

DRUID/ZEALOT OF IKKA PATANG

Name: _____

Spells per Level: 1_____ 2_____ 3_____ 4_____ 5_____ 6_____ 7_____

Player: _____

Level 1	Book	School	Casting Time	Range		Duration	Area of Effect	Save	Sphere
○○○○○ Animal Friendship	(PHB 275)	Ench/Charm	1 hour	10 yds	V, S, M	Permanent	1 animal	Negates	Ani
○○○○○ Bless	(PHB 253)	Conj/Sum	1 rnd	60 yds	V, S, M	6 rnd	50 ft cu.	None	Dev
○○○○○ Bloom	(ZG 115)	Alter	5 seg	10 yds	V, S, M	Fairly Permanent	10 ft cu.	None	Plant
○○○○○ Cause Minor Injury ^o	(PHB 276)	Necr	5 seg	Touch	V, S	Permanent	creature touched	None	Hurt
○○○○○ Ceremony	(PHB 253)	Inv	1 hour	Touch	V, S, M	Permanent	Special	Special	Dev
○○○○○ Contact Home Gawd	(HJM 122)	Dev/Div	1 turn	Unlimited	V, S, M	1 week	Caster	None	Dev
○○○○○ Contaminate Water ^o	(PHB 278)	Alter	1 rnd	40 yds	V, S	Permanent	1 cu. ft/level	None	Dev
○○○○○ Create Air	(HJM 123)	Alter	2 rnds	30 yds	V, S, M	Permanent	1 person/2 level	None	Air
○○○○○ Cure Minor Injury	(PHB 276)	Necr	5 seg	Touch	V, S	Permanent	creature touched	None	Heal
○○○○○ Destroy Air ^o	(HJM 123)	Alter	2 rnds	30 yds	V, S, M	Permanent	1 person/2 level	None	Air
○○○○○ Detect Balance	(PHB 276)	Div	1 seg	60 ft	V, S, M	1 rnd/level	1 object or creature/rd	None	Div
○○○○○ Detect Magic	(PHB 255)	Div	1 rnd	0	V, S, M	1 turn	10 ft x 30 yds	None	Div
○○○○○ Detect Poison	(PHB 276)	Div	4 seg	0	V, S, M	1 turn + 1 rnd/level	Special	None	Div
○○○○○ Detect Snares & Pits	(PHB 276)	Div	4 seg	0	V, S, M	4 rnd/level	10 ft x 40 ft	None	Div
○○○○○ Entangle	(PHB 277)	Alter	4 seg	80 yds	V, S, M	1 turn	40 ft cube	None	Plant
○○○○○ Faerie Fire	(PHB 277)	Alter	4 seg	80 yds	V, M	4 rnd/level	10 sq. ft/level	None	Comb
○○○○○ Fog Vision	(PHB 277)	Div	1 seg	Touch	V, S, M	1 turn/level	1 person	None	Div
○○○○○ Invisibility to Animals	(PHB 277)	Alter	4 seg	Touch	S, M	1 turn + 1 rnd/level	1 creature/level	None	Ani
○○○○○ Locate Animals or Plants	(PHB 277)	Div	1 rnd	100 yds + 20 yds/lvl	V, S, M	1 rnd/level	20 yds/level x 20 ft wide	None	Ani/Plant
○○○○○ Log of Everburning	(ZG 110)	Alter	4 seg	Touch	V, S	1 hour/level	Special	None	Fire
○○○○○ Pass Without Trace	(PHB 277)	Ench/Charm	1 rnd	Touch	V, S, M	1 turn/level	1 creature	None	Plant
○○○○○ Precipitation	(PHB 278)	Alter	3 seg	10 ft/lvl	V, S, M	1 seg/level	3 ft diam cylinder 12 ft high	None	Wx
○○○○○ Predict Weather	(PHB 278)	Div	1 rnd	0	V, S, M	2 hours/level	9 sq. miles	None	Div/Wx
○○○○○ Purify Water	(PHB 278)	Alter	1 rnd	40 yds	V, S	Permanent	1 cu. ft/level	None	Dev
○○○○○ Shillelagh	(PHB 278)	Alter	2 seg	Touch	V, S, M	4 rnd + 1 rnd/level	1 oak club	None	Comb/Plant
○○○○○ Speak with Animals	(PHB 259)	Alter	5 seg	0	V, S	2 rnd/level	1 animal within 30 ft	None	Ani
○○○○○ Strength of Stone	(ZG 113)	Inv/Evoc	3 seg	Touch	V, S, M	3 rnd + 1 rnd/level	1 creature	None	Earth
○○○○○ Wind Column	(ZG 115)	Inv/Evoc	2 seg	0	V, S	1 rnd + 2 rnd/level	Caster	None	Air

