

# **DRUID AND RANGER SPELLS**

## 0-Level Druid and Ranger Spells

- Create Water:** None; [Water].
- Cure Minor Wounds:** SR; Will <sup>H</sup>.
- Detect Magic:** None.
- Detect Poison:** None.
- Flare:** SR; Fort; [Light].
- Guidance:** SR; Will <sup>H</sup>.
- Know Direction:** Personal.
- Light:** None; [Light].
- Mending:** SR <sup>H</sup> <sup>o</sup>; Will <sup>H</sup> <sup>o</sup>.
- Purify Food and Drink:** SR <sup>o</sup>; Will <sup>o</sup>.
- Read Magic:** Personal.
- Resistance:** SR <sup>H</sup>; Will <sup>H</sup>.
- Virtue:** SR <sup>H</sup>; Fort <sup>H</sup>.

# Readied
Slots Available
DC

## 1st-Level Druid and Ranger Spells

- × **Calm Animals:** SR; Will (see text); [Mind-Affecting].
- × **Charm Animal:** SR; Will; [Mind-Affecting].
- Cure Light Wounds:** SR <sup>H</sup>; Will <sup>1/2</sup> <sup>H</sup> (see text).
- × **Detect Animals or Plants:** None.
- × **Detect Snares and Pits:** None.
- Endure Elements:** SR <sup>H</sup>; Will <sup>H</sup>.
- × **Entangle:** Ref part (see text).
- × **Faerie Fire:** SR; None; [Light].
- × **Goodberry:** SR; None.
- × **Hide from Animals:** SR; Will <sup>H</sup>.
- Jump:** SR; Will <sup>H</sup>.
- × **Longstrider:** Personal.
- × **Magic Fang:** SR <sup>H</sup>; Will <sup>H</sup>.
- × **Magic Stone:** SR <sup>H</sup> <sup>o</sup>; Will <sup>H</sup> <sup>o</sup>.
- Obscuring Mist:** None.
- Pass without Trace:** SR <sup>H</sup>; Will <sup>H</sup>.
- Produce Flame:** SR; None; [Fire].
- Shillelagh:** SR <sup>o</sup>; Will <sup>o</sup>.
- Speak with Animals:** Personal.
- ☒ **Summon Monster I:** None; [see text].

# Readied
Slots Available
DC

## 2nd-Level Druid and Ranger Spells

- × **Animal Messenger:** SR; See text; [Mind-Affecting].
- × **Animal Trance:** SR; Will (see text); [Mind-Affecting] [Sonic].
- × **Barkskin:** SR <sup>H</sup>; None.
- Bear's Endurance:** SR; Will <sup>H</sup>.
- Bull's Strength:** SR; Will <sup>H</sup>.
- Cat's Grace:** SR; Will <sup>H</sup>.
- Chill Metal:** SR <sup>o</sup>; Will <sup>o</sup>; [Cold].
- × **Delay Poison:** SR <sup>H</sup>; Fort <sup>H</sup>.
- † ☒ **Fire Trap <sup>M</sup>:** SR; Ref <sup>1/2</sup> (see text); [Fire].
- Flame Blade:** SR; None; [Fire].
- Flaming Sphere:** SR; Ref; [Fire].
- × **Fog Cloud:** None.
- Gust of Wind:** SR; Fort; [Air].
- Heat Metal:** SR <sup>o</sup>; Will <sup>o</sup> (see text); [Fire].
- Hold Animal:** SR; Will (see text); [Mind-Affecting].
- Owl's Wisdom:** SR; Will <sup>H</sup>.
- × **Reduce Animal:** None.
- × **Resist Energy:** SR <sup>H</sup>; Fort <sup>H</sup>.
- ☒ **Restoration, Lesser:** SR <sup>H</sup>; Will <sup>H</sup>.
- × **Soften Earth and Stone:** None; [Earth].
- × **Spider Climb:** SR; Ref part.
- ☒ **Summon Monster II:** None; [see text].
- ☒ **Summon Swarm:** None.
- × **Tree Shape:** Personal.
- × **Warp Wood:** SR <sup>o</sup>; Will <sup>o</sup>.
- Wood Shape:** SR <sup>o</sup>; Will <sup>o</sup>.

