

## Druid Spells

### 0st Level (Orisons)

Create Water  
Cure Minor Wounds  
Detect Magic  
Detect Poison  
Flare  
Guidance  
Know Direction  
Light  
Mending  
Purify Food and Drink  
Read Magic  
Resistance  
Spark (Adv. Player's)  
Virtue

### 1st Level

Air Bubble (Ul. Combat)  
Alter Winds (Adv. Player's)  
Ant Haul (Adv. Player's)  
Aspect of the Falcon (Adv. Player's)  
Blend (Race-Elf)  
Bristle (Adv. Player's)  
Call Animal  
Calm Animals  
Charm Animals  
Cloak of Shade (Adv. Player's)  
Commune with Birds (Race-Tengu)  
Cure Light Wounds  
Damp Powder (Ul. Combat)  
Deadeye's Lore (Ul. Combat)  
Decompose Corpse (Ul. Magic)  
Detect Aberration (Adv. Player's)  
Detect Animals or Plants  
Detect Snares and Pits  
Diagnose Disease (Ul. Magic)  
Endure Elements  
Entangle  
Expeditious Excavation (Adv. Player's)  
Faerie Fire  
Feather Step (Adv. Player's)  
Flare Burst (Adv. Player's)  
Foundation of Stone  
Frostbite (Ul. Magic)  
Goodberry  
Hide from Animals  
Hydraulic Push (Adv. Player's)  
Jump  
Keen Senses (Adv. Player's)  
Liberating Command (Ul. Combat)

Longstrider  
Magic Fang  
Magic Stone  
Marid's Mastery (Race-Undine)  
Mighty Fist of the Earth (Race-Oread)  
Mudball (Race-Goblin)  
Negate Aroma (Adv. Player's)  
Nereid's Grace (Race-Undine)  
Obscuring Mist  
Pass without Trace  
Produce Flame  
Ray of Sickening (Ul. Magic)  
Recharge Innate Magic (Race-Gnome)  
Remove Sickness (Ul. Magic)  
Restore Corpse (Ul. Magic)  
Shield Companion (Animal Archive)  
Shillelagh  
Snow Shape (Humans of Golarion)  
Snowball (People of the North)  
Speak with Animals  
Stone Fist (Adv. Player's)  
Stone Shield (Race-Oread)  
Strong Wings (Race-Strix)  
Summon Minor Ally (Ul. Magic)  
Summon Nature's Ally I  
Theft Ward (Race-Tengu)  
Thunderstomp (Adv. Class Guide)  
Touch of Combustion (Race-Ifrit)  
Touch of the Sea (Adv. Player's)  
Wave Shield (Adv. Class Guide)  
Weaken Powder (Ul. Combat)  
Whispering Lore (Race-Elf)  
Windy Escape (Race-Sylph)  
Winter Feathers (Race-Tengu)

### 2nd Level

Aboleth's Lung (Race-Gillmen)  
Accelerate Poison (Adv. Player's)  
Air Step (Adv. Class Guide)  
Aggressive Thunderclo. (Adv. Class Guide)  
Amplify Stench (Monster Codex)  
Animal Aspect (Ul. Combat)  
Animal Messenger  
Animal Trance  
Ant, Haul, Communal (Ul. Combat)  
Aspect of the Bear (Adv. Player's)  
Barkskin  
Bear's Endurance  
Beastpeak (Adv. Class Guide)  
Binding Earth (Race-Oread)

