

D&D 3.0 Druid Spells

SPELLS PER DAY										
BONUS SPELLS										
LEVEL	0	1	2	3	4	5	6	7	8	9
SPELL SAVE DC										
SPELL FOCUS										

RANGES		
CLOSE	MEDIUM	LONG
25 ft + 5 ft / 2 LVLS	100 ft + 10 ft / LVL	400 ft + 40 ft / LVL

LEVEL 0

Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/> Create Water	Creates 2 gallons/lvl of pure water	Conj	V,S	1 a	Close	Up to 2 gallons/lvl	Instantaneous	-	-	189
<input type="checkbox"/> Cure Minor Wounds	Cures 1 point of damage	Conj	V,S	1 a	Touch	Creature touched	Instantaneous	-	-	190
<input type="checkbox"/> Detect Magic	Detects spells & magic items	Univ	V,S	1 a	60 ft	Quarter circle	Conc, 1 min/lvl (D)	-	-	193
<input type="checkbox"/> Detect Poison	Detects poison in creature or object	Div	V,S	1 a	Close	Creat,obj or 5-ft cube	Instantaneous	-	-	193
<input type="checkbox"/> Flare	Dazzles 1 creature (-1 attack)	Evoc	V	1 a	Close	Burst of light	Inst (1 min)	Fort negs	Yes	206
<input type="checkbox"/> Guidance	+1 on 1 attack roll, save or check	Trans	V,S	1 a	Touch	Creature touched	1 min / discharged	-	Yes	211
<input type="checkbox"/> Know Direction	You discern North	Div	V,S	1 a	Personal	You	Instantaneous	-	-	219
<input type="checkbox"/> Light	Object shines like a torch	Evoc	V,DF	1 a	Touch	Light in 20-ft rad	10 min/lvl (D)	-	-	222
<input type="checkbox"/> Mending	Makes minor repairs on an obj	Trans	V,S	1 a	10 ft	Object up to 1 lbs	Instantaneous	Will negs	Yes	227
<input type="checkbox"/> Purify Food and Drink	Purifies 1 cu ft/lvl of food or water	Univ	V,S	1 a	10 ft	1 cu ft/lvl	Instantaneous	Will negs	Yes	241
<input type="checkbox"/> Read Magic	Read scrolls and spellbooks	Univ	V,S,DF	1 a	Personal	You, 250 words/min	10 min/lvl	-	-	243
<input type="checkbox"/> Resistance	Subject gains +1 on saves	Abjur	V,S,DF	1 a	Touch	Creature touched	1 min	Will negs	Yes	245
<input type="checkbox"/> Virtue	Subject gains 1 temporary hp	Trans	V,S,DF	1 a	Touch	Creature touched	1 min	-	-	269
		Trans	V,S,DF	1a	Close	Animal Companion	Instantaneous	Will negs	Yes	W82

