

Druid Spells

3.0

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
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LEVEL 0

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB	
___	<input type="checkbox"/>	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"/>	Cure Minor Wounds	Cures 1 point of damage	Conj	V,S	1 a	Touch	One creature	Instantaneous	-	-	190
___	<input type="checkbox"/>	Detect Magic	Detects spells & magic items	Univ	V,S	1 a	60-ft	Quarter circle	Conc, 1 min/lvl (D)	-	-	193
___	<input type="checkbox"/>	Detect Poison	Detects poison in creature or item	Div	V,S	1 a	Close	Creat,obj or 5-ft cube	Instantaneous	-	-	193
___	<input type="checkbox"/>	Flare	Dazzles 1 creature (-1 attack)	Evoc	V	1 a	Close	Burst of light	Inst (1 min)	Fort neqs	Yes	206
___	<input type="checkbox"/>	Guidance	+1 on 1 attack roll, save or check	Div	V,S	1 a	Touch	One creature	1 min / discharged	-	Yes	211
___	<input type="checkbox"/>	Know Direction	You discern North	Div	V,S	1 a	Self	Caster	Instantaneous	-	-	219
___	<input type="checkbox"/>	Light	Item shines like a torch 20-ft arow	Evoc	V,DF	1 a	Touch	One item	10 min/lvl (D)	-	-	222
___	<input type="checkbox"/>	Mending	Makes minor repairs on an obj	Trans	V,S	1 a	10-ft	Item up to 1 lbs	Instantaneous	Will neqs	Yes	227
___	<input type="checkbox"/>	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 neqs	Yes	241
___	<input type="checkbox"/>	Read Magic	Read scrolls and spellbooks	Univ	V,S,F	1 a	Self	250 words/min	10 min/lvl	-	-	243
___	<input type="checkbox"/>	Resistance	Target gains +1 on saves	Abjur	V,S,DF	1 a	Touch	One creature	1 min	Will neqs	Yes	245
___	<input type="checkbox"/>	Virtue	Target gains 1 temporary hp	Trans	V,S,DF	1 a	Touch	One creature	1 min	-	-	269

