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|----------------|---|---|---|---|---|---|---|---|---|---|
| SPELLS PER DAY | | | | | | | | | | |
| BONUS SPELLS | | | | | | | | | | |
| LEVEL | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| SPELL SAVE DC | | | | | | | | | | |

RANGES

| | | |
|--------------------------------|--------------------------------|------------------------------|
| CLOSE 25 ft + 5 ft / 2 LVLS | MEDIUM 100 ft + 10 ft / LVL | LONG 400 ft + 40 ft / LVL |
|--------------------------------|--------------------------------|------------------------------|

LEVEL 0

| Spell | Description | Schl | Comp | Time | Range | Target, Effect, Area | Duration | Save | SR | PHB |
|--|---------------------------------------|-------|----------|------|-------|------------------------|---------------------|-----------|-----|-----|
| <input type="checkbox"/> Create Water | Creates 2 gallons/lvl of pure water | Conj | V,S | 1 a | Close | Up to 2 gallons/lvl | Instantaneous | - | - | 215 |
| <input type="checkbox"/> Cure Minor Wounds | Cures 1 point of damage | Conj | V,S | 1 a | Touch | One creature | Instantaneous | Will half | Yes | 216 |
| <input type="checkbox"/> Detect Magic | Detects spells and magic items | Div | V,S | 1 a | 60-ft | Cone | Conc, 1 min/lvl (D) | - | - | 219 |
| <input type="checkbox"/> Detect Poison | Detects poison in creature or item | Div | V,S | 1 a | Close | Creat,obj or 5-ft cube | Instantaneous | - | - | 219 |
| <input type="checkbox"/> Flare | Dazzles 1 creature (-1 attack) | Evoc | V | 1 a | Close | Burst of light | Inst (1 min) | Fort negs | Yes | 232 |
| <input type="checkbox"/> Guidance | +1 on 1 attack roll, save or check | Div | V,S | 1 a | Touch | One creature | 1 min or till used | Will negs | Yes | 238 |
| <input type="checkbox"/> Know Direction | You discern North | Div | V,S | 1 a | Self | Caster | Instantaneous | - | - | 246 |
| <input type="checkbox"/> Light | Item shines like a torch 20-ft glow | Evoc | V,M/DF | 1 a | Touch | One item | 10 min/lvl (D) | - | - | 248 |
| <input type="checkbox"/> Mending | Makes minor repairs of item | Trans | V,S | 1 a | 10-ft | Item, 1 lb | Instantaneous | Will negs | Yes | 253 |
| <input type="checkbox"/> Purify Food and Drink | Purifies 1 cu ft/lvl of food or water | Trans | V,S | 1 a | 10-ft | 1 cu ft/lvl | Instantaneous | Will negs | Yes | 267 |
| <input type="checkbox"/> Read Magic | Read scrolls and spellbooks | Div | V,S,F | 1 a | Self | 250 words/min | 10 min/lvl | - | - | 269 |
| <input type="checkbox"/> Resistance | Target gains +1 on saves | Abjur | V,S,M/DF | 1 a | Touch | One creature | 1 min | Will negs | Yes | 272 |
| <input type="checkbox"/> Virtue | Target gains 1 temporary hp | Trans | V,S,DF | 1 a | Touch | One creature | 1 min | Fort negs | Yes | 298 |