Level 2	Book	School	Casting Time	Range		Duration	Area of Effect	Save	Sphere
○○○○○ Badberry ^o	(PHB 279)	Alter/Evoc	1 rnd	Touch	V, S, M	1 day + 1 day/level	2d4 rotten berries	None	Plant
○○○○○ Barkskin	(PHB 279)	Alter	5 seg	Touch	V, S, M	4 rnd + 1 rnd/level	1 creature	None	Plant
○○○○○ Cause Light Wounds ^o	(PHB 255)	Necr	5 seg	Touch	V, S	Permanent	Creature touched	None	Hurt
○○○○○ Charm Person or Mammal	(PHB 279)	Ench/Charm	5 seg	80 yds	V, S	Special	1 person or mammal	Negates	Charm
○○○○○ Chill Metal ^o	(PHB 279)	Alter	5 seg	40 yds	V, S, M	7 rnd	Special	Special	Fire
○○○○○ Conjure Demi-Elemental	(ZG 115)	Conj/Sum	7 seg	0	V, S, M	2 rnd/level	Special	None	Sum
○○○○○ Create Obstacle	(BTS 23)	Conj/Sum	3 seg	100 ft + 10 ft/lvl	V, S, M	1 turn + 1 rnd/level	1ft/level x 1ft/level x 1ft/level	None	Cre
○○○○○ Create Water	(PHB 254)	Alter	1 rnd	30 yds	V, S, M	Permanent	Up to 27 cubic ft	None	Cre/Water
○○○○○ Cure Light Wounds	(PHB 255)	Necr	5 seg	Touch	V, S	Permanent	Creature touched	None	Heal
○○○○○ Destroy Water ^o	(PHB 254)	Alter	1 rnd	30 yds	V, S, M	Permanent	Up to 27 cubic ft	None	Water
○○○○○ Detect Gawds	(HJM 122)	Dev/Div	1 rnd	240 yds	V, S, M	1 turn	1 star system	None	Div
○○○○○ Extinguish	(ZG 107)	Alter	6 seg	5 yds + 1 yd/lvl	V, S, M	1d4 segments	10 ft cube	Special	Water
○○○○○ Feign Death	(PHB 261)	Necr	1/2 seg	Touch	V	1 turn + 1 rnd/level	Person touched	None	Necr
○○○○○ Fire Trap	(PHB 279)	Abj/Evoc	1 turn	Touch	V, S, M	Until discharged	Object touched	½	Fire
○○○○○ Flame Blade	(PHB 279)	Evoc	4 seg	0	V, S, M	4 rnd + 1 rnd/2 levels	3 ft long blade	None	Fire
○○○○○ Goodberry	(PHB 279)	Alter/Evoc	1 rnd	Touch	V, S, M	1 day + 1 day/level	2d4 fresh berries	None	Plant
○○○○○ Heat Metal	(PHB 279)	Alter	5 seg	40 yds	V, S, M	7 rnd	Special	Special	Fire

