

## First Edition: Druid spells in alphabetical order

- Animal Friendship  
Druid Enchantment/Charm, PH-1 54.
- Animal Growth  
Druid Alteration, PH-1 60.
- Animal Summoning I  
Druid Conjunction/Summoning, PH-1 59.
- Animal Summoning II  
Druid Conjunction/Summoning, PH-1 60.
- Animal Summoning III  
Druid Conjunction/Summoning, PH-1 61.
- Animate Rock  
Druid Alteration, PH-1 63.
- Anti-Animal Shell  
Druid Abjuration, PH-1 61.
- Anti-Plant Shell  
Druid Abjuration, PH-1 60.
- Barkskin  
Druid Alteration, PH-1 55.
- Call Lightning  
Druid Alteration, PH-1 57.
- Call Woodland Beings  
Druid Conjunction/Summoning, PH-1 59.
- Chariot Of Sustarre  
Druid Evocation, PH-1 63.
- Charm Person or Animal  
Druid Enchantment/Charm, PH-1 55.
- Commune With Nature  
Druid Divination, PH-1 60.
- Confusion  
Druid Enchantment/Charm, PH-1 63.
- Conjure Earth Elemental  
Druid Conjunction/Summoning, PH-1 63.
- Conjure Fire Elemental  
Druid Conjunction/Summoning, PH-1 61.
- Control Temperature, 10' Radius  
Druid Alteration, PH-1 59.
- Control Weather  
Druid Alteration, PH-1 63.
- Control Winds  
Druid Alteration, PH-1 60.
- Create Water  
Druid Alteration, PH-1 56.
- Creeping Doom  
Druid Conjunction/Summoning, PH-1 63.
- Cure Critical Wounds  
Druid Necromantic, PH-1 62.
- Cure Disease  
Druid Necromantic, PH-1 57.
- Cure Light Wounds  
Druid Necromantic, .
- Cure Serious Wounds  
Druid Necromantic, PH-1 59.
- Detect Magic  
Druid Divination, PH-1 54.
- Detect Snares & Pits  
Druid Divination, PH-1 54.
- Dispel Magic  
Druid Abjuration, PH-1 59.
- Entangle  
Druid Alteration, PH-1 54.
- Faerie Fire  
Druid Alteration, PH-1 54.
- Feeblemind  
Druid Enchantment/Charm, PH-1 62.
- Feign Death  
Druid Necromantic, PH-1 56.
- Finger of Death  
Druid Enchantment/Charm, PH-1 64.
- Fire Seeds  
Druid Conjunction, PH-1 62.
- Fire Storm  
Druid Evocation, PH-1 64.
- Fire Trap  
Druid Evocation, PH-1 56.
- Hallucinatory Forest  
Druid Illusion/Phantasm, PH-1 59.
- Heat Metal  
Druid Alteration, PH-1 56.
- Hold Animal  
Druid Enchantment/Charm, PH-1 57.
- Hold Plant  
Druid Enchantment/Charm, PH-1 59.
- Insect Plague  
Druid Conjunction/Summoning, PH-1 61.
- Invisibility To Animals  
Druid Alteration, PH-1 54.
- Locate Animals  
Druid Divination, PH-1 55.

## First Edition: Druid spells in alphabetical order

- Locate Plants  
Druid Divination, PH-1 56.
- Neutralize Poison  
Druid Alteration, PH-1 57.
- Obscurement  
Druid Alteration, PH-1 57.
- Pass Plant  
Druid Alteration, PH-1 61.
- Pass Without Trace  
Druid Enchantment/Charm, PH-1 55.
- Plant Door  
Druid Alteration, PH-1 59.
- Plant Growth  
Druid Alteration, PH-1 57.
- Predict Weather  
Druid Divination, PH-1 55.
- Produce Fire  
Druid Alteration, PH-1 60.
- Produce Flame  
Druid Alteration, PH-1 57.
- Protection From Fire  
Druid Abjuration, PH-1 58.
- Protection From Lightning  
Druid Abjuration, PH-1 60.
- Purify Water  
Druid Alteration, PH-1 55.
- Pyrotechnics  
Druid Alteration, PH-1 58.
- Reincarnate  
Druid Necromantic, PH-1 64.
- Repel Insects  
Druid Abjuration, Alteration; PH-1 60.
- Shillelagh  
Druid Alteration, PH-1 55.
- Snare  
Druid Enchantment/Charm, PH-1 58.
- Speak With Animals  
Druid Alteration, PH-1 55.
- Speak With Plants  
Druid Alteration, PH-1 60.
- Sticks to Snakes  
Druid Alteration, PH-1 61.
- Stone Shape  
Druid Alteration, PH-1 58.
- Summon Insects  
Druid Conjunction/Summoning, PH-1 58.
- Transmute Metal To Wood  
Druid Alteration, PH-1 64.
- Transmute Rock to Mud  
Druid Alteration, PH-1 61.
- Transport Via Plants  
Druid Alteration, PH-1 62.
- Tree  
Druid Alteration, PH-1 58.
- Trip  
Druid Enchantment/Charm, PH-1 57.
- Turn Wood  
Druid Alteration, PH-1 62.
- Wall of Fire  
Druid Evocation, PH-1 61.
- Wall of Thorns  
Druid Conjunction/Summoning, PH-1 62.
- Warp Wood  
Druid Alteration, PH-1 57.
- Water Breathing  
Druid Alteration, PH-1 58.
- Weather Summoning  
Druid Conjunction/Summoning, PH-1 63.

### Glossary:

DMG Dungeon Master's Guide

PH Player's Handbook

Pr Priest

Rev Reversible

Wiz Wizard

### References:

PH-1 Advanced Dungeons & Dragons *Player's Handbook*, ISBN #0-935696-01-6.

Advanced Dungeons & Dragons is a registered trademark of TSR, Inc., a subsidiary of Wizards of the Coast, Inc.