

## Druid Level 0

							Spells/Day _____	Spells known _____		DC _____
	Spell	Sc	Comp	Time	Range	Target	Duration	Save	SR	Description
_____ <input type="checkbox"/>	Create Water	Co	VS	1 act	close	up to 2 gallons of water/level	instantaneous	none	no	Creates 2 gallons/level of pure water.
_____ <input type="checkbox"/>	Detect Magic	Di	VS	1 act	60 ft.	cone-shaped emanation	conc, min./lvl(D) <sup>1</sup>	none	no	Detects spells and magic items within 60 ft.
_____ <input type="checkbox"/>	Detect Poison	Di	VS	1 act	close	one creature, one object, or a 5-ft. cube	instantaneous	none	no	Detects poison in one creature or object.
_____ <input type="checkbox"/>	Flare	Ev	V	1 act	close	burst of light	instantaneous	Fort neg	yes	Dazzles one creature (–1 on attack rolls).
_____ <input type="checkbox"/>	Guidance	Di	VS	1 act	touch	creature touched	1 min or until discharged	Will neg	yes	+1 on one attack roll, saving throw, or skill check.
_____ <input type="checkbox"/>	Know Direction	Di	VS	1 act	personal	you	instantaneous			You discern north.
_____ <input type="checkbox"/>	Light	Ev	VM/DF	1 act	touch	object touched	10 min./lvl	none	no	Object shines like a torch.
_____ <input type="checkbox"/>	Mending	Tr	VS	10 mins	10 ft.	one object of up to 1 lb./level	instantaneous	Will neg	yes	Makes minor repairs on an object.
_____ <input type="checkbox"/>	Purify Food and Drink	Tr	VS	1 act	10 ft.	1 cu. ft./level of contaminated food and water	instantaneous	Will neg	yes	Purifies 1 cu. ft./level of food or water.
_____ <input type="checkbox"/>	Read Magic	Di	VSF	1 act	personal	you	10 min./lvl			Read scrolls and spellbooks.
_____ <input type="checkbox"/>	Resistance	Ab	VSM/DF	1 act	touch	creature touched	1 min	Will neg	yes	Subject gains +1 on saving throws.
_____ <input type="checkbox"/>	Stabilize	Co	VS	1 act	close	one living creature	instantaneous	Will neg	yes	Cause a dying creature to stabilize.
_____ <input type="checkbox"/>	Virtue	Tr	VSDF	1 act	touch	creature touched	1 min.	none	yes	Subject gains 1 temporary hp.