^oReversed Spell

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Level 2 (cont.)	Book	School	Casting Time	Range	Duration	Area of Effect	Save	Sphere
○○○○○ Ignite	(ZG 109)	Alter	6 seg	5 yds + 1 yd/lvl	V, S, M	Instantaneous	Special	Special Fire
○○○○○ Messenger	(PHB 280)	Ench/Charm	1 rnd	20 yds/lvl	V, S	1 day/level	1 creature	Negates Ani
○○○○○ Obscurement	(PHB 280)	Alter	5 seg	0	V, S	4 rnd/level	10 ft/level x 10 ft/level	None Wx
○○○○○ Produce Flame	(PHB 280)	Alter	5 seg	0	V, S	1 rnd/level	Special	None Fire
○○○○○ Reflecting Pool	(PHB 280)	Div	2 hours	10 yds	V, S, M	1 rnd/level	Special	None Div
○○○○○ Slow Poison	(PHB 259)	Necr	1 seg	Touch	V, S, M	1 hour/level	1 creature	None Heal
○○○○○ Soften Stone	(ZG 117)	Alter	5 seg	10 yds/lvl	V, S, M	Permanent	10 ft cu./level	None Earth
○○○○○ Spider Charm	(ZG 113)	Alter	9 seg	20 yds	V, S, M	2 rnd/level	30 ft cube	None Ani
○○○○○ Staunch Bleeding	(ZG 113)	Alter	7 seg	Touch	V, S, M	Permanent	1 creature	None Heal
○○○○○ Straighten Wood°	(PHB 281)	Alter	5 seg	10 yds/lvl	V, S	Permanent	Special	Special Plant
○○○○○ Trip	(PHB 280)	Ench/Charm	5 seg	Touch	V, S	1 turn/level	1 object up to 10 ft long	Negates Plant
○○○○○ Warp Wood	(PHB 281)	Alter	5 seg	10 yds/lvl	V, S	Permanent	Special	Special Plant

Level 3	Book	School	Casting Time	Range	Duration	Area of Effect	Save	Sphere
○○○○○ Air Breathing°	(PHB 283)	Alter	6 seg	Touch	V, S	1 hour/level	1 creature	None Air
○○○○○ Call Lightning	(PHB 281)	Alter	1 turn	360 yds	V, S	1 turn/level	10 ft radius.	½ Wx
○○○○○ Cloud Burst	(PHB 281)	Alter	5 seg	10 ft/lvl	V, S, M	1 rnd	30 ft dia. x 60 ft high	Special Wx
○○○○○ Create Obstacle, Greater	(BTS 23)	Conj/Sum	3 seg	100 ft + 10 ft/lvl	V, S, M	1 turn + 1 rnd/level	Special	None Cre
○○○○○ Cure Disease	(PHB 261)	Abj	1 rnd	Touch	V, S	Permanent	1 creature	None Necr
○○○○○ Estrangle	(ZG 115)	Alter	7 seg	80 yds	V, S, M	1 turn + 1d4 rnd	40 ft cube	Special Plant
○○○○○ Eternal Flame	(ZG 116)	Inv	9 seg	Touch	V, S, M	5 years/level	up to 1 sq. foot	None Fire
○○○○○ Heal Light Wounds	(PHB 258)	Necr	5 seg	5 ft/lvl	V, S	Permanent	1 creature	None Heal
○○○○○ Hold Animal	(PHB 281)	Ench/Charm	6 seg	80 yds	V, S	2 rnd/level	1-4 animals in 40 ft cube	Negates Ani
○○○○○ Know Alignment	(PHB 258)	Div	1 rnd	10 yds	V, S	1 turn	1 creature/object	Negates Div
○○○○○ Neutralize Poison	(PHB 266)	Necr	7 seg	Touch	V, S	Permanent	Special	None Heal
○○○○○ Plant Growth	(PHB 282)	Alter	1 rnd	160 yds	V, S, M	Permanent	Special	Special Plant
○○○○○ Poison°	(PHB 266)	Necr	7 seg	Touch	V, S	Permanent	Special	None Hurt
○○○○○ Protection from Fire	(PHB 282)	Abj	6 seg	Touch	V, S, M	Special	1 creature	None Ward
○○○○○ Pyrotechnics	(PHB 282)	Alter	6 seg	160 yds	V, S, M	Special	10 or 100 times fire source	Special Fire
○○○○○ Snare	(PHB 282)	Ench/Charm	3 rnds	Touch	V, S, M	Until triggered	2 ft dia. + 2 in/level	None Plant
○○○○○ Spike Growth	(PHB 270)	Alter/Ench	6 seg	60 yds	V, S, M	3d4 turns + 1 turn/level	10 square ft/level	None Plant
○○○○○ Starshine	(PHB 282)	Evoc/Ill /Phant	6 seg	10 yds/lvl	V, S, M	1 turn/level	10 ft sq./level	None Sun
○○○○○ Stone Shape	(PHB 283)	Alter	1 rnd	Touch	V, S, M	Permanent	9 cu. ft+1 ft/level	None Earth
○○○○○ Summon Insects	(PHB 283)	Conj/Sum	1 rnd	30 yds	V, S, M	1 rnd/level	1 creature	None Ani
○○○○○ Tree	(PHB 283)	Alter	6 seg	0	V, S, M	6 turns + 1 turn/level	Caster	None Plant
○○○○○ Undetectable Alignment°	(PHB 258)	Div	1 rnd	10 yds	V, S	1 turn	1 creature/object	Negates Div
○○○○○ Water Breathing	(PHB 283)	Alter	6 seg	Touch	V, S	1 hour/level	1 creature	None Air
○○○○○ Weather Prediction	(ZG 114)	Div	5 seg	0	V, S	Instantaneous	Caster	None Div, Wx
○○○○○ White Hot Metal	(PHB 283)	Alter	2 seg	10 yds	V, M	1 rnd/level	Up to 1 lb of metal	Special Fire
○○○○○ Wood Shape	(PHB 283)	Alter	1 rnd	Touch	V, S, M	Permanent	9 cu. ft+1 ft/level	None Plant

