

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.

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- 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.

References:

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

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