LEVEL 1

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB	
___	<input type="checkbox"/>	Animal Friendship	Permanent animal companions	Ench	V,S,M	1 a	Close	One animal	Instantaneous	Will neqs	Yes	173
___	<input type="checkbox"/>	Calm Animals	Calms 2d4+1/lvl HD of animals etc.	Ench	V,S	1 a	Close	Within 30-ft	1 min/lvl	Will neqs	Yes	182
___	<input type="checkbox"/>	Cure Light Wounds	Cures 1d8+1/lvl (+5)	Conj	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	190
___	<input type="checkbox"/>	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"/>	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"/>	Endure Elements	Ignores 5 dmg/rnd from element	Abjur	V,S	1 a	Touch	One creature	24 hours	-	Yes	199
___	<input type="checkbox"/>	Entangle	Plants entangle in 40-ft radius	Trans	V,S,DF	1 a	Long	40-ft radius	1 min/lvl	Ref	-	200
___	<input type="checkbox"/>	Faerie Fire	Outlines with light, blur etc.	Evoc	V,S,DF	1 a	Long	Creatures in 5-ft	1 min/lvl	-	Yes	202
___	<input type="checkbox"/>	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"/>	Invisibility to Animals	Animals can't perceive 1 target/lvl	Abjur	S,DF	1 a	Touch	One creature/lvl	10 min/lvl	-	Yes	218
___	<input type="checkbox"/>	Magic Fang	Natural weapon +1 att/dmg	Trans	V,S,DF	1 a	Touch	One living creature	1 min/lvl	Will neqs	Yes	223
___	<input type="checkbox"/>	Obscuring Mist	Fog surrounds you, visibility 5-ft	Conj	V,S	1 a	30-ft	30-ft radius, 20-ft up	1 min/lvl	-	-	233
___	<input type="checkbox"/>	Pass without Trace	Leaves no tracks, trail or scent	Trans	V,S,DF	1 a	Touch	One creature/lvl	10 min/lvl	Will neqs	Yes	234
___	<input type="checkbox"/>	Shillelagh	Weapon +1 att, damage 1d10+1	Trans	V,S,DF	1 a	Touch	Oak club/quarterstaff	1 min/lvl	Will neqs	Yes	251
___	<input type="checkbox"/>	Summon Nature's Ally I	Calls creature to fight for you	Conj	V,S,DF	Round	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"/>	Animal Messenger	Send a tiny animal to specific place	Ench	V,S,M	1 a	Close	One tiny animal	1 day/lvl	-	Yes	173
___	<input type="checkbox"/>	Animal Trance	Fascinates 2d6 HD of animals	Ench	V,S	1 a	Close	Animals, Int 1 or 2	Conc	Will neqs	Yes	173
___	<input type="checkbox"/>	Barkskin	+3 Natural AC, +4@6th, +5@12th	Trans	V,S,DF	1 a	Touch	One living creature	10 min/lvl	-	Yes	177
___	<input type="checkbox"/>	Charm Person or Animal	Makes person/animal your friend	Ench	V,S	1 a	Close	Person or animal	1 hr/lvl	Will neqs	Yes	183
___	<input type="checkbox"/>	Chill Metal	Cold metal damages if touched	Trans	V,S,DF	1 a	Close	Creat/2 lvls / 25 lb/lvl	7 rounds	Will neqs	Yes	183
___	<input type="checkbox"/>	Delay Poison	Stops poison from harming target	Conj	V,S,DF	1 a	Touch	One creature	1 hr/lvl	Fort neqs	Yes	191
___	<input type="checkbox"/>	Fire Trap	Opened item deals 1d4+1/lvl	Abjur	V,S,M	10 min	Touch	Item	Perm until discharged	Refl half	Yes	205
___	<input type="checkbox"/>	Flame Blade	Blade attack deals 1d8+1/2 lvls	Evoc	V,S,DF	1 a	Touch	Swordlike beam	1 min/lvl (D)	-	Yes	205
___	<input type="checkbox"/>	Flaming Sphere	Burning globe, 2d6 dmg, 30-ft mve	Evoc	V,S,DF	1 a	Medium	3-ft sphere	1 rnd/lvl	Ref neqs	Yes	206
___	<input type="checkbox"/>	Heat Metal	Hot metal damages if touched	Trans	V,S,DF	1 a	Close	Creat/2 lvls / 25 lb/lvl	7 rounds	Will neqs	Yes	213
___	<input type="checkbox"/>	Hold Animal	Target becomes paralyzed	Ench	V,S	1 a	Medium	One animal	1 rnd/lvl (D)	Will neqs	Yes	214
___	<input type="checkbox"/>	Lesser Restoration	Restores ability scores	Conj	V,S	3 rnds	Touch	One creature	Instantaneous	Will neqs	Yes	222
___	<input type="checkbox"/>	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"/>	Resist Elements	Ignores 12 dmg/rnd from element	Abjur	V,S,DF	1 a	Touch	One creature	1 min/lvl	-	Yes	246
___	<input type="checkbox"/>	Soften Earth and Stone	Stone to clay or dirt to sand/mud	Trans	V,S,DF	1 a	Close	10-ft sq/lvl	Instantaneous	-	-	253
___	<input type="checkbox"/>	Speak with Animals	Communicate with animals	Div	V,S	1 a	Self	Caster	1 min/lvl	-	-	254
___	<input type="checkbox"/>	Summon Nature's Ally II	Calls creature to fight for you	Conj	V,S,DF	Round	Close	2:1 1:1d3	1 rnd/lvl (D)	-	-	260
___	<input type="checkbox"/>	Summon Swarm	Swarm of crawling or flying creats	Conj	V,S,DF	Round	Close	Dmg 1 / 1d4+1/3 lvls	Conc + 2 rnds	-	-	261
___	<input type="checkbox"/>	Tree Shape	You look exactly like tree	Trans	V,S,DF	1 a	Self	Caster	1 hr/lvl (D)	-	-	267
___	<input type="checkbox"/>	Warp Wood	Bends wooden item within 20-ft	Trans	V,S	1 a	Close	1 lb/lvl	Instantaneous	Will neqs	Yes	271
___	<input type="checkbox"/>	Wood Shape	Shape wooden items	Trans	V,S,DF	1 a	Touch	10 cu ft + 1 cu ft/lvl	Instantaneous	Will neqs	Yes	273