Bull's Strength  
 Callback (Familiar Folio)  
 Burning Gaze (Adv. Player's)  
 Campfire Wall (Adv. Player's)  
 Carry Companion (Knights of the Inner Sea)  
 Cat's Grace  
 Certain Grip (Ul. Combat)  
 Chill Metal  
 Climbing Beanstalk (Adv. Class Guide)  
 Companion Life Link (Adv. Class Guide)  
 Control Vermin (Monster Codex)  
 Defoliate (Sargava, the Lost Colony)  
 Delay Disease (Race-Ratfolk)  
 Delay Poison  
 Eagle Eye (Adv. Player's)  
 Elemental Speech (Adv. Player's)  
 Endure Elements, Communal (Ul. Combat)  
 Feast of Ashes (Adv. Player's)  
 Fire Sneeze (Goblins of Golarion)  
 Fire Trap  
 Flame Blade  
 Flaming Sphere  
 Fog Cloud  
 Forest Friend (Ul. Combat)  
 Frigid Touch (Ul. Magic)  
 Frost Fall (Ul. Combat)  
 Fury of the Sun (Race-Ifrit)  
 Glide (Adv. Player's)  
 Groundswell (Trans.) (Race-Dwarf)  
 Gust of Wind  
 Gusting Sphere (Race-Sylph)  
 Heat Metal  
 Hold Animal  
 Ice Slick (Monster Codex)  
 Ironskin (Monster Codex)  
 Lockjaw (Adv. Player's)  
 Masterwork Transformation (Ul. Magic)  
 Mud Buddy (Monster Codex)  
 Natural Rhythm (Adv. Player's)  
 Owl's Wisdom  
 Pernicious Poison (Ul. Magic)  
 Pox Pustules (Adv. Player's)  
 Reduce Animal  
 Resist Energy  
 Restoration, Lesser  
 Savage Maw (Race-Half-Orc)  
 Scale Spikes (Web)  
 Scent Trail (Adv. Player's)  
 Share Language (Adv. Player's)  
 Sickening Strikes (Race-Ratfolk)  
 Slipstream (Adv. Player's)  
 Soften Earth and Stone

Soothing Word (Conditions Card)  
 Spider climb  
 Steal Breath (Race-Catfolk)  
 Stone Call (Adv. Player's)  
 Stone Discus (Adv. Class Guide)  
 Summon Nature's Ally II  
 Summon Swarm  
 Tar Ball (Ul. Magic)  
 Touch of Bloodletting (Inner Sea Gods)  
 Tree Shape  
 Unshakable Chill (Ul. Magic)  
 Warp Wood  
 Wartrain Mount (Ul. Magic)  
 Web Shelter (Ul. Magic)  
 Whip of Spiders (Adv. Class Guide)  
 Wilderness Soldiers (Ul. Combat)  
 Wood Shape

### 3rd Level

Accept Affliction (Champs. Of Purity)  
 Aggravate Affliction (Secrets of the Sphinx)  
 Air Breathing (Monster Codex)  
 Air Geyser (Adv. Class Guide)  
 Anchored Step (Adv. Class Guide)  
 Animal Aspect, Greater (Ul. Combat)  
 Anthropomorphic Animal (Ul. Magic)  
 Aqueous Orb (Adv. Player's)  
 Ash Storm (Ul. Magic)  
 Badger's Ferocity (Ul. Magic)  
 Blade Snare (Inner Sea Gods)  
 Blood Scent (Race-Orc)  
 Burrow (Ul. Magic)  
 Burst of Nettles (Ul. Magic)  
 Call Lightning  
 Cloak of Winds (Adv. Player's)  
 Companion Mind Link (Ul. Combat)  
 Companion Mink Link (Ul. Combat)  
 Contagion  
 Create Treasure Map (Adv. Player's)  
 Cup of Dust (Adv. Player's)  
 Cure Moderate Wounds  
 Damp Powder (Ul. Combat)  
 Daylight  
 Delay Poison, Communal (Ul. Combat)  
 Diminish Plants  
 Dominate Animal  
 Elemental Speech (Adv. Player's)  
 Feather Step, Mass (Adv. Player's)  
 Fins to Feet (Race-Merfolk)  
 Fungal Infestation (Ul. Magic)  
 Hide Campsite (Adv. Player's)  
 Hydraulic Torrent (Adv. Player's)

