

Druid Spells

0st Level (Orisons)

Animal Trick (M. Wild)
Create Water
Cure Minor Wounds
Darkseed (M. Wild)
Dawn (S. Comp.)
Detect Magic
Detect Poison
Flare
Guidance
Know Direction
Light
Mending
Naturewatch (C. Divine & S. Comp.)
Purify Food and Drink
Read Magic
Resistance
Spark (Adv. Player's)
Virtue

1st Level

Air Bubble (Ul. Combat)
Alter Winds (Adv. Player's)
Animate Fire (S. Comp.)
Animate Water (C. Arcana & S. Comp.)
Animate Wood (C. Arcana & S. Comp.)
Ant Haul (Adv. Player's)
Aquatic Escape (C. Scoundrel)
Aspect of the Falcon (Adv. Player's)
Aspect of the Wolf (S. Comp.)
Aura Against Flame (S. Comp.)
Babau Slime (S. Comp.)
Beast Claws (S. Comp.)
Beastland Ferocity (Planar & S. Comp.)
Beget Bogun (C. Divine & S. Comp.)
Blend (Race-Elf)
Blockade (C. Scoundrel)
Branch to Branch (S. Comp.)
Breath of the Jungle (S. Comp.)
Bristle (Adv. Player's)
Buoyant Lifting (S. Comp.)
Call Animal
Calm Animals
Camouflage (C. Divine & S. Comp.)
Charm Animals
Claws of the Bear (S. Comp.)
Climb Walls (S. Comp.)
Climbing Tree (C. Mage)
Cloak of Shade (Adv. Player's)
Cloudburst (S. Comp.)

Cold Fire (S. Comp.)
Commune with Birds (Race-Tengu)
Conjure Ice Beast I (Frost)
Crabwalk (S. Comp.)
Crunchy Snow (Frost)
Cure Light Wounds
Damp Powder (Ul. Combat)
Deadeye's Lore (Ul. Combat)
Decompose Corpse (Ul. Magic)
Deep Breath (S. Comp.)
Delay Disease (S. Comp.)
Detect Aberration (Adv. Player's)
Detect Animals or Plants
Detect Snares and Pits
Diagnose Disease (Ul. Magic)
Ease of Breath (Frost)
Endure Elements
Enrage Animal (S. Comp.)
Entangle
Eyes of the Avoral (Ex. D.)
Expeditious Excavation (Adv. Player's)
Faerie Fire
Feather Step (Adv. Player's)
Flare Burst (Adv. Player's)
Foundation of Stone
Frostbite (Ul. Magic)
Goodberry
Hawkeye (S. Comp.)
Healthful Best (S. Comp.)
Hide from Animals
Horrible Taste (S. Comp.)
Hydraulic Push (Adv. Player's)
Impending Stones (City)
Ivory Flesh (Frost)
Jump
Keen Senses (Adv. Player's)
Liberating Command (Ul. Combat)
Lion's Charge (S. Species)
Locate Touchstone (Planar)
Longstrider
Low-Light Vision (S. Comp.)
Magic Fang
Magic Stone
Marid's Mastery (Race-Undine)
Mighty Fist of the Earth (Race--Oread)
Mudball (Race-Goblin)
Negate Aroma (Adv. Player's)
Nereid's Grace (Race-Undine)
Obscuring Mist
Omen of Peril (C. Divine & S. Comp.)

Pass without Trace
Power Sight (M. Wild)
Produce Flame
Raging Flame (S. Comp.)
Ram's Might (S. Comp.)
Rapid Burrowing (S. Comp.)
Raptor's Sight (Races of Wild)
Ray of Sickening (Ul. Magic)
Recharge Innate Magic (Race--Gnome)
Regenerate Light Wounds (M. Wild)
Remove Scent (S. Comp.)
Remove Sickness (Ul. Magic)
Resist Planar Alignment (Planar & S. C.)
Restore Corpse (Ul. Magic)
Sandblast (C. Divine & C. Comp.)
Shield Companion (Animal Archive)
Shillelagh
Silvered Claws (Ex. D.)
Slow Burn (S. Comp.)
Snake's Swiftmess (S. Comp.)
Snow Shape (Humans of Golarion)
Snowball (People of the North)
Snowdrift (Frost)
Snowshoes (S. Comp.)
Snowsight (Frost)
Speak with Animals
Spore Field (C. Scoundrel)
Stone Fist (Adv. Player's)
Stone Shield (Race-Oread)
Strong Wings (Race-Strix)
Summon Minor Ally (Ul. Magic)
Summon Nature's Ally I
Surefooted Stride (S. Comp.)
Theft Ward (Race-Tengu)
Thunderhead (S. Comp.)
Thunderstomp (Adv. Class Guide)
Touch of Combustion (Race--Ifrit)
Touch of the Sea (Adv. Player's)
Traveler's Mount (C. Divine & S. Comp.)
Updraft (S. Comp.)
Vigor, Lesser (C. Divine & S. Comp.)
Vine Strike (C. Adv. & S. Comp.)
Wall of Smoke (S. Comp.)
Wave Shield (Adv. Class Guide)
Weaken Powder (Ul. Combat)
Whispering Lore (Race--Elf)
Windy Escape (Race--Sylph)
Winged Watcher (C. Scoundrel)
Wings of the Sea (S. Comp.)
Winter Chill (S. Comp.)
Winter Feathers (Race-Tengu)
Wood Wose (C. Divine & S. Comp.)

