

Lvl:

Known:

Count:

lvl 0: DC: 10 + the spell level + the druid's Wisdom modifier

- ☐ Create Water - Creates 2 gallons/level of pure water.
- ☐ Detect Magic - Detects spells and magic items within 60 ft.
- ☐ Detect Poison - Detects poison in one creature or object.
- ☐ Flare - Dazzles one creature (–1 penalty on attack rolls).
- ☐ Guidance - +1 on one attack roll, saving throw, or skill check.
- ☐ Know Direction - You discern north.
- ☐ Light - Object shines like a torch.
- ☐ Mending - Makes minor repairs on an object.
- ☐ Purify Food and Drink - Purifies 1 cu. ft./level of food or water.
- ☐ Read Magic - Read scrolls and spellbooks.
- ☐ Resistance - Subject gains +1 bonus on saving throws.
- ☐ Spark - Ignites flammable objects.
- ☐ Stabilize - Cause a dying creature to stabilize.
- ☐ Virtue - Subject gains 1 temporary hp.

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lvl 1: DC: 10 + the spell level + the druid's Wisdom modifier

- ☐ Air Bubble - Creates a small pocket of air around your head or an object.
- ☐ Alter Winds - Increase/decrease strength of natural winds.
- ☐ Ant Haul - Triples carrying capacity of a creature.
- ☐ Aspect of the Falcon - Gives bonuses on Perception checks and ranged attacks.
- ☐ Bristle - Trade natural armor bonus for a bonus on attacks with natural weapons.
- ☐ Calm Animals - Calms 2d4 + level HD of animals.
- ☐ Charm Animal - Makes one animal your friend.
- ☐ Cloak of Shade - Reduces effects of sun exposure and heat.
- ☐ Cure Light Wounds - Cures 1d8 damage + 1/level (max +5).
- ☐ Damp Powder - Ruins ammunition loaded in the targeted firearm.
- ☐ Decompose Corpse - Turn a corpse into a clean skeleton.
- ☐ Detect Aberration - Reveals presence of aberrations.
- ☐ Detect Animals or Plants - Detects kinds of animals or plants.
- ☐ Detect Snares and Pits - Reveals natural or primitive traps.
- ☐ Diagnose Disease - Detect and identify diseases.
- ☐ Endure Elements - Exist comfortably in hot or cold regions.
- ☐ Entangle - Plants entangle everyone in 40-ft. radius.
- ☐ Expeditious Excavation - Moves 5-ft. cubes of earth.
- ☐ Faerie Fire - Outlines subjects with light, canceling blur, concealment, and the like.
- ☐ Feather Step - Ignore movement penalty in difficult terrain.
- ☐ Flare Burst - As flare, but all creatures within 10 ft.
- ☐ Frostbite - Target takes cold damage and is fatigued.
- ☐ Goodberry - 2d4 berries each cure 1 hp (max 8 hp/24 hours).
- ☐ Hide from Animals - Animals can't perceive one subject/level.
- ☐ Hydraulic Push - Wave of water bull rushes an enemy.
- ☐ Jump - Subject gets bonus on Acrobatics checks.
- ☐ Keen Senses - Gain +2 Perception and low-light vision.
- ☐ Liberating Command - Target makes an Escape Artist check as an immediate action and gains a bonus on it.
- ☐ Longstrider - Your speed increases by 10 ft.
- ☐ Magic Fang - One natural weapon of subject creature gets +1 on attack and damage rolls.
- ☐ Magic Stone - Three stones gain +1 on attack rolls, deal 1d6+1 damage.
- ☐ Negate Aroma - Subject cannot be tracked by scent.
- ☐ Obscuring Mist - Fog surrounds you.
- ☐ Pass without Trace - One subject/level leaves no tracks.
- ☐ Produce Flame - 1d6 damage + 1/level, touch or thrown.
- ☐ Ray of Sickening - Ray makes the subject sickened.
- ☐ Remove Sickness - Suppress disease, nausea, and the sickened condition.
- ☐ Restore Corpse - Skeletal corpse grows flesh.
- ☐ Shillelagh - Cudgel or quarterstaff becomes +1 weapon (2d6 damage) for 1 min./level.

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- ☐ Snow Shape - As stone shape except with snow.
- ☐ Speak with Animals - You can communicate with animals.
- ☐ Stone Fist - Your unarmed strikes are lethal.
- ☐ Summon Minor Ally - Summon 1d3 Tiny animals.
- ☐ Summon Nature's Ally I - Summons creature to fight.
- ☐ Touch of the Sea - Swim speed becomes 30 ft.
- ☐ Weaken Powder - Targeted firearm's ammunition halves the firearm's range and imposes a –2 penalty on damage rolls.

