

# Druid Spell List

## Zero Level Spells Slots

- Create Water [C]
- Cure Minor Wounds [C]
- Dampen\* [C]
- Detect Magic [D]
- Detect Poison [D]
- Exterminate\* [N]
- Flare [V]
- Guess-timate\* [D]
- Guidance [D]
- Know Direction [D]
- Light [V]
- Mending [T]
- Purify Food and Drink [T]
- Read Magic [D]
- Resistance [A]
- Spark\* [V]
- Summon Nature's Companion\* [C]
- Umbrella\* [A]
- Virtue [T]
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\*New zero-level spells

## Additional Spells & Feats:

## First Level Spells Slots

- Calm Animals [E]
- Charm Animal [E]
- Cure Light Wounds [C]
- Detect Animals or Plants [D]
- Detect Snares and Pits [D]
- Endure Elements [A]
- Entangle [T]
- Faerie Fire [V]
- Goodberry [T]
- Hide from Animals [A]
- Jump [T]
- Longstrider [T]
- Magic Fang [T]
- Magic Stone [T]
- Obscuring Mist [C]
- Pass without Trace [T]
- Produce Flame [V]
- Shillelagh [T]
- Speak with Animals [D]
- Summon Nature's Ally I [C]
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## Second Level Spells Slots

- Animal Messenger [E]
- Animal Trance [E]
- Barkskin [T]
- Bear's Endurance [T]
- Bull's Strength [T]
- Cat's Grace [T]
- Chill Metal [T]
- Delay Poison [C]
- Fire Trap [A]
- Flame Blade [V]
- Flaming Sphere [V]
- Fog Cloud [C]
- Gust of Wind [V]
- Heat Metal [T]
- Hold Animal [E]
- Owl's Wisdom [T]
- Reduce Animal [T]
- Resist Energy [A]
- Restoration, Lesser [C]
- Soften Earth and Stone [T]
- Spider Climb [T]
- Summon Nature's Ally II [C]
- Summon Swarm [C]
- Tree Shape [T]
- Warp Wood [T]
- Wood Shape [T]
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## Third Level Spells Slots

- Call Lightning [V]
- Contagion [N, Ev]
- Cure Moderate Wounds [C]
- Daylight [V]
- Diminish Plants [T]
- Dominate Animal [E]
- Magic Fang, Greater [T]
- Meld into Stone [T]
- Neutralize Poison [C]
- Plant Growth [T]
- Poison [N]
- Protection from Energy [A]
- Quench [T]
- Remove Disease [C]
- Sleet Storm [C]
- Snare [T]
- Speak with Plants [D]
- Spike Growth [T]
- Stone Shape [T]
- Summon Nature's Ally III [C]
- Water Breathing [T]
- Wind Wall [V]
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## Aligned Spells

[Ev] Evil [Gd] Good

## Fourth Level Spells Slots

- Air Walk [T]
- Antiplant Shell [A]
- Blight [N]
- Command Plants [T]
- Control Water [T]
- Cure Serious Wounds [C]
- Dispel Magic [A]
- Flame Strike [V]
- Freedom of Movement [A]
- Giant Vermin [T]
- Ice Storm [V]
- Reincarnate [T]
- Repel Vermin [A]
- Rusting Grasp [T]
- Scrying [D]
- Spike Stones [T]
- Summon Nature's Ally IV [C]
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## Fifth Level Spells Slots

- Animal Growth [T]
- Atonement [A]
- Awaken [T]
- Baleful Polymorph [T]
- Call Lightning Storm [V]
- Commune with Nature [D]
- Control Winds [T]
- Cure Critical Wounds [C]
- Death Ward [N]
- Hallow [V, Gd]
- Insect Plague [C]
- Stone Skin [A]
- Summon Nature's Ally V [C]
- Transmute Mud to Rock [T]
- Transmute Rock to Mud [T]
- Tree Stride [C]
- Unhallow [V, Ev]
- Wall of Fire [V]
- Wall of Thorns [C]
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## Sixth Level Spells Slots

- Antilife Shell [A]
- Bear's Endurance, Mass [T]
- Bull's Strength, Mass [T]
- Cat's Grace, Mass [T]
- Cure Light Wounds, Mass [C]
- Dispel Magic, Greater [A]
- Find the Path [D]
- Fire Seeds [C]
- Ironwood [T]
- Liveoak [T]
- Move Earth [T]
- Owl's Wisdom, Mass [T]
- Repel Wood [T]
- Spellstaff [T]
- Stone Tell [D]
- Summon Nature's Ally VI [C]
- Transport via Plants [C]
- Wall of Stone [C]
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## Seventh Level Spells Slots

- Animate Plants [T]
- Changestaff [T]
- Control Weather [T]
- Creeping Doom [C]
- Cure Moderate Wounds, Mass [C]
- Fire Storm [V]
- Heal [C]
- Scrying, Greater [D]
- Summon Nature's Ally VII [C]
- Sunbeam [V]
- Transmute Metal to Wood [T]
- True Seeing [D]
- Wind Walk [T]
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## Schools of Magic

