

Druid Spells

SPELLS PER DAY

BONUS SPELLS

LEVEL 0 1 2 3 4 5 6 7 8 9

SPELL SAVE DC

--	--	--	--	--	--	--	--	--	--

RANGES

CLOSE 25 ft + 5 ft / 2 LVLS	MEDIUM 100 ft + 10 ft / LVL	LONG 400 ft + 40 ft / LVL
--------------------------------	--------------------------------	------------------------------

LEVEL 0

Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/> 1 Create Water	Creates 2 gallons/lvl of pure water	Conj	V,S	1 a	Close	Up to 2 gallons/lvl	Instantaneous	-	-	189
<input type="checkbox"/> 2 Cure Minor Wounds	Cures 1 point of damage	Conj	V,S	1 a	Touch	Creature touched	Instantaneous	-	-	190
<input type="checkbox"/> 3 Detect Magic	Detects spells & magic items	Univ	V,S	1 a	60 ft	Quarter circle	Conc, 1 min/lvl (D)	-	-	193
<input type="checkbox"/> 4 Detect Poison	Detects poison in creature or object	Div	V,S	1 a	Close	Creat,obj or 5-ft cube	Instantaneous	-	-	193
<input type="checkbox"/> 5 Flare	Dazzles 1 creature (-1 attack)	Evoc	V	1 a	Close	Burst of light	Inst (1 min)	Fort negs	Yes	206
<input type="checkbox"/> 6 Guidance	+1 on 1 attack roll, save or check	Div	V,S	1 a	Touch	Creature touched	1 min / discharged	-	Yes	211
<input type="checkbox"/> 7 Know Direction	You discern North	Div	V,S	1 a	Personal	You	Instantaneous	-	-	219
<input type="checkbox"/> 8 Light	Object shines like a torch	Evoc	V,DF	1 a	Touch	Light in 20-ft rad	10 min/lvl (D)	-	-	222
<input type="checkbox"/> 9 Mending	Makes minor repairs on an obj	Trans	V,S	1 a	10 ft	Object up to 1 lbs	Instantaneous	Will negs	Yes	227
<input type="checkbox"/> 10 Purify Food and Drink	Purifies 1 cu ft/lvl of food or water	Univ	V,S	1 a	10 ft	1 cu ft/lvl	Instantaneous	Will negs	Yes	241
<input type="checkbox"/> 11 Read Magic	Read scrolls and spellbooks	Univ	V,S,F	1 a	Personal	You, 250 words/min	10 min/lvl	-	-	243
<input type="checkbox"/> 12 Resistance	Subject gains +1 on saves	Abjur	V,S,DF	1 a	Touch	Creature touched	1 min	Will negs	Yes	245
<input type="checkbox"/> 13 Virtue	Subject gains 1 temporary hp	Trans	V,S,DF	1 a	Touch	Creature touched	1 min	-	-	269