Level 4	Book	School	Casting Time	Range	Duration	Area of Effect	Save	Sphere
○○○○○ Animal Summoning I	(PHB 284)	Conj/Sum	7 seg	1 mi. rad.	V, S	Special	Special	None Ani/Sum
○○○○○ Call Woodland Beings	(PHB 284)	Conj/Sum	Special	100 yds per level	V, S, M	Special	Special	Negates Ani/Sum
○○○○○ Cause Lycanthropy	(ZG 104)	Necr	2 rnd	Touch	V, S, M	Permanent	1 person	Negates Ani
○○○○○ Cause Serious Wounds°	(PHB 264)	Necr	7 seg	Touch	V, S	Permanent	1 creature	None Hurt
○○○○○ Control Temperature, 10' rad.	(PHB 284)	Alter	7 seg	0	V, S, M	4 turns + 1 turn/level	10 ft radius.	None Wx
○○○○○ Cure Serious Wounds	(PHB 264)	Necr	7 seg	Touch	V, S	Permanent	1 creature	None Heal
○○○○○ Dispel Magic	(PHB 261)	Abj	6 seg	60 yds	V, S	Special	30 ft cube/1 item	None Ward
○○○○○ Focus	(ZG 107)	Inv	1 day	10 ft	V, S, M	25 Hours	Special	None Dev
○○○○○ Grow	(PHB 285)	Alter	3 seg	3 yds/lvl	V, S, M	Instantaneous	1 creature	Negates Ani
○○○○○ Hallucinatory Forest	(PHB 285)	Ill/Phant	7 seg	80 yds	V, S	Permanent	40 ft sq./level	None Plant
○○○○○ Hold Plant	(PHB 285)	Ench/Charm	7 seg	80 yds	V, S	1 rnd/level	1d4 plants in 40 ft sq.	Negates Plant
○○○○○ Leaves To Bees	(PF 64)	Alter	9 seg	20 yds	V, S, M	2 rnd/level	1d4 leaves+1 leaf/level in a 10ft. Cube	None Ani

