

D&D 3.5 – DRUID SPELL LIST

This is a list of the spells available to druids, taken from Chapter 11 (*Spells*) in the *D&D 3.5 Player's Handbook* (PHB). I have compared it with the corresponding list in the 3.0 PHB (second printing, with the official errata applied), and highlighted the significant changes in [blue](#) text. The symbol '–' in the left-hand margin signifies a spell that has changed in some way; '*' signifies a spell that is new in D&D 3.5. '+ ' signifies a spell that existed in 3.0, but was not on the druid spell list there. Finally, a number in the left-hand margin signifies that a spell had a different level in 3.0 (for example, *produce flame* was moved from level 2 to level 1). If there is no symbol in the left-hand margin for a spell, then it has not changed at all in the revision (except for the page number in the PHB where it is described). Greyed-out spells are those that have been either renamed, moved to a different level or removed from the druid spell list entirely.

General Notes

Summoning spells: when you use a summoning spell that calls an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

(D) *Detection spells:* each round, you can turn to detect things in a new area. These spells can penetrate barriers, but are blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

(H) *Healing spells:* these spells deal damage to undead rather than curing them. Undead can attempt a Will save to take half damage.

(T) *Magical traps:* a Rogue (only) can use the Search skill to find these traps and Disable Device to thwart them. The DC in each case is 25 + spell level.

(☞) Refer to more detailed information in the description for this spell in the PHB.

LEVEL 0

	School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
–	conj. (creation)	Create Water [water]	Creates wholesome, drinkable water	V,S	1 action	Close	Up to 2 gallons/lvl of water	Instant			215
	conj. (healing)	Cure Minor Wounds (H)	Cure 1 hp damage	V,S	1 action	Touch	1 creature	Instant	Will half (h)	Yes (h)	216
–	divination	Detect Magic (D)	Detect presence and strength of magical auras	V,S	1 action	60 ft	Cone emanation	Conc., up to 1 min/lvl (D)			219
	divination	Detect Poison (D)	Detect presence of poison in a creature, object or area • Wisdom or Craft (Alchemy) check (DC 20) to identify specific poison.	V,S	1 action	Close	1 creature/object, or a 5-ft. cube	Instant			219
	evocation	Flare [light]	Create a burst of bright light • When created directly in front of a sighted creature, target is dazzled (–1 to attacks, Spot, Search) for 1 min. (Fort negs, SR applies).	V	1 action	Close	Burst of light	Instant			232
–	divination	Guidance	Subject gains +1 competence bonus on a single attack roll, saving throw, or skill check	V,S	1 action	Touch	1 creature	1 min (or until discharged)	Will negs (h)	Yes	238
	divination	Know Direction	Determine the direction of true north	V,S	1 action	Personal	You	Instant			246
–	evocation	Light [light]	Touched object glows like a torch • Bright light for 20-ft. radius; dim light for additional 20-ft. radius.	V,DF	1 action	Touch	1 object	10 min/lvl (D)			248
	trans.	Mending	Repair a small break or tear in an object • Cannot restore a broken magic item's powers.	V,S	1 action	10 ft.	1 object (up to 1 lb.)	Instant	Will negs (h,obj)	Yes (h,obj)	253
–	trans.	Purify Food and Drink	Makes contaminated food or water fit for eating and drinking	V,S	1 action	10 ft.	Food and water (up to 1 cu.ft./lvl)	Instant	Will negs (obj)	Yes (obj)	267
–	divination	Read Magic	Read magical writing (one page per minute) • Can identify a <i>glyph of warding</i> (DC 13), <i>greater glyph of warding</i> (DC 16) or any <i>symbol</i> (DC 10 + spell level) with Spellcraft.	V,S,F	1 action	Personal	You	10 min/lvl			269
	abjur.	Resistance	Subject gains +1 resistance bonus on saving throws	V,S,DF	1 action	Touch	1 creature	1 min	Will negs (h)	Yes (h)	272
	trans.	Virtue	Subject gains 1 temporary hit point	V,S,DF	1 action	Touch	1 creature	1 minute	Fort negs (h)	Yes (h)	298

LEVEL 1

School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
Animal Friendship										
– ench. (compulsion)	Calm Animals [mind-affecting]	Animals (total HD up to 2d4+1/lvl) become docile <ul style="list-style-type: none"> All subjects must be of the same kind. Only dire animals and animals trained to attack or guard are allowed a saving throw. 	V,S	1 action	Close	Animal(s) (with INT 1 or 2) (max. 30 ft. apart)	1 min/lvl	Will negs	Yes	207
2 ench. (charm)	Charm Animal [mind-affecting] (charm person or animal)	Animal regards caster as trusted friend and ally <ul style="list-style-type: none"> Target receives a +5 bonus on its saving throw if it is currently being attacked by the caster or his allies. 	V,S	1 action	Close	1 animal	1 hr/lvl	Will negs	Yes	208
conj. (healing)	Cure Light Wounds (H)	Cure 1d8+1/lvl (max. +5) hp damage	V,S	1 action	Touch	1 creature	Instant	Will half (h)	Yes (h)	215
divination	Detect Animals or Plants (D)	Detect presence of a particular kind of animal or plant <ul style="list-style-type: none"> Can change the kind or animal or plant being detected each round. 	V,S	1 action	Long	Cone emanation	Conc., up to 10 min/lvl (D)			218
divination	Detect Snares and Pits (D)	Reveals presence of natural or primitive traps <ul style="list-style-type: none"> Does not detect magic or mechanically complex traps. 	V,S	1 action	60 ft.					220
– abjur.	Endure Elements	Subject avoids harm from hot or cold environments <ul style="list-style-type: none"> Does not protect against fire or cold damage. 	V,S	1 action	Touch	1 creature	24 hours	Will negs (h)	Yes (h)	226
– trans.	Entangle	Plants entangle all creatures in affected area <ul style="list-style-type: none"> Entangled creature can break free and move half normal speed with a successful Strength or Escape Artist check (DC 20) (full-round action). Reflex save needed each round to avoid becoming entangled. 	V,S,DF	1 action	Long	40-ft radius spread	1 min/lvl (D)	Ref part (H)		227
– evocation	Faerie Fire [light]	Outlines creatures and objects with pale light <ul style="list-style-type: none"> Negates concealment from darkness, blur, displacement, invisibility etc. 	V,S,DF	1 action	Long	5-ft. radius burst	1 min/lvl (D)		Yes	229
trans.	Goodberry	Berries each cure 1 hp (max. per creature 8 hp per 24 hr) <ul style="list-style-type: none"> Each berry provides nourishment as a normal (Medium-size) meal. 	V,S,DF	1 action	Touch	2d4 fresh berries	1 day/lvl		Yes	237
– abjur.	Hide from Animals (invisibility to animals)	Animals cannot perceive warded creatures <ul style="list-style-type: none"> If a warded creature touches an animal or attacks any creature, the spell ends for all recipients. 	S,DF	1 action	Touch	1 creature/lvl	10 min/lvl (D)	Will negs (h)	Yes	241
+ trans.	Jump	Subject gains +10 enhancement bonus to Jump checks <ul style="list-style-type: none"> Bonus increases to +20 at caster level 5, +30 at caster level 9. 	V,S,M	1 action	Touch	1 creature	1 min/lvl (D)	Will negs (h)	Yes (h)	246
* trans.	Longstrider	Caster gains +10 enhancement bonus to base land speed <ul style="list-style-type: none"> Other modes of movement (climb, fly, swim, etc.) are not affected. 	V,S,M	1 action	Personal	You	1 hr/lvl (D)			249
– trans.	Magic Fang	1 natural weapon gains +1 to attacks and damage <ul style="list-style-type: none"> If the caster is a good druid, the weapon is considered blessed. 	V,S,DF	1 action	Touch	1 living creature	1 min/lvl	Will negs (h)	Yes (h)	250
+ trans.	Magic Stone	Stones become +1 projectiles, dealing 1d6+1 damage <ul style="list-style-type: none"> Against undead, stones do double damage. 	V,S,DF	1 action	Touch	Up to 3 pebbles	30 min (or until discharged)	Will negs (h,obj)	Yes (h,obj)	251
– conj. (creation)	Obscuring Mist	Misty vapor obscures all sight beyond 5 ft. <ul style="list-style-type: none"> A creature 5 ft. away has concealment (20% miss chance). 	V,S	1 action	20 ft.	Spread, 20 ft. high	1 min/lvl			258
– trans.	Pass without Trace	Subjects leave no tracks or scent in any type of terrain	V,S,DF	1 action	Touch	1 creature/lvl	1 hr/lvl (D)	Will negs (h)	Yes (h)	259
2 evocation	Produce Flame [fire]	Thrown (120 ft) or melee touch; deal 1d6+1/lvl (max. +5) fire dmg <ul style="list-style-type: none"> Each attack reduces the remaining duration by 1 minute. 	V,S	1 action	0 ft.	Flame in caster's palm (as bright as a torch)	1 min/lvl (D)		Yes	265
– trans.	Shillelagh	Cudgel or quarterstaff acts as a +1 weapon when wielded by caster <ul style="list-style-type: none"> Weapon deals damage as if it were two size categories larger. 	V,S,DF	1 action	Touch	1 nonmagical oak club or quarterstaff	1 min/lvl	Will negs (obj)	Yes (obj)	278
2 divination	Speak with Animals	Comprehend and communicate with normal animals	V,S	1 action	Personal	You	1 min/lvl			281
– conj. (summoning)	Summon Nature's Ally I	Summons natural creature to fight or act as directed <ul style="list-style-type: none"> The creature attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. A summoned creature cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. 	V,S,DF	1 round	Close	1 summoned creature	1 rnd/lvl (D)			288