LEVEL 1

Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/> 1 Animal Friendship	Permanent animal companions	Ench	V,S,M	1 a	Close	One animal	Instantaneous	Will negs	Yes	173
<input type="checkbox"/> 2 Calm Animals	Calms 2d4+1/lvl HD of animals etc.	Ench	V,S	1 a	Close	Within 30 ft	1 min/lvl	Will negs	Yes	182
<input type="checkbox"/> 3 Cure Light Wounds	Cures 1d8+1/lvl (max +5)	Conj	V,S	1 a	Touch	Creature touched	Instantaneous	Will half	Yes	190
<input type="checkbox"/> 4 Detect Animals or Plants	Detects special animals or plant	Div	V,S	1 a	Long	Quarter circle	Conc,10 min/lvl (D)	-	-	192
<input type="checkbox"/> 5 Detect Snares and Pits	Reveals natural or primitive traps	Div	V,S	1 a	60 ft	Quarter circle	Conc,10 min/lvl (D)	-	-	194
<input type="checkbox"/> 6 Endure Elements	Ignores 5 dmg/rnd from element	Abjur	V,S	1 a	Touch	Creature touched	24 h	-	Yes	199
<input type="checkbox"/> 7 Entangle	Plants entangle in 40-ft rad circle	Trans	V,S,DF	1 a	Long	40-ft radius spread	1 min/lvl	Ref	-	200
<input type="checkbox"/> 8 Faerie Fire	Outlines with light, blur etc.	Evoc	V,S,DF	1 a	Long	Within 5-ft rad burst	1 min/lvl	-	Yes	202
<input type="checkbox"/> 9 Goodberry	2d4 berries each cure 1 hp	Trans	V,S,DF	1 a	Touch	2d4 fresh berries	1 day/lvl	-	Yes	210
<input type="checkbox"/> 10 Invisibility to Animals	Animals can't perceive 1 subject/lvl	Abjur	S,DF	1 a	Touch	1 creature/lvl	10 min/lvl	-	Yes	218
<input type="checkbox"/> 11 Magic Fang	1 natural weapon gets +1 att/dmg	Trans	V,S,DF	1 a	Touch	Creature touched	1 min/lvl	Will negs	Yes	223
<input type="checkbox"/> 12 Obscuring Mist	Fog surrounds you	Conj	V,S	1 a	30 ft	Cloud spreads 30 ft	1 min/lvl	-	-	233
<input type="checkbox"/> 13 Pass without Trace	1 subject/level leaves no tracks	Trans	V,S,DF	1 a	Touch	1 creat/lvl touched	10 min/lvl	Will negs	Yes	234
<input type="checkbox"/> 14 Shillelagh	Weapon +1 att, damage 1d10+1	Trans	V,S,DF	1 a	Touch	Oak club/quarterstaff	1 min/lvl	Will negs	Yes	251
<input type="checkbox"/> 15 Summon Nature's Ally I	Calls creature to fight	Conj	V,S,DF	Fullrnd	Close	1 summoned creature	1 rnd/lvl (D)	-	-	260

LEVEL 2

Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/> 1 Animal Messenger	Sens a tiny animal to specific place	Ench	V,S,M	1 a	Close	One Tiny animal	1 day/lvl	-	Yes	173
<input type="checkbox"/> 2 Animal Trance	Fascinates 2d6 HD of animals	Ench	V,S	1 a	Close	Animals, Int 1 or 2	Conc	Will negs	Yes	173
<input type="checkbox"/> 3 Barkskin	Grants +3/4/5 natural armor bonus	Trans	V,S,DF	1 a	Touch	+4 6th lvl,+5 12th lvl	10 min/lvl	-	Yes	177
<input type="checkbox"/> 4 Charm Person or Animal	Makes person/mammal your friend	Ench	V,S	1 a	Close	Person or animal	1 h/lvl	Will negs	Yes	183
<input type="checkbox"/> 5 Chill Metal	Cold metal damages if touched	Trans	V,S,DF	1 a	Close	Creat/2 lvls / 25 lb/lvl	7 rounds	Will negs	Yes	183
<input type="checkbox"/> 6 Delay Poison	Stops poison from harming subject	Conj	V,S,DF	1 a	Touch	Creature touched	1 h/lvl	Fort negs	Yes	191
<input type="checkbox"/> 7 Fire Trap	Opened object deals 1d4+1/lvl	Abjur	V,S,M	10 min	Touch	Object touched	Perm until dischrgd	Refl half	Yes	205
<input type="checkbox"/> 8 Flame Blade	Touch attack deals 1d8+1/2 lvls	Evoc	V,S,DF	1 a	Touch	No Str mod to dmg	1 min/lvl (D)	-	Yes	205
<input type="checkbox"/> 9 Flaming Sphere	Ball of fire, 2d6 dmg, lasts 1 rnd/lvl	Evoc	V,S,DF	1 a	Medium	Moves 30 ft, 2d6 dmg	1 rnd/lvl	Ref negs	Yes	206
<input type="checkbox"/> 10 Heat Metal	Hot metal damages if touched	Trans	V,S,DF	1 a	Close	Creat/2 lvls / 25 lb/lvl	7 rounds	Will negs	Yes	213
<input type="checkbox"/> 11 Hold Animal	Holds one animal helpless, 1 rnd/lvl	Ench	V,S	1 a	Medium	One animal	1 rnd/lvl (D)	Will negs	Yes	214
<input type="checkbox"/> 12 Lesser Restoration	Dispels magic abi dmg /repairs 1d4	Conj	V,S	3 rnds	Touch	Creature touched	Instantaneous	Will negs	Yes	222
<input type="checkbox"/> 13 Produce Flame	1d4+1/2 lvls damage, touch/throw	Evoc	V,S	1 a	Touch	Damage 1d4+1/2 lvls	1 rnd/lvl (D)	-	Yes	238
<input type="checkbox"/> 14 Resist Elements	Ignores 12 dmg/rnd from element	Abjur	V,S,DF	1 a	Touch	Creature touched	1 min/lvl	-	Yes	246
<input type="checkbox"/> 15 Soften Earth and Stone	Stone to clay / dirt to sand or mud	Trans	V,S,DF	1 a	Close	10-ft sq/lvl	Instantaneous	-	-	253
<input type="checkbox"/> 16 Speak with Animals	Communicate with natural animals	Div	V,S	1 a	Personal	You	1 min/lvl	-	-	254
<input type="checkbox"/> 17 Summon Nature's Ally II	Calls creature to fight	Conj	V,S,DF	Fullrnd	Close	2:1, 1:1d3	1 rnd/lvl (D)	-	-	260
<input type="checkbox"/> 18 Summon Swarm	Swarm of crawling or flying creats	Conj	V,S,DF	Fullrnd	Close	Dmg 1 / 1d4+1/3 lvls	Conc + 2 rnds	-	-	261
<input type="checkbox"/> 19 Tree Shape	You look exactly like tree, 1 h/lvl	Trans	V,S,DF	1 a	Personal	You	1 h/lvl (D)	-	-	267
<input type="checkbox"/> 20 Warp Wood	Bends shaft, handle, door, plank	Trans	V,S	1 a	Close	1 lb/lvl, 20-ft rad	Instantaneous	Will negs	Yes	271
<input type="checkbox"/> 21 Wood Shape	Rearranges wooden objects	Trans	V,S,DF	1 a	Touch	10 cu ft + 1 cu ft/lvl	Instantaneous	Will negs	Yes	273