LEVEL 1

| Spell | Description | Schl | Comp | Time | Range | Target, Effect, Area | Duration | Save | SR | PHB |
|---|------------------------------------|-------|--------|-------|-------|-----------------------|----------------------|-----------|-----|-----|
| <input type="checkbox"/> Calm Animals | Calms 2d4+1/lvl HD of animals etc. | Ench | V,S | 1 a | Close | Animals in 30-ft | 1 min/lvl | Will negs | Yes | 207 |
| <input type="checkbox"/> Charm Animal | Makes animal your friend | Ench | V,S | 1 a | Close | Person or animal | 1 hr/lvl | Will negs | Yes | 208 |
| <input type="checkbox"/> Cure Light Wounds | Cures 1d8+1/lvl (+5) | Conj | V,S | 1 a | Touch | One creature | Instantaneous | Will half | Yes | 215 |
| <input type="checkbox"/> Detect Animals or Plants | Detects special animals or plant | Div | V,S | 1 a | Long | Cone | Conc, 10 min/lvl (D) | - | - | 218 |
| <input type="checkbox"/> Detect Snares and Pits | Reveals natural or primitive traps | Div | V,S | 1 a | 60-ft | Cone | Conc, 10 min/lvl (D) | - | - | 220 |
| <input type="checkbox"/> Endure Elements | Protected in extreme temperatures | Abjur | V,S | 1 a | Touch | One creature | 24 hours | Will negs | Yes | 226 |
| <input type="checkbox"/> Entangle | Plants entangle | Trans | V,S,DF | 1 a | Long | 40-ft radius | 1 min/lvl (D) | Ref part | - | 227 |
| <input type="checkbox"/> Faerie Fire | Outlines target with light | Evoc | V,S,DF | 1 a | Long | Creatures in 5-ft | 1 min/lvl (D) | - | Yes | 229 |
| <input type="checkbox"/> Goodberry | 2d4 berries each cure 1 hp | Trans | V,S,DF | 1 a | Touch | 2d4 fresh berries | 1 day/lvl | - | Yes | 237 |
| <input type="checkbox"/> Hide from Animals | Indiscernible to animals | Abjur | S,DF | 1 a | Touch | One creature/lvl | 10 min/lvl (D) | Will negs | Yes | 241 |
| <input type="checkbox"/> Jump | +10 jump checks, +20/5th, +30/9th | Trans | V,S,M | 1 a | Touch | One creature | 1 min/lvl (D) | Will negs | Yes | 246 |
| <input type="checkbox"/> Longstrider | Movement increases +10-ft/rnd | Trans | V,S,M | 1 a | Self | Caster | 1 hr/lvl (D) | - | - | 249 |
| <input type="checkbox"/> Magic Fang | Natural weapon +1 att/dmg | Trans | V,S,DF | 1 a | Touch | One living creature | 1 min/lvl | Will negs | Yes | 250 |
| <input type="checkbox"/> Magic Stone | +1 att,1d6+1 dmg, 2d6+2 vs undead | Trans | V,S,DF | 1 a | Touch | 1-3 Stones | 30 min or till used | Will negs | Yes | 251 |
| <input type="checkbox"/> Obscuring Mist | Fog surrounds you, visibility 5-ft | Conj | V,S | 1 a | 20-ft | 20-ft radius | 1 min/lvl | - | - | 258 |
| <input type="checkbox"/> Pass without Trace | Leave no tracks, trail or scent | Trans | V,S,DF | 1 a | Touch | One creature/lvl | 1 hr/lvl (D) | Will negs | Yes | 259 |
| <input type="checkbox"/> Produce Flame | 1d6+1/lvl damage (5) | Evoc | V,S | 1 a | 0-ft | Flame in hand | 1 rnd/lvl (D) | - | Yes | 265 |
| <input type="checkbox"/> Shillelagh | Weapon +1 att, damage 1d10+1 | Trans | V,S,DF | 1 a | Touch | Oak club/quarterstaff | 1 min/lvl | Will negs | Yes | 278 |
| <input type="checkbox"/> Speak with Animals | Communicate with animals | Div | V,S | 1 a | Self | Caster | 1 min/lvl | - | - | 281 |
| <input type="checkbox"/> Summon Nature's Ally I | Calls creature to fight for you | Conj | V,S,DF | Round | Close | One creature | 1 rnd/lvl (D) | - | - | 288 |