[A] Abjuration [E] Enchantment  
 [C] Conjuration [N] Necromancy  
 [D] Divination [T] Transmutation  
 [V] Evocation

## Eighth Level Spells Slots

- Animal Shapes [T]
- Control Plants [T]
- Cure Serious Wounds, Mass [C]
- Earthquake [V]
- Finger of Death [N]
- Repel Metal or Stone [A]
- Reverse Gravity [T]
- Summon Nature's Ally VIII [C]
- Sunburst [V]
- Whirlwind [V]
- Word of Recall [C]
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## Ninth Level Spells Slots

- Antipathy [E]
- Cure Critical Wounds, Mass [C]
- Elemental Swarm [C]
- Foresight [D]
- Regenerate [C]
- Shambler [C]
- Shapechange [T]
- Storm of Vengeance [C]
- Summon Nature's Ally IX [C]
- Sympathy [E]
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## Other Magical Feats

- Augment Summoning
- Combat Casting
- Eschew Materials
- Improved Counterspell

## Calculating the DC

10 + spell level + wisdom modifier  
 Spell Focus in the school grants +1.  
 Greater Spell Focus grants +2.

## Spell Focus Feats

- Abjuration  Enchantment
- Conjuration  Evocation
- Divination  Necromancy
- Transmutation

## Overcoming Spell Resistance

Roll a caster level check (d20 + caster level)  
 Spell Penetration feat grants +2.  
 Greater Spell Penetration grants +4.

## Animal Wild Shape

Druid Level	Uses per Day	Sizes Available (level)
5	1	<input type="checkbox"/> Tiny (11 <sup>th</sup> )
6	2	<input type="checkbox"/> Small (5 <sup>th</sup> )
7-9	3	<input type="checkbox"/> Medium (5 <sup>th</sup> )
10-13	4	<input type="checkbox"/> Large (8 <sup>th</sup> )
14-17	5	<input type="checkbox"/> Huge (15 <sup>th</sup> )
18-20	6	

At 12<sup>th</sup> level, a druid may choose to take the form of a plant creature.

## Elemental Wild Shape

Druid Level	Uses per Day	Sizes Available (level)
16-17	1	<input type="checkbox"/> up to Large (16 <sup>th</sup> )
18-19	2	<input type="checkbox"/> Huge (20 <sup>th</sup> )
20	3	

## Metamagic Feats (Level Cost)

- Empower Spell (2)
- Energy Substitution (0)
- Enlarge Spell (1)
- Extend Spell (1)
- Heighten Spell (var.)
- Maximize Spell (3)
- Persistent Spell (6)
- Quicken Spell (4)
- Reach Spell (2)
- Repeat Spell (3)
- Sacred Spell (2)
- Silent Spell (1)
- Still Spell (1)
- Subdual Substitution (0)
- Widen Spell (3)

## Druid Spells per Day

Caster Level	0	1	2	3	4	5	6	7	8	9
1	3	1	-	-	-	-	-	-	-	-
2	4	2	-	-	-	-	-	-	-	-
3	4	2	1	-	-	-	-	-	-	-
4	5	3	2	-	-	-	-	-	-	-
5	5	3	2	1	-	-	-	-	-	-
6	5	3	3	2	-	-	-	-	-	-
7	6	4	3	2	1	-	-	-	-	-
8	6	4	3	3	2	-	-	-	-	-
9	6	4	4	3	2	1	-	-	-	-
10	6	4	4	3	3	2	-	-	-	-
11	6	5	4	4	3	2	1	-	-	-
12	6	5	4	4	3	3	2	-	-	-
13	6	5	5	4	4	3	2	1	-	-
14	6	5	5	4	4	3	3	2	-	-
15	6	5	5	5	4	4	3	2	1	-
16	6	5	5	5	4	4	3	3	2	-
17	6	5	5	5	5	4	4	3	2	1
18	6	5	5	5	5	4	4	3	3	2
19	6	5	5	5	5	5	4	4	3	3
20	6	5	5	5	5	5	4	4	4	4

Totals do not include bonus spells for high wisdom.

## Bonus Spells

Bonus spells per day granted for high wisdom

Caster's Wisdom	1	2	3	4	5	6	7	8	9
10-11	-	-	-	-	-	-	-	-	-
12-13	1	-	-	-	-	-	-	-	-
14-15	1	1	-	-	-	-	-	-	-
16-17	1	1	1	-	-	-	-	-	-
18-19	1	1	1	1	-	-	-	-	-
20-21	2	1	1	1	1	-	-	-	-
22-23	2	2	1	1	1	1	-	-	-
24-25	2	2	2	1	1	1	1	-	-
26-27	2	2	2	2	1	1	1	1	-
28-29	3	2	2	2	2	1	1	1	1
30-31	3	3	2	2	2	2	1	1	1
32-33	3	3	3	2	2	2	2	1	1
34-35	3	3	3	3	2	2	2	2	1

etc.

## Spontaneous Spellcasting

Druids may trade any prepared spell for a *Summon Nature's Ally* spell of the same or lower level.