Improve Trap (Race-Kobold)  
Lily Pad Stride (Adv. Player's)  
Mad Monkeys (Ul. Magic)  
Magic Fang, Greater  
Meld Into Stone  
Nature's Exile (Adv. Player's)  
Neutralize Poison  
Nixie's Lure (Race-Undine)  
Plant Growth  
Poison  
Protection from Energy  
Pup Shape (Ul. Combat)  
Quench  
Raging Rubble (Race-Oread)  
Rain of Frogs (Ul. Magic)  
Remove Disease  
Resinous Skin (Ul. Combat)  
Resist Energy, Communal (Ul. Combat)  
Scale Spikes, Create (Web)  
Share Language, Communal (Ul. Combat)  
Sheet Lightning (Rival Guide)  
Shifting Sand (Adv. Player's)  
Sleet Storm  
Snare  
Speak with Plants  
Spider Climb, Communal (Ul. Combat)  
Spike Growth  
Spit Venom (Ul. Magic)  
Stone Shape  
Summon Nature's Ally III  
Thunderstomp, Greater, (Adv. Class Guide)  
Vermin Shape I (Ul. Magic)  
Ward of the Season (Race-Elf)  
Water Breathing  
Wind Wall

#### **4th Level**

Absorb Toxicity (Ul. Combat)  
Absorbing Inhalation (Race-Sylph)  
Age Resistance, Lesser (Ul. Magic)  
Aggressi. Thundercloud (Adv. Class Guide)  
Air Walk  
Ancestral Memory (Inner Sea World Guide)  
Antiplant Shell  
Arboreal Hammer (Ul. Magic)  
Aspect of the Stag (Adv. Player's)  
Atavism (Ul. Magic)  
Ball Lightning (Adv. Player's)  
Blast Barrier (Inner Sea Magic)  
Blight  
Bloody Claws (Adv. Player's)  
Calm Air (Ranged Tactics Toolbox)

Cape of Wasps (Ul. Magic)  
Caustic Blood (Inner Sea Gods)  
Cloud Shape (Race-Sylph)  
Command Plants  
Control Water  
Create Holds (Dungeoneer's Handbook)  
Cure Serious Wounds  
Dispel Magic  
Earth Glide (Race-Svirfneblin)  
Echolocation (Ul. Magic)  
Flame Strike  
Flaming Sphere, Greater (Adv. Class Guide)  
Freedom of Movement  
Geyser (Adv. Player's)  
Giant Vermin  
Grove of Respite (Adv. Player's)  
Healing Warmth (Race-Ifrit)  
Ice Storm  
Life Bubble (Adv. Player's)  
Moonstruck (Adv. Player's)  
Obsidian Flow (Ul. Combat)  
Plague Carrier (Ul. Magic)  
Protect. from Energy, Comm. (Ul. Combat)  
Reincarnate  
Repel Vermin  
Ride the Waves (Ul. Magic)  
River of Wind (Adv. Player's)  
Rustling Grasp  
Scrying  
Snake Staff (Adv. Player's)  
Spike Stones  
Strong Jaw (Adv. Player's)  
Summon Nature's Ally IV  
Thorn Body (Adv. Player's)  
Touch of Slime (Ul. Magic)  
True Form (Adv. Player's)  
Vermin Shape II (Ul. Magic)  
Volcanic Storm (Ul. Magic)

#### **5th Level**

Air Walk, Communal (Ul. Combat)  
Animal Growth  
Aspect of the Wolf (Adv. Player's)  
Atonement  
Awaken  
Baleful Polymorph  
Blessing of the Salamander (Adv. Player's)  
Call Lighting Storm  
Commune with Nature  
Contagion Greater (Ul. Magic)  
Control Winds  
Cure Critical Wounds

Death Ward  
Fickle Winds (Ul. Magic)  
Fire Snake (Adv. Player's)  
Geniekind (Inner Sea Magic)  
Half-Blood Extraction (Race-Half-Orc)  
Hallow  
Hungry Earth (Monster Codex)  
Hunter's Blessing (Inner Sea Gods)  
Insect Plague  
Old Salt's Curse (Race-Human)  
Raise Animal Companion (Ul. Magic)  
Reprobation (Ul. Magic)  
Rest Eternal (Adv. Player's)  
Soulswitch (Familiar Folio)  
Snake Staff (Adv. Player's)  
Stoneskin  
Summon Nature's Ally V  
Threefold Aspect (Adv. Player's)  
Transmute Mud to Rock  
Transmute Rock to Mud  
Tree Stride  
Unhallow  
Wall of Fire  
Wall of Light (The Dragon's Demand)  
Wall of Thorns  
Whip of Centipedes (Adv. Class Guide)  
Wind Blades (Race-Sylph)

