

Spell Name	Lvl	Sphere	Source	Range	Duration	Area of Effect	Comp	Time	Save
Ceremony	1	All	UA	Touch	Permanent	One Creature, Item, Area	V, S, M	1 Hour	Special
Combine	1	All	UA	Touch	Special	The circle of clerics	V, S	1 Round	None
Detect Magic	1	All	PH	3"	1 Turn	1" path, 3" long	V, S, M	1 round	None
<i>Purify Food & Drink/Putrefy Food & Drink</i>	1	All	PH	3"	Permanent	1 cubic ft/level, 1" sq area	V, S	1 round	None
Chant	2	All	PH	0	Time of Chanting	3" radius	V, S	1 turn	None
Mystic Transfer	2	All	TOM	0	9 rounds	The Caster	V, S	1 round	None
Dispel Magic	3	All	PH	6"	permanent	3" cube	V, S	6 seg	none
<i>Remove Curse/Bestow Curse</i>	3	All	PH	touch	permanent	special	V, S	6 seg	special
Speak With Dead	3	All	PH*	1 ft	special	one creature	V, S, M	1 turn	none
Exorcism	4	All	PH	1 ft	permanent	one creature or object	V, S, M	d100 turns	none
Focus	4	All	TOM	1"	Special	Special	V, S, M	1 day	None
Imbue With Spell Ability	4	All	UA	touch	special	one individual	V, S, M	1 turn	none
<i>Tongues/Babble</i>	4	All	PH	0	1 turn	6" diameter circle	V, S	7 seg	none
Uplift	4	All	TOM	0	1 turn	One priest	V, M	12 hours	None
Atonement	5	All	PH	touch	permanent	one person	V, S, M	1 turn	none
Commune	5	All	PH	0	special	special	V, S, M	1 turn	none
Quest	5	All	PH	6"	until fulfilled	one creature	V, S, M	8 seg	neg.
<i>True Seeing/False Seeing</i>	5	All	PH	touch	1 round/level	12" sight range	V, S, M	8 seg	none
Speak With Monsters	6	All	PH	3" radius	1 round/level		V, S	9 seg	none
Astral Spell	7	All	PH	touch	special	special	V, S	3 turns	none
Gate	7	All	PH	3"	special	special	V, S	5 seg	none
Animal Friendship	1	Animal	PH	1"	permanent	one animal	V, S, M	6 turns	neg.
Invisibility To Animals	1	Animal	PH	touch	1 turn + 1 round/level	creature touched	S, M	4 seg	none
Locate Animals or Plants	1	Animal	PH2	10" + 2"/level	1 round/level	2" wide path, 2" long/level	V, S, M	1 round	none
Charm Person Or Mammal	2	Animal	PH	8"	special	one person or mammal	V, S	4 seg	neg.
Messenger	2	Animal	UA	2"/level	1 hour/level	one creature	V, S, M	1 round	neg.
Snake Charm	2	Animal	PH	3"	special	special	V, S	5 seg	none
Speak With Animals	2	Animal	PH	0	2 rounds/level	1 animal within 3" radius	V, S	5 seg	none
Hold Animal	3	Animal	PH	8"	2 rounds/level	1d4 animals	V, S, M	5 seg	neg.
Summon Insects	3	Animal	PH	3"	1 round/level	special	V, S, M	1 round	none
Animal Summoning I	4	Animal	PH	4"/level	special	special	V, S, M	6 seg	none
Call Woodland Beings	4	Animal	PH	12" + 1"/level	special	special	V, S, M	special	neg.
<i>Giant Insect/Shrink Insect</i>	4	Animal	UA	2"	2 rounds/level	one or more insects	V, S, M	special	none
Repel Insects	4	Animal	PH	0	1 turn/level	1" radius of the caster	V, S, M	1 round	none
<i>Animal Growth/Animal Reduction</i>	5	Animal	PH	8"	2 rounds/level	up to 8 animals in 2" sq area	V, S, M	7 seg	none
Animal Summoning II	5	Animal	PH	6"/level	special	special	V, S, M	7 seg	none
Commune with Nature	5	Animal	PH	0	special	special	V, S, M	1 turn	none
Insect Plague	5	Animal	PH	32"	1 turn/level	32" diameter, 4' high cloud	V, S, M	1 turn	none
Animal Summoning III	6	Animal	PH	8"/level	special	special	V, S, M	8 seg	none
Anti-Animal Shell	6	Animal	PH	0	1 turn/level	2" diameter hemisphere	V, S, M	1 round	none
Creeping Doom	7	Animal	PH	0	4 rounds/level	special	V, S, M	9 seg	none
Reincarnate	7	Animal	PH	touch	permanent	person touched	V, S, M	1 turn	none
Detect Law	1	Chaos	PH*	12"	1 turn + 1/2 turn/level	1" path	V, S, M	1 round	none
Mistaken Missive	1	Chaos	TOM	Touch	Permanent	One page/level	V, S, M	1 seg	None
Protection from Law	1	Chaos	PH*	touch	3 rounds/level	creature touched	V, S, M	4 seg	none

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Dissention's Feast	2	Chaos	TOM	Touch	5 turns + 2 turns/level	Special	V, S	2 turns	Neg.
Miscast Magic	3	Chaos	TOM	4" + 1"/level	Special	One creature	V, S	2 seg	Neg.
Random Causalty	3	Chaos	TOM	1"	Instantaneous	Special	V, S, M	1 round	None
Chaotic Combat	4	Chaos	TOM	3"	1 round/level	One creature	V, S	3 seg	None
Chaotic Sleep	4	Chaos	TOM	Touch	Permanent	One creature	V, S, M	1 turn	Neg.
Inverted Ethics	4	Chaos	TOM	12"	1 turn	Special	V, S, M	1 seg	Neg.
Protection from Law 10' radius	4	Chaos	PH*	touch	1 turn/level	2" diameter sphere	V, S, M	7 seg	none
Chaotic Commands	5	Chaos	TOM	Touch	1 turn/level	One creature	V, S, M	3 seg	Special
Dispel Law	5	Chaos	PH*	touch	1 round/level	creature touched	V, S, M	8 seg	neg.