LEVEL 3

Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/> Call Lightning	Lightning (1d10/lvl) during storms	Evoc	V,S	10 min	Long	Special	10 min/lvl	Ref half	Yes	182
<input type="checkbox"/> Contagion	Infects with chosen disease	Necro	V,S	1 a	Touch	One living creature	Instantaneous	Fort negs	Yes	187
<input type="checkbox"/> Cure Moderate Wounds	Cures 2d8+1/lvl (+10)	Conj	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	190
<input type="checkbox"/> Diminish Plants	Reduces size of plants	Trans	V,S,DF	1 a	Special	Special	Instantaneous	-	-	195
<input type="checkbox"/> Dominate Animal	Animal obeys mental commands	Ench	V,S	1 a	Medium	One animal	1 rnd/lvl	Will negs	Yes	197
<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 hr/lvl	Will negs	Yes	210
<input type="checkbox"/> Meld into Stone	You & possessions meld into stone	Trans	V,S,DF	1 a	Self	Caster	10 min/lvl	-	-	226
<input type="checkbox"/> Neutralize Poison	Detoxifies venom in or on target	Conj	V,S,M	1 a	Touch	Creat / obi 1 cu ft/lvl	Instantaneous	Will negs	Yes	232
<input type="checkbox"/> Plant Growth	Grows vegetation, improves crops	Trans	V,S,DF	1 a	Special	Special	Instantaneous	-	-	236
<input type="checkbox"/> Poison	Touch 1d10 Con dmg, repeats 1min	Necro	V,S,DF	1 a	Touch	One living creature	Instantaneous	Fort negs	Yes	236
<input type="checkbox"/> Protection from Elements	Absorb 12 dmg/lvl from energy	Abjur	V,S	1 a	Touch	One creature	10 min/lvl	-	Yes	240
<input type="checkbox"/> Remove Disease	Cures all diseases affecting target	Conj	V,S	1 a	Touch	One creature	Instantaneous	Fort negs	Yes	244
<input type="checkbox"/> Snare	Creates magical booby trap	Trans	V,S,DF	3 rnds	Touch	Vine, rope or thong	Until tripped	-	-	253
<input type="checkbox"/> Speak with Plants	Talk to plants and plant creatures	Div	V,S	1 a	Self	Caster	1 min/lvl	-	-	254
<input type="checkbox"/> Spike Growth	1d4 dmg/5-ft move, may be slowed	Trans	V,S,DF	1 a	Medium	20-ft square/level	1 hr/lvl (D)	Ref part	Yes	255
<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
<input type="checkbox"/> Summon Nature's Ally III	Calls creature to fight for you	Conj	V,S,DF	Round	Close	3:1 2:1d3 1:1d4+1	1 rnd/lvl (D)	-	-	260
<input type="checkbox"/> Water Breathing	Targets can breath underwater	Trans	V,S,DF	1 a	Touch	Living creatures	2 hr/lvl	Will negs	Yes	271

