**DRUID SPELL LIST**

Druids may cast the reverse version of any reversible spell.

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| **DRUID SPELLS LEVEL 1**  Detect Danger (D1)  Faerie Fire (D1)  Locate (D1)  Predict Weather (D1)  Purify Food and Water (C1)  Detect Magic (C1) | **DRUID SPELLS LEVEL 2**  Heat Metal (D1)  Obscure (D1)  Produce Fire (D1)  Warp Wood (D1)  Cure Light Wounds (C1)  Speak With Animals (C2)  Create Water (C4)  Entangle (MU 2) |
| **DRUID SPELLS LEVEL 3**  Call Lightning (D3)  Hold Animal (D3)  Protection from Poison (D3)  Water Breathing (D3)  Neutralize Poison (C4)  Resist Fire (C2)  Cure Disease (C3) | **DRUID SPELLS LEVEL 4**  Control Temperature 10’ radius (D4)  Plant Door (D4)  Protection from Lightning (D4)  Summon Animals (D4)  Dispel Magic (C4)  Speak with Plants (C4)  Cure Serious Wounds (C4)  Create Food (C5) |
| **DRUID SPELLS LEVEL 5**  Anti-Plant Shell (D5)  Control Winds (D5)  Dissolve (D5)  Pass Plant (D5)  Sticks to Snakes (C4)  Wall of Fire (M4)  Cure Critical Wounds (C5)  Reincarnation (M6)  Commune (C5) |  |