Uncontrolled Weather	7	Chaos	TOM	0	1 turn/level	4d4 sq miles	V, S	1 turn	None
Command	1	Charm	PH	1"	1 round	one creature	V	1 seg	special
<i>Remove Fear/Cause Fear</i>	1	Charm	PH	touch	special	creature touched	V, S	4 seg	none
Sanctuary	1	Charm	PH	touch	2 rounds + 1 round/level	one creature	V, S, M	4 seg	none
Charm Person Or Mammal	2	Charm	PH	8"	special	one person or mammal	V, S	4 seg	neg.
<i>Detect Charm/Undetectable Charm</i>	2	Charm	PH	3"	1 turn	one creature	V, S	1 round	none
Enthrall	2	Charm	UA	3"	special	9" radius	V, S	1 round	neg.
Hold Person	2	Charm	PH	6"	4 rounds + 1 round/level	1d3 creatures	V, S, M	5 seg	neg.
Music Of The Spheres	2	Charm	TOM	5"	1 turn + 1 round/level	20 ft diameter circle	V, S, M	4 seg	Neg.
Snake Charm	2	Charm	PH	3"	special	special	V, S	5 seg	none
Speak With Animals	2	Charm	PH	0	2 rounds/level	1 animal within 3" radius	V, S	5 seg	none
Emotion Control	3	Charm	TOM	1"	1 round/level	1 creature/5 levels in 20ft cube	V, S, M	5 seg	Special
<i>Cloak Of Bravery/Cloak Of Fear</i>	4	Charm	UA	0	1 turn/level	one creature	V, S, M	6 seg	neg.
Free Action	4	Charm	PH2	touch	1 turn/level	creature touched	V, S, M	7 seg	none
Mental Domination	4	Charm	TOM	5"	3 rounds/level	One creature	V, S, M	4 seg	Neg.
Meld	5	Charm	TOM	1"	12 hours	One priest	V, S, M	1 turn	Special
Confusion	7	Charm	PH	8"	1 round/level	up to 4" X 4"	V, S, M	9 seg	special
Exaction	7	Charm	UA	1"	special	one creature	V, S, M	1 round	special
<i>Bless/Curse</i>	1	Combat	PH	6"	6 melee rounds	5" X 5"	V, S, M	1 round	none
Command	1	Combat	PH	1"	1 round	one creature	V	1 seg	special
Magic Stone	1	Combat	UA	2"	6 rounds or until used	one small stone or pebble	V, S	1 round	none
Shillelagh	1	Combat	PH	touch	1 round/level	one normal oaken club	V, S, M	1 seg	none
Aid	2	Combat	UA	touch	1 round + 1 round/level	one person	V, S, M	4 seg	none
Spiritual Hammer	2	Combat	PH	3"	1 round/level	one opponent	V, S, M	5 seg	special
Prayer	3	Combat	PH	0	1 round/level	6" radius	V, S, M	6 seg	none
Unearthly Choir	3	Combat	TOM	0	Instantaneous	Special	V	5 seg	1/2
<i>Cloak Of Bravery/Cloak Of Fear</i>	4	Combat	UA	0	1 turn/level	one creature	V, S, M	6 seg	neg.
Flame Strike	5	Combat	PH	6"	1 seg	1" diameter X 3" high column	V, S, M	8 seg	1/2
Insect Plague	5	Combat	PH	32"	1 turn/level	32" diameter, 4" high cloud	V, S, M	1 turn	none
Spiritual Wrath	6	Combat	TOM	300 ft	Instantaneous	Special	V, S	1 turn	1/2
<i>Holy Word/Unholy Word</i>	7	Combat	PH	0	special	3" radius	V	1 seg	none
Create Water	1	Creation	PH	1"	permanent	up to 27 cubic ft	V, S, M	1 round	none
Light	1	Creation	PH	12"	6 turns + 1 turn/level	2" radius globe	V, S	4 seg	none
Create Holy Symbol	2	Creation	TOM	0	Permanent	The caster	V	2 seg	None
Produce Flame	2	Creation	PH	0	2 rounds/level	special	V, S, M	4 seg	none
Continual Light	3	Creation	PH	12"	permanent	6" radius globe	V, S	6 seg	none

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Create Food & Water	3	Creation	PH	1"	permanent	1 cubic ft/level	V, S	1 turn	none
Addition	4	Creation	TOM	3"	Special	Special	V, S, M	1 round	None
Produce Fire	4	Creation	PH	4"	1 round	12 ft square	V, S, M	6 seg	none
Blessed Abundance	5	Creation	TOM	Touch	Permanent	1 cu ft/level	V, S, M	1 round	None
Wall Of Fire	5	Creation	PH	8"	special	special	V, S, M	7 seg	none
Animate Object	6	Creation	PH	3"	1 round/level	1 cubic ft/level	V, S	9 seg	none
Blade Barrier	6	Creation	PH	3"	3 rounds/level	special	V, S	9 seg	none
Heroes' Feast	6	Creation	UA	1"	1 hour	1 individual/level	V, S, M	1 turn	none
Wall Of Thorns	6	Creation	PH	8"	1 turn/level	10" cube/level	V, S, M	8 seg	none
Changestaff	7	Creation	UA	touch	special	the druid's staff	V, S, M	3 seg	none
Chariot Of Sustarre	7	Creation	PH	1"	6 turns + 1 turn/level	special	V, S, M	1 turn	none
Cause Light Wounds	1	Death	PH	touch	permanent	character touched	V, S	5 seg	none
Invisibility to Undead	1	Death	UA	touch	6 rounds	one individual	V, S, M	4 seg	neg.