2nd Level

Aboleth's Lung (Race--Gillmen)
Accelerate Poison (Adv. Player's)
Adrenaline Surge (M. Wild)
Air Step (Adv. Class Guide)
Aggressive Thunderclo. (Adv. Class Guide)
Align Fang (S. Comp.)
Amplify Stench (Monster Codex)
Animal Aspect (Ul. Combat)
Animal Messenger
Animal Reduction (M. Wild)
Animal Trance
Animalistic Power (PHB2)
Animate Fire (C. Arcana)
Ant, Haul, Communal (Ul. Combat)
Aspect of the Bear (Adv. Player's)
Avoid Planar Effects (Planar & S. Comp.)
Balancing Lorecall (C. Adv. & S. Comp.)
Barkskin
Bear's Endurance
Beastpeak (Adv. Class Guide)
Binding Earth (Race--Oread)
Binding Winds (S. Comp.)
Bite of the Wererat (S. Comp.)
Blackrot (C. Mage)
Blinding Spittle (S. Comp.)
Blindsight (S. Species)
Blood Frenzy (S. Comp.)
Blood Snow (Frost)
Body of the Sun (C. Divine & S. Comp.)
Body Ward (C. Champ.)
Brambles (C. Divine & S. Comp.)
Branch to Branch (C. Adv.)
Briar Web (C. Divine & S. Comp.)
Brumal Stiffening (Frost)
Bull's Strength
Callback (Familiar Folio)
Buoyant Lifting (S. Species)
Burning Gaze (Adv. Player's)
Burrow (S. Comp.)
Camouflage, Mass (S. Comp.)
Campfire Wall (Adv. Player's)
Carry Companion (Knights of the Inner Sea)
Cat's Grace
Certain Grip (Ul. Combat)
Chameleon (C. Arcana)
Chill Metal
Climbing Beanstalk (Adv. Class Guide)
Cloud Wings (S. Comp.)
Cloudburst (C. Divine)
Companion Life Link (Adv. Class Guide)
Conjure Ice Beast II (Frost)

