

DRUID SPELLS

Spell Casting Guidelines A druid may prepare and cast any spell on the Druid Spell List, provided he can cast spells of that level. Druids do not acquire their spells from books or scrolls, nor prepare them through study. Instead, they meditate or pray for their spells, receiving them through their own strength of faith or as divine inspiration. Each druid must choose a time at which he must spend an hour each day in quiet contemplation or supplication to regain his daily allotment of spells. Cure spells may replace any allotted spell during the day without losing the ability to cast non-cure spell at some point in the day, as long as total spells at that level do not exceed total number allowed.

SPELL PLANNING SHEETS

0 LEVEL

SPELLS PER DAY + BONUS SPELLS =

<div></div> Create Water	10 + SPELL LVL 0 + WIS MOD = SPELL DC	<div></div> Light
<div></div> Cure Minor Wounds	<div></div>	<div></div> Mending
<div></div> Detect Magic	<div></div>	<div></div> Purify Food & Drink
<div></div> Detect Poison	<div></div>	<div></div> Read Magic
<div></div> Flare	<div></div>	<div></div> Resistance
<div></div> Guidance	<div></div>	<div></div> Virtue
<div></div> Know Direction	<div></div>	<div></div>
<div></div>	<div></div>	<div></div>

1st LEVEL

SPELLS PER DAY + BONUS SPELLS =

<div></div> Animal Friendship	10 + SPELL LVL 1 + WIS MOD = SPELL DC	<div></div> Goodberry
<div></div> Calm Animals	<div></div>	<div></div> Invisibility to Animals
<div></div> Cure Light Wounds	<div></div>	<div></div> Magic Fang
<div></div> Detect Animals or Plants	<div></div>	<div></div> Obscuring Mist
<div></div> Detect Snares or Pits	<div></div>	<div></div> Pass without Trace
<div></div> Endure Elements	<div></div>	<div></div> Shillelagh
<div></div> Entangle	<div></div>	<div></div> Summon Nature's Ally I
<div></div> Faerie Fire	<div></div>	<div></div>
<div></div>	<div></div>	<div></div>

2nd LEVEL

SPELLS PER DAY + BONUS SPELLS =

<div></div> Animal Messenger	10 + SPELL LVL 2 + WIS MOD = SPELL DC	<div></div> Lessor Restoration
<div></div> Animal Trance	<div></div>	<div></div> Produce Flame
<div></div> Barkskin	<div></div>	<div></div> Resist Elements
<div></div> Charm Person or Animal	<div></div>	<div></div> Soften Earth & Stone
<div></div> Chill Metal	<div></div>	<div></div> Speak with Animals
<div></div> Delay Poison	<div></div>	<div></div> Summon Nature's Ally II
<div></div> Fire Trap	<div></div>	<div></div> Summon Swarm
<div></div> Flame Blade	<div></div>	<div></div> Tree Shape
<div></div> Flaming Sphere	<div></div>	<div></div> Warp Wood
<div></div> Heat Metal	<div></div>	<div></div> Wood Shape
<div></div> Hold Animal	<div></div>	<div></div>
<div></div>	<div></div>	<div></div>

3rd LEVEL

SPELLS PER DAY + BONUS SPELLS =

<div></div> Call Lightings	10 + SPELL LVL 3 + WIS MOD = SPELL DC	<div></div> Poison
<div></div> Contagion	<div></div>	<div></div> Protection from Elements
<div></div> Cure Moderate Wounds	<div></div>	<div></div> Remove Disease
<div></div> Diminish Plants	<div></div>	<div></div> Snare
<div></div> Dominate Animal	<div></div>	<div></div> Speak with Plants
<div></div> Greater Magic Fang	<div></div>	<div></div> Spike Growth
<div></div> Meld into Stone	<div></div>	<div></div> Stone Shape
<div></div> Neutralize Poison	<div></div>	<div></div> Summon Nature's Ally III
<div></div> Plant Growth	<div></div>	<div></div> Water Breathing
<div></div>	<div></div>	<div></div>

4th LEVEL

SPELLS PER DAY + BONUS SPELLS =

<div></div> Anitplant Shell	10 + SPELL LVL 4 + WIS MOD = SPELL DC	<div></div> Reincarnate
<div></div> Control Plants	<div></div>	<div></div> Rusting Grasp
<div></div> Cure Serious Wounds	<div></div>	<div></div> Scrying
<div></div> Dispel Magic	<div></div>	<div></div> Sleet Storm
<div></div> Flame Strike	<div></div>	<div></div> Spike Stones
<div></div> Freedom of Movement	<div></div>	<div></div> Summon Nature's Ally IV
<div></div> Giant Vermin	<div></div>	<div></div>
<div></div> Quench	<div></div>	<div></div>
<div></div>	<div></div>	<div></div>

5th LEVEL

SPELLS PER DAY + BONUS SPELLS =

<div></div> Animal Growth	10 + SPELL LVL 5 + WIS MOD = SPELL DC	<div></div> Insect Plaque
<div></div> Atonement	<div></div>	<div></div> Summon Nature's Ally V
<div></div> Awaken	<div></div>	<div></div> Transmute Mud to Rock
<div></div> Commune with Nature	<div></div>	<div></div> Transmute Rock to Mud
<div></div> Control Winds	<div></div>	<div></div> Tree Shade
<div></div> Cure Critical Wounds	<div></div>	<div></div> Unhallow
<div></div> Death Ward	<div></div>	<div></div> Wall of Fire
<div></div> Hallow	<div></div>	<div></div> Wall of Thorns
<div></div> Ice Storm	<div></div>	<div></div>
<div></div>	<div></div>	<div></div>