LEVEL 4

Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<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
<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
<input type="checkbox"/> Cure Serious Wounds	Cures 3d8+1/lvl (+15)	Conj	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	190
<input type="checkbox"/> Dispel Magic	Cancels magical spells and effects	Abjur	V,S	1 a	Medium	Special	Instantaneous	-	-	196
<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
<input type="checkbox"/> Freedom of Movement	Target move despite impediments	Abjur	VSM,DF	1 a	Prsl,touch	One creature	10 min/lvl	-	-	207
<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
<input type="checkbox"/> Quench	Extinguishes nonmagical fires	Trans	V,S,DF	1 a	Medium	1 20-ft cube/level	Instantaneous	Will negs	Yes	241
<input type="checkbox"/> Reincarnate	Dead target back in random body	Trans	V,S,DF	10 min	Touch	One dead creature	Instantaneous	-	-	244
<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
<input type="checkbox"/> Rusting Grasp	Your touch corrodes iron and alloys	Trans	V,S,DF	1 a	Touch	Ferrous obj/creat	Special	-	-	247
<input type="checkbox"/> Scrying	Spies on target from a distance	Div	VSM,DF	1 hr	Special	Magical sensor	1 min/lvl	-	-	247
<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
<input type="checkbox"/> Spike Stones	1d8 dmg/5-ft move, may be slowed	Trans	V,S,DF	1 a	Medium	20-ft square/level	1 hr/lvl (D)	Ref part	Yes	255
<input type="checkbox"/> Summon Nature's Ally IV	Calls creature to fight for you	Conj	V,S,DF	Round	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
<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
<input type="checkbox"/> Atonement	Removes burden of past misdeeds	Abjur	Special	1 hr	Touch	One living creature	Instantaneous	-	Yes	176
<input type="checkbox"/> Awaken	Animal/tree gains human intellect	Trans	V,SF,XP	1 day	Touch	Animal or tree	Instantaneous	Will negs	Yes	177
<input type="checkbox"/> Commune with Nature	Learn about terrain for 1 mile/level	Div	V,S	10 min	Self	Caster	Instantaneous	-	-	186
<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
<input type="checkbox"/> Cure Critical Wounds	Cures 4d8+1/lvl (+20)	Conj	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	190
<input type="checkbox"/> Death Ward	Immunity to death spells/effects	Necro	V,S,DF	1 a	Touch	One living creature	10 min/lvl	-	Yes	191
<input type="checkbox"/> Hallow	Designates location as holy	Evoc	VSM,DF	1 day	Touch	10-ft/lvl radius	Instantaneous	-	Spec	212
<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
<input type="checkbox"/> Insect Plague	Insect swarm	Conj	V,S,DF	Round	Long	180-ft wide, 60-ft high	1 min/lvl	Special	-	217
<input type="checkbox"/> Summon Nature's Ally V	Calls creature to fight for you	Conj	V,S,DF	Round	Close	5:1 4:1d3 1-3:1d4+1	1 rnd/lvl (D)	-	-	260
<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
<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
<input type="checkbox"/> Tree Stride	Step from tree to another far away	Trans	V,S,DF	1 a	Self	Caster	1 hr/lvl	-	-	267
<input type="checkbox"/> Unhallow	Unholy area, magic circle, -4 turns	Evoc	V,S,M	1 day	Touch	10-ft/lvl radius	Instantaneous	-	Spec	268
<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
<input type="checkbox"/> Wall of Thorns	Thorns dmg movng creature 25-AC	Conj	V,S	1 a	Medium	10-ft cube/lvl	10 min/lvl (D)	-	-	271

LEVEL 6

Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/> Antilife Shell	10-ft field excludes living creatures	Abjur	V,S,DF	Round	10-ft	10-ft radius	10 min/lvl (D)	-	Yes	175
<input type="checkbox"/> Find the Path	Shows most direct way to location	Div	V,S,F	3 rnds	Prsl,touch	One creature	10 min/lvl	-	-	203
<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
<input type="checkbox"/> Greater Dispelling	Greater dispel magic, +20 on check	Abjur	V,S	1 a	Medium	Special	Instantaneous	-	-	210
<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
<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
<input type="checkbox"/> Liveoak	Oak becomes treant guardian	Trans	V,S	10 min	Touch	Tree	1 day/level (D)	-	-	222
<input type="checkbox"/> Repel Wood	Pushes away wooden items	Trans	V,S	1 a	Medium	120-ft wide, 10-ft high	1 min/lvl	-	-	245
<input type="checkbox"/> Spellstaff	Stores one spell in quarterstaff	Trans	V,S,F	10 min	Touch	Woodstaff	Perm/dischrqd (D)	Will neg	Yes	255
<input type="checkbox"/> Stone Tell	Talk to natural or worked stone	Div	V,S,DF	10 min	Self	Caster	1 min/lvl	-	-	257
<input type="checkbox"/> Summon Nature's Ally VI	Calls creature to fight for you	Conj	V,S,DF	Round	Close	6:1 5:1d3 1-4:1d4+1	1 rnd/lvl (D)	-	-	260
<input type="checkbox"/> Transport via Plants	Move instantly from plant to plant	Trans	V,S	1 a	Unlimited	Caster	1 round	-	-	266
<input type="checkbox"/> Wall of Stone	Stone wall with 20 hp/4 levels	Conj	V,S,DF	1 a	Medium	5-ft sq/lvl	Instantaneous	Special	-	270