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lvl 2: DC: 10 + the spell level + the druid's Wisdom modifier

- ☐ Aboleth's Lung - Targets gain the ability to breathe water but can no longer breathe air.
- ☐ Accelerate Poison - Hastens targeted poison's onset.
- ☐ Animal Aspect - You gain some of the beneficial qualities of an animal.
- ☐ Animal Messenger - Sends a Tiny animal to a specific place.
- ☐ Animal Trance - Fascinates 2d6 HD of animals.
- ☐ Ant Haul, Communal - As ant haul, but you may divide the duration among creatures touched.
- ☐ Aspect of the Bear - +2 AC and combat maneuver rolls.
- ☐ Barkskin - Grants +2 (or higher) enhancement to natural armor.
- ☐ Bear's Endurance - Subject gains +4 to Con for 1 min./level.
- ☐ Bull's Strength - Subject gains +4 to Str for 1 min./level.
- ☐ Burning Gaze - Inflict 1d6 fire damage to creature.
- ☐ Campfire Wall - Creates a shelter around a campfire.
- ☐ Cat's Grace - Subject gains +4 to Dex for 1 min./level.
- ☐ Certain Grip - You gain a +4 competence bonus on Acrobatics and Climb checks and to CMD.
- ☐ Chill Metal - Cold metal damages those who touch it.
- ☐ Delay Poison - Stops poison from harming subject for 1 hour/level.
- ☐ Eagle Eye - Creates a magical sensor high above you.
- ☐ Elemental Speech - Enables you to speak to elementals and some creatures.
- ☐ Endure Elements, Communal - As endure elements, but you may divide the duration among creatures touched.
- ☐ Feast of Ashes - A target starves with an insatiable hunger.
- ☐ Flame Blade - Touch attack deals 1d8 + 1/two levels damage.
- ☐ Flaming Sphere - Rolling ball of fire deals 3d6 fire damage.
- ☐ Fog Cloud - Fog obscures vision.
- ☐ Forest Friend - Plants in a forested area become helpful instead of hindering you and your allies.
- ☐ Frigid Touch - Target takes cold damage and is staggered.
- ☐ Frost Fall - The area is covered in a chilling frost.
- ☐ Glide - You take no falling damage, move 60 ft./round while falling.
- ☐ Gust of Wind - Blows away or knocks down smaller creatures.
- ☐ Heat Metal - Makes metal so hot it damages those who touch it.
- ☐ Hold Animal - Paralyzes one animal for 1 round/level.
- ☐ Lockjaw - Creature gains grab ability with natural attack.
- ☐ Natural Rhythm - +1 on damage rolls with each hit (max +5).
- ☐ Owl's Wisdom - Subject gains +4 to Wis for 1 min./level.
- ☐ Pernicious Poison - Target takes a -4 penalty against poison.
- ☐ Pox Pustules - Subject is sickened and has -4 Dex.
- ☐ Reduce Animal - Shrinks one willing animal.
- ☐ Resist Energy - Ignores 10 or more points of damage per attack from specified energy

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type.

- ☐ Restoration, Lesser - Dispels magical ability penalty or repairs 1d4 ability damage.
- ☐ Scent Trail - Leave trail for allies to follow.
- ☐ Share Language - Subject understands chosen language.
- ☐ Slipstream - Wave boosts creature's speed.
- ☐ Soften Earth and Stone - Turns stone to clay, or dirt to sand or mud.
- ☐ Spider Climb - Grants ability to walk on walls and ceilings.
- ☐ Stone Call - 2d6 damage to all creatures in area.
- ☐ Summon Nature's Ally II - Summons creature to fight.
- ☐ Summon Swarm - Summons swarm of bats, rats, or spiders.
- ☐ Tar Ball - Burning tar harms target and penalizes its Dex.
- ☐ Tree Shape - You look exactly like a tree for 1 hour/level.
- ☐ Unshakable Chill - Target is afflicted with severe cold.
- ☐ Warp Wood - Bends wood.
- ☐ Wartrain Mount - Animal gains the combat training general purpose.
- ☐ Web Shelter - Create a comfortable shelter made of webbing.
- ☐ Wilderness Soldiers - Nearby plants aid you in combat.
- ☐ Wood Shape - Reshapes wooden objects to suit you.