Aid	2	Death	UA	touch	1 round + 1 round/level	one person	V, S, M	4 seg	none
Slow Poison	2	Death	PH	touch	1 hour/level	creature touched	V, S, M	1 seg	none
Animate Dead	3	Death	PH	1"	permanent	special	V, S, M	1 round	none
Cause Blindness	3	Death	PH	touch	permanent	creature touched	V, S	1 round	none
Cause Deafness	3	Death	PH	touch	permanent	creature touched	V, S	1 round	none
Cause Disease	3	Death	PH	touch	permanent	creature touched	V, S	1 turn	none
Death's Door	3	Death	UA	touch	1 hour/level	one human or demi-human	V, S, M	5 seg	none
Feign Death	3	Death	PH	touch	1 turn + 1 round/level	one person	V, S, M	2 seg	none
Negative Plane Protection	3	Death	UA	touch	1 turn/level	1 prime material plane creature	V, S, M	1 round	none
Remove Paralysis	3	Death	UA	1"/level	permanent	1-4 creatures	V, S	6 seg	none
Speak with Dead	3	Death	PH*	1 ft	special	one creature	V, S, M	1 turn	none
Cause Serious Wounds	4	Death	PH	touch	permanent	creature touched	V, S	7 seg	none
Poison	4	Death	PH	touch	permanent	1 creature or 1 cu ft/2 levels	V, S	7 seg	none
Cause Critical Wounds	5	Death	PH	touch	permanent	creature touched	V, S	8 seg	none
Raise Dead/Slay Living	5	Death	PH	3"	permanent	one person	V, S	1 round	special
Age Creature	6	Death	TOM	Touch	Permanent	One Creature	V, S, M	1 round	Neg.
Harm	6	Death	PH	touch	permanent	creature touched	V, S	1 round	none
Breath of Death	7	Death	TOM	0	1 hour/level	Special	V, S, M	1 turn	None
Reincarnate	7	Death	PH	touch	permanent	person touched	V, S, M	1 turn	none
Restoration/Energy Drain	7	Death	PH	touch	permanent	creature touched	V, S	3 rounds	none
Resurrection/Destruction	7	Death	PH	touch	permanent	person touched	V, S, M	1 turn	none
Wither	7	Death	PH	touch	permanent	creature touched	V, S, M	3 rounds	none
Analyze Balance	1	Divination	TOM	8"	5 rounds + 1 round/level	1 creature, object, or 1" sq	V, S, M	1 round	None
Detect Chaos/Detect Law	1	Divination	PH*	12"	1 turn + 1/2 turn/level	1" path	V, S, M	1 round	none
Detect Evil/Detect Good	1	Divination	PH	12"	1 turn + 1/2 turn/level	1" path	V, S, M	1 round	none
Detect Poison	1	Divination	PH2	0	1 turn + 1 round/level	special	V, S, M	4 seg	none
Detect Snares and Pits	1	Divination	PH	0	4 rounds/level	1" path, 4" long	V, S, M	3 seg	none
Know Age	1	Divination	TOM	0	Instantaneous	one object or creature	V, S, M	1 seg	None
Know Direction	1	Divination	TOM	0	Instantaneous	one object or creature	V, S, M	1 seg	none
Know Time	1	Divination	TOM	0	instantaneous	the caster	V, S	1 seg	none
Locate Animals or Plants	1	Divination	PH2	10" + 2"/level	1 round/level	2" wide path, 2" long/level	V, S, M	1 round	none
Predict Weather	1	Divination	PH1	0	2 hours/level	9 sq miles	V, S, M	1 round	none

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Augury	2	Divination	PH	0	special		V, S, M	2 rounds	none
<i>Detect Charm/Undetectable Charm</i>	2	Divination	PH	3"	1 turn	one creature	V, S	1 round	none
Find Traps	2	Divination	PH	3"	3 turns	1" path	V, S	5 seg	none
<i>Know Alignment/Undetectable Alignment</i>	2	Divination	PH	1"	1 turn	one creature/round	V, S	1 round	none
Extradimensional Detection	3	Divination	TOM	0	1 round/level	1" wide path, 6" long	V, S	3 seg	none
Know Customs	3	Divination	TOM	special	special	the caster	V, S	3 seg	neg
<i>Locate Object/Obscure Object</i>	3	Divination	PH	6" + 1"/level	1 round/level	special	V, S, M	1 turn	none
<i>Detect Lie/Undetectable Lie</i>	4	Divination	PH	3"	1 round/level	one person	V, S, M	7 seg	none
Divination	4	Divination	PH	0	special	special	V, S, M	1 turn	none
Reflecting Pool	4	Divination	PH2	1"	1 round/level	special	V, S, M	2 hours	none
Commune With Nature	5	Divination	PH	0	special	special	V, S, M	1 turn	none
Consequence	5	Divination	TOM	0	instantaneous	special	V, S, M	1 round	none
Magic Font	5	Divination	UA	touch	special	special	V, S, M	5 turns	none
<i>Find The Path/Lose The Path</i>	6	Divination	PH	touch	1 turn/level	creature touched	V, S, M	3 rounds	none
Stone Tell	6	Divination	PH	touch	1 turn	one cubic yard of stone	V, S, M	1 turn	none
Divine Inspiration	7	Divination	TOM	0	instantaneous	the caster	V, S, M	5 seg	none
Precipitation	1	Elemental Air	UA	1"/level	1 seg/level	3" diameter cyli. up to 12" high	V, S, M	3 seg	none
Dust Devil	2	Elemental Air	UA	3"	1 round/level	special	V, S	3 rounds	none
<i>Water Breathing/Air Breathing</i>	3	Elemental Air	PH	touch	1 hour/level	creature touched	V, S, M	5 seg	none
Zone of Sweet Air	3	Elemental Air	TOM	1"/level	1 turn/level	1" cube/level	V, S, M	3 seg	none
Air Walk	5	Elemental Air	UA	touch	6 turns + 1 turn/level	one creature	V, S, M	1 seg	none
Cloud Of Purification	5	Elemental Air	TOM	3"	1 round/level	2" cube	V, S	5 seg	none
Control Winds	5	Elemental Air	PH	0	1 turn/level	4"/level radius hemisphere	V, S, M	7 seg	none
Elemental Forbiddance	5	Elemental Air	TOM	special	1 turn/level	5 ft cube/level	V, S, M	1 turn	none