# Druid Level 1

							Spells/Day	Spells known		DC
Spell	Sc	Comp	Time	Range	Target	Duration	Save	SR	Description	
<input type="checkbox"/> Calm Animals	En	VS	1 act	close	animals within 30 ft. of each other	1 min./lvl	Will neg	yes	Calms 2d4 + level HD of animals.	
<input type="checkbox"/> Charm Animal	En	VS	1 act	close	one animal	1 h/lvl	Will neg	yes	Makes one animal your friend.	
<input type="checkbox"/> Cure Light Wounds	Co	VS	1 act	touch	creature touched	instantaneous	Will half*	yes*	Cures 1d8 damage + 1/level (max +5).	
<input type="checkbox"/> Detect Animals or Plants	Di	VS	1 act	long	cone-shaped emanation	conc, min./lvl(D) <sup>10</sup>	none	no	Detects kinds of animals or plants.	
<input type="checkbox"/> Detect Snares and Pits	Di	VS	1 act	60 ft.	cone-shaped emanation	conc, min./lvl(D) <sup>10</sup>	none	no	Reveals natural or primitive traps.	
<input type="checkbox"/> Endure Elements	Ab	VS	1 act	touch	creature touched	24 hs	Will neg	yes	Exist comfortably in hot or cold regions.	
<input type="checkbox"/> Entangle	Tr	VSDF	1 act	long	plants in a 40-ft.-radius spread	1 min./lvl(D)	Ref partial; see text	no	Plants entangle everyone in 40-ft. radius.	
<input type="checkbox"/> Faerie Fire	Ev	VSDF	1 act	long	creatures and objects within a 5-ft.-radius burst	1 min./lvl(D)	none	yes	Outlines subjects with light, canceling blur, concealment, and the like.	
<input type="checkbox"/> Goodberry	Tr	VSDF	1 act	touch	2d4 fresh berries touched	1 day/lvl	none	yes	2d4 berries each cure 1 hp (max 8 hp/24 hours).	
<input type="checkbox"/> Hide from Animals	Ab	SDF	1 act	touch	one creature touched/level	10 min./lvl(D)	Will neg	yes	Animals can't perceive one subject/level.	
<input type="checkbox"/> Jump	Tr	VSM	1 act	touch	creature touched	1 min./lvl(D)	Will neg	yes	Subject gets bonus on Acrobatics checks.	
<input type="checkbox"/> Longstrider	Tr	VSM	1 act	personal	you	1 h/lvl(D)			Your speed increases by 10 ft.	
<input type="checkbox"/> Magic Fang	Tr	VSDF	1 act	touch	living creature touched	1 min./lvl	Will neg	yes	One natural weapon of subject creature gets +1 on attack and damage rolls.	
<input type="checkbox"/> Magic Stone	Tr	VSDF	1 act	touch	up to three pebbles touched	30 mins or until discharged	Will neg	yes	Three stones gain +1 on attack, deal 1d6 +1 damage.	
<input type="checkbox"/> Obscuring Mist	Co	VS	1 act	20 ft.	cloud spreads in 20-ft. radius from you, 20 ft. high	1 min./lvl(D)	none	no	Fog surrounds you.	
<input type="checkbox"/> Pass without Trace	Tr	VSDF	1 act	touch	one creature/level touched	1 h/lvl(D)	Will neg	yes	One subject/level leaves no tracks.	
<input type="checkbox"/> Produce Flame	Ev	VS	1 act	0 ft.	flame in your palm	1 min./lvl(D)	none	yes	1d6 damage + 1/level, touch or thrown.	
<input type="checkbox"/> Shillelagh	Tr	VSDF	1 act	touch	one touched nonmagical oak club or quarterstaff	1 min./lvl	Will neg	yes	Cudgel or quarterstaff becomes +1 weapon (2d6 damage) for 1 min./level.	
<input type="checkbox"/> Speak with Animals	Di	VS	1 act	personal	you	1 min./lvl			You can communicate with animals.	
<input type="checkbox"/> Summon Nature's Ally I	Co	VSDF	1 rnd	close	one summoned creature	1 rnd/lvl(D)	none	no	Summons creature to fight.	