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lvl 3: DC: 10 + the spell level + the druid's Wisdom modifier

- ☐ Animal Aspect, Greater - As animal aspect, but you gain two animal qualities.
- ☐ Anthropomorphic Animal - Animal becomes bipedal.
- ☐ Aqueous Orb - Creates rolling sphere of water.
- ☐ Ash Storm - Hamper vision and movement.
- ☐ Badger's Ferocity - Weapons are keen while you concentrate.
- ☐ Burrow - Target gains a burrow speed of 15.
- ☐ Burst of Nettles - Burst deals 3d6 damage and 1d6 acid.
- ☐ Call Lightning - Calls down lightning bolts (3d6 per bolt) from sky.
- ☐ Cloak of Winds - Creates screen of strong wind around you.
- ☐ Companion Mind Link - You can talk with your animal companion, and can handle it with supernatural ease.
- ☐ Contagion - Infects subject with chosen disease.
- ☐ Cup of Dust - Causes a creature to become dehydrated.
- ☐ Cure Moderate Wounds - Cures 2d8 damage + 1/level (max +10).
- ☐ Daylight - 60-ft. radius of bright light.
- ☐ Delay Poison, Communal - As delay poison, but you may divide the duration among creatures touched.
- ☐ Diminish Plants - Reduces size or blights the growth of normal plants.
- ☐ Dominate Animal - One animal obeys your silent mental commands and orders.
- ☐ Feather Step, Mass - As feather step, but multiple creatures.
- ☐ Fungal Infestation - Target takes bleed from attacks.
- ☐ Hide Campsite - Hides all traces of your campsite.
- ☐ Hydraulic Torrent - Creates torrent of water that bull rushes any creature in its path.
- ☐ Lily Pad Stride - Walk across water on moving lily pads.
- ☐ Mad Monkeys - Summon a swarm of mischievous monkeys.
- ☐ Magic Fang, Greater - One natural weapon gets + 1/four levels (max +5).
- ☐ Meld into Stone - You and your gear merge with stone.
- ☐ Nature's Exile - Gives subject -10 on Survival checks.
- ☐ Neutralize Poison - Immunizes subject against poison, detoxifies venom in or on subject.
- ☐ Plant Growth - Grows vegetation, improves crops.
- ☐ Poison - Touch deals 1d3 Con damage 1/round for 6 rounds.
- ☐ Protection from Energy - Absorbs 12 points/level of damage from one kind of energy.
- ☐ Pup Shape - Transforms a single animal or magical beast into a younger and cuter version of itself for a short time.
- ☐ Quench - Extinguishes fires.
- ☐ Rain of Frogs - Summon a swarm of poisonous frogs.
- ☐ Remove Disease - Cures all diseases affecting subject.
- ☐ Resinous Skin - You gain DR 5/piercing and +4 to CMD against disarm attempts.
- ☐ Resist Energy, Communal - As resist energy, but you may divide the duration among creatures touched.

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- ☐ Share Language, Communal - As share language, but you may divide the duration among creatures touched.
- ☐ Shifting Sand - Creates difficult terrain and erases tracks; can carry creatures or objects along.
- ☐ Sleet Storm - Hampers vision and movement.
- ☐ Snare - Creates a magic booby trap.
- ☐ Speak with Plants - You can talk to plants and plant creatures.
- ☐ Spider Climb, Communal - As spider climb, but you may divide the duration among creatures touched.
- ☐ Spike Growth - Creatures in area take 1d4 damage, may be slowed.
- ☐ Spit Venom - Spit blinding black adder venom.
- ☐ Stone Shape - Sculpts stone into any shape.
- ☐ Summon Nature's Ally III - Summons creature to fight.
- ☐ Summon Totem Creature - As summon nature's ally III except for different creatures as options. Humans/Golarion
- ☐ Vermin Shape I - Take the form and some of the powers of a Small or Medium vermin.
- ☐ Ward of the Season - Gain emergency healing (spring), extra speed (summer), a bonus on Fortitude saves (fall) or the ability to navigate across slick surfaces with ease (winter). Elf only.
- ☐ Water Breathing - Subjects can breathe underwater.
- ☐ Wind Wall - Deflects arrows, smaller creatures, and gases.

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lvl 4: DC: 10 + the spell level + the druid's Wisdom modifier