Aerial Servant	6	Elemental Air	PH	1"	1 day/level	special	V, S	9 seg	none
Wind Walk	7	Elemental Air	PH	touch	1 hour/level	special	V, S, M	1 round	none
Meld Into Stone	3	Elemental Earth	UA	touch	8 rounds + 1d8 rounds	special	V, S, M	7 seg	none
Stone Shape	3	Elemental Earth	PH	touch	permanent	3 cubic ft + 1 cubic ft/level	V, S, M	1 round	none
Elemental Forbiddance	5	Elemental Earth	TOM	special	1 turn/level	5 ft cube/level	V, S, M	1 turn	none
Spike Stones	5	Elemental Earth	UA	3"	3d4 turns + 1 turn/level	1" sq/level	V, S, M	6 seg	none
<i>Transmute Rock To Mud/Mud to Rock</i>	5	Elemental Earth	PH	16"	special	2" cubic/level	V, S, M	7 seg	none
Stone Tell	6	Elemental Earth	PH	touch	1 turn	1 cubic yard of stone	V, S, M	1 turn	none
<i>Transmute Water to Dust/Dust to Water</i>	6	Elemental Earth	PH2	6"	permanent	1 cubic ft/level	V, S, M	8 seg	special
Animate Rock	7	Elemental Earth	PH	4"	1 round/level	2 cubic ft/level	V, S, M	9 seg	none
<i>Conjure/Dismiss Earth Elemental</i>	7	Elemental Earth	PH	4"	1 turn/level	special	V, S, M	1 turn	none
Earthquake	7	Elemental Earth	PH	12"	1 round	5 ft diameter/level	V, S, M	1 turn	none
Transmute Metal To Wood	7	Elemental Earth	PH	8"	permanent	one metal object	V, S, M	9 seg	special
Log Of Everburning	1	Elemental Fire	TOM	touch	1 hour/level	special	V, S	1 seg	none
Endure Heat	2	Elemental Fire	UA*	touch	9 turns/level	one creature	V, S	1 round	none
Fire Trap	2	Elemental Fire	PH	touch	permanent until discharged	object touched	V, S, M	1 turn	1/2
Flame Blade	2	Elemental Fire	UA	0	1 round/level	3 ft long sword-like blade	V, S, M	3 seg	none
Heat Metal/Chill Metal	2	Elemental Fire	PH	4"	7 rounds	special	V, S, M	4 seg	none
Produce Flame	2	Elemental Fire	PH	0	2 rounds/level	special	V, S, M	4 seg	none
Resist Fire	2	Elemental Fire	PH	touch	1 turn/level	creature touched	V, S, M	5 seg	none
Flame Walk	3	Elemental Fire	UA	touch	1 turn + 1 turn/level	special	V, S, M	5 seg	none

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Protection from Fire	3	Elemental Fire	PH	touch	special	creature touched	V, S, M	5 seg	none
Pyrotechnics	3	Elemental Fire	PH	16"	special	10 or 100 times the fire source	V, S, M	5 seg	none
<i>Produce Fire/Quench Fire</i>	4	Elemental Fire	PH	4"	1 round	12 ft square	V, S, M	6 seg	none
Elemental Forbiddance	5	Elemental Fire	TOM	special	1 turn/level	5 ft cube/level	V, S, M	1 turn	none
Wall Of Fire	5	Elemental Fire	PH	8"	special	special	V, S, M	7 seg	none
<i>Conjure/Dismiss Fire Elemental</i>	6	Elemental Fire	PH	8"	1 turn/level	special	V, S, M	6 rounds	none
Fire Seeds	6	Elemental Fire	PH	4"	special	special	V, S, M	1 r/seed	1/2
Chariot Of Sustarre	7	Elemental Fire	PH	1"	6 turns + 1 turn/level	special	V, S, M	1 turn	none
Fire Storm/Fire Quench	7	Elemental Fire	PH	16"	1 round	2" cube/level, min 16 cubic ft	V, S, M	9 seg	1/2
Endure Cold	1	Elemental Water	UA	touch	9 turns/level	one creature	V, S	1 round	none
<i>Create Water/Destroy Water</i>	1	Elemental Water	PH	1"	permanent	up to 27 cubic ft	V, S, M	1 round	none
Precipitation	1	Elemental Water	UA	1"/level	1 seg/level	3" diam. cyclinder up to 12" high	V, S, M	3 seg	none
Resist Cold	1	Elemental Water	PH	touch	1 turn/level	creature touched	V, S, M	1 round	none
<i>Water Breathing/Air Breathing</i>	3	Elemental Water	PH	touch	1 hour/level	creature touched	V, S, M	5 seg	none
Water Walk	3	Elemental Water	UA	touch	1 turn + 1 turn/level	special	V, S, M	7 seg	none
<i>Lower Water/Raise Water</i>	4	Elemental Water	PH	12"	1 turn/level	1" X 1" sq/level area	V, S, M	1 turn	none
Reflecting Pool	4	Elemental Water	PH2	1"	1 round/level	special	V, S, M	2 hours	none
Elemental Forbiddance	5	Elemental Water	TOM	special	1 turn/level	5 ft cube/level	V, S, M	1 turn	none
<i>Transmute Rock To Mud/Mud To Rock</i>	5	Elemental Water	PH	16"	special	2" cube/level	V, S, M	7 seg	none
Part Water	6	Elemental Water	PH	2"/level	1 turn/level	special	V, S, M	1 turn	none
<i>Transmute Water to Dust/Dust to Water</i>	6	Elemental Water	UA	6"	permanent	1" cubic/level	V, S, M	8 seg	none
Cause Light Wounds	1	Evil	PH	touch	permanent	character touched	V, S	5 seg	none
Curse	1	Evil	PH	6"	6 melee rounds	5" X 5"	V, S, M	1 round	none
Darkness	1	Evil	PH	12"	6 turns + 1 turn/level	2" radius globe	V, S	4 seg	none
Detect Good	1	Evil	PH	12"	1 turn + 1/2 turn/level	1" path	V, S, M	1 round	none
Protection from Good	1	Evil	PH	touch	3 rounds/level	creature touched	V, S, M	4 seg	none
Defile	2	Evil	TOM	1"	special	1" X 1"sq/priest	V, S, M	1 turn	none
Draw Upon Unholy Might	2	Evil	TOM	0	1 round/level	the caster	V, S, M	2 seg	none
Animate Dead	3	Evil	PH	1"	permanent	special	V, S, M	1 round	none
Continual Darkness	3	Evil	PH	12"	permanent	6" radius globe	V, S	6 seg	none
Positive Plane Protection	3	Evil	PH2	touch	special	1 creature	V, S	1 round	none
Abjure	4	Evil	UA	1"	permanent	one creature	V, S, M	1 round	neg.