LEVEL 2

School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
ench. (compulsion)	Animal Messenger [mind-affecting]	Compel a Tiny animal to go to a designated place • After reaching the destination, the animal waits there until the duration of the spell expires, then resumes its normal activities.	V,S,M	1 action	Close	1 Tiny animal	1 day/lvl		Yes	198
ench. (compulsion)	Animal Trance [sonic, mind-affecting]	Nearby animals (2d6 HD total) become fascinated • Only magical beasts, dire animals, and animals trained to attack or guard are allowed a saving throw.	V,S	1 action	Close	Animals or magical beasts in range (with INT 1 or 2)	Conc.	Will negs	Yes	198
- trans.	Barkskin	Subject gains +2 enhancement bonus to natural armor • Bonus increases by +1 for every 3 levels above 3rd (max. +5).	V,S,DF	1 action	Touch	1 living creature	10 min/lvl		Yes (h)	203
+ trans.	Bear's Endurance (endurance)	Subject gains +4 enhancement bonus to Constitution	V,S,DF	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	203
+ trans.	Bull's Strength	Subject gains +4 enhancement bonus to Strength	V,S,DF	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	207
+ trans.	Cat's Grace	Subject gains +4 enhancement bonus to Dexterity	V,S,M	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	208
Charm Person or Animal ► 1										
trans.	Chill Metal [cold]	Affected metal damages those who touch it: <i>Round:</i> 1 2 3 to 5 6 7 <i>Damage:</i> None 1d4 2d4 1d4 None • Affected creature takes minimum damage if not wearing metal armor and the metal it's carrying is under one-fifth of its weight. Otherwise roll damage as normal. • Fire dmg cancels out damage from this spell on a point-by-point basis. • Counters and dispels <i>heat metal</i> .	V,S,DF	1 action	Close	Metal equipment of 1 creature per 2 lvls (max. 30 ft. apart); or 25 lb/lvl of metal within 30-ft. circle	7 rounds (see table at left for round-by-round description of effects)	Will negs (obj) (unattended nonmagical metal gets no saving throw)	Yes (obj)	209
conj. (healing)	Delay Poison	Subject becomes temporarily immune to poison • Does not cure any damage already inflicted by poison.	V,S,DF	1 action	Touch	1 creature	1 hr/lvl	Fort negs (h)	Yes (h)	217
- abjur.	Fire Trap [fire] (T)	Item deals 1d4+1/lvl fire dmg (max. +20) when opened • Item is not harmed by the explosion.	V,S,M (25)	10 min	Touch	1 closeable object	Until discharged (D)	Ref half	Yes	231
evocation	Flame Blade [fire]	Melee touch attack deals 1d8+1/two lvls (max. +10) fire damage	V,S,DF	1 action	0 ft.	3-ft scimitar-like beam	1 min/lvl (D)		Yes	231
- evocation	Flaming Sphere [fire]	Rolling ball of fire deals 2d6 fire damage • Move action to direct the sphere, up to 30 ft./rnd.	V,S,DF	1 action	Medium	5-ft. diameter sphere	1 rnd/lvl	Ref negs	Yes	232
+ conj. (creation)	Fog Cloud	Bank of fog obscures all sight beyond 5 ft. • A creature 5 ft. away has concealment (20% miss chance).	V,S	1 action	Medium	20-ft radius spread, 20 ft. high	10 min/lvl			232
+ evocation	Gust of Wind [air]	Blast of air may knock down or damage creatures (📖) • All creatures suffer -4 penalty to ranged attacks and Listen checks.	V,S	1 action	60 ft.	Line from caster	1 rnd	Fort negs	Yes	238
trans.	Heat Metal [fire]	Affected metal damages those who touch it: <i>Round:</i> 1 2 3 - 5 6 7 <i>Damage:</i> None 1d4 2d4 1d4 None • Affected creature takes minimum damage if not wearing metal armor and the metal it's carrying is under one-fifth of its weight. Otherwise roll damage as normal. • Cold dmg cancels out damage from this spell on a point-by-point basis. • Counters and dispels <i>chill metal</i> .	V,S,DF	1 action	Close	Metal equipment of 1 creature per 2 lvls (max. 30 ft. apart); or 25 lb/lvl of metal within 30-ft. circle	7 rounds (see table at left for round-by-round description of effects)	Will negs (obj) (unattended nonmagical metal gets no saving throw)	Yes (obj)	239
- ench. (compulsion)	Hold Animal [mind-affecting]	Target freezes, paralyzed; can take no actions • Each round on its turn, the target may attempt a new saving throw to end the effect (full-round action, no attack of opportunity).	V,S	1 action	Medium	1 animal	1 rnd/lvl (D)	Will negs	Yes	241
- conj. (healing)	Lesser Restoration	Dispels magical effects reducing one ability score, or cure 1d4 points of temporary damage to one ability • Also eliminates fatigue, and improves exhaustion to fatigue.	V,S	3 rounds	Touch	1 creature	Instant	Will negs (h)	Yes (h)	272
* trans.	Owl's Wisdom	Subject gains +4 enhancement bonus to Wisdom • WIS-based spellcasters do not gain any additional bonus spells.	V,S,DF	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	259
Produce Flame ► 1										