- ☐ Absorb Toxicity - immune to diseases and toxins, absorb one, and spread it to others.
- ☐ Age Resistance, Lesser - Ignore penalties from middle age.
- ☐ Air Walk - Subject treads on air as if solid (climb or descend at 45-degree angle).
- ☐ Antiplant Shell - Keeps animated plants at bay.
- ☐ Arboreal Hammer - Tree branches attack opponents.
- ☐ Aspect of the Stag - +2 AC against attacks of opportunity and increases speed.
- ☐ Atavism - Animal gains advanced creature simple template.
- ☐ Blight - Withers one plant or deals 1d6/level damage to plant creature.
- ☐ Bloody Claws - Causes bleed damage with natural attacks.
- ☐ Cape of Wasps - Wasp swarm defends or carries you.
- ☐ Command Plants - Sways the actions of plant creatures.
- ☐ Control Water - Raises or lowers bodies of water.
- ☐ Cure Serious Wounds - Cures 3d8 damage + 1/level (max +15).
- ☐ Dispel Magic - Cancels one magical spell or effect.
- ☐ Echolocation - Sonic sense gives you blindsight 40 ft.
- ☐ Flame Strike - Smites foes with divine fire (1d6/level damage).
- ☐ Freedom of Movement - Subject moves normally despite impediments to movement.
- ☐ Giant Vermin - Turns centipedes, scorpions, or spiders into giant vermin.
- ☐ Grove of Respite - Creates trees and a small spring.
- ☐ Life Bubble - Protects from environmental effects.
- ☐ Moonstruck - Subject is enraged and confused.
- ☐ Obsidian Flow - Converts the surface of the ground into molten glass.
- ☐ Plague Carrier - target's attacks carry filth fever.
- ☐ Protection from Energy, Communal - divide the duration among creatures touched.
- ☐ Repel Vermin - Insects, spiders, and other vermin stay 10 ft. away.
- ☐ Ride the Waves - Target can breathe water and swim.
- ☐ River of Wind - wind that causes nonlethal damage can knock down or push creatures.
- ☐ Spike Stones - Creatures in area take 1d8 damage, may also be slowed.
- ☐ Strong Jaw - Natural attacks damage as two sizes bigger.
- ☐ Summon Nature's Ally IV - Summons creature to fight.
- ☐ Thorn Body - Your attackers take 1d6 +1 damage/level.
- ☐ True Form - Removes polymorph effects.
- ☐ Vermin Shape II - As vermin shape, but Tiny or Large.
- ☐ Volcanic Storm - Hot rocks deal 5d6 damage.

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Lvl 5: DC: 10 + the spell level + the druid's Wisdom modifier

- ☐ Air Walk, Communal- As air walk, but you may divide the duration among creatures touched. UC
- ☐ Animal Growth - One animal doubles in size. CRB
- ☐ Aspect of the Wolf - +4 Str and Dex, +2 bonus on trip attacks. APG
- ☐ Atonement - Removes burden of misdeeds from subject. CRB
- ☐ Awaken - Animal or tree gains human intellect. CRB
- ☐ Baleful Polymorph - Transforms subject into harmless animal. CRB
- ☐ Blessing of the Salamander - Subject gets fast healing 2, fire resistance 10, and +2 to its CMD. APG
- ☐ Call Lightning Storm - As call lightning, but 5d6 damage per bolt. CRB
- ☐ Commune with Nature - Learn about terrain for 1 mile/level. CRB
- ☐ Contagion, Greater - Infect a subject with a magical disease. UM
- ☐ Control Winds - Changes wind direction and speed. CRB
- ☐ Cure Critical Wounds - Cures 4d8 damage + 1/level (max +20). CRB
- ☐ Death Ward - Grants bonuses against death spells and negative energy. CRB
- ☐ Fickle Winds - Wind walls selectively block attacks. UM
- ☐ Fire Snake - Creates a serpentine path of fire 5 ft. long/level that deals 1d6 fire damage/level. APG
- ☐ Half-blood Extraction - Transform an half-orc into a full-blooded orc. ARG
- ☐ Hallow - Designates location as holy. CRB
- ☐ Insect Plague - Wasp swarms attack creatures. CRB
- ☐ Old Salt's Curse - Target becomes permanently sickened and is staggered at sea. ARG
- ☐ Raise Animal Companion - As raise dead, but on an animal. UM
- ☐ Reprobation - Marked target is shunned by your religion. UM
- ☐ Rest Eternal - Dead creature cannot be revived. APG
- ☐ Snake Staff - Transforms wood into snakes to fight for you. APG
- ☐ Stoneskin - Grants DR 10/adamantine. CRB
- ☐ Summon Nature's Ally V - Summons creature to fight. CRB
- ☐ Threefold Aspect - Appear older or younger. APG
- ☐ Transmute Mud to Rock - Transforms two 10-ft. cubes per level. CRB
- ☐ Transmute Rock to Mud - Transforms two 10-ft. cubes per level. CRB
- ☐ Tree Stride - Step from one tree to another far away. CRB
- ☐ Unhallow - Designates location as unholy. CRB
- ☐ Wall of Fire - Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level. CRB
- ☐ Wall of Thorns - Thorns damage anyone who tries to pass. CRB