LEVEL 1

Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/> Animal Friendship	Permanent animal companions	Ench	V,S,M	1 a	Close	One animal	Instantaneous	Will negs	Yes	173
<input type="checkbox"/> Calm Animals	Calms 2d4+1/lvl HD of animals etc.	Ench	V,S	1 a	Close	Within 30 ft	1 min/lvl	Will negs	Yes	182
<input type="checkbox"/> Cure Light Wounds	Cures 1d8+1/lvl (max +5)	Conj	V,S	1 a	Touch	Creature touched	Instantaneous	Will half	Yes	190
<input type="checkbox"/> Detect Animals or Plants	Detects special animals or plant	Div	V,S	1 a	Long	Quarter circle	Conc, 10 min/lvl (D)	-	-	192
<input type="checkbox"/> Detect Snares and Pits	Reveals natural or primitive traps	Div	V,S	1 a	60 ft	Quarter circle	Conc, 10 min/lvl (D)	-	-	194
<input type="checkbox"/> Endure Elements	Ignores 5 dmg/rnd from element	Abjur	V,S	1 a	Touch	Creature touched	24 h	-	Yes	199
<input type="checkbox"/> Entangle	Plants entangle in 40-ft rad circle	Trans	V,S,DF	1 a	Long	40-ft radius spread	1 min/lvl	Ref	-	200
<input type="checkbox"/> Faerie Fire	Outlines with light, blur etc.	Evoc	V,S,DF	1 a	Long	Within 5-ft rad burst	1 min/lvl	-	Yes	202
<input type="checkbox"/> Goodberry	2d4 berries each cure 1 hp	Trans	V,S,DF	1 a	Touch	2d4 fresh berries	1 day/lvl	-	Yes	210
<input type="checkbox"/> Invisibility to Animals	Animals can't perceive 1 subject/lvl	Abjur	S,DF	1 a	Touch	1 creature/lvl	10 min/lvl	-	Yes	218
<input type="checkbox"/> Magic Fang	1 natural weapon gets +1 att/dmg	Trans	V,S,DF	1 a	Touch	Creature touched	1 min/lvl	Will negs	Yes	223
<input type="checkbox"/> Obscuring Mist	Fog surrounds you	Conj	V,S	1 a	30 ft	Cloud spreads 30 ft	1 min/lvl	-	-	233
<input type="checkbox"/> Pass without Trace	1 subject/level leaves no tracks	Trans	V,S,DF	1 a	Touch	1 creat/lvl touched	10 min/lvl	Will negs	Yes	234
<input type="checkbox"/> Shillelagh	Weapon +1 att, damage 1d10+1	Trans	V,S,DF	1 a	Touch	Oak club/quarterstaff	1 min/lvl	Will negs	Yes	251
<input type="checkbox"/> Summon Nature's Ally I	Calls creature to fight	Conj	V,S,DF	Fullrnd	Close	1 summoned creature	1 rnd/lvl (D)	-	-	260

LEVEL 2

Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/> Animal Messenger	Sens a tiny animal to specific place	Ench	V,S,M	1 a	Close	One Tiny animal	1 day/lvl	-	Yes	173
<input type="checkbox"/> Animal Trance	Fascinates 2d6 HD of animals	Ench	V,S	1 a	Close	Animals, Int 1 or 2	Conc	Will negs	Yes	173
<input type="checkbox"/> Barkskin	Grants +3/4/5 natural armor bonus	Trans	V,S,DF	1 a	Touch	+4 6th lvl, +5 12th lvl	10 min/lvl	-	Yes	177
<input type="checkbox"/> Charm Person or Animal	Makes person/mammal your friend	Ench	V,S	1 a	Close	Person or animal	1 h/lvl	Will negs	Yes	183
<input type="checkbox"/> Chill Metal	Cold metal damages if touched	Trans	V,S,DF	1 a	Close	Creat/2 lvls / 25 lb/lvl	7 rounds	Will negs	Yes	183
<input type="checkbox"/> Delay Poison	Stops poison from harming subject	Conj	V,S,DF	1 a	Touch	Creature touched	1 h/lvl	Fort negs	Yes	191
<input type="checkbox"/> Fire Trap	Opened object deals 1d4+1/lvl	Abjur	V,S,M	10 min	Touch	Object touched	Perm until dischrgd	Ref half	Yes	205
<input type="checkbox"/> Flame Blade	Touch attack deals 1d8+1/2 lvls	Evoc	V,S,DF	1 a	Touch	No Str mod to dmg	1 min/lvl (D)	-	Yes	205
<input type="checkbox"/> Flaming Sphere	Ball of fire, 2d6 dmg, lasts 1 rnd/lvl	Evoc	V,S,DF	1 a	Medium	Moves 30 ft, 2d6 dmg	1 rnd/lvl	Ref negs	Yes	206
<input type="checkbox"/> Heat Metal	Hot metal damages if touched	Trans	V,S,DF	1 a	Close	Creat/2 lvls / 25 lb/lvl	7 rounds	Will negs	Yes	213
<input type="checkbox"/> Hold Animal	Holds one animal helpless, 1 rnd/lvl	Ench	V,S	1 a	Medium	One animal	1 rnd/lvl (D)	Will negs	Yes	214

