

Memorized	Scroll	Spell
0-LEVEL DRUID SPELLS (ORISONS)		
		Create Water: Creates 2 gallons/level of pure water.
		Cure Minor Wounds: Cures 1 point of damage.
		Detect Magic: Detects spells and magic items within 60 ft.
		Detect Poison: Detects poison in one creature or object.
		Flare: Dazzles one creature (–1 penalty on attack rolls).
		Guidance: +1 on one attack roll, saving throw, or skill check.
		Know Direction: You discern north.
		Light: Object shines like a torch.
		Mending: Makes minor repairs on an object.
		Purify Food and Drink: Purifies 1 cu. ft./level of food or water.
		Read Magic: Read scrolls and spellbooks.
		Resistance: Subject gains +1 bonus on saving throws.
		Virtue: Subject gains 1 temporary hp.
1ST-LEVEL DRUID SPELLS		
		Calm Animals: Calms (2d4 + level) HD of animals.
		Charm Animal: Makes one animal your friend.
		Cure Light Wounds: Cures 1d8 damage +1/level (max +5).
		Detect Animals or Plants: Detects kinds of animals or plants.
		Detect Snares and Pits: Reveals natural or primitive traps.
		Endure Elements: Exist comfortably in hot or cold environments.
		Entangle: Plants entangle everyone in 40-ft.-radius.
		Faerie Fire: Outlines subjects with light, canceling <i>blur</i> , concealment, and the like.
		Goodberry: 2d4 berries each cure 1 hp (max 8 hp/24 hours).
		Hide from Animals: Animals can't perceive one subject/level.
		Jump: Subject gets bonus on Jump checks.
		Longstrider: Your speed increases by 10 ft.
		Magic Fang: One natural weapon of subject creature gets +1 on attack and damage rolls.
		Magic Stone: Three stones gain +1 on attack rolls, deal 1d6+1 damage.
		Obscuring Mist: Fog surrounds you.
		Pass without Trace: One subject/level leaves no tracks.
		Produce Flame: 1d6 damage +1/level, touch or thrown.
		Shillelagh: Cudgel or quarterstaff becomes +1 weapon (1d10 damage) for 1 min./level.
		Speak with Animals: You can communicate with animals.
		Summon Nature's Ally I: Calls creature to fight.
2ND-LEVEL DRUID SPELLS		
		Animal Messenger: Sends a Tiny animal to a specific place.
		Animal Trance: Fascinates 2d6 HD of animals.
		Barkskin: Grants +2 (or higher) enhancement to natural armor.
		Bear's Endurance: Subject gains +4 to Con for 1 min./level.
		Bull's Strength: Subject gains +4 to Str for 1 min./level.
		Cat's Grace: Subject gains +4 to Dex for 1 min./level.
		Chill Metal: Cold metal damages those who touch it.
		Delay Poison: Stops poison from harming subject for 1 hour/level.
		Fire Trap: Opened object deals 1d4 +1/level damage.
		Flame Blade: Touch attack deals 1d8 +1/two levels damage.
		Flaming Sphere: Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.
		Fog Cloud: Fog obscures vision.
		Gust of Wind: Blows away or knocks down smaller creatures.
		Heat Metal: Make metal so hot it damages those who touch it.
		Hold Animal: Paralyzes one animal for 1 round/level.

	Owl's Wisdom: Subject gains +4 to Wis for 1 min./level.
	Reduce Animal: Shrinks one willing animal.
	Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.
	Restoration, Lesser: Dispel magical ability penalty or repairs 1d4 ability damage.
	Soften Earth and Stone: Turns stone to clay or dirt to sand or mud.
	Spider Climb: Grants ability to walk on walls and ceilings.
	Summon Nature's Ally II: Calls creature to fight.
	Summon Swarm: Summons swarm of bats, rats, or spiders.
	Tree Shape: You look exactly like a tree for 1 hour/level.
	Warp Wood: Bends wood (shaft, handle, door, plank).
	Wood Shape: Rearranges wooden objects to suit you.
3RD-LEVEL DRUID SPELLS	
	Call Lightning: Calls down lightning bolts (3d6 per bolt) from sky.
	Contagion: Infects subject with chosen disease.
	Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).
	Daylight: 60-ft. radius of bright light.
	Diminish Plants: Reduces size or blights growth of normal plants.
	Dominate Animal: Subject animal obeys silent mental commands.
	Magic Fang, Greater: One natural weapon of subject creature gets +1/three levels on attack and damage rolls (max +5).
	Meld into Stone: You and your gear merge with stone.
	Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.
	Plant Growth: Grows vegetation, improves crops.
	Poison: Touch deals 1d10 Con damage, repeats in 1 min.
	Protection from Energy: Absorb 12 points/level of damage from one kind of energy.
	Quench: Extinguishes nonmagical fires or one magic item.
	Remove Disease: Cures all diseases affecting subject.
	Sleet Storm: Hampers vision and movement.
	Snare: Creates a magic booby trap.
	Speak with Plants: You can talk to normal plants and plant creatures.
	Spike Growth: Creatures in area take 1d4 damage, may be <i>slowed</i> .
	Stone Shape: Sculpts stone into any shape.
	Summon Nature's Ally III: Calls creature to fight.
	Water Breathing: Subjects can breathe underwater.
	Wind Wall: Deflects arrows, smaller creatures, and gases.
4TH-LEVEL DRUID SPELLS	
	Air Walk: Subject treads on air as if solid (climb at 45-degree angle).
	Antiplant Shell: Keeps animated plants at bay.
	Blight: Withers one plant or deals 1d6/level damage to plant creature.
	Command Plants: Sway the actions of one or more plant creatures.
	Control Water: Raises or lowers bodies of water.
	Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).
	Dispel Magic: Cancels spells and magical effects.
	Flame Strike: Smite foes with divine fire (1d6/level damage).
	Freedom of Movement: Subject moves normally despite impediments.
	Giant Vermin: Turns centipedes, scorpions, or spiders into giant vermin.
	Ice Storm: Hail deals 5d6 damage in cylinder 40 ft. across.
	Reincarnate: Brings dead subject back in a random body.
	Repel Vermin: Insects, spiders, and other vermin stay 10 ft. away.
	Rusting Grasp: Your touch corrodes iron and alloys.
	Scrying F: Spies on subject from a distance.
	Spike Stones: Creatures in area take 1d8 damage, may be <i>slowed</i> .