Conjure Ice Object (Frost)
 Control Vermin (Monster Codex)
 Countermoon (S. Comp.)
 Creeping Cold (C. Divine & S. Comp.)
 Dagerspell Stance (C. Adv. & S. Comp.)
 Decomposition (C. Divine & S. Comp.)
 Defoliate (Sargava, the Lost Colony)
 Delay Disease (Race-Ratfolk)
 Delay Poison
 Divine Presence (C. Champ.)
 Drifts of the Shalm (PHB2)
 Eagle Eye (Adv. Player's)
 Earthbind (S. Comp.)
 Earthen Grace (S. Comp.)
 Earthfast (S. Comp.)
 Easy Trail (C. Adv. & S. Comp.)
 Elemental Speech (Adv. Player's)
 Embrace the Wild (C. Adv. & S. Comp.)
 Endure Elements, Communal (Ul. Combat)
 Estanna's Stew (Ex. D.)
 Evergreen (Frost)
 Feast of Ashes (Adv. Player's)
 Filter (Tome and Blood)
 Fins to Feet (S. Comp.)
 Fire Sneeze (Goblins of Golarion)
 Fire Trap
 Flame Blade
 Flaming Sphere
 Flash-Freeze (Frost)
 Fog Cloud
 Forest Friend (Ul. Combat)
 Frigid Touch (Ul. Magic)
 Frost Breath (S. Comp.)
 Frost Fall (Ul. Combat)
 Frost Weapon (Frost)
 Fury of the Sun (Race--Ifrit)
 Glide (Adv. Player's)
 Green Blockade (M. Wild)
 Groundswell (Trans.) (Race--Dwarf)
 Gust of Wind
 Gusting Sphere (Race--Sylph)
 Healing Lorecall (C. Adv. & S. Comp.)
 Healing Sting (S. Comp.)
 Heart of Air (C. Mage)
 Heartfire (S. Comp.)
 Heat Metal
 Hold Animal
 Ice Slick (Monster Codex)
 Interfaith Blessing (C. Champ.)
 Ironskin (Monster Codex)
 Kelpstrand (S. Comp.)
 Linked Perception (PHB2)
 Listening Lorecall (C. Adv. & S. Comp.)
 Local Tremor (R. of Dragon)
 Lockjaw (Adv. Player's)
 Major Resistance (S. Species)
 Mark of the Outcast (S. Comp.)
 Master Air (S. Comp.)
 Masterwork Transformation (Ul. Magic)
 Metal Fang (S. Comp.)
 Might of the Oak (M. Wild)
 Mountain Stance (S. Comp.)
 Mud Buddy (Monster Codex)
 Natural Rhythm (Adv. Player's)
 Nature's Favor (C. Adv. & S. Comp.)
 Numbing Sphere (Frost)
 Obscuring Snow (Frost)
 One with the Land (S. Comp.)
 Owl's Wisdom
 Peaceful Serenity of Io (R. of Dragon)
 Pernicious Poison (Ul. Magic)
 Persistence of the Waves (M. Wild)
 Pox Pustules (Adv. Player's)
 Reduce Animal
 Regenerate Moderate Wounds (M. Wild)
 Remove Addiction (Ex. D.)
 Resist Energy
 Restoration, Lesser
 Saltray (S. Comp.)
 Savage Maw (Race--Half-Orc)
 Scale Spikes (Web)
 Scent (C. Divine & S. Comp.)
 Scent Trail (Adv. Player's)
 Share Husk (S. Comp.)
 Share Language (Adv. Player's)
 Sickening Strikes (Race--Ratfolk)
 Slipstream (Adv. Player's)
 Smoke Stairs (C. Scoundrel)
 Snake Swiftmess, Mass (S. Comp.)
 Snow Walk (Frost)
 Soften Earth and Stone
 Soothing Word (Conditions Card)
 Speed of the Wind (M. Wild)
 Spider climb
 Splinterbolt (S. Comp.)
 Steal Breath (Race--Catfolk)
 Stone Call (Adv. Player's)
 Stone Discus (Adv. Class Guide)
 Summon Dire Hawk (Races of Wild)
 Summon Nature's Ally II
 Summon Swarm
 Surefooted Stride (S. Comp.)
 Swim (C. Arcana & S. Comp.)
 Tar Ball (Ul. Magic)

Thaw (Frost)
Thin Air (Frost)
Tiger's Tooth (S. Comp.)
Touch of Bloodletting (Inner Sea Gods)
Train Animal (C. Adv. & S. Comp.)
Tree Shape
Unshakable Chill (Ul. Magic)
Warp Wood
Wartrain Mount (Ul. Magic)
Web Shelter (Ul. Magic)
Whip of Spiders (Adv. Class Guide)
Wilderness Soldiers (Ul. Combat)
Wings of Air (S. Comp.)
Winter's Embrace (S. Comp.)
Wood Shape
Woodland Veil (Races of Wild)
Wracking Touch (C. Adv. & S. Comp.)
Zone of Glacial Cold (Frost)

3rd Level

Accept Affliction (Champs. Of Purity)
Affliction (Ex. D.)
Aggravate Affliction (Secrets of the Sphinx)
Air Breathing (Monster Codex)
Air Breathing (S. Comp.)
Air Geyser (Adv. Class Guide)
Alter Fortune (PHB2)
Align Fang, Mass (S. Comp.)
Anchored Step (Adv. Class Guide)
Animal Aspect, Greater (Ul. Combat)
Anthropomorphic Animal (Ul. Magic)
Aqueous Orb (Adv. Player's)
Artic Haze (Frost)
Ash Storm (Ul. Magic)
Attune Form (Planar & S. Comp.)
Aura of Cold, Lesser (Frost)
Babu Slime (Planar)
Badger's Ferocity (Ul. Magic)
Binding Snow (Frost)
Bite of the Werewolf (S. Comp.)
Beast Claws (C. Divine)
Blade Snare (Inner Sea Gods)
Blindsight (S. Comp.)
Blood Scent (Race-Orc)
Bottle of Smoke (S. Comp.)
Burrow (Ul. Magic)
Burst of Nettles (Ul. Magic)
Call Lightning
Capricious Zephyr (S. Comp.)
Charge of the Triceratops (S. Comp.)
Circle Dance (S. Comp.)
Cloak of Winds (Adv. Player's)