## Druid Level 2

							Spells/Day	Spells known		DC
	Spell	Sc	Comp	Time	Range	Target	Duration	Save	SR	Description
_____ □	Animal Messenger	En	VSM	1 min	close	one Tiny animal	1 day./lvl	none; see text	yes	Sends a Tiny animal to a specific place.
_____ □	Animal Trance	En	VS	1 act	close	animals or magical beasts with Intelligence 1 or 2	concentration	Will neg	yes	Fascinates 2d6 HD of animals.
_____ □	Barkskin	Tr	VSDF	1 act	touch	living creature touched	10 min./lvl	none	yes	Grants +2 (or higher) enhancement to natural armor.
_____ □	Bear's Endurance	Tr	VSM/DF	1 act	touch	creature touched	1 min./lvl	Will neg	yes	Subject gains +4 to Con for 1 min./level.
_____ □	Bull's Strength	Tr	VSM/DF	1 act	touch	creature touched	1 min./lvl	Will neg	yes	Subject gains +4 to Str for 1 min./level.
_____ □	Cat's Grace	Tr	VSM	1 act	touch	creature touched	1 min./lvl	Will neg	yes	Subject gains +4 to Dex for 1 min./level.
_____ □	Chill Metal	Tr	VSDF	1 act	close	metal equipment of one creature per two levels, no two of which can be more than 30 ft. away from any of the rest	7 rnds	Will neg	yes	Cold metal damages those who touch it.
_____ □	Delay Poison	Co	VSDF	1 act	touch	creature touched	1 h./lvl	Fort neg	yes	Stops poison from harming target for 1 hour./level.
_____ □	Fire Trap	Ab	VSM*	10 mins	touch	object touched	permanent until discharged (D)	Ref half; see text	yes	Opened object deals 1d4 + 1/level damage.
_____ □	Flame Blade	Ev	VSDF	1 act	0 ft.	sword-like beam	1 min./lvl(D)	none	yes	Touch attack deals 1d8 + 1/two levels damage.
_____ □	Flaming Sphere	Ev	VSM/DF	1 act	medium	5-ft.-diameter sphere	1 rnd./lvl	Ref neg	yes	Rolling ball of fire deals 3d6 fire damage.
_____ □	Fog Cloud	Co	VS	1 act	medium	fog spreads in 20-ft. radius	10 min./lvl	none	no	Fog obscures vision.
_____ □	Gust of Wind	Ev	VS	1 act	60 ft.	line-shaped gust of severe wind emanating out from you to the extreme of the range	1 rnd	Fort neg	yes	Blows away or knocks down smaller creatures.
_____ □	Heat Metal	Tr	VSDF	1 act	close	metal equipment of one creature per two levels, no two of which can be more than 30 ft. apart; or 25 lbs. of metal/level, all of which must be within a 30-ft. circle	7 rnds	Will neg	yes	Makes metal so hot it damages those who touch it.
_____ □	Hold Animal	En	VS	1 act	medium	one animal	1 rnd./lvl*(D)	Will neg; see text	yes	Paralyzes one animal for 1 round./level.
_____ □	Owl's Wisdom	Tr	VSM/DF	1 act	touch	creature touched	1 min./lvl	Will neg	yes	Subject gains +4 to Wis for 1 min./level.
_____ □	Reduce Animal	Tr	VS	1 act	touch	one willing animal of Small, Medium, Large, or Huge size	1 h./lvl(D)	none	no	Shrinks one willing animal.
_____ □	Resist Energy	Ab	VSDF	1 act	touch	creature touched	10 min./lvl	Fort neg	yes	Ignores 10 (or more) points of damage/attack from specified energy type.
_____ □	Restoration, Lesser	Co	VS	3 rnds	touch	creature touched	instantaneous	Will neg	yes	Dispels magical ability penalty or repairs 1d4 ability damage.
_____ □	Soften Earth and Stone	Tr	VSDF	1 act	close	10-ft. square/level; see text	instantaneous	none	no	Turns stone to clay, or dirt to sand or mud.
_____ □	Spider Climb	Tr	VSM	1 act	touch	creature touched	10 min./lvl	Will neg	yes	Grants ability to walk on walls and ceilings.
_____ □	Summon Nature's Ally II	Co	VSDF	1 rnd	close	one summoned creature	1 rnd./lvl(D)	none	no	Summons creature to fight.
_____ □	Summon Swarm	Co	VSM/DF	1 rnd	close	one swarm of bats, rats, or spiders	concentration + 2 rnds	none	no	Summons swarm of bats, rats, or spiders.
_____ □	Tree Shape	Tr	VSDF	1 act	personal	you	1 h./lvl(D)	none	yes	You look exactly like a tree for 1 hour./level.
_____ □	Warp Wood	Tr	VS	1 act	close	1 Small wooden object/level, all within a 20-ft. radius	instantaneous	Will neg	yes	Bends wood.
_____ □	Wood Shape	Tr	VSDF	1 act	touch	one touched piece of wood no larger than 10 cu. ft. + 1 cu. ft./level	instantaneous	Will neg	yes	Reshapes wooden objects to suit you.