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Level 4 (cont.)		Book	School	Casting Time	Range		Duration	Area of Effect	Save	Sphere
○○○○○	Plant Door	(PHB 285)	Alter	7 seg	Touch	V, S, M	Special	Special	None	Plant
○○○○○	Produce Fire	(PHB 285)	Alter	7 seg	40 yds	V, S, M	1 rnd	12 ft sq.	None	Fire
○○○○○	Protection from Elementals	(ZG 116)	Abj	1 rnd	0	V, S	2 rnd/level	10 ft radius.	None	Elemental
○○○○○	Protection from Lightning	(PHB 286)	Abj	7 seg	Touch	V, S, M	Special	1 creature	None	Ward
○○○○○	Protection from Plants & Fungi	(ZG 116)	Abj	1 rnd	0	V, S	1 turn/level	10 ft radius.	None	Plant
○○○○○	Protection from Water	(ZG 116)	Abj/Alter	6 seg	0	V, S, M	5 rnd/level	10 ft radius.	None	Water
○○○○○	Quench Fire°	(PHB 285)	Alter	7 seg	40 yds	V, S, M	1 rnd	12 ft sq.	None	Fire
○○○○○	Repel Insects	(PHB 286)	Abj/Alter	1 rnd	0	V, S, M	1 turn/level	10 ft radius.	None	Ani/Ward
○○○○○	Softwood	(HJM 123)	Alter	1 rnd	Touch	V, S, M	Special	1 man-sized target/3 level	Negates	Plant
○○○○○	Speak with Plants	(PHB 286)	Alter	1 turn	0	V, S, M	1 rnd/level	30 ft./radius	None	Plant
○○○○○	Stone Passage	(PHB 286)	Alter	4 seg	Touch	V, S	1 turn	1 creature	None	Earth
○○○○○	Stones to Spiders	(ZG117)	Alter	7 seg	30 yds	V, S, M	2 rnd/level	1d4 stones + 1 stone/level in a 10 ft cube	None	Ani
○○○○○	Surrogacy	(PF 64)	Alter/Ench	1 hour	Touch	V, S	Special	Two pixie fairies	None	Dev
○○○○○	Warp Stone or Metal	(ZG 117)	Alter	7 seg	10 yds	V, S, M	Instantaneous	3 lbs/level	Special	Earth
○○○○○	Weather Stasis	(ZG 118)	Abj	1 turn	30 yds	V, S, M	1 hour/level	10 ft cu./level	None	Wx
○○○○○	Zone of Sweet Air	(ZG 118)	Abj	3 seg	10 yds per lvl	V, S, M	1 turn/level	10ft/level x 10ft/level x 10ft/level	None	Air

Level 5		Book	School	Casting Time	Range		Duration	Area of Effect	Save	Sphere
○○○○○	Animal Growth	(PHB 286)	Alter	8 seg	80 yds	V, S, M	2 rnd/level	up to 8 animals in a 20 ft sq.	None	Ani
○○○○○	Animal Reduction	(PHB 286)	Alter	8 seg	80 yds	V, S, M	2 rnd/level	Air Breathing*	None	Ani
○○○○○	Animal Summoning II	(PHB 286)	Conj/Sum	8 seg	60 yds/lvl	V, S	Special	Special	None	Ani/Sum
○○○○○	Anti-Plant Shell	(PHB 286)	Abj	8 seg	0	V, S	1 turn/level	15 ft. dia	None	Plant/Ward
○○○○○	Commune with Nature	(PHB 287)	Div	1 turn	0	V, S	Special	Special	None	Div
○○○○○	Control Winds	(ZG 104)	Alter	9 seg	0	V, S, M	2 turn + 1 turn/2 level	30 ft radius/level	None	Air/Wx
○○○○○	Heal Serious Wounds	(PHB 268)	Necr	5 seg	5 ft/lvl	V, S	Permanent	1 creature	None	Heal
○○○○○	Insect Plague	(PHB 268)	Conj/Sum	1 turn	120 yds	V, S, M	2 rnd/level	180 ft x 60 ft cloud	None	Comb
○○○○○	Lesser Reincarnation	(PHB 287)	Necr	1 turn	Touch	V, S	Permanent	1 person	None	Necr
○○○○○	Moonbeam	(PHB 288)	Alter/Evoc	7 seg	60 yds + 10 yds/lvl	V, S, M	1 rnd/level	5 ft radius. + special	None	Sun
○○○○○	Pass Plant	(PHB 288)	Alter	8 seg	Touch	V, S, M	Special	Special	None	Plant
○○○○○	Protection from Acid	(PHB 288)	Abj	8 seg	Touch	V, S, M	Special	1 creature	None	Ward
○○○○○	Protection from Petrification	(PHB 288)	Abj	5 seg	Touch	V, S, M	1 turn/level	1 person	None	Ward
○○○○○	Sink into Earth	(ZG 117)	Alter	8 seg	Touch	V, S, M	1 day/level	caster or 1 item	Special	Earth
○○○○○	Snakes to Sticks°	(PHB 266)	Alter	7 seg	30 yds	V, S, M	2 rnd/level	1d4 + 1/level in 10 ft cube	None	Plant
○○○○○	Spike Stones	(PHB 288)	Alter/Ench	6 seg	30 yds	V, S, M	3d4 turns + 1 turn/level	10 square ft/level, 1 spike/square ft	None	Earth
○○○○○	Sticks to Snakes	(PHB 266)	Alter	7 seg	30 yds	V, S, M	2 rnd/level	1d4 + 1/level in 10 ft cube	None	Plant
○○○○○	Transmute Mud to Rock°	(PHB 288)	Alter	8 seg	160 yds	V, S, M	Special	20 ft cu./level	None	Earth/Water
○○○○○	Transmute Rock to Mud	(PHB 288)	Alter	8 seg	160 yds	V, S, M	Special	20 ft cu./level	None	Earth/Water
○○○○○	Wall of Fire	(PHB 289)	Conj/Sum	8 seg	80 yds	V, S, M	Special	Special	None	Fire