LEVEL 5

Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/> Animal Growth	1 animal/2 lvls doubles in size, HD	Trans	V,S	1 a	Medium	Max 30 ft apart	1 min/lvl	-	Yes	173
<input type="checkbox"/> Atonement	Removes burden of misleads	Abjur	Special	1 h	Touch	Living creat touched	Instantaneous	-	Yes	176
<input type="checkbox"/> Awaken	Animal/tree gains human intellect	Trans	V,S,F,XP	1 day	Touch	Animal or tree	Instantaneous	Will negs	Yes	177
<input type="checkbox"/> Commune with Nature	Learn about terrain for 1 mile/level	Div	V,S	10 min	Personal	You	Instantaneous	-	-	186
<input type="checkbox"/> Control Winds	Change wind direction and speed	Trans	V,S	1 a	40 ft/lvl	40 ft/lvl radius	10 min/lvl	Fort negs	-	189
<input type="checkbox"/> Cure Critical Wounds	Cures 4d8+1/lvl (max +20)	Conj	V,S	1 a	Touch	Creature touched	Instantaneous	Will half	Yes	190
<input type="checkbox"/> Death Ward	Immunity to death spells/effects	Necro	V,S,DF	1 a	Touch	Living creat touched	10 min/lvl	-	Yes	191
<input type="checkbox"/> Hallow	Designates location as holy	Evoc	V,S,M,DF	1 day	Touch	10-ft/lvl radius	Instantaneous	-	Spec	212
<input type="checkbox"/> Ice Storm	Hail deals 5d6 dmg in cylinder 40 ft	Evoc	V,S,DF	1 a	Long	20-ft rad, 3d6+2d6	Instantaneous	-	Yes	216
<input type="checkbox"/> Insect Plague	Insect horde limits vision, dmg etc.	Conj	V,S,DF	Fullrnd	Long	180 ft wide,60 ft high	1 min/lvl	Special	-	217
<input type="checkbox"/> Summon Nature's Ally V	Calls creature to fight	Conj	V,S,DF	Fullrnd	Close	5:1 4:1d3 1-3:1d4+1	1 rnd/lvl (D)	-	-	260
<input type="checkbox"/> Transmute Mud to Rock	Transforms two 10-ft cubes/level	Trans	V,S,DF	1 a	Medium	2 10-ft cubes/lvl	Permanent	Special	-	266
<input type="checkbox"/> Transmute Rock to Mud	Transforms two 10-ft cubes/level	Trans	V,S,DF	1a	Medium	2 10-ft cubes/lvl	Permanent	Special	-	266
<input type="checkbox"/> Tree Stride	Step from tree to another far away	Trans	V,S,DF	1 a	Personal	You	1 h/lvl / expanded	-	-	267
<input type="checkbox"/> Unhallow	Designates location as unholy	Evoc	V,S,M	1 day	Touch	10-ft/lvl radius	Instantaneous	-	Spec	268
<input type="checkbox"/> Wall of Fire	2d4 dmg out to 10 ft, 1d4 to 20 ft	Evoc	V,S,DF	1 a	Medium	20 ft/lvl or 5 ft/2 lvls	Conc + 1 rnd/lvl	Special	Yes	269
<input type="checkbox"/> Wall of Thorns	Thorns damage those who pass	Conj	V,S	1 a	Medium	Up to 10-ft cube/lvl	10 min/lvl (D)	-	-	271