LEVEL 7

Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/> Changestaff	Your staff becomes a treant	Trans	V,S,F	Round	Touch	Staff	1 hr/lvl (D)	-	-	183
<input type="checkbox"/> Control Weather	Changes weather in local area	Trans	V,S	10 min	2 miles	2-mile radius	4d12 hours	-	-	188
<input type="checkbox"/> Creeping Doom	Carpet of insects at your command	Conj	V,S	Round	Close	Insect fill 10-ft radius	1 min/lvl	-	-	190
<input type="checkbox"/> Fire Storm	Deals 1d6 damage/lvl (20d6)	Evoc	V,S	Round	Medium	2 10-ft cubes/level	Instantaneous	Ref half	Yes	205
<input type="checkbox"/> Greater Scrying	Spies on target from a distance	Div	V,S	1 a	Special	Magical sensor	1 hr/lvl	-	-	211
<input type="checkbox"/> Harm	Target loses all but 1d4 hp	Necro	V,S	1 a	Touch	One creature	Instantaneous	-	Yes	212
<input type="checkbox"/> Heal	Cures all dmg,diseases and mental	Conj	V,S	1 a	Touch	One creature	Instantaneous	-	Yes	213
<input type="checkbox"/> Summon Nature's Ally VII	Calls creature to fight for you	Conj	V,S,DF	Round	Close	7:1 6:1d3 1-5:1d4+1	1 rnd/lvl (D)	-	-	260
<input type="checkbox"/> Sunbeam	Blinds,3d6 dmg,1 beam/3 lvls	Evoc	V,S,DF	1 a	Medium	100-ft+10/lvl long	1 rnd/lvl	Ref half	Yes	261
<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
<input type="checkbox"/> True Seeing	See all things as they really are	Div	V,S,M	1 a	Touch	One creature	1 min/lvl	Will negs	Yes	267
<input type="checkbox"/> Wind Walk	Become vapours and move 60 mph	Trans	V,S,DF	1 a	Touch	You +1 creat/3 lvls	1 hr/lvl (D)	-	-	272

LEVEL 8

Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/> Animal Shapes	1 ally/lvl polymorphs into animal	Trans	V,S,DF	1 a	Close	1 creat/lvl	1 hr/lvl (D)	-	Yes	173
<input type="checkbox"/> Command Plants	Plants animate and entangle	Ench	V	1 a	Close	Plants, plant creats	1 day/lvl or 1 hr/lvl	Special	Spec	186
<input type="checkbox"/> Finger of Death	Kills one target or dmg 3d6+1/lvl	Necro	V,S	1 a	Close	One living creature	Instantaneous	Fort part	Yes	203
<input type="checkbox"/> Rebel Metal or Stone	Pushes away metal and stone	Abjur	V,S	1 a	Medium	120-ft wide,10-ft high	1 rnd/lvl	-	-	245
<input type="checkbox"/> Reverse Gravity	Items and creatures fall upward	Trans	V,S,DF	1 a	Medium	10-ft cube/2 lvls	1 rnd/lvl (D)	-	-	246
<input type="checkbox"/> Summon Nature's Ally VIII	Calls creature to fight for you	Conj	V,S,DF	Round	Close	8:1 7:1d3 1-6:1d4+1	1 rnd/lvl (D)	-	-	261
<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
<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
<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

Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/> Antipathy	Item or location repels creatures	Ench	V,S,DF	1 hr	Close	Location or item	2 hr/lvl	Will part	Yes	175
<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
<input type="checkbox"/> Elemental Swarm	Summons 2d4 Large, 1d4 Huge	Conj	V,S	10 min	Medium	2+ summoned creats	10 min/lvl (D)	-	-	198
<input type="checkbox"/> Foresight	6th sense warns of danger	Div	V,S,DF	1 a	Prsl,touch	Special	10 min/lvl	-	-	207
<input type="checkbox"/> Mass Heal	Heal several targets	Conj	V,S	1 a	Close	Max 30-ft apart	Instantaneous	-	Yes	226
<input type="checkbox"/> Shambler	Summons 1d4+2 to fight for you	Conj	V,S	1 a	Medium	3+ shamblers	7 days/months (D)	-	-	250
<input type="checkbox"/> Shapechange	Transform into new form	Trans	V,S,F	1 a	Self	Caster	10 min/lvl	-	-	250
<input type="checkbox"/> Summon Nature's Ally IX	Calls creature to fight for you	Conj	V,S,DF	Round	Close	9:1 8:1d3 1-7:1d4+1	1 rnd/lvl (D)	-	-	261
<input type="checkbox"/> Sympathy	Obj or loc attracts certain creatures	Ench	V,S,M	1 hr	Close	Location or item	2 hr/lvl	Will negs	Yes	263