Column of Ice (Frost)
Companion Mind Link (Ul. Combat)
Conjure Ice Beast III (Frost)
Companion Mink Link (Ul. Combat)
Contagion
Control Temperature (Frost)
Corona of Cold (S. Comp.)
Countermoon (M. Wild)
Creaking Cacophony (S. Comp.)
Create Treasure Map (Adv. Player's)
Crown of Clarity (PHB2)
Crumble (S. Comp.)
Cup of Dust (Adv. Player's)
Cure Moderate Wounds
Damp Powder (Ul. Combat)
Daylight
Dehydrate (S. Comp.)
Delay Poison, Communal (Ul. Combat)
Diminish Plants
Dominate Animal
Elemental Speech (Adv. Player's)
Embrace the Wild (C. Divine)
Energize Potion (Ex. D.)
Energy Vortex (S. Comp.)
Entangling Staff (C. Adv. & S. Comp.)
Evard's Menacing Tentacles (PHB2)
False Bravado (M. Wild)
Feather Step, Mass (Adv. Player's)
Fins to Feet (Race-Merfolk)
Fire Wings (C. Divine & S. Comp.)
Fly, Swift (C. Adv. & S. Comp.)
Forest Eyes (C. Champ.)
Forest Voice (C. Champ.)
Forestfold (C. Adv. & S. Comp.)
Fungal Infestation (Ul. Magic)
Giant's Wrath (S. Comp.)
Girallon's Blessing (S. Comp.)
Heart of Water (C. Mage)
Heatstroke (S. Comp.)
Hide Campsite (Adv. Player's)
Hydraulic Torrent (Adv. Player's)
Hypothermia (S. Comp.)
Ice Shape (Frost)
Icelandce (S. Comp.)
Improve Trap (Race--Kobold)
Infestation of Maggots (C. D. & S. Comp.)
Jagged Tooth (S. Comp.)
Junglerazer (S. Comp.)
Lion's Charge (S. Comp.)
Lily Pad Stride (Adv. Player's)
Mad Monkeys (Ul. Magic)
Magic Fang, Greater

Meld into Ice (Frost)
Meld Into Stone
Nature's Balance (S. Comp.)
Nature's Exile (Adv. Player's)
Nature's Favor (C. Divine M. Wild)
Nature's Rampart (S. Comp.)
Neutralize Poison
Nixie's Lure (Race--Undine)
Plant Growth
Poison
Prickling Torment (C. Mage)
Primal Form (S. Comp.)
Protection from Energy
Pup Shape (Ul. Combat)
Quench
Quilfire (S. Comp.)
Raging Rubble (Race-Oread)
Rain of Frogs (Ul. Magic)
Regenerate Ring (M. Wild)
Remove Disease
Resinous Skin (Ul. Combat)
Resist Energy, Communal (Ul. Combat)
Resist Energy, Mass (C. Arcana & S. C.)
Resist Taint (H. Horror)
Rusted Blade (C. Mage)
Scale Spikes, Create (Web)
Share Language, Communal (Ul. Combat)
Sheet Lightning (Rival Guide)
Shifting Sand (Adv. Player's)
Sink (S. Comp.)
Sleet Storm
Snakebite (S. Comp.)
Snare
Snowshoes, Mass (S. Comp.)
Speak with Plants
Spider Climb, Communal (Ul. Combat)
Spiderskin (S. Comp.)
Spike Growth
Spikes (C. Divine & S. Comp.)
Spirit Jaws (S. Comp.)
Spit Venom (Ul. Magic)
Standing Wave (C. Divine & S. Comp.)
Stone Shape
Summon Nature's Ally III
Thornskin (C. Arcana & S. Comp.)
Thunderstomp, Greater, (Adv. Class Guide)
Thunderous Roar (S. Comp.)
Treasure Scent (S. Comp.)
Tremor (S. Comp.)
Unicorn Horn (C. Mage)
Vermin Shape I (Ul. Magic)
Vigor (C. Divine & S. Comp.)