Protection from Good 10' radius	4	Evil	PH	touch	1 turn/level	2" diameter sphere	V, S, M	7 seg	none
Dispel Good	5	Evil	PH	touch	1 round/level	creature touched	V, S, M	8 seg	neg.
Flame Strike	5	Evil	PH	6"	1 seg	1" diameter by 3" high column	V, S, M	8 seg	1/2
The Black Circle	6	Evil	PH	0	1 round	special	V, S	6 turns	special
Symbol	7	Evil	PH	touch	1 turn/level	special	V, S, M	3 seg	neg.
Unholy Word	7	Evil	PH	0	special	3" radius	V	1 seg	none
Bless	1	Good	PH	6"	6 melee rounds	5" X 5"	V, S, M	1 round	none
Cure Light Wounds	1	Good	PH	touch	permanent	character touched	V, S	5 seg	none
Detect Evil	1	Good	PH	12"	1 turn + 1/2 turn/level	1" path	V, S, M	1 round	none
Light	1	Good	PH	12"	6 turns + 1 turn/level	2" radius globe	V, S	4 seg	none
Protection from Evil	1	Good	PH	touch	3 rounds/level	creature touched	V, S, M	4 seg	none
Draw Upon Holy Might	2	Good	TOM	0	1 round/level	the caster	V, S, M	2 seg	none
Sanctify	2	Good	TOM	1"	special	1" X 1"sq/priest	V, S, M	1 turn	none

Spell Name	Lvl	Sphere	Source	Range	Duration	Area of Effect	Comp	Time	Save
Continual Light	3	Good	PH	12"	permanent	6" radius globe	V, S	6 seg	none
Disrupt Unlife	3	Good	DC						
Negative Plane Protection	3	Good	PH2	touch	special	1 creature	V, S	1 round	none
Abjure	4	Good	UA	1"	permanent	one creature	V, S, M	1 round	neg.
Protection from Evil 10' radius	4	Good	PH	touch	1 turn/level	2" diameter sphere	V, S, M	7 seg	none
Dispel Evil	5	Good	PH	touch	1 round/level	creature touched	V, S, M	8 seg	neg.
Flame Strike	5	Good	PH	6"	1 seg	1" diameter by 3" high column	V, S, M	8 seg	1/2
The Great Circle	6	Good	PH	0	1 round	special	V, S	6 turns	special
Holy Word	7	Good	PH	0	special	3" radius	V	1 seg	none
Symbol	7	Good	PH	touch	1 turn/level	special	V, S, M	3 seg	neg.
Anti-Vermin Barrier	1	Guardian	TOM	3"	1 hour/level	one creature,object, or 1" sq	V, S, M	1 round	none
Sacred Guardian	1	Guardian	TOM	touch	1 day/level	creature touched	V, S, M	1 seg	none
Weighty Chest	1	Guardian	TOM	touch	1 day/level	5 ft cube	V, S, M	1 seg	none
Frisky Chest	2	Guardian	TOM	touch	permanent	1" cube	V, S, M	2 seg	none
Sanctify/Defile	2	Guardian	TOM	1"	special	1" X 1"sq/priest	V, S, M	1 turn	none
Silence 15' Radius	2	Guardian	PH	12"	2 rounds/level	3" diameter sphere	V, S	5 seg	none
Wyvern Watch	2	Guardian	UA	3"	8 hours or until strike	1 ft diameter sphere	V, S, M	5 seg	neg.
Zone of Truth	2	Guardian	TOM	3"	1 round/level	5 ft sq/level	V, S, M	2 seg	neg.
Efficacious Monster Ward	3	Guardian	TOM	3"	1 round/level	1" cube/level	V, S, M	3 seg	neg.
Glyph of Warding	3	Guardian	PH	touch	permanent until discharged	25 sq ft/level	V, S, M	special	special
Invisibility Purge	3	Guardian	TOM	3"	1 turn/level	1" sq/level	V, S, M	1 turn	none
Squeaking Floors	3	Guardian	TOM	3"	1 hour/level	1"sq/level	V, S, M	3 seg	none
Thief's Lament	3	Guardian	TOM	1"/level	1 hour/level	5 ft cube/level	V, S, M	3 seg	neg.
Zone of Sweet Air	3	Guardian	TOM	1"/level	1 turn/level	1" cube/level	V, S, M	3 seg	none
Fire Purge	4	Guardian	TOM	1"/level	1 turn/level	1" sq/priest	V, S, M	1 turn	none
Weather Stasis	4	Guardian	TOM	3"	1 hour/level	1" cube/level	V, S, M	1 turn	none
Barrier of Retention	5	Guardian	TOM	special	1 turn/level	1" cube/level	V, S, M	1 turn	neg.
Elemental Forbiddance	5	Guardian	TOM	special	1 turn/level	5 ft cube/level	V, S, M	1 turn	none
Grounding	5	Guardian	TOM	3"	1 turn/level	1" sq/priest	V, S, M	1 turn	none
Shrieking Walls	5	Guardian	TOM	touch	1 day/level	20" cube	V, S, M	1 turn	none
Unceasing Vigilance of the Holy Sentinel	5	Guardian	TOM	0	1 hour/level	5 ft radius sphere	V, S, M	1 turn	none
Undead Ward	5	Guardian	TOM	special	1 turn/level	5 ft cube/level	V, S, M	2 turns	none
Blade Barrier	6	Guardian	PH	3"	3 rounds/level	special	V, S	9 seg	none
Crushing Walls	6	Guardian	TOM	touch	permanent until activated	special	V, S, M	1 turn	none
Dragonbane	6	Guardian	TOM	1" /level	1d4 rounds + 1 round/2 levels	5 ft cube/level	V, S, M	1 round	neg.
Forbiddance	6	Guardian	UA	3"	permanent	6" cubic/level	V, S, M	6 rounds	special
Land of Stability	6	Guardian	TOM	1"/level	1 day/level	1" cube/level	V, S, M	6 seg	none
Symbol	7	Guardian	PH	touch	1 turn/level	special	V, S, M	3 seg	neg.