## Druid Level 3

							Spells/Day	Spells known		DC
Spell	Sc	Comp	Time	Range	Target	Duration	Save	SR	Description	
_____ □ Call Lightning	Ev	VS	1 rnd	medium	one or more 30-ft.-long vertical lines of lightning	1 min./lvl	Ref half	yes	Calls down lightning bolts (3d6 per bolt) from sky.	
_____ □ Contagion	Ne	VS	1 act	touch	living creature touched	instantaneous	Fort neg	yes	Infects subject with chosen disease.	
_____ □ Cure Wounds	Co	VS	1 act	touch	creature touched	instantaneous	Will half*	yes*	Cures 2d8 damage + 1/level (max +10).	
_____ □ Daylight	Ev	VS	1 act	touch	object touched	10 min./lvl(D)	none	no	60-ft. radius of bright light.	
_____ □ Diminish Plants	Tr	VSDF	1 act	see text	see textsee text	instantaneous	none	no	Reduces size or blights the growth of normal plants.	
_____ □ Dominate Animal	En	VS	1 rnd	close	one animal	1 rnd./lvl	Will neg	yes	One animal obeys your silent mental commands and orders.	
_____ □ Magic Fang, Greater	Tr	VSDF	1 act	close	one living creature	1 h/lvl	Will neg	yes	One natural weapon gets + 1/four levels (max +5).	
_____ □ Meld into Stone	Tr	VSDF	1 act	personal	you	10 min./lvl			You and your gear merge with stone.	
_____ □ Neutralize Poison	Co	VSM/DF	1 act	touch	creature or object of up to 1 cu. ft./level touched	instantaneous or 10 min./lvl; see text	Will neg	yes	Immunizes subject against poison, detoxifies venom in or on subject.	
_____ □ Plant Growth	Tr	VSDF	1 act	see text	see textsee text	instantaneous	none	no	Grows vegetation, improves crops.	
_____ □ Poison	Ne	VSDF	1 act	touch	living creature touched	instantaneous; see text	Fort neg; see text	yes	Touch deals 1d3 Con damage 1/round for 6 rounds.	
_____ □ Protection from Energy	Ab	VSDF	1 act	touch	creature touched	10 min./lvl or until discharged	Fort neg	yes	Absorb 12 points/level of damage from one kind of energy.	
_____ □ Quench	Tr	VSDF	1 act	medium	one fire-based magic itemone 20-ft. cube/level (S)	instantaneous	none or Will neg	no or yes	Extinguishes fires.	
_____ □ Remove Disease	Co	VS	1 act	touch	creature touched	instantaneous	Fort neg	yes	Cures all diseases affecting subject.	
_____ □ Sleet Storm	Co	VSM/DF	1 act	long	cylinder (40-ft. radius, 20 ft. high) touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level	1 rnd./lvl	none	no	Hampers vision and movement.	
_____ □ Snare	Tr	VSDF	3 rnds	touch	one 20-ft. square/level	Until triggered or broken	none	no	Creates a magic booby trap.	
_____ □ Speak with Plants	Di	VS	1 act	personal	you	1 min./lvl			You can talk to plants and plant creatures.	
_____ □ Spike Growth	Tr	VSDF	1 act	medium	stone or stone object touched, up to 10 cu. ft. + 1 cu. ft./level	1 h/lvl(D)	Ref partial	yes	Creatures in area take 1d4 damage, may be slowed.	
_____ □ Stone Shape	Tr	VSM/DF	1 act	touch	one summoned creature	instantaneous	none	no	Sculpts stone into any shape.	
_____ □ Summon Nature's Ally III	Co	VSDF	1 rnd	close	living creatures touched	1 rnd./lvl(D)	none	no	Summons creature to fight.	
_____ □ Water Breathing	Tr	VSM/DF	1 act	touch	wall up to 10 ft./level long and 5 ft./level high (S)	2 hs/lvl; see text	Will neg	yes	Subjects can breathe underwater.	
_____ □ Wind Wall	Ev	VSM/DF	1 act	medium		1 rnd./lvl	none; see text	yes	Deflects arrows, smaller creatures, and gases.	