LEVEL 2

| Spell | Description | Schl | Comp | Time | Range | Target, Effect, Area | Duration | Save | SR | PHB |
|--|--------------------------------------|-------|----------|--------|--------|--------------------------|--------------------|-----------|-----|-----|
| <input type="checkbox"/> Animal Messenger | Send a tiny animal to specific place | Ench | V,S,M | 1 a | Close | One tiny animal | 1 day/lvl | - | Yes | 198 |
| <input type="checkbox"/> Animal Trance | Fascinates 2d6 HD of animals | Ench | V,S | 1 a | Close | Animals, Int 1 or 2 | Conc | Will negs | Yes | 198 |
| <input type="checkbox"/> Barkskin | 1+1/3lvls natural armour (5) | Trans | V,S,DF | 1 a | Touch | One living creature | 10 min/lvl | - | Yes | 203 |
| <input type="checkbox"/> Bear's Endurance | +4 Con | Trans | V,S,DF | 1 a | Touch | One creature | 1 min/lvl | Will negs | Yes | 203 |
| <input type="checkbox"/> Bull's Strength | +4 Str | Trans | V,S,M/DF | 1 a | Touch | One creature | 1 min/lvl | Will negs | Yes | 207 |
| <input type="checkbox"/> Cat's Grace | +4 Dex | Trans | V,S,M | 1 a | Touch | One creature | 1 min/lvl | Will negs | Yes | 208 |
| <input type="checkbox"/> Chill Metal | Cold metal damages if touched | Trans | V,S,DF | 1 a | Close | Creat/2 lvls / 25 lb/lvl | 7 rounds | Will negs | Yes | 209 |
| <input type="checkbox"/> Delay Poison | Stops poison from harming target | Conj | V,S,DF | 1 a | Touch | One creature | 1 hr/lvl | Fort negs | Yes | 217 |
| <input type="checkbox"/> Fire Trap | Opened item deals 1d4+1/lvl | Abjur | V,S,M | 10 min | Touch | One item | Till used | Ref half | Yes | 231 |
| <input type="checkbox"/> Flame Blade | Blade deals 1d8+1/2lvls | Evoc | V,S,DF | 1 a | 0-ft | Swordlike Beam | 1 min/lvl (D) | - | Yes | 231 |
| <input type="checkbox"/> Flaming Sphere | Burning globe, 2d6 dmg, 30-ft move | Evoc | V,S,M/DF | 1 a | Medium | 5-ft sphere | 1 rnd/lvl | Ref negs | Yes | 232 |
| <input type="checkbox"/> Fog Cloud | Fog limits vision to 5-ft | Conj | V,S | 1 a | Medium | 20-ft radius | 10 min/lvl | - | - | 232 |
| <input type="checkbox"/> Gust of Wind | Blows away or knocks down creats | Evoc | V,S | 1 a | 60-ft | Blast of air | 1 min or till used | Fort negs | Yes | 238 |
| <input type="checkbox"/> Heat Metal | Hot metal damages if touched | Trans | V,S,DF | 1 a | Close | Creat/2 lvls / 25 lb/lvl | 7 rounds | Will negs | Yes | 239 |
| <input type="checkbox"/> Hold Animal | Target becomes paralyzed | Ench | V,S | 1 a | Medium | One animal | 1 rnd/lvl (D) | Will negs | Yes | 241 |
| <input type="checkbox"/> Owl's Wisdom | +4 Wis | Trans | V,S,M/DF | 1 a | Touch | One creature | 1 min/lvl | Will negs | Yes | 259 |
| <input type="checkbox"/> Reduce Animal | Animal decreases one size category | Trans | V,S | 1 a | Touch | One willing animal | 1 hr/lvl (D) | Fort negs | Yes | 269 |
| <input type="checkbox"/> Resist Energy | Ignores 10 energy dmg/rnd | Abjur | V,S,DF | 1 a | Touch | One creature | 10 min/lvl | Fort negs | Yes | 272 |
| <input type="checkbox"/> Restoration, Lesser | Restores 1d4 ability score loss | Conj | V,S | 3 rnds | Touch | One creature | Instantaneous | Will negs | Yes | 272 |
| <input type="checkbox"/> Soften Earth and Stone | Stone to clay or dirt to sand/mud | Trans | V,S,DF | 1 a | Close | 10-ft sq/lvl | Instantaneous | - | - | 280 |
| <input type="checkbox"/> Spider Climb | Walk on walls/ceiling as a spider | Trans | V,S,M | 1 a | Touch | One creature | 10 min/lvl | Will negs | Yes | 283 |
| <input type="checkbox"/> Summon Nature's Ally II | Calls creature to fight for you | Conj | V,S,DF | Round | Close | 2:1 1:1d3 | 1 rnd/lvl (D) | - | - | 288 |
| <input type="checkbox"/> Summon Swarm | Swarm of small creatures | Conj | V,S,M/DF | Round | Close | See MM for effect | Conc + 2 rnds | - | - | 289 |
| <input type="checkbox"/> Tree Shape | You look exactly like tree | Trans | V,S,DF | 1 a | Self | Caster | 1 hr/lvl (D) | - | - | 296 |
| <input type="checkbox"/> Warp Wood | Bends wooden item within 20-ft | Trans | V,S | 1 a | Close | Small item/lvl | Instantaneous | Will negs | Yes | 300 |
| <input type="checkbox"/> Wood Shape | Shape wooden items | Trans | V,S,DF | 1 a | Touch | 10 cu ft + 1 cu ft/lvl | Instantaneous | Will negs | Yes | 303 |

