

## Loitsulistat

Alla on D&D:n 3:sta edikasta otetut druidien loitsulistat. Näitä voi käyttää esimerkkeinä ja ohjenuorana eri demoneita suunnitellessa. D&D-spesifeistä pelimekaanisista termeistä ei kannata välittää, vaan vain löyhästi hyödyntää loitsujen implikoitua voimatasoa. D&D:n loitsutasot konvertoituvat demonin Voimaksi seuraavasti:

Taso (D&D)	Voima
0-1	0
2-3	1
4-5	2
6-7	3
8-9	4

## Druidi

### 0-Level Druid Spells (Orisons)

Create Water: Creates 2 gallons/level of pure water.  
Cure Minor Wounds: Cures 1 point of damage.  
Detect Magic: Detects spells and magic items within 60 ft.  
Detect Poison: Detects poison in one creature or object.  
Flare: Dazzles one creature (-1 penalty on attack rolls).  
Guidance: +1 on one attack roll, saving throw, or skill check.  
Know Direction: You discern north.  
Light: Object shines like a torch.  
Mending: Makes minor repairs on an object.  
Purify Food and Drink: Purifies 1 cu. ft./level of food or water.  
Read Magic: Read scrolls and spellbooks.  
Resistance: Subject gains +1 bonus on saving throws.  
Virtue: Subject gains 1 temporary hp.

### 1st-Level Druid Spells

Calm Animals: Calms (2d4 + level) HD of animals.  
Charm Animal: Makes one animal

your friend.  
Cure Light Wounds: Cures 1d8 damage +1/level (max +5).  
Detect Animals or Plants: Detects kinds of animals or plants.  
Detect Snares and Pits: Reveals natural or primitive traps.  
Endure Elements: Exist comfortably in hot or cold environments.  
Entangle: Plants entangle everyone in 40-ft.-radius.  
Faerie Fire: Outlines subjects with light, canceling blur, concealment, and the like.  
Goodberry: 2d4 berries each cure 1 hp (max 8 hp/24 hours).  
Hide from Animals: Animals can't perceive one subject/level.  
Jump: Subject gets bonus on Jump checks.  
Longstrider: Your speed increases by 10 ft.  
Magic Fang: One natural weapon of subject creature gets +1 on attack and damage rolls.  
Magic Stone: Three stones gain +1 on attack rolls, deal 1d6+1 damage.  
Obscuring Mist: Fog surrounds you.  
Pass without Trace: One subject/level leaves no tracks.  
Produce Flame: 1d6 damage +1/level, touch or thrown.  
Shillelagh: Cudgel or quarterstaff becomes +1 weapon and deals damage as if two sizes larger.  
Speak with Animals: You can communicate with animals.  
Summon Nature's Ally I: Calls creature to fight.

### 2nd-Level Druid Spells

Animal Messenger: Sends a Tiny animal to a specific place.  
Animal Trance: Fascinates 2d6 HD of animals.  
Barkskin: Grants +2 (or higher) enhancement to natural armor.  
Bear's Endurance: Subject gains +4 to Con for 1 min./level.  
Bull's Strength: Subject gains +4 to Str for 1 min./level.  
Cat's Grace: Subject gains +4 to Dex for 1 min./level.  
Chill Metal: Cold metal damages those who touch it.  
Delay Poison: Stops poison from harming subject for 1 hour/level.

Fire Trap M: Opened object deals 1d4 +1/level damage.  
Flame Blade: Touch attack deals 1d8 +1/two levels damage.  
Flaming Sphere: Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.  
Fog Cloud: Fog obscures vision.  
Gust of Wind: Blows away or knocks down smaller creatures.  
Heat Metal: Make metal so hot it damages those who touch it.  
Hold Animal: Paralyzes one animal for 1 round/level.  
Owl's Wisdom: Subject gains +4 to Wis for 1 min./level.  
Reduce Animal: Shrinks one willing animal.  
Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.  
Restoration, Lesser: Dispels magical ability penalty or repairs 1d4 ability damage.  
Soften Earth and Stone: Turns stone to clay or dirt to sand or mud.  
Spider Climb: Grants ability to walk on walls and ceilings.  
Summon Nature's Ally II: Calls creature to fight.  
Summon Swarm: Summons swarm of bats, rats, or spiders.  
Tree Shape: You look exactly like a tree for 1 hour/level.  
Warp Wood: Bends wood (shaft, handle, door, plank).  
Wood Shape: Rearranges wooden objects to suit you.

### 3rd-Level Druid Spells

Call Lightning: Calls down lightning bolts (3d6 per bolt) from sky.  
Contagion: Infects subject with chosen disease.  
Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).  
Daylight: 60-ft. radius of bright light.  
Diminish Plants: Reduces size or blights growth of normal plants.  
Dominate Animal: Subject animal obeys silent mental commands.  
Magic Fang, Greater: One natural weapon of subject creature gets +1/four levels on attack and damage rolls (max +5).

Meld into Stone: You and your gear merge with stone.

Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.

Plant Growth: Grows vegetation, improves crops.

Poison: Touch deals 1d10 Con damage, repeats in 1 min.

Protection from Energy: Absorb 12 points/level of damage from one kind of energy.

Quench: Extinguishes nonmagical fires or one magic item.

Remove Disease: Cures all diseases affecting subject.

Sleet Storm: Hampers vision and movement.

Snare: Creates a magic booby trap.

Speak with Plants: You can talk to normal plants and plant creatures.

Spike Growth: Creatures in area take 1d4 damage, may be slowed.

Stone Shape: Sculpts stone into any shape.