* trans.	Reduce Animal	Target's size decreases to next smaller size category <ul style="list-style-type: none"> Height ÷ 2, weight ÷ 8; +2 size bonus to DEX, -2 size penalty to STR (min. 1), +1 size bonus to attacks and AC. Multiple magical effects that reduce size do not stack. 	V,S	1 action	Touch	1 willing animal	1 hr/lvl (D)			269
- abjur.	Resist Energy <i>(resist elements)</i>	Subject gains energy resistance 10 against specified energy type (acid, cold, electricity, fire or sonic) <ul style="list-style-type: none"> Resistance increases to 20 at caster level 7, and 30 at caster level 11. Does not stack with <i>protection from energy</i>. 	V,S,DF	1 action	Touch	1 creature	10 min/lvl	Fort negs (h)	Yes (h)	272
- trans.	Soften Earth and Stone <i>[earth]</i>	Turns natural stone to clay, or earth to sand or mud <ul style="list-style-type: none"> Creatures in mud must make Reflex save or be stuck for 1d2 rounds. 	V,S,DF	1 action	Close	10 ft. sq./lvl (🏠)	Instant			280
Speak with Animals ► 1										
+ trans.	Spider Climb	Subject can walk along vertical surfaces and ceilings <ul style="list-style-type: none"> Subject must have hands free. It gains a Climb speed of 20 ft. 	V,S,M	1 action	Touch	1 creature	10 min/lvl	Will negs (h)	Yes (h)	283
conj. (summoning)	Summon Nature's Ally II	Summon natural creature(s) to fight or act as directed <ul style="list-style-type: none"> Can summon 1 level-2 creature, or 1d3 level-1 creatures. Summoned creatures act as described for <i>summon nature's ally I</i>. 	V,S,DF	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			288
- conj. (summoning)	Summon Swarm	Swarm of small creatures attacks all creatures in area <ul style="list-style-type: none"> If no living creatures are within its area, the swarm attacks or pursues the nearest creature as best it can (caster has no control of it). 	V,S,DF	1 round	Close	1 swarm of bats, rats or spiders (caster's choice)	Conc. + 2 rnds			289
- trans.	Tree Shape	Caster is disguised as a Large living or dead tree <ul style="list-style-type: none"> Caster gains +10 natural armor bonus to AC and immunity to critical hits, but has an effective DEX score of 0 (and speed 0 ft). 	V,S,DF	1 action	Personal	You	1 hr/lvl (D) (dismissing is a free action)			296
- trans.	Warp Wood	Warp (or unwarp) wooden objects <ul style="list-style-type: none"> Warped range weapons are useless; warped melee weapons suffer a -4 penalty on attack rolls. A Medium object counts as 2 Small objects; a Large object counts as 2 Medium objects, etc. Multiple consecutive <i>warp wood</i> spells can be combined to warp (or unwarp) an object too large to be affected by a single spell. 	V,S	1 action	Close	1 Small wooden object per lvl (all within a 20-ft. radius)	Instant	Will negs (obj)	Yes (obj)	300
trans.	Wood Shape	Form piece of wood into any desired shape <ul style="list-style-type: none"> 30% chance that any shape including moving parts doesn't work. 	V,S,DF	1 action	Touch	Wood or wooden object (up to 10 + 1/lvl cubic ft.)	Instant	Will negs (obj)	Yes (obj)	303

LEVEL 3

	School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
–	evocation	Call Lightning [electricity]	Call up to 1/lvl (max. 10) lightning bolts; each deals 3d6 electricity damage <ul style="list-style-type: none">Each bolt is a vertical stroke, 5 ft. wide, and 30 ft. long.A bolt can be called immediately when the spell completes, or as a standard action at a later time.If outdoors and in a stormy area, each bolt deals 3d10 damage.This spell functions indoors or underground but not underwater.	V,S	1 round	Medium	Vertical lightning bolt(s) (5 ft. wide, 30 ft. long)	1 min/lvl	Ref half	Yes	207
–	necro.	Contagion [evil]	Infects target with chosen disease (📖)	V,S	1 action	Touch	1 living creature	Instant	Fort negs	Yes	213
	conj. (healing)	Cure Moderate Wounds (H)	Cure 2d8+1/lvl (max. +10) hp damage	V,S	1 action	Touch	1 creature	Instant	Will half (h)	Yes (h)	216
+	evocation	Daylight [light]	Object sheds light as bright as full daylight in 60-ft radius, and dim light for additional 60 ft. beyond <ul style="list-style-type: none">Creatures that take penalties in bright light also take them while within the radius of this magical light. However, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by bright light (e.g. vampires).Counters and dispels any darkness spell of equal or lower level.	V,S	1 action	Touch	1 object	10 min/lvl (D)			216
	trans.	Diminish Plants <ul style="list-style-type: none">counters plant growth	<u>Prune growth</u> : Vegetation is pruned and trimmed to approximately one-third normal size	V,S,DF	1 action	Long	Circle (100 ft. radius), or semicircle (150 ft.) or ¼-circle (200 ft.)	Instant			221
			<u>Stunt growth</u> : Reduce productivity of normal plants over the next year to one-third below normal			½ mile	All normal plants in range				
–	ench. (compulsion)	Dominate Animal [mind-affecting]	Target animal obeys silent mental commands	V,S	1 round	Close	1 animal	1 rnd/lvl	Will negs	Yes	224
–	trans.	Greater Magic Fang	As magic fang, but +1 per 4 lvls (max. +5)	V,S,DF	1 action	Close	1 living creature	1 hr/lvl	Will negs (h)	Yes (h)	250
–	trans.	Meld into Stone [earth]	Caster and equipment meld into single block of stone <ul style="list-style-type: none">Stone must be large enough to accommodate caster and equipment, and equipment must weigh no more than 100 lb.	V,S,DF	1 action	Personal	You	Up to 10 min/lvl			252
	conj. (healing)	Neutralize Poison	Detoxifies poison in or on a creature or object <ul style="list-style-type: none">Does not cure any damage already inflicted by poison.	V,S,DF	1 action	Touch	1 creature/object (up to 1 cu.ft/lvl)	Instant	Will negs (h,obj)	Yes (h,obj)	257
	trans.	Plant Growth <ul style="list-style-type: none">counters diminish plants	<u>Overgrowth</u> : Vegetation becomes thicker or jungle <ul style="list-style-type: none">Speed in affected area is 5 ft. (or 10 ft. for Large or larger creatures).You may designate places within the area that are not affected. <u>Enrichment</u> : Raise productivity of normal plants over the next year to one-third above normal	V,S,DF	1 action	Long	Circle (100 ft. radius), or semicircle (150 ft.) or ¼-circle (200 ft.)	Instant			262
						½ mile	All normal plants in range				
	necro.	Poison	Touch attack deals 1d10 CON damage immediately, and 1d10 CON damage one minute later <ul style="list-style-type: none">Fortitude save DC is 10 + ½ caster's level + caster's WIS modifier.	V,S,DF	1 action	Touch	1 living creature	Instant	Fort negs (two saves needed)	Yes	262
–	abjur.	Protection from Energy (prot. from elements)	Subject gains temporary immunity to specified energy type (acid, cold, electricity, fire, sonic) <ul style="list-style-type: none">Spell is discharged after absorbing 12/lvl (max. 120) hp damage.Takes precedence over resist energy.	V,S,DF	1 action	Touch	1 creature	10 min/lvl (or until discharged)	Fort negs (h)	Yes (h)	266
4	trans.	Quench	Extinguish nonmagical fires or dispel fire spells <ul style="list-style-type: none">Fire-based creatures take 1d6/lvl fire damage (max. 15d6). Extinguish one fire-based magic item <ul style="list-style-type: none">An extinguished item loses its fire-based abilities for 1d4 hours.Artifacts are immune to this effect.	V,S,DF	1 action	Medium	1 20-ft cube/lvl (s)	Instant			267
							1 fire-based magic item		Will negs (obj)	Yes (obj)	
	conj. (healing)	Remove Disease	Cure all diseases afflicting subject <ul style="list-style-type: none">Also kills parasites such as green slime.	V,S	1 action	Touch	1 creature	Instant	Fort negs (h)	Yes (h)	271