		Summon Nature's Ally IV: Calls creature to fight.
5TH-LEVEL DRUID SPELLS		
		Animal Growth: One animal/two levels doubles in size.
		Atonement: Removes burden of misdeeds from subject.
		Awaken x: Animal or tree gains human intellect.
		Baleful Polymorph: Transforms subject into harmless animal.
		Call Lightning Storm: As <i>call lightning</i> , but 5d6 damage per bolt.
		Commune with Nature: Learn about terrain for 1 mile/level.
		Control Winds: Change wind direction and speed.
		Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).
		Death Ward: Grants immunity to all death spells and negative energy effects.
		Hallow m: Designates location as holy.
		Insect Plague: Locust swarms attack creatures.
		Stoneskin m: Ignore 10 points of damage per attack.
		Summon Nature's Ally V: Calls creature to fight.
		Transmute Mud to Rock: Transforms two 10-ft. cubes per level.
		Transmute Rock to Mud: Transforms two 10-ft. cubes per level.
		Tree Stride: Step from one tree to another far away.
		Unhallow m: Designates location as unholy.
		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.
		Wall of Thorns: Thorns damage anyone who tries to pass.
6TH-LEVEL DRUID SPELLS		
		Antilife Shell: 10-ft.-radius field hedges out living creatures.
		Bear's Endurance, Mass: As <i>bear's endurance</i> , affects one subject/ level.
		Bull's Strength, Mass: As <i>bull's strength</i> , affects one subject/level.
		Cat's Grace, Mass: As <i>cat's grace</i> , affects one subject/level.
		Cure Light Wounds, Mass: Cures 1d8 damage +1/level for many creatures.
		Dispel Magic, Greater: As <i>dispel magic</i> , but +20 on check.
		Find the Path: Shows most direct way to a location.
		Fire Seeds: Acorns and berries become grenades and bombs.
		Ironwood: Magic wood is strong as steel.
		Liveoak: Oak becomes treant guardian.
		Move Earth: Digs trenches and builds hills.
		Owl's Wisdom, Mass: As <i>owl's wisdom</i> , affects one subject/level.
		Repel Wood: Pushes away wooden objects.
		Spellstaff: Stores one spell in wooden quarterstaff.
		Stone Tell: Talk to natural or worked stone.
		Summon Nature's Ally VI: Calls creature to fight.
		Transport via Plants: Move instantly from one plant to another of the same kind.
		Wall of Stone: Creates a stone wall that can be shaped.
7TH-LEVEL DRUID SPELLS		
		Animate Plants: One or more plants animate and fight for you.
		Changestaff: Your staff becomes a treant on command.
		Control Weather: Changes weather in local area.
		Creeping Doom: Swarms of centipedes attack at your command.
		Cure Moderate Wounds, Mass: Cures 2d8 damage +1/level for many creatures.
		Fire Storm: Deals 1d6/level fire damage.
		Heal: Cures 10 points/level of damage, all diseases and mental conditions.
		Scrying, Greater: As <i>scrying</i> , but faster and longer.
		Summon Nature's Ally VII: Calls creature to fight.
		Sunbeam: Beam blinds and deals 4d6 damage.
		Transmute Metal to Wood: Metal within 40 ft. becomes wood.
		True Seeing m: Lets you see all things as they really are.
		Wind Walk: You and your allies turn vaporous and travel fast.

8TH-LEVEL DRUID SPELLS		
		Animal Shapes: One ally/level polymorphs into chosen animal.
		Control Plants: Control actions of one or more plant creatures.
		Cure Serious Wounds, Mass: Cures 3d8 damage +1/level for many creatures.
		Earthquake: Intense tremor shakes 5-ft./level radius.
		Finger of Death: Kills one subject.
		Repel Metal or Stone: Pushes away metal and stone.
		Reverse Gravity: Objects and creatures fall upward.
		Summon Nature's Ally VIII: Calls creature to fight.
		Sunburst: Blinds all within 10 ft., deals 6d6 damage.
		Whirlwind: Cyclone deals damage and can pick up creatures.
		Word of Recall: Teleports you back to designated place.
9TH-LEVEL DRUID SPELLS		
		Antipathy: Object or location affected by spell repels certain creatures.
		Cure Critical Wounds, Mass: Cures 4d8 damage +1/level for many creatures.
		Elemental Swarm: Summons multiple elementals.
		Foresight: "Sixth sense" warns of impending danger.
		Regenerate: Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).
		Shambler: Summons 1d4+2 shambling mounds to fight for you.
		Shapechange F: Transforms you into any creature, and change forms once per round.
		Storm of Vengeance: Storm rains acid, lightning, and hail.
		Summon Nature's Ally IX: Calls creature to fight.
		Sympathy M: Object or location attracts certain creatures.