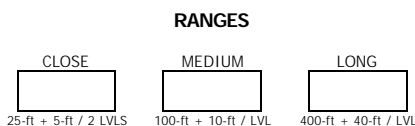


<b>SPELLS PER DAY</b>				
<b>BONUS SPELLS</b>				
<b>LEVEL</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>
<b>SPELL SAVE DC</b>				



### LEVEL 1

	Spell	Description	School Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
	<input type="checkbox"/> Alarm	Wards an area	Abjur V,S,DF	1 a	Close	25-ft radius	2 hr/lvl (D)	-	-	172
	<input type="checkbox"/> Animal Friendship	Permanent animal companions	Ench V,S,M	1 a	Close	One animal	Instantaneous	Will negs	Yes	173
	<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	191
	<input type="checkbox"/> Detect Animals or Plants	Detects special animals or plant	Div V,S	1 a	Long	Quarter circle	Conc,10 min/lvl (D)	-	-	192
	<input type="checkbox"/> Detect Snares and Pits	Reveals natural or primitive traps	Div V,S	1 a	60-ft	Quarter circle	Conc,10 min/lvl (D)	-	-	194
	<input type="checkbox"/> Entangle	Plants entangle in 40-ft radius	Trans V,S,DF	1 a	Long	40-ft radius	1 min/lvl	Ref	-	200
	<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	223
	<input type="checkbox"/> Pass without Trace	Leaves no tracks, trail or scent	Trans V,S,DF	1 a	Touch	One creature/lvl	10 min/lvl	Will negs	Yes	234
	<input type="checkbox"/> Read Magic	Read scrolls and spellbooks	Univ V,S,F	1 a	Self	250 words/min	10 min/lvl	-	-	243
	<input type="checkbox"/> Resist Elements	Ignores 12 dmg/rnd from element	Abjur V,S,DF	1 a	Touch	One creature	1 min/lvl	-	Yes	246
	<input type="checkbox"/> Speak with Animals	Communicate with animals	Div V,S	1 a	Self	Caster	1 min/lvl	-	-	254
	<input type="checkbox"/> Summon Nature's Ally I	Calls creature to fight for you	Conj V,S,DF	Round	Close	1 summoned creature	1 rnd/lvl (D)	-	-	260

### LEVEL 2

	Spell	Description	School 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	173
	<input type="checkbox"/> Cure Light Wounds	Cures 1d8+1/lvl (+5)	Conj V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	190
	<input type="checkbox"/> Detect Chaos	Reveals creatures, spells or items	Div V,S,DF	1 a	60-ft	Quarter circle	Conc,10 min/lvl (D)	-	-	192
	<input type="checkbox"/> Detect Evil	Reveals creatures, spells or items	Div V,S,DF	1 a	60-ft	Quarter circle	Conc,10 min/lvl (D)	-	-	192
	<input type="checkbox"/> Detect Good	Reveals creatures, spells or items	Div V,S,DF	1 a	60-ft	Quarter circle	Conc,10 min/lvl (D)	-	-	192
	<input type="checkbox"/> Detect Law	Reveals creatures, spells or items	Div V,S,DF	1 a	60-ft	Quarter circle	Conc,10 min/lvl (D)	-	-	192
	<input type="checkbox"/> Hold Animal	Target becomes paralyzed	Ench V,S	1 a	Medium	One animal	1 rnd/lvl (D)	Will negs	Yes	214
	<input type="checkbox"/> Protection from Elements	Absorb 12 dmg/lvl from energy	Abjur V,S	1 a	Touch	One creature	10 min/lvl	-	Yes	240
	<input type="checkbox"/> Sleep	Put 2d4 HD of creats into slumber	Ench V,S,DF	1 a	Medium	Living in 15-ft radius	1 min/lvl	Will negs	Yes	252
	<input type="checkbox"/> Snare	Creates magical booby trap	Trans V,S,DF	3 rnds	Touch	Vine, rope or thong	Until triggered	-	-	253
	<input type="checkbox"/> Speak with Plants	Talk to plants and plant creatures	Div V,S	1 a	Self	Caster	1 min/lvl	-	-	254
	<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)	-	-	260

### LEVEL 3

	Spell	Description	School Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
	<input type="checkbox"/> Control Plants	Talk and control plants and fungi	Trans V,S,DF	1 a	Close	Within 25+5-ft/2 lvls	1 min/lvl	Will negs	-	188
	<input type="checkbox"/> Cure Moderate Wounds	Cures 2d8+1/lvl (+10)	Conj V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	190
	<input type="checkbox"/> Diminish Plants	Reduces size of plants	Trans V,S,DF	1 a	Special	Special	Instantaneous	-	-	195
	<input type="checkbox"/> Greater Magic Fang	Weapon gets +1 att/dmg per 3 lvls	Trans V,S,DF	1 a	Close	One living creature	1 hr/lvl	Will negs	Yes	210
	<input type="checkbox"/> Neutralize Poison	Detoxifies venom in or on target	Conj V,S,M	1 a	Touch	Creat / obj 1 cu ft/lvl	Instantaneous	Will negs	Yes	232
	<input type="checkbox"/> Plant Growth	Grows vegetation, improves crops	Trans V,S,DF	1 a	Special	Special	Instantaneous	-	-	236
	<input type="checkbox"/> Remove Disease	Cures all diseases affecting target	Conj V,S	1 a	Touch	One creature	Instantaneous	Fort negs	Yes	244
	<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)	-	-	260
	<input type="checkbox"/> Tree Shape	You look exactly like tree	Trans V,S,DF	1 a	Self	Caster	1 hr/lvl (D)	-	-	267
	<input type="checkbox"/> Water Walk	Target treads on water as if solid	Trans V,S,DF	1 a	Touch	One creature/lvl	10 min/lvl	Will negs	Yes	271

### LEVEL 4

	Spell	Description	School Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
	<input type="checkbox"/> Cure Serious Wounds	Cures 3d8+1/lvl (+15)	Conj V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	190
	<input type="checkbox"/> Freedom of Movement	Target move despite impediments	Abjur VSM,DF	1 a	Prsl,touch	One creature	10 min/lvl	-	-	207
	<input type="checkbox"/> Nondetection	Masks target to scrying & divination	Abjur V,S,M	1 a	Touch	One creature or item	1 hr/lvl	Will negs	Yes	232
	<input type="checkbox"/> Polymorph Self	You assume a new form	Trans V	1 a	Self	Caster	1 hr/lvl (D)	-	-	237
	<input type="checkbox"/> Summon Nature's Ally IV	Calls creature to fight for you	Conj V,S,DF	Round	Close	4:1 3:1d3 1-2:1d4+1	1 rnd/lvl (D)	-	-	260
	<input type="checkbox"/> Tree Stride	Step from tree to another far away	Trans V,S,DF	1 a	Self	Caster	1 hr/lvl / expanded	-	-	267
	<input type="checkbox"/> Wind Wall	Deflects arrows, small creats, gases	Evoc V,S,DF	1 a	Medium	10/lvl long,5/lvl high	1 rnd/lvl	-	Yes	273