LEVEL 3

| Spell | Description | Schl | Comp | Time | Range | Target, Effect, Area | Duration | Save | SR | PHB |
|---|---|-------|----------|--------|---------|-------------------------|-------------------------|-----------|-----|-----|
| <input type="checkbox"/> Call Lightning | Lightning Bolt 3d6 (3d10 in storms) | Evoc | V,S | Round | Medium | Vertical bolt/lvl (10) | 1 min/lvl | Ref half | Yes | 207 |
| <input type="checkbox"/> Contagion | Infects with chosen disease | Necro | V,S | 1 a | Touch | One living creature | Instantaneous | Fort negs | Yes | 213 |
| <input type="checkbox"/> Cure Moderate Wounds | Cures 2d8+1/lvl (+10) | Conj | V,S | 1 a | Touch | One creature | Instantaneous | Will half | Yes | 216 |
| <input type="checkbox"/> Daylight | 60-ft radius of bright light | Evoc | V,S | 1 a | Touch | Item 60-ft radius | 10 min/lvl (D) | - | - | 216 |
| <input type="checkbox"/> Diminish Plants | Reduces size of plants | Trans | V,S,DF | 1 a | Special | Special | Instantaneous | - | - | 221 |
| <input type="checkbox"/> Dominate Animal | Animal obeys mental commands | Ench | V,S | Round | Close | One animal | 1 rnd/lvl | Will negs | Yes | 224 |
| <input type="checkbox"/> Magic Fang, Greater | Natural weapon +1/4lvl att/dmg (5) | Trans | V,S,DF | 1 a | Close | One living creature | 1 hr/lvl | Will negs | Yes | 250 |
| <input type="checkbox"/> Meld into Stone | You and possessions meld into stone | Trans | V,S,DF | 1 a | Self | Caster | 10 min/lvl | - | - | 252 |
| <input type="checkbox"/> Neutralize Poison | Detoxifies venom in or on target | Conj | V,S,M/DF | 1 a | Touch | Creat / obj 1 cu ft/lvl | 10 min/lvl | Will negs | Yes | 257 |
| <input type="checkbox"/> Plant Growth | Grows vegetation, improves crops | Trans | V,S,DF | 1 a | Special | Special | Instantaneous | - | - | 262 |
| <input type="checkbox"/> Poison | Touch 1d10 Con dmg, repeats 1min | Necro | V,S,DF | 1 a | Touch | One living creature | Instantaneous | Fort negs | Yes | 262 |
| <input type="checkbox"/> Protection from Energy | Absorbs 12 energy dmg/lvl (120) | Abjur | V,S,DF | 1 a | Touch | One creature | 10 min/lvl or till used | Fort negs | Yes | 266 |
| <input type="checkbox"/> Quench | Extinguishes fire | Trans | V,S,DF | 1 a | Medium | Up to 20-ft cube/lvl | Instantaneous | Will negs | Yes | 267 |
| <input type="checkbox"/> Remove Disease | Cures all diseases affecting target | Conj | V,S | 1 a | Touch | One creature | Instantaneous | Fort negs | Yes | 271 |
| <input type="checkbox"/> Sleet Storm | Hampers vision and movement | Conj | V,S,M/DF | 1 a | Long | 40-ft radius | 1 rnd/lvl | - | - | 280 |
| <input type="checkbox"/> Snare | Creates magical booby trap | Trans | V,S,DF | 3 rnds | Touch | Vine, rope or thong | Until triggered | - | - | 280 |
| <input type="checkbox"/> Speak with Plants | Talk to plants and plant creatures | Div | V,S | 1 a | Self | Caster | 1 min/lvl | - | - | 282 |
| <input type="checkbox"/> Spike Growth | 1d4 dmg/5-ft moved, may be slowed | Trans | V,S,DF | 1 a | Medium | 20-ft square/level | 1 hr/lvl (D) | Ref part | Yes | 283 |
| <input type="checkbox"/> Stone Shape | Sculpts stone into any form | Trans | V,S,M/DF | 1 a | Touch | 10 cu ft + 1 cu ft/lvl | Instantaneous | - | - | 284 |
| <input type="checkbox"/> Summon Nature's Ally III | Calls creature to fight for you | Conj | V,S,DF | Round | Close | 3:1 2:1d3 1:1d4+1 | 1 rnd/lvl (D) | - | - | 288 |
| <input type="checkbox"/> Water Breathing | Targets can breath underwater | Trans | V,S,M/DF | 1 a | Touch | Living creatures | 2 hr/lvl | Will negs | Yes | 300 |
| <input type="checkbox"/> Wind Wall | Deflects arrows, small creatures, gases | Evoc | V,S,M/DF | 1 a | Medium | 10/lvl long,5/lvl high | 1 rnd/lvl | - | Yes | 302 |