Tentacle Walls	7	Guardian	TOM	touch	special	5" cube	V, S, M	1 round	none
Cure Light Wounds	1	Healing	PH	touch	permanent	character touched	V, S	5 seg	none
Aid	2	Healing	UA	touch	1 round + 1 round/level	one person	V, S, M	4 seg	none
Slow Poison	2	Healing	PH	touch	1 hour/level	creature touched	V, S, M	1 seg	none
Accelerate Healing	3	Healing	TOM	touch	1d4 days	one creature	V, S	1 turn	none
Cure Blindness	3	Healing	PH	touch	permanent	creature touched	V, S	1 round	none
Cure Deafness	3	Healing	PH	touch	permanent	creature touched	V, S	1 round	none

Spell Name	Lvl	Sphere	Source	Range	Duration	Area of Effect	Comp	Time	Save
Cure Disease	3	Healing	PH	touch	permanent	creature touched	V, S	1 turn	none
Death's Door	3	Healing	UA	touch	1 hour/level	one human/demi-human	V, S, M	5 seg	none
Cure Serious Wounds	4	Healing	PH	touch	permanent	creature touched	V, S	7 seg	none
Fortify	4	Healing	TOM	0	special	creature touched	V, S, M	6 seg	none
Neutralize Poison	4	Healing	PH	touch	permanent	1 creature or 1 cu ft/2 levels	V, S	7 seg	none
Cure Critical Wounds	5	Healing	PH	touch	permanent	creature touched	V, S	8 seg	none
Heal	6	Healing	PH	touch	permanent	creature touched	V, S	1 round	none
Breath of Life	7	Healing	TOM	0	1 hour/level	special	V, S, M	1 turn	none
Regenerate	7	Healing	PH	touch	permanent	creature touched	V, S, M	3 rounds	none
Command	1	Law	PH	1"	1 round	one creature	V	1 seg	special
Detect Chaos	1	Law	PH*	12"	1 turn + 1/2 turn/level	1" path	V, S, M	1 round	none
Protection from Chaos	1	Law	PH*	touch	3 rounds/level	creature touched	V, S, M	4 seg	none
Calm Chaos	2	Law	TOM	2"	special	1d6 creatures/level	V, S	1 seg	special
Enthrall	2	Law	UA	3"	special	9" radius	V, S	1 round	neg.
Hold Person	2	Law	PH	6"	4 rounds + 1 round/level	1-3 creatures	V, S, M	5 seg	neg.
Rigid Thinking	3	Law	TOM	6"	1 round/level	one creature	V, S	1 turn	neg.
Strength of One	3	Law	TOM	1"	2d6 rounds	1 creature + 1 creature/2 levels	V, S	3 seg	none
Compulsive Order	4	Law	TOM	1"	permanent	one creature	V, S, M	5 seg	neg.
Defensive Harmony	4	Law	TOM	5 ft	1 round + 2d4 rounds	1 creature / 2 levels	V, S	1 seg	none
Protection from Chaos 10' radius	4	Law	PH*	touch	1 turn/level	2" diameter sphere	V, S, M	7 seg	none
Champion's Strength	5	Law	TOM	0	special	special	V, S, M	2 seg	none
Dispel Chaos	5	Law	PH*	touch	1 round/level	creature touched	V, S, M	8 seg	neg.
Impending Permission	5	Law	TOM	15"	1 turn/level	one creature	V, S	3 seg	neg.
Legal Thoughts	6	Law	TOM	1"	permanent	one creature	V, S	1 turn	neg.
Control Weather	7	Law	PH	0	4d12 hours	4d4 sq miles	V, S, M	1 turn	none
Analyze Balance	1	Numbers	TOM	8"	5 rounds + 1 round/level	1 creature,object,or 1" sq	V, S, M	1 round	none
Personal Reading	1	Numbers	TOM	0	special	one creature	V, S, M	2 turns	none
Moment	2	Numbers	TOM	0	1 round/level	5" radius	V, S, M	1 round	none
Music of the Spheres	2	Numbers	TOM	5"	1 turn + 1 round/level	2" diameter circle	V, S, M	4 seg	neg.
Extradimensional Detection	3	Numbers	TOM	0	1 round/level	1" wide path, 6" long	V, S	3 seg	none
Moment Reading	3	Numbers	TOM	0	instantaneous	special	V, S, M	1 round	none
Telethaumaturgy	3	Numbers	TOM	0	special	one creature	V, S, M	2 rounds	none
Addition	4	Numbers	TOM	3"	special	special	V, S, M	1 round	none
Dimensional Folding	4	Numbers	TOM	5 ft	1 round	1" circle	V, S, M	1 round	none
Probability Control	4	Numbers	TOM	3"	special	one crewature	V, S, M	4 seg	neg.
Consequence	5	Numbers	TOM	0	instantaneous	special	V, S, M	1 round	none
Extradimensional Manipulation	5	Numbers	TOM	1"	2d12 rounds + 4 rounds/level	1 E.S. up to 2" X 2"	V, S, M	5 seg	special
Extradimensional Pocket	5	Numbers	TOM	touch	1d12 rounds + 2 turns/level	special	V, S, M	1 round	none
Physical Mirror	6	Numbers	TOM	3"	1d4 + 8 rounds	special	V, S, M	6 seg	none
Seclusion	6	Numbers	TOM	touch	3d12 rounds + 4 rounds/level	one creature	V, S, M	6 seg	neg.
Spacewarp	7	Numbers	TOM	5"	1 round/level	5" diameter sphere	V, S, M	7 seg	none
Timelessness	7	Numbers	TOM	touch	1 day/level	one creature	V, S, M	7 seg	neg.