## Druid Level 4

							Spells/Day	Spells known		DC
	Spell	Sc	Comp	Time	Range	Target	Duration	Save	SR	Description
_____ □	Air Walk	Tr	VSDF	1 act	touch	creature (Gargantuan or smaller) touched	10 min./lvl	none	yes	Subject treads on air as if solid (climb or descend at 45-degree angle).
_____ □	Antiplant Shell	Ab	VSDF	1 act	10 ft.	10-ft.-radius emanation, centered on you	1 min./lvl(D)	none	yes	Keeps animated plants at bay.
_____ □	Blight	Ne	VSDF	1 act	touch		instantaneous	Fort half; see text	yes	Withers one plant or deals 1d6/level damage to plant creature.
_____ □	Command Plants	Tr	V	1 act	close	up to 2 HD/level of plant creatures, no two of which can be more than 30 ft. apart	1 day/lvl	Will neg	yes	Sways the actions of plant creatures.
_____ □	Control Water	Tr	VSM/DF	1 act	long	water in a volume of 10 ft./level by 10 ft./level by 2 ft./level	10 min./lvl(D)	none; see text	no	Raises or lowers bodies of water.
_____ □	Cure Serious Wounds	Co	VS	1 act	touch	creature touched	instantaneous	Will half*	yes*	Cures 3d8 damage + 1/level (max +15).
_____ □	Dispel Magic	Ab	VS	1 act	medium	one spellcaster, creature, or object	instantaneous	none	no	Cancels one magical spell or effect.
_____ □	Flame Strike	Ev	VSDF	1 act	medium	cylinder (10-ft. radius, 40-ft. high)	instantaneous	Ref half	yes	Smites foes with divine fire (1d6/level damage).
_____ □	Freedom of Movement	Ab	VSM, DF	1 act	personal or touch	you or creature touched	10 min./lvl	Will neg	yes	Subject moves normally despite impediments to restrict movement.
_____ □	Giant Vermin	Tr	VSDF	1 act	close	1 or more vermin, no two of which can be more than 30 ft. apart	1 min./lvl	none	yes	Turns centipedes, scorpions, or spiders into giant vermin.
_____ □	Ice Storm	Ev	VSM/DF	1 act	long	cylinder (20-ft. radius, 40 ft. high)	1 rnd/lvl(D)	none	yes	Hail deals 5d6 damage in cylinder 40 ft. across.
_____ □	Reincarnate	Tr	VSM*, DF*	10 mins	touch	dead creature touched	instantaneous	none; see text	yes	Brings dead subject back in a random body.
_____ □	Repel Vermin	Ab	VSDF	1 act	10 ft.	10-ft.-radius emanation centered on you	10 min./lvl(D)	none or Will neg; see text	yes	Insects, spiders, and other vermin stay 10 ft. away.
_____ □	Rusting Grasp	Tr	VSDF	1 act	touch	one nonmagical ferrous object (or the volume of the object within 3 ft. of the touched point) or one ferrous creature	see text	none	no	Your touch corrodes iron and alloys.
_____ □	Scrying	Di	VSM*/DF*	1 h	see text	magical sensor	1 min./lvl	Will neg	yes	Spies on subject from a distance.
_____ □	Spike Stones	Tr	VSDF	1 act	medium	one 20-ft. square/level	1 h/lvl(D)	Ref partial	yes	Creatures in area take 1d8 damage, may also be slowed.
_____ □	Summon Ally IV	Nature's Co	VSDF	1 rnd	close	one summoned creature	1 rnd/lvl(D)	none	no	Summons creature to fight.

