

3RD-LEVEL DRUID SPELLS

	Boneclaw's Cut ^V :	Deals damage that continues to cause bleeding damage.
	Breathing:	Subjects can breathe underwater, in silt or earth.
	Call Lightning:	Calls down lightning bolts (3d6 per bolt) from sky.
	Claws of the Tembo:	Deals 1d6+Str damage and transfers hp.
	Contagion:	Infects subject with chosen disease.
	Cure Moderate Wounds:	Cures 2d8 damage +1/level (max +10).
	Curse of the Black Sands:	Target leaves black oily footprints
	Daylight:	60-ft. radius of bright light.
	Deeper Darkness:	Object sheds absolute darkness in 60-ft. radius.
	Diminish Plants:	Reduces size or blights growth of normal plants.
	Dominate Animal:	Subject animal obeys silent mental commands.
	Eye of the Storm:	Protects 30 ft. radius from effects of storm.
	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.
	Remove Curse:	Frees object or person from curse.
	Return to the Earth:	Turns dead and undead bodies into dust.
	Searing Light:	Ray deals 1d8/two levels against undead.
	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 slowed.
	Stone Shape:	Sculpts stone into any shape.
	Summon Nature's Ally III:	Calls creature to fight.
	Surface Walk:	Subject treads on unstable surfaces as if solid.
	Water Breathing:	Subjects can breathe underwater.
	Wind Wall:	Deflects arrows, smaller creatures, and gases.
	Zombie Berry:	Enchants 1d4 berries to act like a berry from the zombie plant

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 Tides:	Raises, lowers, or parts bodies of water or silt.
	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.
	Elemental Strike:	Smite foes with divine energy (1d6/level).
	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.
	Klar's Heart:	Enhances combat abilities of all creatures within range.
	Nondetection:	Hides subject from divination, scrying.
	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 slowed.
	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.
	Braxatskin:	Your skin hardens, granting armor bonus and damage reduction.
	Call Lightning Storm:	As call lightning, but 5d6 damage per bolt.
	Coat of Mists ^M :	Coalesces a magical mist about the subject's body.
	Commune with Nature:	Learn about terrain for 1 mile/level.
	Control Winds:	Change wind direction and speed.
	Conversion ^{FX} :	Removes burden of acts of defiling from a wizard.
	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.
	Mark of Justice:	Designates action that will trigger curse on subject.
	Rejuvenate:	Increase the fertility of the land.
	Righteous Might:	Your size increases, and you gain +4 Str.
	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.

5TH-LEVEL DRUID SPELLS (next)

Wall of Fire:	Deals 2d4 fire dam. out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 dam. +1/lvl.
Wall of Thorns:	Thorns damage anyone who tries to pass.

6TH-LEVEL DRUID SPELLS

Allegiance of the Land:	Grants bonus to AC, temporary hit points and energy resistance.
Antilife Shell:	10-ft.-radius field hedges out living creatures.
Awaken Water Spirits:	Gives sentience to a natural body of water.
Bear's Endurance, Mass:	As bear's endurance, affects one subject/level.
Bull's Strength, Mass:	As bull's strength, affects one subject/level.
Cat's Grace, Mass:	As cat's grace, affects one subject/level.
Cure Light Wounds, Mass:	Cures 1d8 damage +1/level for many creatures.
Dispel Magic, Greater:	As dispel magic, but +20 on check.
Find the Path:	Shows most direct way to a location.
Fire Seeds:	Acorns and berries become grenades and bombs.
Infestation:	Tiny parasites infect creatures within area.
Ironwood:	Magic wood is strong as steel.
Liveoak:	Oak becomes treant guardian.
Move Earth:	Digs trenches and builds hills.
Owl's Wisdom, Mass:	As owl's wisdom, affects one subject/level.
Raise Dead:	Restores life to subject who died up to 1 day/level ago.
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.
Elemental Storm:	Deals 1d6 energy damage/level.
Fire Storm:	Deals 1d6/level fire damage.
Heal:	Cures 10 points/level of damage, all diseases and mental conditions.
Screaming, Greater:	As screaming, 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.
Waters of Life^M:	Absorb another creature's ailments.
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.
Flame Harvest:	Creates a timed fire trap.
Regenerate:	Subject's severed limbs grow back.
Repel Metal or Stone:	Pushes away metal and stone.
Reverse Gravity:	Objects and creatures fall upward.
Sirocco:	You conjure a legendary desert wind.
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.
Flash Flood:	Conjures a flood.
Foresight:	"Sixth sense" warns of impending danger.
Heartseeker^X:	Creates a deadly piercing weapon.
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.
Storm Legion:	Transports willing creatures via a natural storm.
Summon Nature's Ally IX:	Calls creature to fight.
Swarm of Anguish:	Transforms you into a swarm of agony beetles.
Sympathy^M:	Object or location attracts certain creatures.
Wild Lands:	Attract wild creatures to an area.

New spell from Darksun player's handbook 3.5e

New spell to the Druid from PhB or spell that changed level