Level 6		Book	School	Casting Time	Range		Duration	Area of Effect	Save	Sphere
○○○○○	Animal Summoning III	(PHB 289)	Conj/Sum	9 seg	100 yds per level	V, S	Special	Special	None	Ani/Sum
○○○○○	Anti-Animal Shell	(PHB 289)	Abj	1 rnd	0	V, S, M	1 turn/level	10 ft radius.	None	Ani/Ward
○○○○○	Cause Critical Wounds°	(PHB 268)	Necr	7 seg	Touch	V, S	Permanent	1 creature	None	Hurt
○○○○○	Conjure Fire Elemental	(PHB 289)	Conj/Sum	6 rnds	80 yds	V, S	1 turn/level	Special	None	Fire
○○○○○	Cure Critical Wounds	(PHB 268)	Necr	7 seg	Touch	V, S	Permanent	1 creature	None	Heal
○○○○○	Dismiss Fire Elemental°	(PHB 289)	Conj/Sum	6 rnds	80 yds	V, S	1 turn/level	Special	None	Fire
○○○○○	Feeblemind	(PHB 289)	Ench/Charm	5 seg	10 yds/lvl	V, S, M	Permanent	1 creature	Negates	Charm
○○○○○	Fire Seeds	(PHB 289)	Conj	1 rnd per seed	Touch	V, S, M	Special	Special	½	Fire
○○○○○	Liveoak	(PHB 290)	Ench	1 turn	Touch	V, S, M	1 day/level	1 oak tree	None	Plant
○○○○○	Transmute Dust to Water°	(PHB 290)	Alter	8 seg	60 yds	V, S, M	Permanent	1 cu. yd/level	Special	Earth/Water
○○○○○	Transmute Water to Dust	(PHB 290)	Alter	8 seg	60 yds	V, S, M	Permanent	1 cu. yd/level	Special	Earth/Water
○○○○○	Transport Via Plants	(PHB 290)	Alter	4 seg	Touch	V, S	Special	Special	None	Plant
○○○○○	Turn Wood	(PHB 290)	Alter	9 seg	0	V, S	1 rnd/level	120 ft x 20 ft/level	None	Plant
○○○○○	Wall of Thorns	(PHB 290)	Conj/Sum	9 seg	80 yds	V, S	1 turn/level	1-10 ft cu./level	None	Plant/Sum
○○○○○	Weather Summoning	(PHB 291)	Conj/Sum	1 turn	0	V, S	Special	Special	None	Sum/Wx
○○○○○	Whirlwind	(ZG 117)	Inv/Evoc	7 seg	50 yds + 5 yds/lvl	V, S, M	1 rnd/level	Cone 10 ft, 30 ft long	Special	Wx