## Druid Level 5

							Spells/Day	Spells known		DC
	Spell	Sc	Comp	Time	Range	Target	Duration	Save	SR	Description
_____ □	Animal Growth	Tr	VS	1 act	medium	one animal (Gargantuan or smaller)	1 min./lvl	Fort neg	yes	One animal doubles in size.
_____ □	Atonement	Ab	VSM* DF*	1 h	touch	living creature touched	instantaneous	none	yes	Removes burden of misdeeds from subject.
_____ □	Awaken	Tr	VSM* DF*	24 hs	touch	animal or tree touched	instantaneous	Will neg	yes	Animal or tree gains human intellect.
_____ □	Baleful Polymorph	Tr	VS	1 act	close	one creature	permanent	Fort neg, Will partial; see text	yes	Transforms subject into harmless animal.
_____ □	Call Lightning Storm	Ev	VS	1 rnd	long	one or more 30-ft.-long vertical lines of lightning	1 min./lvl	Ref half	yes	As call lightning, but 5d6 damage per bolt.
_____ □	Commune with Nature	Di	VS	10 mins	personal	you	instantaneous			Learn about terrain for 1 mile/level.
_____ □	Control Winds	Tr	VS	1 act	40 ft./lvl	40 ft./level radius cylinder 40 ft. high	10 min./lvl	Fort neg	no	Changes wind direction and speed.
_____ □	Cure Critical Wounds	Co	VS	1 act	touch	creature touched	instantaneous	Will half*	yes*	Cures 4d8 damage + 1/level (max +20).
_____ □	Death Ward	Ne	VSDF	1 act	touch	living creature touched	1 min./lvl	Will neg	yes	Grants bonuses against death spells and negative energy.
_____ □	Hallow	Ev	VSM* DF*	24 hs	touch	40-ft. radius emanating from the touched point	instantaneous	see text	see text	Designates location as holy.
_____ □	Insect Plague	Co	VSDF	1 rnd	long	one swarm of wasps per three levels, each of which must be adjacent to at least one other swarm	1 min./lvl	none	no	Wasp swarms attack creatures.
_____ □	Stoneskin	Ab	VSM*	1 act	touch	creature touched	10 min./lvl or until discharged	Will neg	yes	Grants DR 10/adamantine.
_____ □	Summon Ally V Nature's	Co	VSDF	1 rnd	close	one summoned creature	1 rnd./lvl(D)	none	no	Summons creature to fight.
_____ □	Transmute Rock to Mud	Tr	VSM/DF	1 act	medium	up to two 10-ft. cubes/level	permanent	see text	no	Transforms two 10-ft. cubes per level.
_____ □	Transmute Rock to Mud	Tr	VSM/DF	1 act	medium	up to two 10-ft. cubes/level	permanent; see text	see text	no	Transforms two 10-ft. cubes per level.
_____ □	Tree Stride	Co	VSDF	1 act	personal	you	1 h/lvl or until expended; see text			Step from one tree to another far away.
_____ □	Unhallow	Ev	VSM*	24 hs	touch	40-ft. radius emanating from the touched point	instantaneous	see text	see text	Designates location as unholy.
_____ □	Wall of Fire	Ev	VSM/DF	1 act	medium	opaque sheet of flame up to 20 ft. long/level or a ring of fire with a radius of up to 5 ft./two levels; either form 20 ft. high	concentration + 1 rnd/lvl	none	yes	Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.
_____ □	Wall of Thorns	Co	VS	1 act	medium	wall of thorny brush, up to one 10-ft. cube/level (S)	10 min./lvl(D)	none	no	Thorns damage anyone who tries to pass.

## Druid Level 6

							Spells/Day	Spells known		DC
	Spell	Sc	Comp	Time	Range	Target	Duration	Save	SR	Description
_____ □	Antilife Shell	Ab	VSDF	1 rnd	10 ft.	10-ft.-radius emanation, centered on you	1 min./lvl(D)	none	yes	10-ft.-radius field hedges out living creatures.
_____ □	Bear's Endurance, Mass	Tr	VSM/DF	1 act	close	creature one creature/level, no two of which can be more than 30 ft. apart	1 min./lvl	Will neg	yes	As bear's endurance, affects 1 subject/level.
_____ □	Bull's Strength, Mass	Tr	VSM/DF	1 act	close	one creature/level, no two of which can be more than 30 ft. apart	1 min./lvl	Will neg	yes	As bull's strength, affects 1 subject/level.
_____ □	Cat's Grace, Mass	Tr	VSM	1 act	close	one creature/level, no two of which can be more than 30 ft. apart	1 min./lvl	Will neg	yes	As cat's grace, affects 1 subject/level.
_____ □	Cure Light Wounds, Mass	Co	VS	1 act	close	one creature/level, no two of which can be more than 30 ft. apart	instantaneous	Will half or Will half; see text	yes or yes; see text	Cures 1d8 damage + 1/level, affects 1 subject/level.
_____ □	Dispel Magic, Greater	Ab	VS	1 act	medium	one spellcaster, creature, or object20-ft.-radius burst	instantaneous	none	no	Works as dispel magic, but can affect multiple targets.
_____ □	Find the Path	Di	VSF	3 rnds	personal or touch	you or creature touched	10 min./lvl	none or neg	Will or yes	Shows most direct way to a location.
_____ □	Fire Seeds	Co	VSM	1 act	touch	up to four acorns or up to eight holly berries	10 min./lvl or until used	none or Ref half; see text	no	Acorns and berries become grenades and bombs.
_____ □	Ironwood	Tr	VSF	1 min./lb. created	0 ft.	an ironwood object weighing up to 5 lbs./level	1 day/lvl(D)	none	no	Magic wood is as strong as steel.
_____ □	Liveoak	Tr	VS	10 mins	touch	tree touched	1 day/lvl(D)	none	no	Oak becomes treant guardian.
_____ □	Move Earth	Tr	VSM	see text	long	dirt in an area up to 750 ft. square and up to 10 ft. deep	instantaneous	none	no	Digs trenches and builds hills.
_____ □	Owl's Wisdom, Mass	Tr	VSM/DF	1 act	close	one creature/level, no two of which can be more than 30 ft. apart	1 min./lvl	Will neg	yes	As owl's wisdom, affects 1 subject/level.
_____ □	Repel Wood	Tr	VS	1 act	60 ft.	60-ft. line-shaped emanation from you	1 min./lvl(D)	none	no	Pushes away wooden objects.
_____ □	Spellstaff	Tr	VSF	10 mins	touch	wooden quarterstaff touched	permanent until discharged(D)	Will neg	yes	Stores one spell in wooden quarterstaff.
_____ □	Stone Tell	Di	VSDF	10 mins	personal	you	1 min./lvl			Talk to natural or worked stone.
_____ □	Summon Nature's Ally VI	Co	VSDF	1 rnd	close	one summoned creature	1 rnd./lvl(D)	none	no	Summons creature to fight.
_____ □	Transport via Plants	Co	VS	1 act	unlimited	you and touched objects or other touched willing creatures	1 rnd	none	no	Move instantly from one plant to another of the same kind.
_____ □	Wall of Stone	Co	VSM/DF	1 act	medium	stone wall whose area is up to one 5-ft. square/level (S)	instantaneous	see text	no	Creates a stone wall that can be shaped.