LEVEL 4

| Spell | Description | Schl | Comp | Time | Range | Target, Effect, Area | Duration | Save | SR | PHB |
|--|---|-------|------------|--------|------------|-----------------------|----------------|-----------|-----|-----|
| <input type="checkbox"/> Air Walk | Target treads on air as if solid | Trans | V,S,DF | 1 a | Touch | One creature | 10 min/lvl | - | Yes | 196 |
| <input type="checkbox"/> Antiplant Shell | Barrier protects against plants | Abjur | V,S,DF | 1 a | 10-ft | 10-ft radius | 10 min/lvl (D) | - | Yes | 200 |
| <input type="checkbox"/> Blight | Plant takes 1d6/lvl | Necro | V,S,DF | 1 a | Touch | Plant | Instantaneous | Fort half | Yes | 206 |
| <input type="checkbox"/> Command Plants | Plants animate and entangle | Trans | V | 1 a | Close | 2 HD/lvl in 30-ft | 1 day/lvl | Will negs | Yes | 211 |
| <input type="checkbox"/> Control Water | Raises, lowers or parts water | Trans | V,S,M/DF | 1 a | Long | 10ftx10ftx2ft/lvl | 10 min/lvl (D) | - | - | 214 |
| <input type="checkbox"/> Cure Serious Wounds | Cures 3d8+1/lvl (+15) | Conj | V,S | 1 a | Touch | One creature | Instantaneous | Will half | Yes | 216 |
| <input type="checkbox"/> Dispel Magic | Cancels magical effects (+10) | Abjur | V,S | 1 a | Medium | Special | Instantaneous | - | - | 223 |
| <input type="checkbox"/> Flame Strike | Smites foes with divine fire 1d6/lvl (15) | Evoc | V,S,DF | 1 a | Medium | 10-ft radius | Instantaneous | Ref half | Yes | 231 |
| <input type="checkbox"/> Freedom of Movement | Target moves and attacks normally | Abjur | V,S,M,DF | 1 a | Prsl,touch | One creature | 10 min/lvl | Will negs | Yes | 233 |
| <input type="checkbox"/> Giant Vermin | Turn insects into giant vermin | Trans | V,S,DF | 1 a | Close | 1-3 vermin in 30-ft | 1 min/lvl | - | Yes | 235 |
| <input type="checkbox"/> Ice Storm | Hail does 3d6 bludgeon, 2d6 cold | Evoc | V,S,M/DF | 1 a | Long | 20-ft radius | 1 round | - | Yes | 243 |
| <input type="checkbox"/> Reincarnate | Dead subject back in random body | Trans | V,S,M,DF | 10 min | Touch | Dead willing creature | Instantaneous | - | - | 270 |
| <input type="checkbox"/> Repel Vermin | Insects with HD<lvl/3 cannot enter | Abjur | V,S,DF | 1 a | 10-ft | 10-ft radius | 10 min/lvl (D) | Will negs | Yes | 271 |
| <input type="checkbox"/> Rusting Grasp | Your touch corrodes iron and alloys | Trans | V,S,DF | 1 a | Touch | Ferrous obj/creat | 1 rnd/lvl | - | - | 273 |
| <input type="checkbox"/> Scrying | Spies on target from a distance | Div | V,S,M/DF,F | 1 hr | Special | Magical sensor | 1 min/lvl | Will negs | Yes | 274 |
| <input type="checkbox"/> Spike Stones | 1d8 dmg/5-ft moved, may be slowed | Trans | V,S,DF | 1 a | Medium | 20-ft square/level | 1 hr/lvl (D) | Ref part | Yes | 283 |
| <input type="checkbox"/> Summon Nature's Ally IV | Calls creature to fight for you | Conj | V,S,DF | Round | Close | 4:1 3:1d3 2-1:1d4+1 | 1 rnd/lvl (D) | - | - | 288 |