Vigor, Mass Lesser (C. Divine & S. C.)
Vine Mine (S. Comp.)
Wall of Vermin (C. Scoundrel)
Ward of the Season (Race--Elf)
Water Breathing
Weather Eye (C. Divine & S. Comp.)
Wind Wall
Winter's Embrace (Frost)

4th Level

Absorb Toxicity (Ul. Combat)
Absorbing Inhalation (Race--Sylph)
Age Resistance, Lesser (Ul. Magic)
Aggressi. Thundercloud (Adv. Class Guide)
Air Walk
Ancestral Memory (Inner Sea World Guide)
Antiplant Shell
Arboreal Hammer (Ul. Magic)
Arc of Lightning (C. Arcana & S. Comp.)
Aspect of the Stag (Adv. Player's)
Atavism (Ul. Magic)
Ball Lightning (Adv. Player's)
Bite of the Wereboar (S. Comp.)
Blast Barrier (Inner Sea Magic)
Blinding Beauty (Ex. D.)
Blight
Blindsight, Greater (S. Comp.)
Bloody Claws (Adv. Player's)
Boreal Wind (Frost)
Bottle of Smoke (C. Divine)
Burrow, Mass (S. Comp.)
Call of Stone (PHB2)
Calm Air (Ranged Tactics Toolbox)
Camouflage, Mass (C. Divine)
Cape of Wasps (Ul. Magic)
Caustic Blood (Inner Sea Gods)
Chain of Eyes (C. Divine & S. Comp.)
Cloud Shape (Race-Sylph)
Command Plants
Conjure Ice Beast IV (Frost)
Contagious Touch (S. Comp.)
Contingent Energy Resistance (S. Comp.)
Control Water
Create Holds (Dungeoneer's Handbook)
Creeping Cold, Greater (S. Comp.)
Cure Serious Wounds
Dispel Magic
Earth Glide (Race--Svirfneblin)
Echolocation (Ul. Magic)
Energy Vortex (C. Divine)
Enhance Wild Shape (S. Comp.)
Essence of the Raptor (S. Comp.)

Eye of the Hurricane (S. Comp.)
Feathers (M. Wild)
Flame Strike
Flaming Sphere, Greater (Adv. Class Guide)
Forestfold (C. Divine & M. Wild)
Freedom of Movement
Freeze Armor (Frost)
Friendly Fire (Ex. of E.)
Frostfell Slide (Frost)
Geyser (Adv. Player's)
Giant Vermin
Grove of Respite (Adv. Player's)
Healing Spirit (PHB2)
Healing Warmth (Race--Ifrit)
Heart of Earth (C. Mage)
Hibernal Healing (Frost.)
Hibernate (Frost.)
Ice Ship (Frost.)
Ice Storm
Iconic Manifestation (C. Champ.)
Improved Blindsight (S. Species)
Infallible Servant (Ex. Of Evil)
Jaws of the Wolf (S. Comp.)
Land Womb (S. Comp.)
Languor (C. Divine & S. Comp.)
Last Breath (S. Comp. & M. Wild)
Lay of the Land (Planar & S. Comp.)
Life Bubble (Adv. Player's)
Magic Fang, Superior (S. Comp.)
Mass Calm (M. Wild)
Meteoric Strike (PHB2)
Miasma (M. Wild)
Miasma of Entropy (S. Comp.)
Moon Bolt (S. Comp.)
Moonstruck (Adv. Player's)
Murderous Mist (C. Divine & Comp.)
Obsidian Flow (Ul. Combat)
Perinarch (Planar & S. Comp.)
Phantasmal Wasting (Ex. of E.)
Plague Carrier (Ul. Magic)
Planar Tolerance (Planar & S. Comp.)
Poison Vines (S. Comp.)
Protect. from Energy, Comm. (Ul. Combat)
Reincarnate
Regenerate Serious Wounds (M. Wild)
Renewed Vigor (PHB2)
Repel Vermin
Resistance, Greater (S. Comp.)
Ride the Waves (Ul. Magic)
River of Wind (Adv. Player's)
Rushing Waters (S. Comp.)
Rustling Grasp