## Druid Level 7

							Spells/Day	Spells known		DC
	Spell	Sc	Comp	Time	Range	Target	Duration	Save	SR	Description
_____ □	Animate Plants	Tr	V	1 act	close	one Large plant per three caster levels or all plants within range; see text	1 rnd/lvl or 1 h/lvl; see text	none	no	One or more plants animate and fight for you.
_____ □	Changestaff	Tr	VSF	1 rnd	touch	your touched staff	1 h/lvl(D)	none	no	Your staff becomes a treant on command.
_____ □	Control Weather	Tr	VS	10 mins; see text	2 miles	2-mile-radius circle, centered on you; see text	4d12 hs; see text	none	no	Changes weather in local area.
_____ □	Creeping Doom	Co	VS	1 act	close /100 ft.; see text	four swarms of insects	1 rnd/lvl	Fort partial; see text	no	Swarms of centipedes attack at your command.
_____ □	Cure Moderate Wounds, Mass	Co	VS	1 act	close	one creature/level, no two of which can be more than 30 ft. apart	instantaneous	Will half or Will half; see text	yes or yes; see text	Cures 2d8 damage + 1/level, affects 1 subject/level.
_____ □	Fire Storm	Ev	VS	1 act	medium	two 10-ft. cubes per level	instantaneous	Ref half	yes	Deals 1d6/level fire damage.
_____ □	Heal	Co	VS	1 act	touch	creature touched	instantaneous	Will neg	yes	Cures 10 points/level damage, all diseases and mental conditions.
_____ □	Screaming, Greater Summon Nature's Ally VII	Di	VS	1 act	see text	magical sensor	1 h/lvl	Will neg	yes	As scrying, but faster and longer.
_____ □		Co	VSDF	1 rnd	close	one summoned creature	1 rnd/lvl(D)	none	no	Summons creature to fight.
_____ □	Sunbeam	Ev	VSDF	1 act	60 ft.	line from your hand	1 rnd/lvl or until all beams are exhausted	Ref neg and Ref half; see text	yes	Beam blinds and deals 4d6 damage.
_____ □	Transmute Metal to Wood	Tr	VSDF	1 act	long	all metal objects within a 40-ft.-radius burst	instantaneous	none	yes	Metal within 40 ft. becomes wood.
_____ □	True Seeing	Di	VSM*	1 act	touch	creature touched	1 min./lvl	Will neg	yes	Lets you see all things as they really are.
_____ □	Wind Walk	Tr	VSDF	1 act	touch	you and one touched creature per three levels	1 h/lvl*(D)	none and neg	Will no and yes	You and your allies turn vaporous and travel fast.