LEVEL 3

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
___	1 <input type="checkbox"/> Call Lightning	Lightning (1d10/lvl) during storms	Evoc	V,S	10 min	Long	Special	10 min/lvl	Ref half	Yes	182
___	2 <input type="checkbox"/> Contagion	Infects with chosen disease	Necro	V,S	1 a	Touch	Living creature	Instantaneous	Fort negs	Yes	187
___	3 <input type="checkbox"/> Cure Moderate Wounds	Cures 2d8+1/lvl (max +10)	Conj	V,S	1 a	Touch	Creature touched	Instantaneous	Will half	Yes	190
___	4 <input type="checkbox"/> Diminish Plants	Reduces size of plants	Trans	V,S,DF	1 a	Special	Special	Instantaneous	-	-	195
___	5 <input type="checkbox"/> Dominate Animal	Animal obeys mental commands	Ench	V,S	1 a	Medium	One animal	1 rnd/lvl	Will negs	Yes	197
___	6 <input type="checkbox"/> Greater Magic Fang	Weapon gets +1 att/dmg per 3 lvls	Trans	V,S,DF	1 a	Close	One living creature	1 h/lvl	Will negs	Yes	210
___	7 <input type="checkbox"/> Meld into Stone	You and your gear meld into stone	Trans	V,S,DF	1 a	Personal	You	10 min/lvl	-	-	226
___	8 <input type="checkbox"/> Neutralize Poison	Detoxifies venom in or on subject	Conj	V,S,M	1 a	Touch	Creat / obj 1 cu ft/lvl	Instantaneous	Will negs	Yes	232
___	9 <input type="checkbox"/> Plant Growth	Grows vegetation, improves crops	Trans	V,S,DF	1 a	Special	Special	Instantaneous	-	-	236
___	10 <input type="checkbox"/> Poison	Touch 1d10 Con dmg, repeats 1min	Necro	V,S,DF	1 a	Touch	Living creat touched	Instantaneous	Fort negs	Yes	236
___	11 <input type="checkbox"/> Protection from Elements	Absorb 12 dmg/lvl from energy	Abjur	V,S	1 a	Touch	Creature touched	10 min/lvl	-	Yes	240
___	12 <input type="checkbox"/> Remove Disease	Cures all diseases affecting subject	Conj	V,S	1 a	Touch	Creature touched	Instantaneous	Fort negs	Yes	244
___	13 <input type="checkbox"/> Snare	Creates magical booby trap	Trans	V,S,DF	3 rnds	Touch	Vine, rope or thong	Until triggered	-	-	253
___	14 <input type="checkbox"/> Speak with Plants	Talk to normal plants / plant creats	Div	V,S	1 a	Personal	You	1 min/lvl	-	-	254
___	15 <input type="checkbox"/> Spike Growth	1d4 dmg to creats, may be slowed	Trans	V,S,DF	1 a	Medium	1 20-ft square/level	1 h/lvl (D)	Ref part	Yes	255
___	16 <input type="checkbox"/> Stone Shape	Sculpts stone into any form	Trans	V,S,M	1 a	Touch	10 cu ft + 1 cu ft/lvl	Instantaneous	-	-	257
___	17 <input type="checkbox"/> Summon Nature's Ally III	Calls creature to fight	Conj	V,S,DF	Fullrnd	Close	3:1 2:1d3 1:1d4+1	1 rnd/lvl (D)	-	-	260
___	18 <input type="checkbox"/> Water Breathing	Subjects can breath underwater	Trans	V,S,DF	1 a	Touch	Living creats touched	2 h/lvl	Will negs	Yes	271