# Readied
Slots Available
DC

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: Readied  
\*: read spell  
 empty: **Rote**, 1 std action  
 ×: **Restricted**  
 †: **Ritual**  
 ☒: Longer than 1 std action

### 3<sup>rd</sup>-Level Druid and Ranger Spells

- | # Readied       |
|-----------------|
| Slots Available |
| DC              |
- Call Lightning:** SR; Ref ½; [Electricity].
  - Contagion:** SR; Fort; [Evil].
  - Cure Moderate Wounds:** SR<sup>H</sup>; Will ½<sup>H</sup> (see text).
  - Darkvision:** SR<sup>H</sup>; Will<sup>H</sup>.
  - Daylight:** None; [Light].
  - Diminish Plants:** None.
  - Dominate Animal:** SR; Will; [Mind-Affecting].
  - Magic Fang, Greater:** SR<sup>H</sup>; Will<sup>H</sup>.
  - Meld into Stone:** Personal; [Earth].
  - Neutralize Poison:** SR<sup>H</sup> ◊; Will<sup>H</sup> ◊.
  - Plant Growth:** None.
  - Poison:** SR; Fort (see text).
  - Protection from Energy:** SR<sup>H</sup>; Fort<sup>H</sup>.
  - Quench:** As area: None. Targeted: SR ◊; Will ◊.
  - Remove Disease:** SR<sup>H</sup>; Fort<sup>H</sup>.
  - Sleet Storm:** None; [Cold].
  - Snare:** None.
  - Speak with Plants:** Personal.
  - Spike Growth:** SR, Ref part.
  - Stone Shape:** None; [Earth].
  - Summon Monster III:** None; [see text].
  - Water Breathing:** SR<sup>H</sup>; Will<sup>H</sup>.
  - Water Walk:** SR<sup>H</sup>; Will<sup>H</sup>; [Water].
  - Wind Wall:** SR; None (see text); [Air].

### 4<sup>th</sup>-Level Druid and Ranger Spells

- | # Readied       |
|-----------------|
| Slots Available |
| DC              |
- Air Walk:** SR<sup>H</sup>; None; [Air].
  - Antiplant Shell:** SR; None.
  - Blight:** SR; Fort ½ (see text).
  - Command Plants:** SR; Will.
  - Control Water:** None (see text); [Water].
  - Cure Serious Wounds:** SR<sup>H</sup>; Will ½<sup>H</sup> (see text).
  - Dispel Magic:** None.
  - Flame Strike:** SR; Reflex ½; [Fire].
  - Freedom of Movement:** SR<sup>H</sup>; Will<sup>H</sup>.
  - Giant Vermin:** SR; None.
  - Ice Storm:** SR; None; [Cold].
  - Reincarnate:** SR<sup>H</sup>; None (see text).
  - Repel Vermin:** SR; None or Will (see text).
  - Rusting Grasp:** None.
  - Scrying<sup>F</sup>:** SR; Will.
  - Spike Stones:** SR; Ref part; [Earth].
  - Summon Monster IV:** None; [see text].

### 5<sup>th</sup>-Level Druid and Ranger Spells

- | # Readied       |
|-----------------|
| Slots Available |
| DC              |
- Animal Growth:** SR; Fort.
  - Atonement<sup>F</sup> X:** SR; None.
  - Awaken<sup>X</sup>:** SR, Will.
  - Baleful Polymorph:** SR; Fort then Will part (see text).
  - Call Lightning Storm:** SR; Ref ½; [Electricity].
  - Commune with Nature:** Personal.
  - Control Winds:** Fort; [Air].
  - Cure Critical Wounds:** SR<sup>H</sup>; Will ½<sup>H</sup> (see text).
  - Death Ward:** SR; None.
  - Hallow<sup>M</sup>:** See text; See text; [Good].
  - Insect Plague:** None.
  - Stoneskin<sup>M</sup>:** SR<sup>H</sup>; Will<sup>H</sup>.
  - Summon Monster V:** None; [see text].
  - Transmute Mud to Rock:** See text; [Earth].
  - Transmute Rock to Mud:** See text; [Earth].
  - Tree Stride:** Personal.
  - Unhallow<sup>M</sup>:** See text; See text; [Evil].
  - Wall of Fire:** SR; None; [Fire].
  - Wall of Thorns:** None.