## Druid Level 8

Druid Level 8							Spells/Day _____	Spells known _____		DC _____
	Spell	Sc	Comp	Time	Range	Target	Duration	Save	SR	Description
_____ □	Animal Shapes	Tr	VSDF	1 act	close	up to one willing creature per level, all within 30 ft. of each other.	1 h./lvl(D)	none; see text	yes	One ally/level polymorphs into chosen animal.
_____ □	Control Plants	Tr	VSDF	1 act	close	up to 2 HD/level of plant creatures, no two of which can be more than 30 ft. apart	1 min./lvl	Will neg	no	Controls actions of one or more plant creatures.
_____ □	Cure Serious Wounds, Mass	Co	VS	1 act	close	one creature/level, no two of which can be more than 30 ft. apart	instantaneous	Will half or Will half; see text	yes or yes; see text	Cures 3d8 damage + 1/level, affects 1 subject/level.
_____ □	Earthquake	Ev	VSDF	1 act	long	80-ft.-radius spread	1 rnd	see text	no	Intense tremor shakes 80-ft. radius.
_____ □	Finger of Death	Ne	VS	1 act	close	one creature	instantaneous	Fort partial	yes	Deals 10 damage/level to one subject.
_____ □	Repel Metal or Stone	Ab	VS	1 act	60 ft.	60-ft. line from you	1 rnd./lvl(D)	none	no	Pushes away metal and stone.
_____ □	Reverse Gravity	Tr	VSM/DF	1 act	medium	up to one 10-ft. cube/level	1 rnd./lvl(D)	none; see text	no	Objects and creatures fall upward.
_____ □	Summon Nature's Ally VIII	Co	VSDF	1 rnd	close	one summoned creature	1 rnd./lvl(D)	none	no	Summons creature to fight.
_____ □	Sunburst	Ev	VSM/DF	1 act	long	80-ft.-radius burst	instantaneous	Ref partial; see text	yes	Blinds all within 10 ft., deals 6d6 damage.
_____ □	Whirlwind	Ev	VSDF	1 act	long	cyclone 10 ft. wide at base, 30 ft. wide at top, and 30 ft. tall	1 rnd./lvl(D)	Ref neg; see text	yes	Cyclone deals damage and can pick up creatures.
_____ □	Word of Recall	Co	V	1 act	unlimited	you and touched objects or other willing creatures	instantaneous	none or Will neg	no or yes	Teleports you back to designated place.

## Druid Level 9

							Spells/Day	Spells known		DC
	Spell	Sc	Comp	Time	Range	Target	Duration	Save	SR	Description
_____ □	Antipathy	En	VSM/DF	1 h	close	one location (up to a 10-ft. cube/level) or one object	2 hs./lvl(D)	Will partial	yes	Object or location affected by spell repels certain creatures.
_____ □	Cure Critical Wounds, Mass	Co	VS	1 act	close	one creature/level, no two of which can be more than 30 ft. apart	instantaneous	Will half or see text	yes or yes; see text	Cures 4d8 damage + 1/level for many creatures.
_____ □	Elemental Swarm	Co	VS	10 mins	medium	two or more summoned creatures, no two of which can be more than 30 ft. apart	10 min./lvl(D)	none	no	Summons multiple elementals.
_____ □	Foresight	Di	VSM/DF	1 act	personal or touch	see text	10 min./lvl	none or Will neg	no or yes	"Sixth sense" warns of impending danger.
_____ □	Regenerate	Co	VSDF	3 full rnds	touch	living creature touched	instantaneous	Fort neg	yes	Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).
_____ □	Shambler	Co	VS	1 act	medium	three or more shambling mounds, no two of which can be more than 30 ft. apart; see text	7 days or 7 months*(D)	none	no	Creates 1d4+2 shambling mounds to fight for you.
_____ □	Shapechange	Tr	VSF*	1 act	personal	you	10 min./lvl(D)			Transforms you into certain creatures, and you can change forms once per round.
_____ □	Storm of Vengeance	Co	VS	1 rnd	long	360-ft.-radius storm cloud	concentration (maximum 10 rnds)(D)	see text	yes	Storm rains acid, lightning, and hail.
_____ □	Summon Nature's Ally IX	Co	VSDF	1 rnd	close	one summoned creature	1 rnd./lvl(D)	none	no	Summons creature to fight.
_____ □	Sympathy	En	VSM*	1 h	close	one location (up to a 10-ft. cube/level) or one object	2 hs./lvl(D)	Will neg; see text	yes	Object or location attracts certain creatures.