

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
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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	Ref 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