LEVEL 4

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
___	1 <input type="checkbox"/> Antiplant Shell	Keeps animated plants at bay	Abjur	V,S,DF	1 a	10 ft	10-ft radius	10 min/lvl (D)	-	Yes	175
___	2 <input type="checkbox"/> Control Plants	Talk and control plants and fungi	Trans	V,S,DF	1 a	Close	Within 25+5 ft/2 lvls	1 min/lvl	Will negs	-	188
___	3 <input type="checkbox"/> Cure Serious Wounds	Cures 3d8+1/lvl (max +15)	Conj	V,S	1 a	Touch	Creature touched	Instantaneous	Will half	Yes	190
___	4 <input type="checkbox"/> Dispel Magic	Cancels magical spells and effects	Abjur	V,S	1 a	Medium	Special	Instantaneous	-	-	196
___	5 <input type="checkbox"/> Flame Strike	Smites foes with divine fire 1d6/lvl	Evoc	V,S,DF	1 a	Medium	10-ft rad, 40 ft high	Instantaneous	Ref half	Yes	205
___	6 <input type="checkbox"/> Freedom of Movement	Subject move despite impediments	Abjur	VSM,DF	1 a	Prsl,touch	You or creat touched	10 min/lvl	-	-	207
___	7 <input type="checkbox"/> Giant Vermin	Turn insects into giant vermin	Trans	V,S,DF	1 a	Close	1-3 vermin	1 min/lvl	-	Yes	209
___	8 <input type="checkbox"/> Quench	Extinguishes nonmagical fires	Trans	V,S,DF	1 a	Medium	1 20-ft cube/level	Instantaneous	Will negs	Yes	241
___	9 <input type="checkbox"/> Reincarnate	Dead subject back in random body	Trans	V,S,DF	10 min	Touch	Dead creat touched	Instantaneous	-	-	244
___	10 <input type="checkbox"/> Repel Vermin	Insects stay 10 ft away	Abjur	V,S,DF	1 a	10 ft	10-ft radius	10 min/lvl	Will negs	Yes	245
___	11 <input type="checkbox"/> Rusting Grasp	Your touch corrodes iron and alloys	Trans	V,S,DF	1 a	Touch	Ferrous obj/creat	Special	-	-	247
___	12 <input type="checkbox"/> Scrying	Spies on subject from a distance	Div	VSM,DF	1 h	Special	Magical sensor	1 min/lvl	-	-	247
___	13 <input type="checkbox"/> Sleet Storm	Hampers vision and movement	Conj	V,S,M	1 a	Long	40 ft, 20 ft high	1 rnd/lvl	Ref part	-	253
___	14 <input type="checkbox"/> Spike Stones	1d8 dmg to creats, may be slowed	Trans	V,S,DF	1 a	Medium	1 20-ft square/lvl	1 h/lvl (D)	Ref part	Yes	255
___	15 <input type="checkbox"/> Summon Nature's Ally IV	Calls creature to fight	Conj	V,S,DF	Fullrnd	Close	4:1 3:1d3 1-2:1d4+1	1 rnd/lvl (D)	-	-	260