LEVEL 5

| Spell | Description | Schl | Comp | Time | Range | Target, Effect, Area | Duration | Save | SR | PHB |
|---|--|-------|---------------|--------|-----------|--------------------------|-------------------------|-----------|-----|-----|
| <input type="checkbox"/> Animal Growth | Animal/2 lvls increases size category | Trans | V,S | 1 a | Medium | 1 animal/2 lvls | 1 min/lvl | Fort negs | Yes | 198 |
| <input type="checkbox"/> Atonement | Removes burden of past misdeeds | Abjur | V,S,M,F,DF,XP | 1 hr | Touch | One living creature | Instantaneous | - | Yes | 201 |
| <input type="checkbox"/> Awaken | Animal/tree gains human intellect | Trans | V,S,DF,XP | 1 day | Touch | Animal or tree | Instantaneous | Will negs | Yes | 202 |
| <input type="checkbox"/> Baleful Polymorph | Target becomes a harmless creature | Trans | V,S | 1 a | Close | One creature | Permanent | Fort negs | Yes | 202 |
| <input type="checkbox"/> Call Lightning Storm | Lightning Bolt 5d6 (5d10 in storms) | Evoc | V,S | Round | Long | Vertical bolt/lvl (15) | 1 min/lvl | Ref half | Yes | 207 |
| <input type="checkbox"/> Commune with Nature | Learn about terrain for 1 mile/level | Div | V,S | 10 min | Self | Caster | Instantaneous | - | - | 211 |
| <input type="checkbox"/> Control Winds | Change wind direction and speed | Trans | V,S | 1 a | 40-ft/lvl | 40-ft/lvl radius | 10 min/lvl | Fort negs | - | 214 |
| <input type="checkbox"/> Cure Critical Wounds | Cures 4d8+1/lvl (+20) | Conj | V,S | 1 a | Touch | One creature | Instantaneous | Will half | Yes | 215 |
| <input type="checkbox"/> Death Ward | Immunity to death spells/effects | Necro | V,S,DF | 1 a | Touch | One living creature | 1 min/lvl | - | - | 217 |
| <input type="checkbox"/> Hallow | Designates location as holy | Evoc | V,S,M,DF | 1 day | Touch | 40-ft radius | Instantaneous | Special | Sp | 238 |
| <input type="checkbox"/> Insect Plague | Insect swarm | Conj | V,S,DF | Round | Long | 1 swarm/3lvls | 1 min/lvl | - | - | 244 |
| <input type="checkbox"/> Stoneskin | Damage reduction 10/adamantine | Abjur | V,S,M | 1 a | Touch | One creature | 10 min/lvl or till used | Will negs | Yes | 284 |
| <input type="checkbox"/> Summon Nature's Ally V | Calls creature to fight for you | Conj | V,S,DF | Round | Close | 5:1 4:1d3 1-3:1d4+1 | 1 rnd/lvl (D) | - | - | 289 |
| <input type="checkbox"/> Transmute Mud to Rock | Transforms sand or mud to soft stone | Trans | V,S,M/DF | 1 a | Medium | 2 10-ft cubes/lvl | Permanent | Special | - | 295 |
| <input type="checkbox"/> Transmute Rock to Mud | Transforms unworked stone to mud | Trans | V,S,M/DF | 1 a | Medium | 2 10-ft cubes/lvl | Permanent | Special | - | 295 |
| <input type="checkbox"/> Tree Stride | Step from tree to another tree | Trans | V,S,DF | 1 a | Self | Caster | 1 hr/lvl | - | - | 296 |
| <input type="checkbox"/> Unhallow | Unholy local, magic circle, -4 turning | Evoc | V,S,M | 1 day | Touch | 40-ft/lvl radius | Instantaneous | Special | Sp | 297 |
| <input type="checkbox"/> Wall of Fire | 2d4 dmg within 10-ft, 1d4 within 20-ft | Evoc | V,S,M/DF | 1 a | Medium | 20-ft/lvl or 5-ft/2 lvls | Conc + 1 rnd/lvl | - | Yes | 298 |
| <input type="checkbox"/> Wall of Thorns | Thorns dmg moving creatures 25-AC | Conj | V,S | 1 a | Medium | 10-ft cube/lvl | 10 min/lvl (D) | - | - | 300 |

LEVEL 6

| Spell | Description | Schl | Comp | Time | Range | Target, Effect, Area | Duration | Save | SR | PHB |
|--|---------------------------------------|-------|----------|---------|-----------|-----------------------|-----------------|-----------|-----|-----|
| <input type="checkbox"/> Antilife Shell | 10-ft field excludes living creatures | Abjur | V,S,DF | Round | 10-ft | 10-ft radius | 10 min/lvl (D) | - | Yes | 199 |
| <input type="checkbox"/> Bear's Endurance, Mass | +4 Con to 1 creature/lvl | Trans | V,S, DF | 1 a | Close | Creature/lvl in 30-ft | 1 min/lvl | Will negs | Yes | 203 |
| <input type="checkbox"/> Bull's Strength, Mass | +4 Str to 1 creature/lvl | Trans | V,S,M/DF | 1 a | Close | Creature/lvl in 30-ft | 1 min/lvl | Will negs | Yes | 207 |
| <input type="checkbox"/> Cat's Grace, Mass | +4 Dex to 1 creature/lvl | Trans | V,S,M | 1 a | Touch | Creature/lvl in 30-ft | 1 min/lvl | Will negs | Yes | 208 |
| <input type="checkbox"/> Cure Light Wounds, Mass | Cures 1d8+1/lvl (+25) | Conj | V,S | 1 a | Close | Creature/lvl in 30-ft | Instantaneous | Will half | Yes | 216 |
| <input type="checkbox"/> Dispel Magic, Greater | Cancels magical effects (+20) | Abjur | V,S | 1 a | Medium | Special | Instantaneous | - | - | 223 |
| <input type="checkbox"/> Find the Path | Shows most direct way to location | Div | V,S,F | 3 rnds | Touch | One creature | 10 min/lvl | Will negs | Yes | 230 |
| <input type="checkbox"/> Fire Seeds | Acorn and berries become bombs | Conj | V,S,M | 1 a | Touch | 1-4 acorns/1-8berries | 10 min/lvl | Ref half | - | 230 |
| <input type="checkbox"/> Ironwood | Magical wood is strong as steel | Trans | V,S,M | 1 m/lb | 0-ft | 5 lb of wood/lvl | 1 day/level (D) | - | - | 246 |
| <input type="checkbox"/> Liveoak | Oak becomes treant guardian | Trans | V,S | 10 min | Touch | Tree | 1 day/level (D) | - | - | 248 |
| <input type="checkbox"/> Move Earth | Digs trenches and builds hills | Trans | V,S,M | Special | Long | 750-ft sq, 10-ft deep | Instantaneous | - | - | 257 |
| <input type="checkbox"/> Owl's Wisdom, Mass | +4 Wis to 1 creature/lvl | Trans | V,S,M/DF | 1 a | Close | Creature/lvl in 30-ft | 1 min/lvl | Will negs | Yes | 259 |
| <input type="checkbox"/> Repel Wood | Pushes away wooden items | Trans | V,S | 1 a | 60-ft | 60-ft line | 1 min/lvl (D) | - | - | 271 |
| <input type="checkbox"/> Spellstaff | Stores one spell in quarterstaff | Trans | V,S,F | 10 min | Touch | Wooden Quarterstaff | Till used (D) | Will neg | Yes | 282 |
| <input type="checkbox"/> Stone Tell | Talk to natural or worked stone | Div | V,S,DF | 10 min | Self | Caster | 1 min/lvl | - | - | 284 |
| <input type="checkbox"/> Summon Nature's Ally VI | Calls creature to fight for you | Conj | V,S,DF | Round | Close | 6:1 5:1d3 1-4:1d4+1 | 1 rnd/lvl (D) | - | - | 289 |
| <input type="checkbox"/> Transport via Plants | Move instantly from plant to plant | Trans | V,S | 1 a | Unlimited | Willing creatures | 1 round | - | - | 295 |
| <input type="checkbox"/> Wall of Stone | Stone wall with 15 hp/4 levels | Conj | V,S,M/DF | 1 a | Medium | 5-ft sq/lvl | Instantaneous | Special | - | 299 |