### 6<sup>th</sup>-Level Druid Spells

- | # Readied       |
|-----------------|
| Slots Available |
| DC              |
- Antilife Shell:** SR; None.
  - Bear's Endurance, Mass:** SR; Will<sup>H</sup>.
  - Bull's Strength, Mass:** SR; Will<sup>H</sup>.
  - Cat's Grace, Mass:** SR; Will<sup>H</sup>.
  - Cure Light Wounds, Mass:** SR or SR<sup>H</sup> (see text); Will or Will<sup>H</sup> (see text).
  - Dispel Magic, Greater:** None.
  - Find the Path:** As personal: None. On others: SR<sup>H</sup>; Will<sup>H</sup>.
  - Fire Seeds:** None or Ref ½ (see text); [Fire].
  - Ironwood:** None.
  - Liveoak:** None.
  - Move Earth:** None; [Earth].
  - Owl's Wisdom, Mass:** SR; Will<sup>H</sup>.
  - Repel Wood:** None.
  - Spellstaff:** SR ◊; Will ◊.
  - Stone Tell:** Personal.
  - Summon Monster VI:** None; [see text].
  - Transport via Plants:** None.
  - Wall of Stone:** See text; [Earth].

### 7<sup>th</sup>-Level Druid Spells

- | # Readied       |
|-----------------|
| Slots Available |
| DC              |
- Animate Plants:** None.
  - Changestaff:** None.
  - Control Weather:** None.
  - Creeping Doom:** None.
  - Cure Moderate Wounds, Mass:** SR or SR<sup>H</sup> (see text); Will or Will<sup>H</sup> (see text).
  - Fire Storm:** SR; Ref ½; [Fire].
  - Heal:** SR<sup>H</sup>; Will<sup>H</sup> (see text).
  - Scrying, Greater:** SR; Will.
  - Summon Monster VII:** None; [see text].
  - Sunbeam:** SR; Ref and Ref ½ (see text); [Light].
  - Transmute Metal to Wood:** SR ◊ (see text); None.
  - True Seeing<sup>M</sup>:** SR<sup>H</sup>; Will<sup>H</sup>.
  - Wind Walk:** As personal: None. On other: SR<sup>H</sup>; Will<sup>H</sup>; [Air].

### 8<sup>th</sup>-Level Druid Spells

- | # Readied       |
|-----------------|
| Slots Available |
| DC              |
- Animal Shapes:** SR<sup>H</sup>; None (see text).
  - Control Plants:** Will.
  - Cure Serious Wounds, Mass:** SR or SR<sup>H</sup> (see text); Will or Will<sup>H</sup> (see text).
  - Earthquake:** Reflex (see text); [Earth].
  - Finger of Death:** SR; Fort part; [Death].
  - Repel Metal or Stone:** None; [Earth].
  - Reverse Gravity:** None (see text).
  - Summon Monster VIII:** None; [see text].
  - Sunburst:** SR; Ref part (see text); [Light].
  - Whirlwind:** SR; Ref (see text); [Air].
  - Word of Recall:** As personal: None. On others: SR<sup>H</sup>, Will<sup>H</sup>.

### 9<sup>th</sup>-Level Druid Spells

- | # Readied       |
|-----------------|
| Slots Available |
| DC              |
- Antipathy:** SR; Will part; [Mind-Affecting].
  - Cure Critical Wounds, Mass:** SR or SR<sup>H</sup> (see text); Will or Will<sup>H</sup> (see text).
  - Elemental Swarm:** None; [Air or Earth or Fire or Water].
  - Foresight:** As personal: None. On others: SR<sup>H</sup>; Will<sup>H</sup>.
  - Regenerate:** SR<sup>H</sup>; Fort<sup>H</sup>.
  - Shambler:** None.
  - Shapechange<sup>F</sup>:** Personal.
  - Storm of Vengeance:** SR; See text.
  - Summon Monster IX:** None; [See text].
  - Sympathy<sup>M</sup>:** SR; Will (see text); [Mind-Affecting].

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