LEVEL 5

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
___	1 <input type="checkbox"/> Animal Growth	1 animal/2 lvls doubles in size, HD	Trans	V,S	1 a	Medium	Max 30 ft apart	1 min/lvl	-	Yes	173
___	2 <input type="checkbox"/> Atonement	Removes burden of misleads	Abjur	Special	1 h	Touch	Living creat touched	Instantaneous	-	Yes	176
___	3 <input type="checkbox"/> Awaken	Animal/tree gains human intellect	Trans	VSF,XP	1 day	Touch	Animal or tree	Instantaneous	Will negs	Yes	177
___	4 <input type="checkbox"/> Commune with Nature	Learn about terrain for 1 mile/level	Div	V,S	10 min	Personal	You	Instantaneous	-	-	186
___	5 <input type="checkbox"/> Control Winds	Change wind direction and speed	Trans	V,S	1 a	40 ft/lvl	40 ft/lvl radius	10 min/lvl	Fort negs	-	189
___	6 <input type="checkbox"/> Cure Critical Wounds	Cures 4d8+1/lvl (max +20)	Conj	V,S	1 a	Touch	Creature touched	Instantaneous	Will half	Yes	190
___	7 <input type="checkbox"/> Death Ward	Immunity to death spells/effects	Necro	V,S,DF	1 a	Touch	Living creat touched	10 min/lvl	-	Yes	191
___	8 <input type="checkbox"/> Hallow	Designates location as holy	Evoc	VSM,DF	1 day	Touch	10-ft/lvl radius	Instantaneous	-	Spec	212
___	9 <input type="checkbox"/> Ice Storm	Hail deals 5d6 dmg in cylinder 40 ft	Evoc	V,S,DF	1 a	Long	20-ft rad, 3d6+2d6	Instantaneous	-	Yes	216
___	10 <input type="checkbox"/> Insect Plague	Insect horde limits vision, dmg etc.	Conj	V,S,DF	Fullrnd	Long	180 ft wide, 60 ft high	1 min/lvl	Special	-	217
___	11 <input type="checkbox"/> Summon Nature's Ally V	Calls creature to fight	Conj	V,S,DF	Fullrnd	Close	5:1 4:1d3 1-3:1d4+1	1 rnd/lvl (D)	-	-	260
___	12 <input type="checkbox"/> Transmute Mud to Rock	Transforms two 10-ft cubes/level	Trans	V,S,DF	1 a	Medium	2 10-ft cubes/lvl	Permanent	Special	-	266
___	13 <input type="checkbox"/> Transmute Rock to Mud	Transforms two 10-ft cubes/level	Trans	V,S,DF	1 a	Medium	2 10-ft cubes/lvl	Permanent	Special	-	266
___	14 <input type="checkbox"/> Tree Stride	Step from tree to another far away	Trans	V,S,DF	1 a	Personal	You	1 h/lvl / expanded	-	-	267
___	15 <input type="checkbox"/> Unhallow	Designates location as unholy	Evoc	V,S,M	1 day	Touch	10-ft/lvl radius	Instantaneous	-	Spec	268
___	16 <input type="checkbox"/> Wall of Fire	2d4 dmg out to 10 ft, 1d4 to 20 ft	Evoc	V,S,DF	1 a	Medium	20 ft/lvl or 5 ft/2 lvls	Conc + 1 rnd/lvl	Special	Yes	269
___	17 <input type="checkbox"/> Wall of Thorns	Thorns damage those who pass	Conj	V,S	1 a	Medium	Up to 10-ft cube/lvl	10 min/lvl (D)	-	-	271