LEVEL 7

| Spell | Description | Schl | Comp | Time | Range | Target, Effect, Area | Duration | Save | SR | PHB |
|---|------------------------------------|-------|------------|--------|---------|-----------------------|------------------------|-----------|-----|-----|
| <input type="checkbox"/> Animate Plants | Animated plant | Trans | V | 1 a | Close | 1 plant/3lvls | 1 rnd/lvl | - | - | 199 |
| <input type="checkbox"/> Changestaff | Your staff becomes a treant | Trans | V,S,F | Round | Touch | Staff | 1 hr/lvl (D) | - | - | 208 |
| <input type="checkbox"/> Control Weather | Changes weather in local area | Trans | V,S | 10 min | 2 miles | 2 mile radius | 4d12 hours | - | - | 214 |
| <input type="checkbox"/> Creeping Doom | Carpet of insects at your command | Conj | V,S | Round | Close | One swarm/2lvl | 1 min/lvl | - | - | 215 |
| <input type="checkbox"/> Cure Moderate Wounds, Mass | Cures 2d8+1/lvl (+30) | Conj | V,S | 1 a | Close | Creature/lvl in 30-ft | Instantaneous | Will half | Yes | 216 |
| <input type="checkbox"/> Fire Storm | Deals 1d6 damage/lvl (20d6) | Evoc | V,S | Round | Medium | 2 10-ft cubes/level | Instantaneous | Ref half | Yes | 231 |
| <input type="checkbox"/> Heal | Cures 10/lvl (150) | Conj | V,S | 1 a | Touch | One creature | Instantaneous | Will negs | Yes | 239 |
| <input type="checkbox"/> Scrying, Greater | Spies on target from a distance | Div | V,S,M/DF,F | 1 a | Special | Magical sensor | 1 hr/lvl | Will negs | Yes | 275 |
| <input type="checkbox"/> Summon Nature's Ally VII | Calls creature to fight for you | Conj | V,S,DF | Round | Close | 7:1 6:1d3 1-5:1d4+1 | 1 rnd/lvl (D) | - | - | 289 |
| <input type="checkbox"/> Sunbeam | Blinds, 4d6 dmg, 1 beam/3 lvls (6) | Evoc | V,S,DF | 1 a | 60-ft | Line from hand | 1 rnd/lvl or till used | Ref part | Yes | 289 |
| <input type="checkbox"/> Transmute Metal to Wood | All metal becomes wood | Trans | V,S,DF | 1 a | Long | 40-ft radius | Instantaneous | - | Yes | 294 |
| <input type="checkbox"/> True Seeing | See all things as they really are | Div | V,S,M | 1 a | Touch | One creature | 1 min/lvl | Will negs | Yes | 296 |
| <input type="checkbox"/> Wind Walk | Become vapours and move at 60 mph | Trans | V,S,DF | 1 a | Touch | You +1 creat/3 lvls | 1 hr/lvl (D) | Will negs | Yes | 301 |