Detect Snares and Pits	1	Plants	PH	0	4 rounds/level	1" path, 4" long	V, S, M	3 seg	none
Entangle	1	Plants	PH	8"	1 turn	4" diameter	V, S, M	3 seg	1/2
Goodberry/Badberry	1	Plants	PH3	touch	1 day + 1 day/level	1d4 berries	V, S, M	1 round	none

Spell Name	Lvl	Sphere	Source	Range	Duration	Area of Effect	Comp	Time	Save
Locate Animals or Plants	1	Plants	PH2	10" + 2"/level	1 round/level	2" wide path 2" long/level	V, S, M	1 round	none
Log of Everburning	1	Plants	TOM	touch	1 hour/level	special	V, S	1 seg	none
Pass Without Trace	1	Plants	PH	touch	1 turn/level	creature touched	V, S, M	1 round	none
Shillelagh	1	Plants	PH	touch	1 round/level	one normal oaken club	V, S, M	1 seg	none
Barkskin	2	Plants	PH	touch	4 rounds + 1 round/level	creature touched	V, S	4 seg	neg.
Trip	2	Plants	PH	touch	1 turn/level	one 1" long object	V, S, M	4 seg	neg.
Warp Wood/Straighten Wood	2	Plants	PH	1"/level	permanent	special	V, S, M	4 seg	none
Plant Growth	3	Plants	PH	16"	permanent	2" X 2" sq area/level	V, S, M	1 round	none
Slow Rot	3	Plants	TOM	touch	1 week/level	special	V, S, M	1 round	none
Snare	3	Plants	PH	touch	permanent until triggered	2 ft diam. circle + 1/6 ft per level	V, S, M	3 rounds	none
Spike Growth	3	Plants	UA	6"	3d4 turns + 1 turn/level	1" sq/level	V, S, M	5 seg	none
Tree	3	Plants	PH	0	6 turns + 1 turn/level	personal	V, S, M	5 seg	none
Hallucinatory Forest/Revealed Wood	4	Plants	PH	8'	permanent	4" sq/level	V, S, M	6 seg	none
Hold Plant	4	Plants	PH	8"	1 round/level	special	V, S, M	6 seg	neg.
Plant Door	4	Plants	PH	touch	1 turn/level	special	V, S, M	6 seg	none
Speak with Plants	4	Plants	PH	0	2 rounds/level	8" diameter circle	V, S, M	1 turn	none
Sticks to Snakes/Snakes to Sticks	4	Plants	PH	3"	2 rounds/level	1" cube	V, S, M	7 seg	none
Anti-Plant Shell	5	Plants	PH	0	1 turn/level	16 ft diameter hemisphere	V, S, M	1 turn	none
Commune with Nature	5	Plants	PH	0	special	special	V, S, M	1 turn	none
Pass Plant	5	Plants	PH	touch	special	special	V, S, M	7 seg	none
Liveoak	6	Plants	UA	touch	1 day/level	one oak tree	V, S, M	1 turn	none
Transport Via Plants	6	Plants	PH	touch	special	special	V, S	3 seg	none
Turn Wood	6	Plants	PH	0	4 rounds/level	12" wide path. 2" long/level	V, S, M	8 seg	none
Wall of Thorns	6	Plants	PH	8"	1 turn/level	10" cube/level	V, S, M	8 seg	none
Changestaff	7	Plants	UA	touch	special	the druid's staff	V, S, M	3 seg	none
Endure Cold	1	Protection	UA	touch	9 turns/level	one creature	V, S	1 round	none
Resist Cold	1	Protection	PH	touch	1 turn/level	creature touched	V, S, M	1 round	none
Protection from Chaos/Law	1	Protection	PH*	touch	3 rounds/level	creature touched	V, S, M	4 seg	none
Protection from Evil/Good	1	Protection	PH	touch	3 rounds/level	creature touched	V, S, M	4 seg	none
Ring of Hands/Ring of Woe	1	Protection	TOM	0	2d10 rounds	special	V, S	5 seg	none
Sanctuary	1	Protection	PH	touch	2 rounds + 1 round/level	one creature	V, S, M	4 seg	none
Barkskin	2	Protection	PH	touch	4 rounds + 1 round/level	creature touched	V, S, M	3 seg	none
Endure Heat	2	Protection	UA*	touch	9 turns/level	one creature	V, S	1 round	none
Resist Fire	2	Protection	PH	touch	1 turn/level	creature touched	V, S, M	5 seg	none
Withdraw	2	Protection	UA	0	special	the cleric	V, S, M	3 seg	none
Line of Protection/Line of Destruction	3	Protection	TOM	0	1 round/level	3" line	V, S, M	1 round	neg.
Magical Vestment	3	Protection	UA	touch	6 rounds/level	the cleric	V, S, M	1 round	none
Negative Plane Protection	3	Protection	UA	touch	special	1 creature	V, S	1 round	none
Protection from Fire	3	Protection	PH	touch	special	creature touched	V, S, M	5 seg	none
Remove Paralysis	3	Protection	UA	1"/level	permanent	1-4 creatures in a 2" X 2" area	V, S	6 seg	none
Abjure	4	Protection	UA	1"	permanent	one creature	V, S, M	1 round	neg.
Free Action	4	Protection	PH2	touch	1 turn/level	creature touched	V, S, M	7 seg	none
Protection from Chaos/Law 10' Radius	4	Protection	PH*	touch	1 turn/level	2" diameter sphere	V, S, M	7 seg	none
Protection from Evil/Good 10' Radius	4	Protection	PH	touch	1 turn/level	2" diameter sphere	V, S, M	7 seg	none
Protection from Lightning	4	Protection	PH	touch	special	creature touched	V, S, M	6 seg	none

Spell Name	Lvl	Sphere	Source	Range	Duration	Area of Effect	Comp	Time	Save
Repel Insects	4	Protection	PH	0	1 turn/level	1" radius of caster	V, S, M	1 round	none
Spell Immunity	4	Protection	UA	touch	1 turn/level	one individual	V, S, M	1 round	none
Anti-Plant Shell	5	Protection	PH	0	1 turn/level	16 ft diameter hemisphere	V, S, M	7 seg	none
<i>Dispel Chaos/Dispel Law</i>	5	Protection	PH*	touch	1 round/level	creature touched	V, S, M	8 seg	neg.
<i>Dispel Evil/Dispel Good</i>	5	Protection	PH	touch	1 round/level	creature touched	V, S, M	8 seg	neg.
