

Druid Spells

0-Level Druid Spells

Create Water: Creates 2 gallons/level of pure water.

Detect Magic: Detects spells and magic items within 60' for 1 minute per level.

Detect Poison: Detects poison in one creature or object.

Mending: Makes minor repairs on an object.

Read Magic: Read scrolls and spellbooks.

Resistance: Subject gains +1 on saving throws for 1 minute.

1st-Level Druid Spells

Entangle: Plants entangle everyone in 40' radius for 1 minute/level.

Faerie Fire: Outlines subjects with light for 1 minute/level, cancels blur, invisibility, etc.

Goodberry: 2d4 berries each cure 1 hp (max 8 hp/24 hours).

Obscuring Mist: Fog surrounds you, provides concealment for 1 minute/level

Produce Flame: 1d6 damage +1/level, touch or thrown.

Speak with Animals: You can communicate with animals for 1min/level.

2nd-Level Druid Spells

Barkskin: Grants +2 or higher bonus to AC for for 10min/level.

Gust of Wind: Blows away or knocks down smaller creatures.

Heat Metal: Makes metal so hot it damages those who touch it.

Summon Swarm: Summons swarm of bats, rats, or spiders for concentration plus 2 rounds

Tree Shape: You look exactly like a tree for 1hour/level.

Warp Wood: Bends wood within 20' radius.

3rd-Level Druid Spells

Call Lightning: Calls down 3d6-damage lightning bolts from the sky once per round for 1min/level.

Protection from Energy: Absorb 12 points/level of damage from one kind of energy for 10min/level.

Speak with Plants: You can talk to normal plants and plant creatures for 1min/level.

Spike Growth: For 1hr/level, creatures in area take d4 damage per 5' movement, may be slowed.

Stone Shape: Sculpts stone into any shape.

Water Breathing: Subjects can breathe under water for 2 hours/level divided by number of subjects.

4th-Level Druid Spells

Air Walk: Subject treads on air for 10min/level

Antiplant Shell: Keeps animated plants at bay for 10min/level, 10' radius.

Ice Storm: Hail does 5d6 damage in cylinder 40' across

Reincarnate: Brings dead subject back in random body.

Repel Vermin: Insects, spiders, and other vermin stay 10' away for 10min/level.

Spike Stones: Creatures in area take 1d8 damage, may be slowed.

5th-Level Druid Spells

Awaken: Animal or Tree gains human intellect.

Baleful Polymorph: Transforms subject into harmless animal.

Call Lightning Storm: As call lightning, but does 5d6 per bolt.

Insect Plague: Up to 6 Locust Swarms attack creatures for 1min/level.

Transmute Rock to Mud: Transforms 2 10' cubes per level.

Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.

6th-Level Druid Spells

Fire Seeds: Creates Acorn Grenades (1d6 fire dmg/lvl divided among up to 4 seeds) that explode in a 10' radius and ignite combustibles.

Liveoak: Oak becomes treant guardian.

Move Earth: Digs trenches and builds hills, in an area up to 750' square and 10' deep.

Stone Tell: Talk to natural or worked stone for 1min/lvl.

Transport via Plants: Move instantly from one plant to another of its type anywhere.

Wall of Stone: Creates a wall of stone that can be shaped.

7th-Level Druid Spells

Changestaff: Your staff becomes a treant on command.

Control Weather: Changes weather in local area.

Earthquake: Intense tremor shakes 80' radius, collapsing ceilings, opening fissures, etc.

Finger of Death: Kills one subject.

Fire Storm: Does 1d6/lvl fire damage to 2 10' cubes per level.

Wind Walk: You and your allies turn vaporous and travel at up to 60mph for 1 hour/level.