

Dungeons & Dragons Scarred Lands Druid Spell Index

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Druid Spells

0-Level

Adhere to Wood. Caster's skin sticks to wooden surfaces. (RR)

Chill/Warmth. Slowly raises or lowers temperature. (RR)

Shockwave. Knock a foe prone from a distance by punching the ground. (RR)

Silverberry. Enchants berries to harm creatures vulnerable to silver. (PGCD p. 139)

Sneeze. Causes target to sneeze. (RR)

Spark. Creates a tiny spark. (RR)

1-Level

Bed Bug Bites. Sleeping target is covered with itchy bites that penalize all rolls for the next day. (RR2)

Body of Sand. The spellcaster transforms his form into sand, gaining protection from piercing and slashing weapons. (RR2)

Call Animal Companion. Sends message to animal companion. (RR2)

Chameleon Skin. Gives +1 bonus per level to Hide (max +10). (RR)

Champion Swimmer. The subject gains a +15 competence bonus to all Swim checks. (RR2)

Hunter's Raiment. Provides camouflage to caster +10 +1 per two caster levels. (PGRR p. 126)

Locate Oasis. Locates an oasis in the desert. (RR2)

Locate Water. Locates sources of water, fresh or salt. (RR2)

Minor Symbol of Divinity. Creates minor magical protections within a small area. (RR)

Nose of the Rat. Subject gains the Scent feat, bonus on tracking, enemy detection. (RR2)

Rabbit Feet. Gives +2 bonus/level to Move Silently. (RR)

Salamar's Quiet Contemplation. Causes enemies to grow passive and philosophical. (RR)

Sethris' Potency. Increases a natural poison's DC. (RR)

Shockwave Strike. Transmit the force of a bludgeoning weapon through the ground to an opponent. (RR)

2-Level

Animal Infusion. Gain the power of an animal. (RR)

Bane of the Forge. Allows non-metallic weapons to ignore AC of metal armor. (RR2)

Bolt of Power. Produces a fiery blast of magma from a stone. (RR2)

Burst of Energy. Caster gains 10 temporary hit points and a +1 bonus to all saving throws. (RR2)

Call Aquatic Animal I. Calls aquatic animals to fight for the spellcaster. (RR)

Circle of Sounds. Allows those touched to speak via bird and animal sounds. (RR)

Cold Snap. Numbs and injures an opponent with bone-chilling cold. (RR)

Crebain. Compels several Tiny animals to spy for the caster. (PGWBS p. 153)

Curse of the Firefly. Target glows making him easier to spot. (RR2)

Decompose. Turns a single corpse to dust or inflicts 1d4 + 1/level damage to undead. (RR2)

Downdraft. Creates a blast of wind from the caster's location. (RR2)

Ears of the Wolf. Adds +1 per level to a caster's Listen checks. (RR2)

Fanning the Flames. Turns fire into a cone attack. (RR2)

Feast of Worms. Summons lard worms to attack a victim within range. (DD)

Flame/Frost Weapon. Sheaths a weapon in fire or ice. (RR)

Frog Tongue. Transforms tongues into those of giant frogs, which may be used to attack enemies. (RR)

Golthain's Insight. Use a vermin or animal to sense the world. (DD)

Hunter's Stalk. Provides concealment from the harsh desert environment. (RR2)

Keshmeeri Refuge. Protects target from the harsh desert environment. (RR2)

Lure. A spell that causes an intense desire to possess a mundane item or trinket. (RR2)

Oaken Archer. Enchants a tree to attack with wooden projectiles. (PGCD p. 137)

Oakenblade. You create a blade out of life-filled oak. (DD)

Ricochete. Allows an arrow, sling bullet, or crossbow bolt to strike multiple targets in a single round. (RR2)

Serpents' Stare. The caster's gaze freezes a single target in place. (RR2)
Sethtel's Stick Servant. Create a servant out of sticks. (RR)
Swift Water. Enhances the speed of boats and ships. (RR)
Voice of the Deep. Allows the caster to remain on land or aboard a ship and converse with a single sentient creature underwater. (BS)
Wolf's Cry. Causes animal attackers to flee, imposes -1 attack penalty on intelligent foes. (RR)

3-Level

Animal Spy. Send a Tiny animal on a 3-step mission. (RR)
Arms of the Mother. You and one person/four levels enter a healing sleep within the earth. (DD)
Beast Soul. Borrow the abilities of a willing animal. (RR)
Clarify Water. Water is purified, and can be turned from brackish to fresh water. (BS)
Clear Sight. Negates penalties due to concealment. (BS)
Corrode. Corrodes item touched. (PGRR p. 125)
Denev's Exile from Nature. Subject is cursed so that wilderness activities are more difficult. (RR)
Earth Blast. Wave of displaced earth explodes beneath an enemy's feet, causing 4d6 + 1/level damage. (RR2)
Earthen Screen. Creates a small wall to provide cover. (RR2)
Ganest's Farstrike. Creates a bolt of flame with exceptional range. (RR)
Iceshards. Caster creates several floating shards of ice that may defend or attack against opponents. (RR2)
Listening Ringworm. Creates a worm parasite in the target that transmits sound to the caster. (RR)
Pressure Sphere. Increases water pressure to damage targets. (RR)
Thorn Throw. A cone of thorns causes 1d6 hit points/level minus AC damage. (RR)
Treehouse. Creates a treehouse within a tree, hidden from view. (PGCD p. 139)
Wall of Hornets. You summon a wall of stinging, poisonous hornets. (RR)
Yaral's Totemic Transformation. Grants caster powers of totem animal. (RR)