#### **6th Level**

Age Resistance, Greater (Ul. Magic)  
Antilife Shell  
Awaken (Animal Archive)  
Bear's Endurance, Mass  
Binding Earth, Mass (Race-Oread)  
Cat's Grace, Mass  
Cure Light Wounds, Mass  
Dispel Magic, Greater  
Dust Form (Ul. Combat)  
Eagle Aerie (Ul. Magic)  
Epidemic (Ul. Magic)  
Find the Path  
Fire Seeds  
Ironwood  
Liveoak  
Move Earth  
Owl's Wisdom, Mass  
Path of the Winds (Race-Sylph)  
Plague Storm (Ul. Magic)  
Repel Wood  
Sirocco (Adv. Player's)  
Spell Staff  
Stone Tell

Stoneskin, Communal (Ul. Combat)  
Summon Nature's Ally VI  
Swarm Skin (Adv. Player's)  
Tar Pool (Ul. Combat)  
Transport via Plants  
Wall of Stone

#### **7th Level**

Age Resistance, Greater (Ul. Magic)  
Animate Plants  
Black Mark (Race-Human)  
Changestaff  
Control Weather  
Creeping Doom  
Cure Moderate Wounds, Mass  
Fire Storm  
Heal  
Rampart (Adv. Player's)  
Scouring Winds (Ul. Magic)  
Scrying, Greater  
Siege of Trees (Ul. Combat)  
Summon Nature's Ally VII  
Sunbeam  
Transmute Metal to Wood  
True Seeing  
Vortex (Adv. Player's)  
Wind Walk

#### **8th Level**

Animal Shapes  
Atavism, Mass (Ul. Magic)  
Blood Mist (Ul. Magic)  
Control Plants  
Cure Serious Wounds, Mass  
Earthquake  
Euphoric Tranquility (Adv. Player's)  
Finger of Death  
Frightful Aspect (Ul. Combat)  
Repel Metal or Stone  
Reverse Gravity  
Seamantle (Adv. Player's)  
Stormbolts (Adv. Player's)  
Summon Nature's Ally VIII  
Sunburst  
Wall of Lava (Adv. Player's)  
Whirlwind  
Word of Recall

#### **9th Level**

Antipathy  
Clashing Rocks (Adv. Player's)  
Cure Critical Wounds, Mass

Elemental Swarm  
Foresight  
Polar Midnight (Ul. Magic)  
Regenerate  
Shambler  
Shapechange  
Siege of Trees, Greater (Ul. Combat)  
Storm of Vengeance

Summon Elder Worm (Ul. Magic)  
Summon Froghemoth (Ul. Magic)  
Summon Nature's Ally IX  
Sympathy  
Tsunami (Adv. Player's)  
Winds of Vengeance (Adv. Player's)  
World Wave (Adv. Player's)

**Notes:**

(Adv. Class Guide) = Advanced Class Guide  
(Adv. Player's) = Advance Player's Guide  
(Race--Xxx) = Advanced Race Guide--Race  
(Animal Archive) = Animal Archive  
(Champs. of Purity) = Champions of Purity  
(Familiar Folio) = Familiar Folio  
(Humans of Golarion) = Humans of Golarion  
(Inner Sea Gods) = Inner Sea Gods  
(Inner Sea Magic) = Inner Sea Magic  
(Inner Sea World Guide) = Inner Sea World Guide  
(Inner Sea World) = Inner Sea Word  
(Monster Codex) = Monster Codex  
(People of the North) = People of the North  
(Secrets of the Sphinx) = Secrets of the Sphinx  
(Ul. Combat) = Ultimate Combat  
(Ul. Magic) = Ultimate Magic