LEVEL 6

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
___	1 <input type="checkbox"/> Antilife Shell	10-ft field hedges out living creats	Abjur	V,S,DF	Fullrnd	10 ft	10-ft radius	10 min/lvl (D)	-	Yes	175
___	2 <input type="checkbox"/> Find the Path	Shows most direct way to location	Div	V,S,F	3 rnds	Prsl,touch	You or creat touched	10 min/lvl	-	-	203
___	3 <input type="checkbox"/> Fire Seeds	Acorn and berries become bombs	Conj	V,S,M	1 a	Touch	1-4 acorns/1-8berries	10 min/lvl	Ref half	Yes	204
___	4 <input type="checkbox"/> Greater Dispelling	Greater dispel magic, +20 on check	Abjur	V,S	1 a	Medium	Special	Instantaneous	-	-	210
___	5 <input type="checkbox"/> Healing Circle	Cures 1d8+1/lvl dmg in all dirs	Conj	V,S	1 a	20 ft	20-ft radius burst	Instantaneous	Fort half	Yes	213
___	6 <input type="checkbox"/> Ironwood	Magical wood is strong as steel	Trans	V,S	1 min/lb	Touch	5 lb of wood/lvl	1 day/level (D)	-	-	219
___	7 <input type="checkbox"/> Liveoak	Oak becomes treant guardian	Trans	V,S	10 min	Touch	Tree touched	1 day/level (D)	-	-	222
___	8 <input type="checkbox"/> Repel Wood	Pushes away wooden objects	Trans	V,S	1 a	Medium	120 ft wide, 10 ft high	1 min/lvl	-	-	245

___ 9	<input type="checkbox"/> Spellstaff	Stores one spell in quarterstaff	Trans	V,S,F	10 min	Touch	Woodstaff touched	Perm/dischrgd (D)	Will neg	Yes	255
___ 10	<input type="checkbox"/> Stone Tell	Talk to natural or worked stone	Div	V,S,DF	10 min	Personal	You	1 min/lvl	-	-	257
___ 11	<input type="checkbox"/> Summon Nature's Ally VI	Calls creature to fight	Conj	V,S,DF	Fullrnd	Close	6:1 5:1d3 1-4:1d4+1	1 rnd/lvl (D)	-	-	260
___ 12	<input type="checkbox"/> Transport via Plants	Move from plant to another	Trans	V,S	1 a	Unlimited	You	1 round	-	-	266
___ 13	<input type="checkbox"/> Wall of Stone	20 hp/4 levels, can be shaped	Conj	V,S,DF	1 a	Medium	Area up to 5-ft sq/lvl	Instantaneous	Special	-	270

LEVEL 7

___	<input type="checkbox"/>	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
___ 1	<input type="checkbox"/>	Changestaff	Your staff becomes a treant	Trans	V,S,F	Fullrnd	Touch	Your touched staff	1 h/lvl (D)	-	-	183
___ 2	<input type="checkbox"/>	Control Weather	Changes weather in local area	Trans	V,S	10 min	2 miles	2-mile-rad circle	4d12 hours	-	-	188
___ 3	<input type="checkbox"/>	Creeping Doom	Carpet of insects at your command	Conj	V,S	Fullrnd	Close	Insect fill 10-ft rad	1 min/lvl	-	-	190
___ 4	<input type="checkbox"/>	Fire Storm	Deals 1d6 damage/lvl (max 20d6)	Evoc	V,S	Fullrnd	Medium	2 10-ft cubes/level	Instantaneous	Ref half	Yes	205
___ 5	<input type="checkbox"/>	Greater Scrying	Spies on subject from a distance	Div	V,S	1 a	Special	Magical sensor	1 h/lvl	-	-	211
___ 6	<input type="checkbox"/>	Harm	Subject loses all but 1d4 hp	Necro	V,S	1 a	Touch	Creature touched	Instantaneous	-	Yes	212
___ 7	<input type="checkbox"/>	Heal	Cures all dmg,diseases and mental	Conj	V,S	1 a	Touch	Creature touched	Instantaneous	-	Yes	213
___ 8	<input type="checkbox"/>	Summon Nature's Ally VII	Calls creature to fight	Conj	V,S,DF	Fullrnd	Close	7:1 6:1d3 1-5:1d4+1	1 rnd/lvl (D)	-	-	260
___ 9	<input type="checkbox"/>	Sunbeam	Blinds,3d6 dmg,1 beam/3 lvls	Evoc	V,S,DF	Medium	Medium	100 ft+10/lvl long	1 rnd/lvl	Ref half	Yes	261
___ 10	<input type="checkbox"/>	Transmute Metal to Wood	Metal within 40 ft becomes wood	Trans	V,S,DF	1 a	Long	Within 40-ft radius	Instantaneous	-	Yes	266
___ 11	<input type="checkbox"/>	True Seeing	See all things as they really are	Div	V,S,M	1 a	Touch	Creature touched	1 min/lvl	Will negs	Yes	267
___ 12	<input type="checkbox"/>	Wind Walk	You and your allies turn to vapours	Trans	V,S,DF	1 a	Touch	You +1 creat/3 lvls	1 h/lvl (D)	-	-	272