4-Level

Armor of Brambles. Target gains thorny armor that can damage attackers. (RR2)
Bloodied Blade. Temporarily gives a weapon the taste for blood, granting bonuses to attack and damage rolls. (RR2)
Call Aquatic Animal II. Calls aquatic animals to fight for the spellcaster. (RR)
Frostform. Caster's body becomes like ice, granting Cold subtype and bonus cold damage to his unarmed attacks. (RR2)
Gluttony. Fills target with ravenous hunger for 1 minute/level. (RR)
Kiss of the Storm. Causes target metal object to attract lightning bolts. (PGCD p. 137)
Live Wood. Regenerates damage done to wooden items or creatures. (RR)
Mind Over Matter. Aids concentration to ignore distractions. (RR)
Omniscience. Grants the caster great sensory insight. (RR2)
Tattoo Item. Changes one item into a tattoo on the subject's body. (RR)
The Twistings. Alters two fundamental aspects of a single creature. (DD)
Touch of the Eel. Electrifies target's body, doing damage to anyone who touches him. (RR)
Wrath of Thulkas. Uses sunbeams to harm opponents. (RR2)

5-Level

Blood Water. Person's blood transforms to consistency of water. (RR2)
Boneblades. Sharp bone spurs sprout all over caster's body. (RR2)
Breath of Death. Caster exhales a cloud of spores. (RR2)
Denev's Leap. Caster travels through earth. (RR2)
Denev's Shadow. Increases the casting time of arcane spells. (RR2)
Enchant Spirit Doll. Creates a spirit doll that can be used in conjunction with other spirit doll spells. (RR2)
Essential Blade. Allows a melee weapon or a natural weapon to ignore object hardness, damage incorporeal targets and make touch attacks when used in melee. (RR2)
Gutroot. Causes plant matter in the stomachs of enemies to sprout and grow. (RR)
Lethene's Inner Storm. Fills subject with electrical energy, damaging attackers. (RR2)
Plague Touch. Cause disease in others with but a touch. (RR2)
Sap Strength. Steals the strength from another creature. (RR2)
Scent of the Hunted. Subject is relentlessly stalked by wild predators. (RR2)

Ship Snare. Creates a magic trap to slow sea vessels. (RR)
Snake Staff. Creates a magical adder or python that a druid can use as a melee weapon. (RR2)
Touch of Renewal. Target receives fast healing ability of 3. (RR2)
Water's Embrace. Animates a body of water in order to drown a creature. (RR)

6th-Level

Avalanche. Creates a moving avalanche under caster control. (RR2)
Blaise's Iron Bead. Weaves an invisible protective magnetic barrier about the caster. (RR2)
Burden of Faith. Divine spellcasters within range suffer extreme encumbrance. (RR2)
Chern's Exhalation. Caster expels a cloud of braindamaging spores. (RR2)
Children of the Serpent Mother. Permanently transforms the target into a mass of snakes. (PGWBS p. 154)
Dark Water. Imbues water with negative energy. (RR)
Fleshhammer. Enchants a bludgeoning weapon with the capacity for random ability drain. (DD)
Mormo's Serpent Hands. Turns caster's fingers into venomous snakes. (RR)
Power Word, Thunder. Causes a clap of deafening thunder. (RR)
Thulkas' Fury. The caster glows, radiates immense heat, and is protected from fire. (RR2)
Wall of Crystal. Creates a wall of transparent crystal. (VWA)
Water Mastery. Allows the caster to shape and manipulate bodies of water. (BS)

7th-Level

Elemental Kiss. Target creature temporarily gains the Elemental type. (RR2)
Freezing Curse. Target is frozen solid. (RR)
Sever. Severs the connection of a divine caster and his deity. (RR)
Soul Blight. Wasting disease kills and creates a spirit of the plague. (DD)
Stone Assault. Stones pour down, damaging and trapping targets. (RR2)
Virulence. Target contracts 1d3 diseases and becomes carrier. (RR2)

8th-Level

Greater Healing Circle. Heals 2d8 + 2/caster level damage in all directions. (RR)
Grove of Serenity. Creates a small grove of trees that provides rest and healing. (RR)
Healing Interdiction. Target is prevented from healing any kind of damage for 1 day/level. (RR2)

9th-Level

Censure of Mesos. A single target is prevented from using any spell, spell-like or supernatural ability for 1 round/level. (RR2)
Denev's Fury. 1d6 damage per five levels over a very large area. (RR)