LEVEL 8

| Spell | Description | Schl | Comp | Time | Range | Target, Effect, Area | Duration | Save | SR | PHB |
|--|---------------------------------------|-------|----------|-------|-----------|------------------------|---------------|-----------|-----|-----|
| <input type="checkbox"/> Animal Shapes | 1 ally/lvl polymorphs into animal | Trans | V,S,DF | 1 a | Close | One creature/lvl | 1 hr/lvl (D) | - | Yes | 198 |
| <input type="checkbox"/> Control Plants | Talk and control plants and fungi | Trans | V,S,DF | 1 a | Close | 2 HD of plants/lvl | 1 min/lvl | Will negs | - | 213 |
| <input type="checkbox"/> Cure Serious Wounds, Mass | Cures 3d8+1/lvl (+35) | Conj | V,S | 1 a | Close | Creature/lvl in 30-ft | Instantaneous | Will half | Yes | 216 |
| <input type="checkbox"/> Earthquake | Intense tremor causes cave-in 8d6 dmg | Evoc | V,S,DF | 1 a | Long | 80-ft/lvl radius | 1 rnd | Special | - | 225 |
| <input type="checkbox"/> Finger of Death | Kills target else does 3d6+1/lvl dmg | Necro | V,S | 1 a | Close | One living creature | Instantaneous | Fort part | Yes | 230 |
| <input type="checkbox"/> Repel Metal or Stone | Repel metal or stone at 40-ft/round | Abjur | V,S | 1 a | 60-ft | 60-ft line | 1 rnd/lvl (D) | - | - | 271 |
| <input type="checkbox"/> Reverse Gravity | Items and creatures fall upward | Trans | V,S,M/DF | 1 a | Medium | 10-ft cube/2 lvls | 1 rnd/lvl (D) | - | - | 273 |
| <input type="checkbox"/> Summon Nature's Ally VIII | Calls creature to fight for you | Conj | V,S,DF | Round | Close | 8:1 7:1d3 1-6:1d4+1 | 1 rnd/lvl (D) | - | - | 289 |
| <input type="checkbox"/> Sunburst | Blinds all within, 6d6 damage | Evoc | V,S,M/DF | 1 a | Long | 80-ft radius | Instantaneous | Ref part | Yes | 289 |
| <input type="checkbox"/> Whirlwind | Cyclone 1d8 dmg, picks up creatures | Evoc | V,S,DF | 1 a | Long | 10-30-ft wide, 30 tall | 1 rnd/lvl (D) | Ref negs | Yes | 301 |
| <input type="checkbox"/> Word of Recall | Teleports you to designated place | Trans | V | 1 a | Unlimited | Willing creatures | Instantaneous | Will negs | Yes | 303 |

LEVEL 9

| Spell | Description | Schl | Comp | Time | Range | Target, Effect, Area | Duration | Save | SR | PHB |
|---|------------------------------------|-------|----------|--------|------------|-----------------------|-------------------|-----------|-----|-----|
| <input type="checkbox"/> Antipathy | Item or location repels creatures | Ench | V,S,M/DF | 1 hr | Close | Location or item | 2 hr/lvl (D) | Will part | Yes | 200 |
| <input type="checkbox"/> Cure Critical Wounds, Mass | Cures 4d8+1/lvl (+40) | Conj | V,S | 1 a | Close | Creature/lvl in 30-ft | Instantaneous | Will half | Yes | 215 |
| <input type="checkbox"/> Elemental Swarm | Summons 2d4 Large, 1d4 Huge | Conj | V,S | 10 min | Medium | 2+ creatures | 10 min/lvl (D) | - | - | 226 |
| <input type="checkbox"/> Foresight | 6th sense warns of danger | Div | V,S,M/DF | 1 a | Prsl,touch | Special | 10 min/lvl | Will negs | Yes | 233 |
| <input type="checkbox"/> Regenerate | Target's severed limbs grow back | Conj | V,S,DF | 3 rnds | Touch | One living creature | Instantaneous | Fort negs | Yes | 270 |
| <input type="checkbox"/> Shambler | Summon 1d4+2 (11HD) shamblers | Conj | V,S | 1 a | Medium | 3+ shamblers | 7 days/months (D) | - | - | 277 |
| <input type="checkbox"/> Shapechange | Transform into new form | Trans | V,S,F | 1 a | Self | Caster | 10 min/lvl (D) | - | - | 277 |
| <input type="checkbox"/> Storm of Vengeance | Storm rains acid, lightning, hail | Conj | V,S | Round | Long | 360-ft radius | Conc, 10 rnds (D) | Special | Yes | 285 |
| <input type="checkbox"/> Summon Nature's Ally IX | Calls creature to fight for you | Conj | V,S,DF | Round | Close | 9:1 8:1d3 1-7:1d4+1 | 1 rnd/lvl (D) | - | - | 289 |
| <input type="checkbox"/> Sympathy | Attracts certain type of creatures | Ench | V,S,M | 1 hr | Close | Location or item | 2 hr/lvl (D) | Will negs | Yes | 292 |