

SECRETS OF NATURE'S FURY

NATURE IS A FICKLE mistress. She brings the spring rains to water the fields and the warm summer sun to encourage crops to grow. She is also responsible for the floods that wash away entire villages and the droughts that bring the agony of thirst and famine. To the druids and rangers who protect the wilderness, Nature's gifts are evergreen, never failing to imbue nature's defenders with ever greater power.



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The following spells are new additions to the druid's repertoire and represent the cornucopia of blessing that Nature shares with her greatest allies. A handful of these spells are available for rangers as well. Nature is not stingy to those who protect her sacred places.

Druids and rangers may add these spells to their spell lists, or GMs may require that a player character complete a quest to prove herself worthy of Nature's newest gifts.

DRUID SPELLS

1st Level

Earth Barrier

5th Level

Earthen Prison

2nd Level

Venomous Succor

6th Level

Blade of Grass
Rebirth

3rd Level

Cobra Spit
Wolfsbane

8th Level

Druidhome

4th Level

Know the True Form

9th Level

Evergreen Army

RANGER SPELLS

2nd Level

Venomous Succor

4th Level

Know the True Form

3rd Level

Wolfsbane

SPELL DESCRIPTIONS

Blade of Grass

6th-level transmutation

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a freshly plucked blade of grass)

Duration: 1 hour

You transform a blade of grass into a scimitar that glows with emerald radiance. A +2 *scimitar* appears in your hand for the spell's duration. Attacks made with this weapon are melee spell attacks, and all damage dealt by this weapon is radiant damage.

When this weapon leaves your grasp, it reverts to a blade of grass. As long as this spell is active, you may create another sword by picking another blade of grass.

Cobra's Spit

3rd-level conjuration

Casting Time: 1 action

Range: Self

Components: S, M (a poisonous snake's fang)

Duration: Concentration, up to 1 minute

For the duration of this spell, you gain the ability to spit venom up to 30 feet as an action. When you spit venom, choose one target within range and make a ranged spell attack. On a successful hit, the target takes 4d8 damage and is poisoned until the end of its next turn.



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At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

Druidhome

8th-level conjuration

Casting Time: 1 hour

Range: 60 feet

Components: V, S, M (the heart wood of an oak tree at least 100 years old)

Duration: Permanent

You create an area inaccessible to anyone but you and your compatriots at the heart of a wilderness. A druidhome is equally a place and a representation of the druid's spirit. Good-aligned druids' groves are bright, with lush grass, immortal trees, and populated with good fey and creatures appropriate to the climate and terrain. Evil-aligned druids create groves thick with dangerous thorns, dying trees, and dangerous fey creatures.

Once cast, this spell creates a hidden grove with a radius of 60 feet. The entrance is usually a tight tangle of vines or thorns or a dense copse of trees. The druidhome is only accessible by the druid who created it or those the druid names or invites into the druidhome. Anyone attempting to enter a druidhome without permission becomes lost and eventually make their way back to where they started after 1d4 hours of wandering.

At the center of the grove is an enormous central tree that produces fruit year round. The fruit is edible, and is identical to a *goodberry*. This tree may always be the destination of a *tree stride* spell you cast regardless of the type of tree you enter or the distance involved. A spring bubbles and feeds a small pond of drinkable water.

The small grove attracts a number of like-minded fey and other creatures, such as nymphs, dryads, satyrs, and blink dogs. Evil druids may find that their druidhome attracts hags and other evil creatures. These creatures are not under the druid's control, but they recognize the druid's ownership of their abode and protects the druidhome from invaders. The druid may choose

to expel any creature as an action, requiring the creature to make a Wisdom saving throw. On a failure, the creature is expelled from the druidhome and cannot reenter it for 1 month.

Each subsequent casting may enlarge the druidhome by an additional 20 feet. Although a druidhome may be any size, it functions as an extradimensional space and takes up no space on the Material Plane. Two or more druids may work together, casting the spell to create a larger and more substantial druidhome. For each druid involved in the creation of a druidhome another central tree grows, and each druid shares an equal claim to the druidhome as a whole. When the ownership of a druidhome comes into dispute, druids war against each other and the survivors gain control of the entire region.

Evergreen Army

9th-level conjuration

Casting Time: 1 hour

Range: Self

Components: V, S, F (an emerald worth at least 10,000 gp)

Duration: Concentration, up to 24 hours

A druid's greatest power is to command the forest itself. No other spell proves the truth of this in as direct a manner.