4	conj. (creation)	Sleet Storm [cold]	Sleet blocks all sight and slows movement by half <ul style="list-style-type: none"> A creature attempting to move through the area must make a Balance check (DC 10). Failure means it can't move in that round; failure by 5 or more means it falls. The sleet extinguishes torches and small fires. 	V,S,DF	1 action	Long	Cylinder (40-ft. radius, 20 ft. high)	1 rnd/lvl			280
	trans.	Snare (T)	Create magical trap which entangles a creature <ul style="list-style-type: none"> Escape Artist or Strength check (DC 23) to escape (full round action). Snare has AC 7 and 5 hp. 	V,S,DF	1 action	Touch	Circle of vine/rope/thong (diameter 2 ft + 2 ft./lvl)	Until triggered			280
	divination	Speak with Plants	Comprehend and communicate with plants and plant creatures	V,S	1 action	Personal	You	1 min/lvl			282
-	trans.	Spike Growth (T) (can't be disabled using the Disable Device skill)	Vegetation gains hidden spikes; deals 1d4 piercing damage for each 5 ft. of movement through the area <ul style="list-style-type: none"> A creature sustaining damage must also make a Reflex save or have its land speed slowed by one-half. Penalty lasts 24 hours or until the creature receives a <i>cure</i> spell, or another character takes 10 min. to dress the injuries and makes a Heal check against the spell's DC. 	V,S,DF	1 action	Medium	1 20-ft. square/lvl	1 hr/lvl (D)	Ref part	Yes	283
-	trans.	Stone Shape [earth]	Sculpt stone into any desired shape <ul style="list-style-type: none"> 30% chance that any shape including moving parts doesn't work. 	V,S,DF	1 action	Touch	Stone or stone object, (up to 10 + 1/lvl cu. ft.)	Instant			284
	conj. (summoning)	Summon Nature's Ally III	Summon natural creature(s) to fight or act as directed <ul style="list-style-type: none"> Can summon 1 level-3 creature, or 1d3 level-2 creatures, or 1d4+1 level-1 creatures. Summoned creatures act as described for <i>summon nature's ally I</i>. 	V,S,DF	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			288
	trans.	Water Breathing	Subjects can breathe water freely <ul style="list-style-type: none"> Divide the duration evenly between all affected creatures. 	V,S,DF	1 action	Touch	1 or more living creatures	2 hr/lvl	Will negs (h)	Yes (h)	300
+	evocation	Wind Wall [air]	Vertical curtain of wind deflects arrows, small flying creatures, and gases <ul style="list-style-type: none"> Arrows and bolts automatically miss; other normal ranged weapons have 30% miss chance. 	V,S,DF	1 action	Medium	Wall (up to 10 ft./lvl long and 5 ft./lvl high) (S)	1 rnd/lvl		Yes	302

LEVEL 4

[illegible]

abjur.	Repel Vermin	Keep out or damage vermin (crossing deals 2d6 dmg) • Vermin must make a Will save to cross the barrier. Creatures with HD less than one-third caster level automatically fail.	V,S,DF	1 action	10 ft.	Emanation from caster	10 min/lvl (D)	Will negs	Yes	271
trans.	Rusting Grasp	Corrode a nonmagical ferrous object • Up to a 3-ft radius sphere of metal can be destroyed. Melee touch attack destroys metal weapons or removes 1d6 points of AC bonus from metal armor • A ferrous creature suffers 3d6+1/lvl (max. +15) damage.	V,S,DF	1 action	Touch	1 ferrous object	Instant			273
						1 creature	1 rnd/lvl			
– divination (scrying)	Scrying	Observe subject from any distance away • Will save DC is modified by caster's knowledge of target (□□). If the target is on another plane, it gets a +5 bonus to its Will save. If the save succeeds, you can't attempt to scry on that subject again for at least 24 hours. • The scrying sensor has the caster's full visual acuity. These spells have a 5% chance per caster level of operating through the sensor: <i>detect magic, detect chaos/evil/good/law, message</i> .	V,S,DF F (natural pool of water)	1 hour	Any	Magical sensor	1 min/lvl	Will negs	Yes	274
Sleet Storm ► 3										
– trans.	Spike Stones (T) [earth] (can't be disabled using the Disable Device skill)	Rocky ground, stone floor etc. gains hidden spikes; deals 1d8 piercing damage per 5 ft. moved, and restricts movement to half through the area • A creature sustaining damage must also make a Reflex save or have its land speed slowed by one-half . Penalty lasts 24 hours or until the creature receives a <i>cure</i> spell, or another character takes 10 min. to dress the injuries and makes a Heal check against the spell's DC.	V,S,DF	1 action	Medium	1 20-ft. square/lvl	1 hr/lvl (D)	Ref part	Yes	283
conj. (summoning)	Summon Nature's Ally IV	Summon natural creature(s) to fight or act as directed • Can summon 1 level-4 creature, or 1d3 level-3 creatures, or 1d4+1 lower-level creatures. • Summoned creatures act as described for <i>summon nature's ally I</i> .	V,S,DF	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			288