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Level 7		Book	School	Casting Time	Range		Duration	Area of Effect	Save	Sphere
○○○○○	Animate Rock	(PHB 291)	Alter	1 rnd	40 yds	V, S, M	1 rnd/level	2 cu. ft/level	None	Earth
○○○○○	Cause Inclement Weather	(PHB 291)	Alter	1 turn	0	V, S, M	2d12 hours	4d4 sq. miles	None	Wx
○○○○○	Changestaff	(PHB 291)	Ench/Evoc	4 seg	Touch	V, S, M	Special	caster's staff	None	Cre/Plant
○○○○○	Chariot of Sustarre	(PHB 292)	Evoc	1 turn	10 yds	V, S, M	12 hours	Special	None	Cre/Fire
○○○○○	Confusion	(PHB 292)	Ench/Charm	1 rnd	80 yds	V, S, M	1 rnd/level	1d4 creatures in 40 ft sq.	Special	Charm
○○○○○	Conjure Earth Elemental	(PHB 292)	Conj/Sum	1 turn	40 yds	V, S	1 turn/level	Special	None	Earth/Sum
○○○○○	Control Weather	(PHB 273)	Alter	1 turn	0	V, S, M	4d12 hours	4d4 square miles	None	Wx
○○○○○	Create Atmosphere	(HJM 123)	Alter	6 turns	10 yds/lvl	V, S	Special	1 cu. mile/level	Special	Air
○○○○○	Creeping Doom	(PHB 293)	Conj/Sum	1 rnd	0	V, S	4 rnd/level	Special	None	Ani/Sum
○○○○○	Destroy Atmosphere°	(HJM 123)	Alter	6 turns	10 yds/lvl	V, S	Special	1 cu. mile/level	Special	Air
○○○○○	Dismiss Earth Elemental°	(PHB 292)	Conj/Sum	1 turn	40 yds	V, S	1 turn/level	Special	None	Earth/Sum
○○○○○	False Dawn	(ZG 107)	Evoc	9 seg	0	V, S, M	1 rnd/level	30 ft radius sphere	None	Sun
○○○○○	Finger of Death	(PHB 293)	Ench/Charm	5 seg	60 ft	V, S, M	Permanent	1 creature	Negates	Necr
○○○○○	Fire Quench°	(PHB 293)	Evoc	1 rnd	160 yds	V, S	1 rnd	2-10 ft cubes/level	Special	Fire
○○○○○	Fire Storm	(PHB 293)	Evoc	1 rnd	160 yds	V, S	1 rnd	2-10 ft cubes/level	½	Fire
○○○○○	Heal Critical Wounds	(PHB 271)	Necr	5 seg	5 ft/lvl	V, S	Permanent	1 creature	None	Heal
○○○○○	Reincarnate	(PHB 293)	Necr	1 turn	Touch	V, S	Permanent	1 person	None	Necr
○○○○○	Repel Living Plants & Animals	(PHB 294)	Abj	1 rnd	Caster	V, S, M	1 turn/level	10 ft dia.	None	Ani/Plant /Ward
○○○○○	Sunray	(PHB 294)	Alter/Evoc	4 seg	10 yds/lvl	V, S, M	1d4 + 1 rnd	Special	Special	Sun
○○○○○	Thicket	(PF 65)	Conj/Sum	9 seg	80 yds	V, S	1 turn/level	1-10 ft cu./level	None	Plant
○○○○○	Transmute Metal to Wood	(PHB 294)	Alter	1 rnd	80 yds	V, S, M	Permanent	1 metal object	Special	Earth
○○○○○	Transmute Rock to Lava	(PHB 294)	Alter	1 rnd	20 ft/lvl	V, S, M	Special	2 cu. ft/level	Special	Earth