When you finish casting this spell, you enter a deep trance and you awaken all the trees and plants within 1,000 feet of you. These plants rise up under your control and act on your initiative. Although you are in a trance, you command your awakened army, ordering them to advance, attack, or retreat. Trees and plants within the radius of the spell become awakened trees and shrubs. Trees over 1,000 years old awaken as treants. In a heavily forested area, this spell awakens one thousand trees and two thousand shrubs. In a lightly forested area, this spell awakens one-quarter that number of plants.

If you take any action other than continuing to concentrate on this spell, the spell ends immediately and the trees and plants set down roots wherever they may be currently located.

Wolfsbane

3rd-level abjuration

Casting Time: 1 reaction, which you may take when another creature uses a spell or effect to change its shape.

Range: 90 feet

Components: V, S, M (a handful of animal fur)

Duration: Instantaneous

Whenever creature uses a spell or effect that would change its form, that creature must make a Constitution saving throw. On a failure, the creature does not change shape and takes 4d6 psychic damage. The target's action is wasted, and if the shapechanging feature has limited uses, one use is also wasted.

Know the True Form

4th-level divination

Casting Time: 1 action

Range: Touch

Components: V

Duration: Concentration, up to 1 hour

One creature you touch gains the ability to see the original form of any creature that has changed its shape or had its shape changed by another effect, such as through shapeshifting, polymorphing, or transformation via lycanthropy. This does not grant the ability to see through illusions.

Venomous Succor

3rd-level evocation

Casting Time: 1 bonus action

Range: Touch

Components: S

Duration: Instantaneous

Your touch causes a searing poison to burn quickly through a creature's wounds. The target takes 1d6 poison damage. At the start of its next turn and for 1d4 turns thereafter, the creature regains 1d10 hit points.

An unwilling creature may make a Constitution saving throw. On a successful save, the creature takes no damage and receives no healing.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, and the initial damage increases by 1d6 for each slot level above 2nd. The initial healing also increases by 1d10 for each slot level above 2nd, but the subsequent healing does not.

Rebirth

6th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, F (shards from a gold dragon's egg)

Duration: Concentration, up to 10 minutes.

You are able to de-age a creature back to the moment of its birth. Depending on the type of creature, this may be a newborn infant, a larva, an egg, or some other form of life.

As part of this spell, make a melee spell attack against a creature. If it hits, the creature must make a Constitution saving throw. If it fails, the creature is incapacitated for 1 minute as it rapidly returns to its youngest possible age. If the creature takes damage during this transformation, the spell ends and the creature reverts to its previous age. This infant creature has **commoner** statistics, with the following changes: it retains its creature type and alignment, its AC becomes 5, it has 1 hit point, and it has disadvantage on all ability checks, attack rolls, and saving throws.

You may use the following list to determine the creature's form, but the final determination of what the creature's youngest form takes should be left to the GM. Similarly, the GM must decide the size of the new creature. If the affected creature is reduced to 0 hit points, the spell ends and the creature reverts to its previous age.

- ▶ Aberrations revert to a larval form.
- ▶ Beasts revert to their youngest form. Mammals become infants while arachnids such as spiders or birds such as giant eagles revert to eggs.
- ▶ Dragons return to eggs.
- ▶ Fey revert to infancy.
- ▶ Giants revert to infancy.



- ▶ Humanoids revert to infancy.
- ▶ Monstrosities revert to their youngest form. Mammal-like monstrosities become infants while those similar to arachnids or birds such revert to eggs.
- ▶ Plants revert to seeds.

This spell has no effect on celestials, constructs, elementals, fiends, oozes, or undead as they are born fully-formed and have no pre-adult form.

If you spend the maximum duration (10 minutes) concentrating on this spell, its effects become permanent.

Earth Barrier

1st-level abjuration

Casting Time: 1 reaction

Range: 10 feet

Components: V, S

Duration: 1 minute

You call forth a pillar of earth or stone in an unoccupied space within range. The earth barrier is large enough to provide you with full cover.

The earth barrier is immobile and has an AC of 10 and 27 hit points.

Earthen Prison

5th-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

You conjure a grasping vine from the earth that snatches your target and drags the creature beneath the earth. This vine makes a single melee attack against a target within range using your spell attack modifier. If this attack hits, the target is restrained and dragged beneath the earth. A target restrained in this way cannot see above the earth, cannot speak, and cannot breathe.

A creature restrained by the vine can use its action to make a Strength (Athletics) check against your spell save DC. On a success, it frees itself and pops out of the earth. 🕒