

Circle of the Land (Forest) 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

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

2nd Slots Used ☐ ☐ ☐

Spider Climb[Ⓢ], Barkskin[Ⓢ]

- ☐ 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[Ⓢ]

3rd Slots Used ☐ ☐ ☐

Call Lightning[Ⓢ], Plant Growth

- ☐ Conjure Animals[Ⓢ]
- ☐ Daylight
- ☐ Dispel Magic
- ☐ Erupting Earth
- ☐ Feign Death[Ⓢ]
- ☐ Flame Arrows[Ⓢ]
- ☐ Meld into Stone[Ⓢ]
- ☐ Protection from Energy[Ⓢ]
- ☐ Sleet Storm[Ⓢ]
- ☐ Speak with Plants
- ☐ Tidal Wave
- ☐ Water Breathing[Ⓢ]
- ☐ Water Walk[Ⓢ]
- ☐ Wall of Water
- ☐ Wind Wall[Ⓢ]

4th Slots Used ☐ ☐ ☐

Divination[Ⓢ], Freedom of Movement

- ☐ Blight
- ☐ Confusion[Ⓢ]
- ☐ Conjure Minor Elementals[Ⓢ]
- ☐ Conjure Woodland Beings[Ⓢ]
- ☐ Control Water[Ⓢ]
- ☐ 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[Ⓢ]

5th Slots Used ☐ ☐ ☐

Tree Stride[Ⓢ], Commune with Nature[Ⓢ]

- ☐ Antilife Shell[Ⓢ]
- ☐ Awaken
- ☐ Conjure Elemental[Ⓢ]
- ☐ Contagion
- ☐ Control Winds[Ⓢ]
- ☐ Geas
- ☐ Greater Restoration
- ☐ Insect Plague[Ⓢ]
- ☐ Mass Cure Wounds
- ☐ Maelstrom[Ⓢ]
- ☐ Planar Binding
- ☐ Reincarnate
- ☐ Scrying[Ⓢ]
- ☐ Wall of Stone[Ⓢ]
- ☐ Wrath of Nature[Ⓢ]

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

7th Slots Used ☐ ☐

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

8th Slots Used ☐

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

9th Slots Used ☐

- ☐ Foresight
- ☐ Shapechange[Ⓢ]
- ☐ Storm of Vengeance[Ⓢ]
- ☐ True Resurrection