LEVEL 6

Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/> Antilife Shell	10-ft field hedges out living creats	Abjur	V,S,DF	Fullrnd	10 ft	10-ft radius	10 min/lvl (D)	-	Yes	175
<input type="checkbox"/> Find the Path	Shows most direct way to location	Div	V,S,F	3 rnds	Prsl,touch	You or creat touched	10 min/lvl	-	-	203
<input type="checkbox"/> Fire Seeds	Acorn and berries become bombs	Conj	V,S,M	1 a	Touch	1-4 acorns/1-8berries	10 min/lvl	Ref half	Yes	204
<input type="checkbox"/> Greater Dispelling	Greater dispel magic, +20 on check	Abjur	V,S	1 a	Medium	Special	Instantaneous	-	-	210
<input type="checkbox"/> Healing Circle	Cures 1d8+1/lvl dmg in all dirs	Conj	V,S	1 a	20 ft	20-ft radius burst	Instantaneous	Fort half	Yes	213
<input type="checkbox"/> Ironwood	Magical wood is strong as steel	Trans	V,S	1 min/lb	Touch	5 lb of wood/lvl	1 day/level (D)	-	-	219
<input type="checkbox"/> Liveoak	Oak becomes treant guardian	Trans	V,S	10 min	Touch	Tree touched	1 day/level (D)	-	-	222
<input type="checkbox"/> Repel Wood	Pushes away wooden objects	Trans	V,S	1 a	Medium	120 ft wide,10 ft high	1 min/lvl	-	-	245
<input type="checkbox"/> Spellstaff	Stores one spell in quarerstaff	Trans	V,S,F	10 min	Touch	Woodstaff touched	Perm/dischrgd (D)	Will neg	Yes	255
<input type="checkbox"/> Stone Tell	Talk to natural or worked stone	Div	V,S,DF	10 min	Personal	You	1 min/lvl	-	-	257
<input type="checkbox"/> Summon Nature's Ally VI	Calls creature to fight	Conj	V,S,DF	Fullrnd	Close	6:1 5:1d3 1-4:1d4+1	1 rnd/lvl (D)	-	-	260
<input type="checkbox"/> Transport via Plants	Move from plant to another	Trans	V,S	1 a	Unlimited	You	1 round	-	-	266
<input type="checkbox"/> Wall of Stone	20 hp/4 levels, can be shaped	Conj	V,S,DF	1 a	Medium	Area up to 5-ft sq/lvl	Instantaneous	Special	-	270

LEVEL 7

Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/> Changestaff	Your staff becomes a treant	Trans	V,S,F	Fullrnd	Touch	Your touched staff	1 h/lvl (D)	-	-	183
<input type="checkbox"/> Control Weather	Changes weather in local area	Trans	V,S	10 min	2 miles	2-mile-rad circle	4d12 hours	-	-	188
<input type="checkbox"/> Creeping Doom	Carpet of insects at your command	Conj	V,S	Fullrnd	Close	Insect fill 10-ft rad	1 min/lvl	-	-	190
<input type="checkbox"/> Fire Storm	Deals 1d6 damage/lvl (max 20d6)	Evoc	V,S	Fullrnd	Medium	2 10-ft cubes/level	Instantaneous	Refl half	Yes	205
<input type="checkbox"/> Greater Scrying	Spies on subject from a distance	Div	V,S	1 a	Special	Magical sensor	1 h/lvl	-	-	211
<input type="checkbox"/> Harm	Subject loses all but 1d4 hp	Necro	V,S	1 a	Touch	Creature touched	Instantaneous	-	Yes	212
<input type="checkbox"/> Heal	Cures all dmg,diseases and mental	Conj	V,S	1 a	Touch	Creature touched	Instantaneous	-	Yes	213
<input type="checkbox"/> Summon Nature's Ally VII	Calls creature to fight	Conj	V,S,DF	Fullrnd	Close	7:1 6:1d3 1-5:1d4+1	1 rnd/lvl (D)	-	-	260
<input type="checkbox"/> Sunbeam	Blinds,3d6 dmg,1 beam/3 lvls	Evoc	V,S,DF	Medium	Medium	100 ft+10/lvl long	1 rnd/lvl	Ref half	Yes	261
<input type="checkbox"/> Transmute Metal to Wood	Metal within 40 ft becomes wood	Trans	V,S,DF	1 a	Long	Within 40-ft radius	Instantaneous	-	Yes	266
<input type="checkbox"/> True Seeing	See all things as they really are	Div	V,S,M	1 a	Touch	Creature touched	1 min/lvl	Will negs	Yes	267
<input type="checkbox"/> Wind Walk	You and your allies turn to vapours	Trans	V,S,DF	1 a	Touch	You +1 creat/3 lvls	1 h/lvl (D)	-	-	272

LEVEL 8

Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/> Animal Shapes	1 ally/lvl polymorphs into animal	Trans	V,S,DF	1 a	Close	1 creat/lvl	1 h/lvl (D)	-	Yes	173
<input type="checkbox"/> Command Plants	Plants animate,vegetation entangle	Ench	V	1 a	Close	Plants, plant creats	1 day/lvl or 1 h/lvl	Special	Spec	186
<input type="checkbox"/> Finger of Death	Kills one subject or dmg 3d6+1/lvl	Necro	V,S	1 a	Close	One living creature	Instantaneous	Fort part	Yes	203

