**Druid Spell List**

<table>
<thead>
<tr>
<th>Level</th>
<th>Spells</th>
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<tbody>
<tr>
<td><strong>Fourth Level Spells</strong></td>
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</table>
|  | Animal Growth [T]  
|  | Atonement [A]  
|  | Awaken [T]  
|  | Call Lightening 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]  
|  | Tree Stride [C]  
|  | Unhallow [V, Ev]  
|  | Wall of Fire [V]  
|  | Wall of Thorns [C]  
|  |  |
|  | **Fifth Level Spells** |  
|  | Animal Growth [T]  
|  | Atonement [A]  
|  | Awaken [T]  
|  | Call Lightening 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]  
|  | Tree Stride [C]  
|  | Unhallow [V, Ev]  
|  | Wall of Fire [V]  
|  | Wall of Thorns [C]  
|  |  |
|  | **Sixth Level Spells** |  
|  | Antillith Spell [A]  
|  | Bear’s Endurance, Mass [T]  
|  | Bull’s Strength, Mass [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]  
|  | Sudden 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]  
|  |  |
|  | **Seventh Level Spells** |  
|  | Animation Plants [T]  
|  | Changestaff [T]  
|  | Control Weather [T]  
|  | Cure Moderate Wounds, Mass [C]  
|  | Fire Storm [V]  
|  | Heal [C]  
|  | Servent, Greater [D]  
|  | Summon Nature’s Ally VII [C]  
|  | Sunbeam [V]  
|  | Transmute Metal to Wood [T]  
|  | Tree Stride [C]  
|  | Wind Walk [T]  
|  |  |
|  | **Eighth Level Spells** |  
|  | Animal Shapes [I]  
|  | 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]  
|  |  |
|  | **Ninth Level Spells** |  
|  | Antipathy [I]  
|  | Cure Critical Wounds, Mass [C]  
|  | Elemental Swarm [C]  
|  | Forestward [D]  
|  | Regenerate [C]  
|  | Shambler [C]  
|  | Shapechange [T]  
|  | Storm of Vengeance [C]  
|  | Summon Nature’s Ally IX [C]  
|  | Sympathy [E]  
|  |  |

**Calculating the DC**

10 + spell level + wisdom modifier

**Spell Focus Feats**

- Abjuration
- Enchantment
- Conjuration
- Evocation
- Divination
- Necromancy
- Transmutation

**Overcoming Spell Resistance**

Roll a caster level check (20 + caster level)

**Druid Spells per Day**

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<tr>
<th>Caster</th>
<th>Spell Level</th>
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**Bonus Spells**

- Bonus spells per day granted for high wisdom

- Spontaneous Spellcasting

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

- Druids may cast a spell opposed to their alignment or their deity’s alignment.

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