LEVEL 5

	School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
–	trans.	Animal Growth	Animals increase size to next larger size category <ul style="list-style-type: none"> Height x 2, weight x 8; +8 STR, +4 CON, –2 DEX, +2 natural armor, increased base damage (⚔). Each subject gains DR 10/magic and +4 resistance bonus on saves. When the spell ends, all damage a subject has taken while enlarged is divided by 2. Multiple magical effects that increase size do not stack. 	V,S	1 action	Medium	Up to 1 animal (Gargantuan or smaller) per 2 lvls (max. 30 ft. apart)	1 min./lvl	Fort negs	Yes	198
	abjur.	Atonement	Remove burden of evil acts/misdeeds from subject <ul style="list-style-type: none"> Atoning for deliberate misdeeds costs the caster 500 XP. 	V,S,M, DF, F (500+)	1 hour	Touch	1 living creature	Instant		Yes	201
	trans.	Awaken	Animal or tree gains human-like sentience <ul style="list-style-type: none"> Save DC is 10 + current HD (for animal), or 10 + HD when awakened (for tree). An <i>awakened</i> tree is treated as an animated object, except that its INT, WIS, and CHA are all 3d6. An <i>awakened</i> animal gets 3d6 INT, +1d3 CHA, +2 HD. Its type changes to magical beast (augmented animal). It can't serve as an animal companion, familiar or special mount. 	V,S,DF X (250)	24 hours	Touch	1 animal or tree	Instant	Will negs	Yes	202
*	trans.	Baleful Polymorph	Target becomes a Small or smaller animal (1 HD or less) <ul style="list-style-type: none"> Target takes on all statistics and special abilities of an average member of the new form in place of its own except as follows: <ul style="list-style-type: none"> Target retains its own alignment (and personality, within the limits of the new form's ability scores). Target retains the shapechanger subtype if it has it. Target retains its own hit points. Target is treated as having its normal HD for purposes of adjudicating effects based on HD (e.g. <i>sleep</i>), but uses the new form's base attack, base saves, and all other statistics derived from HD. Target retains the ability to understand (but not speak) the languages it understood in its original form. It can write in the languages it understands, but only if the new form is capable of writing in some manner. Target loses all special abilities it has in its normal form, including class features. All items worn or carried by the target fall to the ground at its feet. Target gets a +4 bonus on the save if the new form would be fatal. If the target remains in the new form for 24 consecutive hours, it must attempt a Will save. If the save fails, it loses its ability to understand language, as well as all memories of its previous form, and its HD and hit points change to match an average creature of its new form. These abilities and statistics return to normal if the effect is later ended. Incorporeal or gaseous creatures are immune to this spell, and a creature with the shapechanger subtype can revert to its natural form as a standard action, which ends the spell's effect. 	V,S	1 action	Close	1 creature	Permanent	Fort negs then (if failed, after 24 hours) Will part	Yes	202
*	evocation	Call Lightning Storm [electricity]	Call up to 1/lvl (max. 15) lightning bolts; each deals 5d6 electricity damage <ul style="list-style-type: none"> Each bolt is a vertical stroke, 5 ft. wide, and 30 ft. long. A bolt can be called immediately when the spell completes, or as a standard action at a later time. If outdoors and in a stormy area, each bolt deals 5d10 damage. This spell functions indoors or underground but not underwater. 	V,S	1 round	Long	Vertical lightning bolt(s) (5 ft. wide, 30 ft. long)	1 min./lvl	Ref half	Yes	207
	divination	Commune with Nature	Gain knowledge of surrounding territory <ul style="list-style-type: none"> In outdoor settings, the spell operates to a radius of 1 mile/lvl. In natural underground settings, the range is 100 ft./lvl. 	V,S	10 min	Personal	You	Instant			211
–	trans.	Control Winds [air]	Change wind direction and speed (☁)	V,S	1 action	40 ft./lvl	Cylinder (up to 40 ft./lvl radius, 40 ft. high)	10 min./lvl	Fort negs (☁)		214
	conj. (healing)	Cure Critical Wounds (H)	Cure 4d8+1/lvl (max. +20) hp damage	V,S	1 action	Touch	1 creature	Instant	Will half (h)	Yes (h)	215

-	necro.	Death Ward	Subject gains immunity to death spells and effects, and to energy drain and other negative energy effects • Negative levels the subject has already gained are not affected.	V,S,DF	1 action	Touch	1 living creature	1 min/lvl	Will negs (h)	Yes (h)	217
-	evocation	Hallow [good]	Designates a site, building or structure as holy • The site is guarded by a <i>magic circle</i> vs. <i>evil</i> effect. • Any dead body interred in the site cannot be turned into an undead. • A spell effect* can be fixed to the site, lasting for 1 year. • Counters but does not dispel <i>unhallow</i> .	V,S,DF M (1000+)	24 hours	Touch	40-ft. radius emanation from touched point	Instant			238
Ice Storm ► 4											
-	conj. (summoning)	Insect Plague	Summoned locust swarms attack all creatures in affected areas • Swarms remain stationary after being summoned.	V,S,DF	1 round	Long	1 swarm of locusts per 3 levels (max. 6) (must be contiguous)	1 min/lvl			244
+	abjur.	Stoneskin	Subject gains DR 10/adamantine • Spell is discharged after absorbing 10/lvl (max. 150) hp damage.	V,S, M (250)	1 action	Touch	1 creature	10 min/lvl (or until discharged)	Will negs (h)	Yes (h)	284
	conj. (summoning)	Summon Nature's Ally V	Summon natural creature(s) to fight or act as directed • Can summon 1 level-5 creature, or 1d3 level-4 creatures, or 1d4+1 lower-level creatures. • Summoned creatures act as described for <i>summon nature's ally I</i> .	V,S,DF	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			289
	trans.	Transmute Mud to Rock	Transform mud or quicksand into soft stone • Counters and dispels <i>transmute rock to mud</i> .	V,S,DF	1 action	Medium	Up to 2 10-ft. cubes/lvl (S)	Permanent	(📖)		295
	trans.	Transmute Rock to Mud	Transform natural, unworked rock into mud					(📖)			295
-	conj. (teleport.)	Tree Stride	Gain ability to enter trees and move instantly from inside one tree to inside another of the same type • Can transport as many times as caster has levels. Each transport is a full round action. Range depends on type of tree used (📖).	V,S,DF	1 action	Personal	You	1 hr/lvl (D) (or until expended)			296
-	evocation	Unhallow [evil]	Designates a site, building or structure as unholy • The site is guarded by a <i>magic circle</i> vs. <i>good</i> effect. • A spell effect* can be fixed to the site, lasting for 1 year. • Counters but does not dispel <i>hallow</i> .	V,S,DF M (1,000+)	24 hours	Touch	40-ft. radius emanation from touched point	Instant			297
-	evocation	Wall of Fire [fire]	Creates immobile, opaque curtain of flame • One side (caster's choice) deals 2d4 fire damage to creatures within 10 ft. and 1d4 fire damage to creatures within 20 ft. (each round). • Wall deals 2d6+1/lvl fire dmg (max. +20) to creatures passing through it (double dmg to undead). • Any 5-ft. length of wall taking 20 points of cold damage in a round goes out (do not divide cold damage by 4, as is normal for objects). • If wall is evoked where creatures are, each takes damage as if passing through it (no save).	V,S,DF	1 action	Medium	Wall up to 20-ft. high (either a sheet of flame up to 20 ft./lvl long, or a ring with radius up to 5 ft. per 2 lvls)	Conc. + 1 rnd/lvl		Yes	298
-	conj. (creation)	Wall of Thorns	Barrier of thorns damages any creature passing through it • Moving through the wall inflicts (25 – AC) damage per round (DEX and dodge bonuses ignored). Movement requires a successful Strength check (DC 20); a creature can move 5 ft. for every 5 points by which the result exceeds 20. • Any creature within the area of the spell when it is cast takes damage as if it had moved into the wall, and is caught inside. • Chopping at the the wall with edged weapons creates a safe passage 1 ft. deep for every 10 minutes of work. • A wall of thorns is unaffected by spells that affect plants.	V,S	1 action	Medium	Wall of thorny brush (up to one 10-ft. cube/lvl) (S) (min. thickness 5 ft.)	10 min/lvl (D)			300

