**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) |  |