Scrying
Shadowblast (S. Comp.)
Sheltered Vitality (S. Comp.)
Snake Staff (Adv. Player's)
Spark of Life (S. Comp.)
Spike Stones
Stars of Arvandor (Ex. D.)
Starvation (S. Comp.)
Strong Jaw (Adv. Player's)
Sudden Stalagmite (S. Comp.)
Summon Elementite Swarm (Plan. & S. C.)
Summon Nature's Ally IV
Summon Pest Swarm (City)
Surefooted Stride, Mass (S. Comp.)
Swim, Mass (S. Comp.)
Thorn Body (Adv. Player's)
Touch of Slime (Ul. Magic)
Touchstone Lighting (Planar)
True Form (Adv. Player's)
Vermin Shape II (Ul. Magic)
Volcanic Storm (Ul. Magic)
Vortex of Teeth (S. Comp.)
Wall of Water (S. Comp.)
Waterfall (M. Wild)
Wild Runner (S. Comp.)
Wind at Back (S. Comp.)
Wings of Air Greater (S. Comp.)
Wood Rot (S. Comp.)

5th Level

Air Walk, Communal (Ul. Combat)
Animal Growth
Anticold Sphere (S. Comp.)
Aspect of the Wolf (Adv. Player's)
Astral Hospice (Planar)
Atonement
Awaken
Baleful Polymorph
Big Sky (M. Wild)
Binding Winds (C. Divine)
Bite of the Weartiger (S. Comp.)
Bleed (C. Champ.)
Blessing of the Salamander (Adv. Player's)
Blizzard (Frost)
Blood Creepers (PHB2)
Boreal Wind (Frost)
Call Avalanche (Frost)
Call Lighting Storm
Cloak of the Sea (C. Adv. & S. Comp.)
Cold Snap (S. Comp.)
Commune with Nature
Conjure Ice Beast V (Frost)

Contagion Greater (Ul. Magic)
Contagion, Mass (S. Comp.)
Control Winds
Cure Critical Wounds
Dance of the Unicorn (S. Comp.)
Dancing Web (Ex. D.)
Death Ward
Dire Hunger (S. Comp.)
Druid Grove (M. Wild)
Echo Skull (S. Comp.)
Energetic Healing (Ex. D.)
Fickle Winds (Ul. Magic)
Fire Snake (Adv. Player's)
Fireward (S. Comp.)
Focus Touchstone Energy (Planar)
Geniekind (Inner Sea Magic)
Half-Blood Extraction (Race--Half-Orc)
Hallow
Heal Animal Companion (S. Comp.)
Heart of Fire (C. Mage)
Hungry Earth (Monster Codex)
Hunter's Blessing (Inner Sea Gods)
Ice Flowers (S. Comp.)
Ice Shield (Frost)
Inferno (S. Comp.)
Insect Plague
Jungle's Rapture (S. Comp.)
Kiss of Death (M. Wild)
Longstrider, Mass (PHB2)
Magic Convalescence (PHB2)
Mantle of the Icy Soul (Frost & S. Comp.)
Mass Trance (M. Wild)
Memory Rot (S. Comp.)
Old Salt's Curse (Race-Human)
Owl's Insight (S. Comp.)
Panacea (S. Comp.)
Pass Through Ice (Frost)
Phantom Stag (C. Divine & S. Comp.)
Plant Body (S. Comp.)
Poison Thorns (C. Divine & S. Comp.)
Quill Blast (C. Divine & S. Comp.)
Radiance (PHB2)
Raise Animal Companion (Ul. Magic)
Regenerate Critical Wounds (M. Wild)
Rejuvenation Cocoon (C. Divine & S. C.)
Reprobation (Ul. Magic)
Rest Eternal (Adv. Player's)
Seed of Life (C. Champ.)
Sirine's Grace (S. Comp.)
Soulswitch (Familiar Folio)
Snake Staff (Adv. Player's)
Spear of Valarian (Ex. D.)

Stoneshape, Greater (S. Comp.)
Stoneskin
Summon Nature's Ally V
Superior Resistance (S. Species)
Swamp Stride (S. Comp.)
Threefold Aspect (Adv. Player's)
Transmute Mud to Rock
Transmute Rock to Mud
Tree Stride
Unhallow
Vigor, Greater (C. Divine & S. Comp.)
Wall of Coldfire (Frost)
Wall of Fire
Wall of Light (The Dragon's Demand)
Wall of Thorns
Whip of Centipedes (Adv. Class Guide)
Wind Blades (Race--Sylph)
Wind Tunnel (S. Comp.)