* The following spells can be tied to a hallowed or unhallowed site: *aid*, *bane*, *bless*, *cause fear*, *darkness*, *daylight*, *death ward*, *deeper darkness*, *detect evil/good* (as applicable), *detect magic*, *dimensional anchor*, *discern lies*, *dispel magic*, *freedom of movement*, *invisibility purge*, *protection from energy*, *remove fear*, *resist energy*, *silence*, *tongues*, *zone of truth*. The spell can apply to all creatures, creatures which share the caster's faith/alignment, or creatures with a different faith/alignment to the caster (caster's choice). SR and saving throws apply as for the normal spell, but ignore its normal duration and area. Tying a spell to a hallowed or unhallowed area requires additional material components, costing 1,000gp per level of the spell.

LEVEL 6

School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
abjur.	Antilife Shell	Hemispherical barrier keeps out living creatures	V,S,DF	1 round	10 ft.	Emanation from caster	10 min/lvl (D)		Yes	199
divination	Find the Path	Reveals the most direct route to a specified location	V,S,F	3 rounds	Touch	1 creature	10 min/lvl	Will negs (h)	Yes (h)	230
- conj. (creation)	Fire Seeds [fire]	<p>Acorn grenades: Deal total of 1d6/lvl damage (max. 20d6) (divide damage dice among up to four grenades as desired)</p> <ul style="list-style-type: none"> Ranged touch attack (max. range 100 ft.); each acorn deals 1 hp of splash damage per die and ignites combustible material within 10 ft. <p>Holly berry bombs: Each deals 1d8+1/lvl damage</p> <ul style="list-style-type: none"> Placed by hand and ignite on command if caster is within 200 ft (5 ft. radius burst); ignite combustible material within 5 ft. 	V,S,M	1 action	Touch	Up to 4 acorns	10 min/lvl (or until used)	Ref half (creatures struck directly get no save)	Yes	230
						Up to 8 holly berries		Ref half		
- abjur.	Greater Dispel Magic (greater dispelling)	As <i>dispel magic</i> , but max. +20 on dispel check	V,S	1 action	Medium	see <i>dispel magic</i>	Instant			223
Healing Circle ► <i>mass cure light wounds</i>										
trans.	Ironwood	Creates magical wood, as strong as steel	V,S,M	1 min (per lb.)	0 ft.	1 object (up to 5 lb/lvl)	1 day/lvl (D)			246
		<ul style="list-style-type: none"> If you make only half as much ironwood as the spell would normally allow, any weapon, shield or suit of armor created is treated as a +1 magic item. 								
trans.	Liveoak	Oak tree becomes treant guardian	V,S	10 min	Touch	1 Huge oak tree	1 day/lvl (D)			248
* trans.	Mass Bear's Endurance	Subjects gain +4 enhancement bonus to Constitution	V,S,DF	1 action	Close	1 creature/lvl (max. 30 ft. apart)	1 min/lvl	Will negs (h)	Yes (h)	203
* trans.	Mass Bull's Strength	Subjects gain +4 enhancement bonus to Strength	V,S,DF	1 action	Close	1 creature/lvl (max. 30 ft. apart)	1 min/lvl	Will negs (h)	Yes (h)	207
* trans.	Mass Cat's Grace	Subjects gain +4 enhancement bonus to Dexterity	V,S,M	1 action	Close	1 creature/lvl (max. 30 ft. apart)	1 min/lvl	Will negs (h)	Yes (h)	208
- conj. (healing)	Mass Cure Light Wounds (H) (healing circle)	Cure 1d8+1/lvl (max. +25) hp damage for each subject	V,S	1 action	Close	1 creature/lvl (max. 30 ft. apart)	Instant	Will half (h)	Yes (h)	216
* trans.	Mass Owl's Wisdom	Subjects gain +4 enhancement bonus to Wisdom	V,S,DF	1 action	Close	1 creature/lvl (max. 30 ft. apart)	1 min/lvl	Will negs (h)	Yes (h)	259
+ trans.	Move Earth [earth]	Digs trenches and builds hills	V,S,M	10 min (per 150 ft. square)	Long	Area of dirt (up to 750 ft. sq. and 10 ft. deep) (S)	Instant			257
		<ul style="list-style-type: none"> Cannot be used for tunnelling. Has no effect on earth creatures. 								
- abjur.	Repel Wood	Pushes away wooden objects along path from caster	V,S	1 action	60 ft.	Line emanation from caster	1 min/lvl (D)			271
		<ul style="list-style-type: none"> Objects are repelled at 40 ft/rnd. Fixed objects large than 3 inches diameter are not affected. A creature being dragged by a shield can unlimber it as a move action and drop it as a free action. 								
trans.	Spellstaff	Store one spell in wooden quarterstaff	V,S,F	10 min	Touch	1 quarterstaff	Until discharged (D)	Will negs (obj)	Yes (obj)	282
		<ul style="list-style-type: none"> Caster may not have more than one <i>spellstaff</i> at a given time. 								
divination	Stone Tell	Communicate with natural or worked stone	V,S,DF	10 min	Personal	You	1 min/lvl			284
conj. (summoning)	Summon Nature's Ally VI	Summon natural creature(s) to fight or act as directed	V,S,DF	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			289
		<ul style="list-style-type: none"> Can summon 1 level-6 creature, or 1d3 level-5 creatures, or 1d4+1 lower-level creatures. Summoned creatures act as described for <i>summon nature's ally I</i>. 								
- conj. (teleport.)	Transport via Plants	Can enter any normal plant and pass any distance to another plant of the same species	V,S	1 action	Any	You + 1 willing creature (Medium or smaller) per 3 lvls	1 rnd			295
		<ul style="list-style-type: none"> You and allies can each carry objects weighing up to maximum load. A Large creature counts as 2 Medium creatures, etc. 								
- conj. (creation)	Wall of Stone [earth]	Create wall of rock, merging into adjoining rock surfaces	V,S,DF	1 action	Medium	Stone wall, area up to one 5-ft. square/lvl (s)	Instant			299
		<ul style="list-style-type: none"> Wall is 1 in. thick per 4 lvls (area can be doubled if thickness is halved). Each 5-ft. square has 15 hp/in. of thickness, with hardness 8. Break DC is 20 + 2 per inch of thickness. Creatures can make Reflex saves to avoid being trapped by the wall. 								