Summon Nature's Ally III: Calls creature to fight.

Water Breathing: Subjects can breathe underwater.

Wind Wall: Deflects arrows, smaller creatures, and gases.

4th-Level Druid Spells

Air Walk: Subject treads on air as if solid (climb at 45-degree angle).

Antiplant Shell: Keeps animated plants at bay.

Blight: Withers one plant or deals 1d6/level damage to plant creature.

Command Plants: Sway the actions of one or more plant creatures.

Control Water: Raises or lowers bodies of water.

Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).

Dispelling Magic: Cancels spells and magical effects.

Flame Strike: Smite foes with divine fire (1d6/level damage).

Freedom of Movement: Subject moves normally despite impediments.

Giant Vermin: Turns centipedes, scorpions, or spiders into giant vermin.

Ice Storm: Hail deals 5d6 damage in cylinder 40 ft. across.

Reincarnate: Brings dead subject back in a random body.

Repel Vermin: Insects, spiders, and other vermin stay 10 ft. away.

Rusting Grasp: Your touch corrodes iron and alloys.

Screaming F: Spies on subject from a distance.

Spike Stones: Creatures in area take 1d8 damage, may be slowed.

Summon Nature's Ally IV: Calls creature to fight.

#### 5th-Level Druid Spells

Animal Growth: One animal/two levels doubles in size.

Atonement: Removes burden of misdeeds from subject.

Awaken X: Animal or tree gains human intellect.

Baleful Polymorph: Transforms subject into harmless animal.

Call Lightning Storm: As call lightning, but 5d6 damage per bolt.

Commune with Nature: Learn about terrain for 1 mile/level.

Control Winds: Change wind direction and speed.

Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).

Death Ward: Grants immunity to all death spells and negative energy effects.

Hallow M: Designates location as holy.

Insect Plague: Locust swarms attack creatures.

Stoneskin M: Ignore 10 points of damage per attack.

Summon Nature's Ally V: Calls creature to fight.

Transmute Mud to Rock: Transforms two 10-ft. cubes per level.

Transmute Rock to Mud: Transforms two 10-ft. cubes per level.

Tree Stride: Step from one tree to another far away.

Unhallow M: Designates location as unholy.

Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.

Wall of Thorns: Thorns damage anyone who tries to pass.

#### 6th-Level Druid Spells

Antilife Shell: 10-ft.-radius field hedges out living creatures.

Bear's Endurance, Mass: As bear's endurance, affects one subject/level.

Bull's Strength, Mass: As bull's strength, affects one subject/level.

Cat's Grace, Mass: As cat's grace, affects one subject/level.

Cure Light Wounds, Mass: Cures 1d8 damage +1/level for many creatures.

Dispelling Magic, Greater: As dispelling magic, but +20 on check.

Find the Path: Shows most direct way to a location.

Fire Seeds: Acorns and berries become grenades and bombs.

Ironwood: Magic wood is strong as steel.

Liveoak: Oak becomes treant guardian.

Move Earth: Digs trenches and builds hills.

Owl's Wisdom, Mass: As owl's wisdom, affects one subject/level.

Repel Wood: Pushes away wooden objects.

Spellstaff: Stores one spell in wooden quarterstaff.

Stone Tell: Talk to natural or worked stone.

Summon Nature's Ally VI: Calls creature to fight.

Transport via Plants: Move instantly from one plant to another of the same kind.

Wall of Stone: Creates a stone wall that can be shaped.

#### 7th-Level Druid Spells

Animate Plants: One or more plants animate and fight for you.

Changestaff: Your staff becomes a treant on command.

Control Weather: Changes weather in local area.

Creeping Doom: Swarms of centipedes attack at your command.

Cure Moderate Wounds, Mass: Cures 2d8 damage +1/level for many creatures.

Fire Storm: Deals 1d6/level fire damage.

Heal: Cures 10 points/level of damage, all diseases and mental

conditions.

Scrying, Greater: As scrying, but faster and longer.

Summon Nature's Ally VII: Calls creature to fight.

Sunbeam: Beam blinds and deals 4d6 damage.

Transmute Metal to Wood: Metal within 40 ft. becomes wood.

True Seeing M: Lets you see all things as they really are.

Wind Walk: You and your allies turn vaporous and travel fast.

#### 8th-Level Druid Spells

Animal Shapes: One ally/level polymorphs into chosen animal.

Control Plants: Control actions of one or more plant creatures.

Cure Serious Wounds, Mass: Cures 3d8 damage +1/level for many creatures.

Earthquake: Intense tremor shakes 80-ft.-radius.

Finger of Death: Kills one subject.

Repel Metal or Stone: Pushes away metal and stone.

Reverse Gravity: Objects and creatures fall upward.

Summon Nature's Ally VIII: Calls creature to fight.

Sunburst: Blinds all within 10 ft., deals 6d6 damage.

Whirlwind: Cyclone deals damage and can pick up creatures.

Word of Recall: Teleports you back to designated place.

#### 9th-Level Druid Spells

Antipathy: Object or location affected by spell repels certain creatures.

Cure Critical Wounds, Mass: Cures 4d8 damage +1/level for many

creatures.

Elemental Swarm: Summons multiple elementals.

Foresight: "Sixth sense" warns of impending danger.

Regenerate: Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).

Shambler: Summons 1d4+2 shambling mounds to fight for you.

Shapechange F: Transforms you into any creature, and change forms once per round.

Storm of Vengeance: Storm rains acid, lightning, and hail.

Summon Nature's Ally IX: Calls creature to fight.

Sympathy M: Object or location attracts certain creatures.