6th Level

Age Resistance, Greater (Ul. Magic)
Anger of the Noonday Sun (C. D. & S. C.)
Animate Snow (Frost & S. Comp.)
Antilife Shell
Aspect of the Earth Hunter (S. Comp.)
Awaken (Animal Archive)
Bear's Endurance, Mass
Binding Earth, Mass (Race-Oread)
Bite of the Wearbear (S. Comp.)
Blood Sirocco (S. Comp.)
Bones of the Earth (PHB2)
Cat's Grace, Mass
Chasing Perfection (PHB2)
Cometfall (C. Divine & S. Comp.)
Conjure Ice Beast VI (Frost)
Contagious Touch (C. Divine & M. Wild)
Cure Light Wounds, Mass
Death Hail (Frost)
Dinosaur Stampede (S. Comp.)
Dispel Magic, Greater
Dust Form (Ul. Combat)
Drown (S. Comp.)
Eagle Aerie (Ul. Magic)
Energy Immunity (C. Arcana & S. Comp.)
Entomb (Frost)
Enveloping Cocoon (C. Divine & S. Comp.)
Epidemic (Ul. Magic)
Extract Water Elemental (S. Comp.)
Find the Path
Fire Seeds
Fires of Purity (C. Divine & S. Comp.)
Freeze (S. Comp.)

Greater Call Lightning (M. Wild)
Hide the Path (S. Comp.)
Hungry Gizzard (S. Comp.)
Ice Rift (Frost)
Ironwood
Liveoak
Mandragora (M. Wild)
Miasma (C. Divine & S. Comp.)
Miasma of Entropy (Planar)
Move Earth
Move Snow and Ice (Frost)
Owl's Wisdom, Mass
Path of the Winds (Race--Sylph)
Phantasmal Disorientation (C. D. & S. C.)
Plague Storm (Ul. Magic)
Plant Body (S. Species)
Protection from All Elements (M. Wild)
Regenerate Circle (M. Wild)
Repel Wood
Resistance, Superior (S. Comp.)
Sirocco (Adv. Player's)
Snow Wave (Frost)
Spell Staff
Stone Tell
Stonehold (S. Comp.)
Stoneskin, Communal (Ul. Combat)
Storm of Fire and Ice (C. Mage)
Summon Greater Elemental (Plan. & S. C.)
Summon Nature's Ally VI
Swarm Skin (Adv. Player's)
Tar Pool (Ul. Combat)
Thunder Field (PHB2)
Tidal Surge (S. Comp.)
Tortoise Shell (S. Comp.)
Touch of Adamantine (Ex. D.)
Transport via Plants
Vigorous Circle (C. Divine & S. Comp.)
Wall of Stone
Wooden Blight (C. Champ.)

7th Level

Age Resistance, Greater (Ul. Magic)
Animalistic Power, Mass (PHB2)
Animate Plants
As the Frost (PHB2)
Aura of Cold, Greater (Frost)
Aura of Vitality (S. Comp.)
Black Mark (Race-Human)
Brilliant Blade (S. Comp.)
Changestaff
Cloudwalkers (C. Divine & S. Comp.)
Conjure Ice Beast VII (Frost)

Control Weather
Creeping Cold, Greater (C. Divine)
Creeping Doom
Cure Moderate Wounds, Mass
Fimbulwinter (Frost)
Fire Storm
Frostfell (Frost)
Great Worm of the Earth (C. Mage)
Heal
Master Earth (S. Comp.)
Plague (PHB2)
Poison Vines (C. Divine)
Raise Ice Forest (Frost.)
Rampart (Adv. Player's)
Scouring Winds (Ul. Magic)
Scry Location (C. Scoundrel)
Scrying, Greater
Shifting Paths (S. Comp.)
Siege of Trees (Ul. Combat)
Slime Wave (C. Divine & S. Comp.)
Storm or Elemental Fury (S. Comp.)
Storm Tower (C. Divine & S. Comp.)
Summon Nature's Ally VII
Sunbeam
Swamp Lung (S. Comp.)
Thunder Field (PHB2)
Transmute Metal to Wood
True Seeing
Unicorn Heart (C. Mage)
Vortex (Adv. Player's)
Waterspout (S. Comp.)
Whiteout (Frost.)
Wind Walk
Word of Balance (S. Comp.)
Wrack Earth (PHB2)