LEVEL 7

	School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
*	trans.	Animate Plants	<i>Animate</i> : Plants attack designated target(s) • A Huge plant counts as 2 Large plants, etc. You can change the plants' designated target(s) as a move action.	V	1 action	Close	1 Large (or smaller) plant per 3 lvls	1 rnd/lvl			199
			<i>Entangle</i> : Plants entangle all creatures in area				All plants in range	1 hr/lvl			
	trans.	Changestaff	Staff becomes treant-like guardian	V,S,F	1 round	Touch	1 quarterstaff (specially prepared)	1 hr/lvl (D)			208
	trans.	Control Weather	Change weather conditions in local area (☁)	V,S	10 min (☁)	3 miles	Circle centered on caster	8d12 hr (☁)			214
-	conj. (summoning)	Creeping Doom	Centipede swarms attack all creatures in affected area • Swarms remain stationary unless commanded; you can command any swarm(s) to move toward any prey within 100 ft. (standard action).	V,S	1 round	Close	1 centipede swarm per 2 lvls (max. 10) (need not be contiguous)	1 min/lvl			215
	evocation	Fire Storm [fire]	Deal 1d6/lvl (max. 20d6) of fire damage to all creatures • Natural vegetation and plant creatures can be excluded from damage.	V,S	1 round	Medium	2 10-ft. cubes/lvl (S)	Instant	Ref half	Yes	231
-	divination (scrying)	Greater Scrying	As <i>scrying</i> , but casts faster and lasts longer • All spells noted under <i>scrying</i> can be cast reliably through the sensor, as well as <i>read magic</i> and <i>tongues</i> .	V,S	1 action	Any	Magical sensor	1 hr/lvl	Will negs	Yes	275
Harm											
-	conj. (healing)	Heal	Positive energy cures 10/lvl (max. 150) hp damage • Also ends any and all of these conditions: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, poisoned, sickened, stunned. • Against an undead creature, <i>heal</i> acts like <i>harm</i> .	V,S	1 action	Touch	1 creature	Instant	Will negs (h)	Yes (h)	239
*	conj. (healing)	Mass Cure Moderate Wounds (H)	Cure 2d8+1/lvl (max. +30) hp damage for each subject	V,S	1 action	Close	1 creature/lvl (max. 30 ft. apart)	Instant	Will half (h)	Yes (h)	216
	conj. (summoning)	Summon Nature's Ally VII	Summon natural creature(s) to fight or act as directed • Can summon 1 level-7 creature, or 1d3 level-6 creatures, or 1d4+1 lower-level creatures. • Summoned creatures act as described for <i>summon nature's ally I</i> .	V,S,DF	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			289
-	evocation	Sunbeam [light]	Beams each deal 4d6 damage and blind creatures • Can evoke 1 beam/rnd (standard action); total 1 beam/3 lvls (max. 6). • Creatures vulnerable to sunlight take double damage. • Undead, oozes, slimes, mold and fungi take 1d6/lvl damage (max. 20d6); undead vulnerable to sunlight (e.g. vampires) are destroyed on a failed save.	V,S,DF	1 action	60 ft.	Line from caster	1 rnd/lvl (or until all beams used)	Ref half (and negates blinding)	Yes	289
	trans.	Transmute Metal to Wood	Metal objects within affected area become wood • Magic objects made of metal have SR of 20 + caster level against this spell. Artifacts cannot be transmuted. • Transmuted weapons suffer -2 penalty to attack and damage, and splinter and break on any natural attack roll of 1 or 2. • Transmuted armor loses 2 points of armor bonus, and loses an additional point of armor bonus every time it is struck by a natural attack roll of 19 or 20.	V,S,DF	1 action	Long	40-ft. radius burst	Instant		Yes (obj)	294
	divination	True Seeing	Subject sees all things within 120 ft. as they really are • Subject can see through normal or magical darkness, notice secret doors hidden by magic, ignore <i>blur</i> and <i>displacement</i> effects, see invisible objects or creatures, see through illusions, see the true form of <i>polymorphed</i> , changed, or transmuted things, and see into the Ethereal Plane.	V,S,M (250)	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	296
-	trans.	Wind Walk [air]	Caster and allies transformed into misty vapor (as for <i>gaseous form</i>) and can travel 600 ft./rnd • Subjects can regain normal form and transform back to vapor as desired (each change takes 5 rounds).	V,S,DF	1 action	Touch	You + 1 creature per 3 lvls	1 hr/lvl (D)	Will negs (h)	Yes (h)	302

