time: Swift
 Range: 50 '
 Duration: Instantaneous

As you call out a brief prayer, a creature of your choice within range regains 1d8 + 2 HP. This spell has no effect upon undead or constructs.

At Higher Levels: +1d8 for every slot above 1st.

Purify Food & Drink

Casting time: 1 action
 Range: 10 feet
 Duration: Instantaneous

Choose a point within range. All nonmagical food and drink within a 5' radius cloud centered on that point is purified and rendered free of poison and disease.

Faerie Fire

Casting time: 1 Action
 Range: 50 '
 Duration: 1 Minute

Choose a point within range. Each object in a 10' radius centered on that point is outlined in blue, green, or violet light and emits dim light in a 10' radius for the duration. Any creature in the area is also outlined in light on a failed DEX saving throw.

Any attack roll against an affected creature or object has advantage if the attacker can see it, and the creature or object cannot benefit from being invisible.

Fog Cloud

Casting time: 1 action
 Range: 100 '
 Duration: Concentration, up to 1 hour

You create a 20' radius cloud of fog centered on a point within range. The cloud's area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (10 + MPH) disperses it.

At Higher Levels: radius +20' per spell slot above 1st.

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.

Gust of Wind

Casting time: 1 action
 Range: 50 '
 Duration: Instantaneous

A line of swiftly moving air that is 50' long and 10' wide emanates from you in a direction you choose. Each creature in the line must succeed on a STR saving throw or fall prone.

The Spell creates a strong wind (30 MPH) that can disperse gas or vapor. In addition, the gust extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50% chance to extinguish them.

Longstrider

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

Touch a creature that is not affected by this spell. Until the spell ends, that creature's speed increases by 10'.