8th Level

Animal Shapes
Atavism, Mass (Ul. Magic)
Awaken, Mass (C. Divine & S. Comp.)
Blood Mist (Ul. Magic)
Bombardment (S. Comp.)
Brilliant Aura (S. Comp.)
Cocoon (S. Comp.)
Conjure Ice Beast VIII (Frost.)
Control Plants
Cure Serious Wounds, Mass
Deadfell (S. Comp.)
Deadly Lahar (C. Mage)
Earthquake
Euphoric Tranquility (Adv. Player's)
Finger of Death

Forest Child (C. Champ.)
 Frightful Aspect (Ul. Combat)
 Glacier (Frost)
 Leonal's Roar (Ex. D.)
 Maelstrom (S. Comp.)
 Phantom Wolf (C. Divine & S. Comp.)
 Red Tide (S. Comp.)
 Repel Metal or Stone
 Reverse Gravity
 Seamantle (Adv. Player's)
 Spark of Life (L. M.)
 Speak with Anything (M. Wild)
 Storm of Elemental Fury (C. Divine)
 Stormbolts (Adv. Player's)
 Stormrage (C. Divine & S. Comp.)
 Summon Nature's Ally VIII
 Sunburst
 Unearthly Beauty (Ex. D.)
 Unyielding Roots (S. Comp.)
 Wall of Lava (Adv. Player's)
 Whirlwind
 Word of Recall

9th Level

Antipathy
 Cast in Stone (S. Comp.)
 Clashing Rocks (Adv. Player's)
 Cometstrike (Frost)
 Conjure Ice Beast IX (Frost)
 Cure Critical Wounds, Mass
 Death Ward, Mass (S. Comp.)
 Drown, Mass (S. Comp.)
 Elemental Swarm
 Epidemic (M. Wild)

Notes:

(Adv. Class Guide) = Advanced Class Guide
 (Adv. Player's) = Advanced Player's Guide
 (Race--Xxx) = Advanced Race Guide--Race
 (City) = Citybook
 (Champs. of Purity) = Champions of Purity
 (C. A.) or (C. Arcane) = Complete Arcane
 (C. Champ.) = Complete Champion
 (C. D.) or (C. Divine) = Complete Divine
 (C. Mage) = Complete Mage
 (Ex. of E.) = Exemplars of Evil
 (Ex. D.) = The Book of Exalted Deeds
 (Frost) = Frostburn
 (H. Horror) = Heroes of Horror
 (Inner Sea Gods) = Inner Sea Gods
 (Inner Sea Magic) = Inner Sea Magic

Foresight
 Invulnerability to Elements (M. Wild)
 Looking Glass (M. Wild)
 Nature's Avatar (C. Divine & S. Comp.)
 Perinarch, Planar (S. Comp.)
 Phantom Bear (C. Divine & S. Comp.)
 Polar Midnight (Ul. Magic)
 Rain of Black Tulips (Ex. D.)
 Regenerate
 Regenerate Light Wounds (M. Wild)
 Shambler
 Shadow Landscape (C. Divine & S. Comp.)
 Shapechange
 Siege of Trees, Greater (Ul. Combat)
 Storm of Vengeance
 Summon Elder Worm (Ul. Magic)
 Summon Element. Monolith (C. A. & S. C.)
 Summon Froghemoth (Ul. Magic)
 Summon Nature's Ally IX
 Sympathy
 Thunderswarm (M. Wild)
 Towering Thunderhead (C. Mage)
 Transmute Rock to Lava (S. Comp.)
 True Reincarnate (M. Wild)
 Tsunami (Adv. Player's)
 Tsunami (S. Comp.)
 Undermaster (S. Comp.)
 Unyielding Roots (C. Divine)
 Were-Doom (V. Dark.)
 Whirlwind, Greater (C. Divine & S. Comp.)
 Winds of Vengeance (Adv. Player's)
 World Wave (Adv. Player's)

(L. M.) = Libris Mortis, The Book of Undead
 (M. Wild) = Masters of the Wild
 (Monster Codex) = Monster Codex
 (PHB2) = Players Handbook 2
 (Plan.) or (Planar) = Planar Handbook
 (R. of Dragon) = Races of the Dragon
 (Races of Wild) = Races of the Wild
 (Ranged Tactics Toolbox) = Ranged Tactics Toolbox
 (S. C.) or (S. Comp.) = Spell Compendium
 (S. Species) = Savage Species
 (Tome and Blood) = Tome and Blood
 (Ul. Combat) = Ultimate Combat
 (Ul. Magic) = Ultimate Magic
 3.0 or 3.5 Edition Spells