LEVEL 8

	School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
–	trans.	Animal Shapes	As alternate form special ability (see <i>Monster Manual</i>), but can affect multiple creatures <ul style="list-style-type: none"> • HD of new form can be no more than caster level (max. 20), or subject's HD, whichever is lower. • All subjects must take the same kind of animal form. • A subject may resume its normal form as a full-round action. 	V,S,DF	1 action	Close	1 willing creature/lvl (max. 30 ft. apart)	1 hr/lvl (D)		Yes (h)	198
–	trans.	Control Plants (<i>command plants</i>)	Command plant creatures via vocal communication <ul style="list-style-type: none"> • After the spell is over, subjects revert to normal behaviour. 	V,S,DF	1 action	Close	Up to 2 HD/lvl of plant creatures (max. 30 ft. apart)	1 min/lvl	Will negs	Yes	213
9	evocation	Earthquake [earth]	Intense tremor shakes localised area <ul style="list-style-type: none"> • Damage and applicable saving throws depend on the terrain (☞). 	V,S,DF	1 action	Long	80-ft radius spread (S)	1 rnd	(☞)		225
–	necro.	Finger of Death [death]	Kills target creature <ul style="list-style-type: none"> • Successful save inflicts 3d6+1/lvl (max. +25) damage instead. 	V,S	1 action	Close	1 living creature	Instant	Fort part	Yes	230
* conj. (healing)		Mass Cure Serious Wounds (H)	Cure 3d8+1/lvl (max. +35) hp damage for each subject	V,S	1 action	Close	1 creature/lvl (max. 30 ft. apart)	Instant	Will half (h)	Yes (h)	216
–	abjur.	Repel Metal or Stone [earth]	As <i>repel wood</i> , but acts on metal or stone objects <ul style="list-style-type: none"> • Loose objects weighing more than 500 lb. are not affected. 	V,S	1 action	60 ft.	Line from caster	1 rnd/lvl (D)			271
	trans.	Reverse Gravity	Objects and creatures fall upward in affected area <ul style="list-style-type: none"> • Provided there is something to hold onto, affected creatures can attempt Reflex saves to secure themselves when the spell strikes. 	V,S,DF	1 action	Medium	Up to 1 10-ft. cube per two lvls (S)	1 rnd/lvl (D)			273
	conj. (summoning)	Summon Nature's Ally VIII	Summon natural creature(s) to fight or act as directed <ul style="list-style-type: none"> • Can summon 1 level-8 creature, or 1d3 level-7 creatures, or 1d4+1 lower-level creatures. • Summoned creatures act as described for <i>summon nature's ally I</i>. 	V,S,DF	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			289
–	evocation	Sunburst [light]	Radiance deals 6d6 damage and blinds creatures <ul style="list-style-type: none"> • Creatures vulnerable to sunlight take double damage. • Undead, oozes, slimes, mold and fungi take 1d6/lvl damage (max. 25d6); undead vulnerable to sunlight are destroyed on a failed save. • Dispel any darkness spells of lower than 9th level within its area. 	V,S,DF	1 action	Long	80-ft. radius burst	Instant	Ref half (and negates blinding)	Yes	289
–	evocation	Whirlwind [air]	Cyclone deals 3d6 dmg to Large or smaller creatures <ul style="list-style-type: none"> • Cyclone moves 60 ft./rnd, under caster's direction (standard action). • Medium-size or smaller creatures that fail their Reflex save must make another or be picked up bodily, taking 1d8 dmg/rnd (no save); carried creatures can be ejected whenever caster wishes. 	V,S,DF	1 action	Long	Cyclone (10-ft. wide at base, 30 ft. wide at top, and 30 ft. tall)	1 rnd/lvl (D)	Ref negs (☞)	Yes	301
–	conj. (teleport.)	Word of Recall	Transports caster and allies back to known sanctuary <ul style="list-style-type: none"> • Designated area of arrival can be no larger than 10 ft. x 10 ft. • You and allies can each carry objects weighing up to maximum load. A Large creature counts as 2 Medium creatures, etc. 	V	1 action	Any	You + 1 willing creature (Medium or smaller) per 3 lvls	Instant	Will negs (obj)	Yes (obj)	303

LEVEL 9

	School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
–	ench. (compulsion)	Antipathy [mind-affecting]	Object or location repels creatures of specified type <ul style="list-style-type: none"> On a successful save, a creature can stay in the area or touch the item but suffers a –4 DEX penalty while doing so. Counters and dispels <i>sympathy</i>. 	V,S,DF	1 hour	Close	1 location (up to 10-ft cube/lvl) or 1 object	2 hr/lvl (D)	Will part	Yes	200
Earthquake ► 8											
–	conj. (summoning)	Elemental Swarm [air / earth / fire / water]	Summon multiple elementals of chosen type <ul style="list-style-type: none"> 2d4 Large elementals, then (after 10 minutes) 1d4 Huge elementals, then (after another 10 minutes) 1 greater elemental. Each elemental has maximum hit points per HD. 	V,S	10 min	Medium	Summoned creatures (max. 30 ft. apart)	10 min/lvl (D)			226
	divination	Foresight	“Sixth sense” warns of impending danger to subject <ul style="list-style-type: none"> If caster is subject, he gains +2 insight bonus to AC and Reflex saves. 	V,S,DF	1 action	Touch	1 creature	10 min/lvl	Will negs (h)	Yes (h)	233
*	conj. (healing)	Mass Cure (H) Critical Wounds	Cure 4d8+1/lvl (max. +40) hp damage for each subject	V,S	1 action	Close	1 creature/lvl (max. 30 ft. apart)	Instant	Will half (h)	Yes (h)	215
Mass Heal											
+	conj. (healing)	Regenerate	Subject’s severed body parts grow back <ul style="list-style-type: none"> After spell is cast, regeneration takes 1 round if the severed members are present and touching the subject; otherwise it takes 2d10 rounds. Also cures 4d8+1/lvl (max. +35) hp damage, and eliminates any fatigue, exhaustion, or nonlethal damage suffered by the subject. 	V,S,DF	3 rounds	Touch	1 living creature	Instant	Fort negs (h)	Yes (h)	270
	conj. (creation)	Shambler	Shambling mounds aid in combat or serve as guards <ul style="list-style-type: none"> If created only for guard duty, the shamblers cannot move outside the spell’s range, and the duration becomes 7 months. The shamblers have resistance to fire (as normal shambling mounds do) only if the terrain is rainy, marshy or damp. 	V,S	1 action	Medium	1d4+2 shamblers (11 HD each) (max. 30 ft. apart)	7 days (D)			277
–	trans.	Shapechange	As <i>polymorph</i> , but caster can assume the form of any single nonunique creature or object <ul style="list-style-type: none"> New form can be from Fine to Colossal size, with up to 1/lvl HD (max. 25). Incorporeal and gaseous forms can be assumed. You gain all extraordinary and supernatural abilities of the assumed form (but lose your own supernatural abilities). You also gain the type of the new form in place of your own. You can become just about anything you are familiar with, and can change form once each round as a free action (either immediately before your regular action or immediately after it, but not during it). 	V,S,F (1500)	1 action	Personal	You	10 min/lvl (D)			277
+	conj. (summoning)	Storm of Vengeance	Storm cloud rains acid, lightning and hail (☁)	V,S	1 round	Long	360-ft. radius storm cloud	Conc. (max. 10 rnds) (D)	(☁)	Yes	285
	conj. (summoning)	Summon Nature’s Ally IX	Summon natural creature(s) to fight or act as directed <ul style="list-style-type: none"> Can summon 1 level-9 creature, or 1d3 level-8 creatures, or 1d4+1 lower-level creatures. Summoned creatures act as described for <i>summon nature’s ally I</i>. 	V,S,DF	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			289
–	ench. (compulsion)	Sympathy [mind-affecting]	Object or location attracts creatures of specified type <ul style="list-style-type: none"> On a successful save, a creature is released, but must make another save 1d6 x 10 min. later or be forced to return. Counters and dispels <i>antipathy</i>. 	V,S,M (1500)	1 hour	Close	1 location (up to 10-ft cube/lvl) or 1 object	2 hr/lvl (D)	Will part	Yes	292

Spells Without Verbal or Somatic Components

Most spells, as can be seen from the tables above, have both verbal (V) and somatic (S) components. The following list shows which druid spells lack verbal and/or somatic components.

V components only (no S/M/F)	V+M/F components (no S)	S+M/F components (no V)
0 Flare	0 Light	1 Hide from Animals
4 Command Plants		
* 7 Animate Plants		
8 Word of Recall		