LEVEL 8

___	<input type="checkbox"/>	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
___ 1	<input type="checkbox"/>	Animal Shapes	1 ally/lvl polymorphs into animal	Trans	V,S,DF	1 a	Close	1 creat/lvl	1 h/lvl (D)	-	Yes	173
___ 2	<input type="checkbox"/>	Command Plants	Plants animate,vegetation entangle	Ench	V	1 a	Close	Plants, plant creats	1 day/lvl or 1 h/lvl	Special	Spec	186
___ 3	<input type="checkbox"/>	Finger of Death	Kills one subject or dmg 3d6+1/lvl	Necro	V,S	1 a	Close	One living creature	Instantaneous	Fort part	Yes	203
___ 4	<input type="checkbox"/>	Repel Metal or Stone	Pushes away metal and stone	Abjur	V,S	1 a	Medium	120 ft wide,10 ft high	1 rnd/lvl	-	-	245
___ 5	<input type="checkbox"/>	Reverse Gravity	Objects and creatures fall upward	Trans	V,S,DF	1 a	Medium	10-ft cube/2 lvls	1 rnd/lvl (D)	-	-	246
___ 6	<input type="checkbox"/>	Summon Nature's Ally VIII	Calls creature to fight	Conj	V,S,DF	Fullrnd	Close	8:1 7:1d3 1-6:1d4+1	1 rnd/lvl (D)	-	-	261
___ 7	<input type="checkbox"/>	Sunburst	Blinds all within 10 ft, 3d6 dmg	Evoc	V,S,DF	1 a	Long	10 ft/lvl radius burst	Instantaneous	Ref half	Yes	261
___ 8	<input type="checkbox"/>	Whirlwind	Cyclone damages, can pick creats	Evoc	V,S,DF	1 a	Long	10-30 ft wide, 30 tall	1 rnd/lvl	Ref negs	Yes	272
___ 9	<input type="checkbox"/>	Word of Recall	Teleports you to designated place	Trans	V	1 a	Unlimited	You + obj + 50 lb/lvl	Instantaneous	-	-	274

LEVEL 9

___	<input type="checkbox"/>	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
___ 1	<input type="checkbox"/>	Antipathy	Obj or loc repels certain creatures	Ench	V,S,DF	1 h	Close	Location or object	2 h/lvl	Will part	Yes	175
___ 2	<input type="checkbox"/>	Earthquake	Intense tremor shakes 5-ft/lvl rad	Evoc	V,S,DF	1 a	Long	5 ft/lvl radius	1 rnd	Special	-	198
___ 3	<input type="checkbox"/>	Elemental Swarm	Summons 2d4 Large, 1d4 Huge	Conj	V,S	10 min	Medium	2+ summoned creats	10 min/lvl (D)	-	-	198
___ 4	<input type="checkbox"/>	Foresight	6th sense warns of danger	Div	V,S,DF	1 a	Prsl,touch	Special	10 min/lvl	-	-	207
___ 5	<input type="checkbox"/>	Mass Heal	Heal several subjects	Conj	V,S	1 a	Close	Max 30 ft apart	Instantaneous	-	Yes	226
___ 6	<input type="checkbox"/>	Shambler	Summons 1d4+2 to fight for you	Conj	V,S	1 a	Medium	3+ shamblers	7 days/months (D)	-	-	250
___ 7	<input type="checkbox"/>	Shapechange	Transform into any creat once/rnd	Trans	V,S,F	1 a	Personal	You	10 min/lvl	-	-	250
___ 8	<input type="checkbox"/>	Summon Nature's Ally IX	Calls creature to fight	Conj	V,S,DF	Fullrnd	Close	9:1 8:1d3 1-7:1d4+1	1 rnd/lvl (D)	-	-	261
___ 9	<input type="checkbox"/>	Sympathy	Obj or loc attracts certain creatures	Ench	V,S,M	1 h	Close	Location or object	2 h/lvl	Will negs	Yes	263