6th LEVEL

SPELLS PER DAY + BONUS SPELLS =

<div></div> Antilife Shell	10 + SPELL LVL 6 + WIS MOD = SPELL DC	<div></div> Repel Wood
<div></div> Find the Path	<div></div>	<div></div> Spellstaff
<div></div> Fire Seeds	<div></div>	<div></div> Stone Tell
<div></div> Greater Dispelling	<div></div>	<div></div> Summon Nature's Ally VI
<div></div> Control Winds	<div></div>	<div></div> Transport via Plants
<div></div> Healing Circle	<div></div>	<div></div> Wall of Stone
<div></div> Ironwood	<div></div>	<div></div>
<div></div> Liveoak	<div></div>	<div></div>
<div></div>	<div></div>	<div></div>

7th LEVEL

SPELLS PER DAY + BONUS SPELLS =

<div></div> Change Staff	10 + SPELL LVL 7 + WIS MOD = SPELL DC	<div></div> Summon Nature's Ally VII
<div></div> Control Weather	<div></div>	<div></div> Sunbeam
<div></div> Creeping Doom	<div></div>	<div></div> Transmute Metal to Wood
<div></div> Fire Storm	<div></div>	<div></div> True Seeing
<div></div> Greater Scrying	<div></div>	<div></div> Wind Walk
<div></div> Harm	<div></div>	<div></div>
<div></div> Heal	<div></div>	<div></div>
<div></div>	<div></div>	<div></div>

8th LEVEL

SPELLS PER DAY + BONUS SPELLS =

<div></div> Animal Shapes	10 + SPELL LVL 8 + WIS MOD = SPELL DC	<div></div> Summon Nature's Ally VIII
<div></div> Command Plants	<div></div>	<div></div> Sunburst
<div></div> Finger of Death	<div></div>	<div></div> Whirlwind
<div></div> Repel Metal or Stone	<div></div>	<div></div> Word of Recall
<div></div> Reverse Gravity	<div></div>	<div></div>
<div></div>	<div></div>	<div></div>

9th LEVEL

SPELLS PER DAY + BONUS SPELLS =

<div></div> Antipathy	10 + SPELL LVL 9 + WIS MOD = SPELL DC	<div></div> Shambler
<div></div> Earthquake	<div></div>	<div></div> Shapechange
<div></div> Elemental Swarm	<div></div>	<div></div> Summon Nature's Ally IX
<div></div> Foresight	<div></div>	<div></div> Sympathy
<div></div> Mass Heal	<div></div>	<div></div>
<div></div>	<div></div>	<div></div>

SPELL BONUSES & ALLOTMENTS

Bonus Spells for Wisdom Score											Druid Spells Per Day										
Score	0	1	2	3	4	5	6	7	8	9	Lvl	0	1	2	3	4	5	6	7	8	9
1	-	-	-	-	-	-	-	-	-	-	1	3	1	-	-	-	-	-	-	-	-
2-3	-	-	-	-	-	-	-	-	-	-	2	4	2	-	-	-	-	-	-	-	-
4-5	-	-	-	-	-	-	-	-	-	-	3	4	2	1	-	-	-	-	-	-	-
6-7	-	-	-	-	-	-	-	-	-	-	4	5	3	2	-	-	-	-	-	-	-
8-9	-	-	-	-	-	-	-	-	-	-	5	5	3	2	1	-	-	-	-	-	-
10-11	-	-	-	-	-	-	-	-	-	-	6	5	3	3	2	-	-	-	-	-	-
12-13	-	1	-	-	-	-	-	-	-	-	7	6	4	3	2	1	-	-	-	-	-
14-15	-	1	1	-	-	-	-	-	-	-	8	6	4	3	3	2	-	-	-	-	-
16-17	-	1	1	1	-	-	-	-	-	-	9	6	4	4	3	2	1	-	-	-	-
18-19	-	1	1	1	1	-	-	-	-	-	10	6	4	4	3	3	2	-	-	-	-
20-21	-	2	1	1	1	1	-	-	-	-	11	6	5	4	4	3	2	1	-	-	-
21-22	-	2	2	1	1	1	1	-	-	-	12	6	5	4	4	3	3	2	-	-	-
23-24	-	2	2	2	1	1	1	1	-	-	13	6	5	5	4	4	3	2	1	-	-
25-26	-	2	2	2	2	1	1	1	1	-	14	6	5	5	4	4	3	2	2	-	-
27-28	-	3	2	2	2	2	1	1	1	1	15	6	5	5	4	4	4	3	2	1	-
29-30	-	3	3	2	2	2	2	1	1	1	16	6	5	5	5	4	4	3	3	2	-
31-32	-	3	3	3	2	2	2	2	1	1	17	6	5	5	5	5	4	4	3	2	1
33-34	-	3	3	3	3	2	2	2	2	1	18	6	5	5	5	5	4	4	3	3	2
35-36	-	4	3	3	3	3	2	2	2	2	19	6	5	5	5	5	5	4	4	3	3
37-38	-	4	4	3	3	3	3	2	2	2	20	6	5	5	5	5	5	4	4	4	4