Anti-Animal Shell	6	Protection	PH	0	1 turn/level	2" diameter hemisphere	V, S, M	1 round	none
Blade Barrier	6	Protection	PH	3"	3 rounds/level	special	V, S	9 seg	none
Turn Wood	6	Protection	PH	0	4 rounds/level	12" wide path, 2" long/level	V, S, M	8 seg	none
Call Upon Faith	1	Summoning	TOM	0	1 round	the caster	V, S, M	1 seg	none
Draw Upon Holy Might	2	Summoning	TOM	0	1 round/level	the caster	V, S, M	2 seg	none
Dust Devil	2	Summoning	UA	3"	1 round/level	special	V, S	3 rounds	none
Messenger	2	Summoning	UA	2"/level	1 hour/level	one creature	V, S, M	1 round	neg.
Summon Insects	3	Summoning	PH	3"	1 round/level	special	V, S, M	1 round	none
Animal Summoning I	4	Summoning	PH	4"/level	special	special	V, S, M	6 seg	none
Call Woodland Beings	4	Summoning	PH	12" + 1"/level	special	special	V, S, M	special	neg.
Animal Summoning II	5	Summoning	PH	6"/level	special	special	V, S, M	7 seg	none
<i>Dispel Chaos/Dispel Law</i>	5	Summoning	PH	touch	1 round/level	creature touched	V, S, M	8 seg	neg.
<i>Dispel Evil/Dispel Good</i>	5	Summoning	PH	touch	1 round/level	creature touched	V, S, M	8 seg	neg.
Aerial Servant	6	Summoning	PH	1"	1 day/level	special	V, S	9 seg	none
Animal Summoning III	6	Summoning	PH	8"/level	special	special	V, S, M	8 seg	none
Animate Object	6	Summoning	PH	3"	1 round/level	1 cubic ft/level	V, S	9 seg	none
Conjure Animals	6	Summoning	PH	3"	2 rounds/level	special	V, S	9 seg	none
<i>Conjure/Dismiss Fire Elemental</i>	6	Summoning	PH	8"	1 turn/level	special	V, S, M	6 rounds	none
Wall of Thorns	6	Summoning	PH	8"	1 turn/level	10" cube/level	V, S, M	8 seg	none
Weather Summoning	6	Summoning	PH	0	special	special	V, S, M	1 turn	none
Word of Recall	6	Summoning	PH	0	special	special	V	1 seg	none
<i>Conjure/Dismiss Earth Elemental</i>	7	Summoning	PH	4"	1 turn/level	special	V, S, M	1 turn	none
Creeping Doom	7	Summoning	PH	0	4 rounds/level	special	V, S, M	9 seg	none
Exaction	7	Summoning	UA	1"	special	one creature	V, S, M	1 round	special
Mind Tracker	7	Summoning	TOM	special	special	one creature	V, S, M	1 turn/3	special
Spirit of Power	7	Summoning	TOM	0	1 hour	the casters	V, S, M	3 turns	none
Succor/Call	7	Summoning	UA	touch	special	one individual	V, S, M	1 day	none
Cool Strength	1	Sun	AA	touch	12 hours/level	1 creature	V, S, M	1 round	none
<i>Light/Darkness</i>	1	Sun	PH	12"	1 hour + 1 turn/level	2" radius globe	V, S	4 seg	none
Banish Dazzle	2	Sun	AA	touch	2 rounds + 1 round/level	1 creature	V, S, M	2 seg	none
Sundazzle	2	Sun	AA	1"/level	2d4 rounds	15ft radius area,1 target/level	V, S, M	2 seg	neg.
<i>Continual Light/Continual Darkness</i>	3	Sun	PH	12"	permanent	6" radius globe	V, S	6 seg	none
Starshine	3	Sun	UA	1"/level	1 turn/level	1" sq/level	V, S, M	5 seg	none
Blessed Warmth	4	Sun	TOM	touch	1 round/level	special	V, S	4 seg	none
Moonbeam	5	Sun	UA	1"/level	1 round/level	1" diameter sphere + special	V, S, M	7 seg	none
Rainbow	5	Sun	UA	12"	1 round/level	special	V, S, M	7 seg	none
Sol's Searing Orb	6	Sun	TOM	3"	instantaneous	one gem	V, S, M	6 seg	special
<i>The Great Circle/The Black Circle</i>	6	Sun	TOM	0	1 round	special	V, S	6 turns	special
Sunray	7	Sun	UA	1"/level	1 round	1" diameter sphere + special	V, S, M	3 seg	special
Emotion Read	1	Thought	TOM	5 ft/level	instantaneous	one creature	V, S, M	3 seg	neg.

Spell Name	Lvl	Sphere	Source	Range	Duration	Area of Effect	Comp	Time	Save
Thought Capture	1	Thought	TOM	0	instantaneous	1"	V, S	3 seg	none
Idea	2	Thought	TOM	0	instantaneous	the caster	V, S, M	4 seg	none
Mind Read	2	Thought	TOM	5 ft/level	1 round/level	special	V, S	2 seg	none
Emotion Control	3	Thought	TOM	1"	1 round/level	1 creature/5 levels in 2" cube	V, S, M	5 seg	special
Memory Read	3	Thought	TOM	5 ft	1 round/level	one creature	V, S, M	1 round	neg.
Telepathy	3	Thought	TOM	3"	1 turn + 2 rounds/level	one creature	V, S	5 seg	neg.
Genius	4	Thought	TOM	0	instantaneous	the caster	V, S, M	5 seg	none
Mental Domination	4	Thought	TOM	5"	3 rounds/level	one creature	V, S, M	4 seg	neg.
Modify Memory	4	Thought	TOM	3"	permanent	one creature	V, S	special	neg.
Rapport	4	Thought	TOM	3"	1 turn + 1 round/level	one creature	V, S	1 round	none
Solipsism	4	Thought	TOM	1"/level	special	10"sq ft + 10"sq ft/level	V, S, M	1 round	special
Thought Broadcast	4	Thought	TOM	3"	1 turn + 3 rounds/level	one creature	V, S, M	5 seg	neg.
Meld	5	Thought	TOM	1"	12 hours	one priest	V, S, M	1 turn	special
Memory Wrack	5	Thought	TOM	1"	2 rounds/level	one creature	V, S, M	1 round	neg.
Mindshatter	5	Thought	TOM	3 ft/level	special	one creature	V, S, M	1 round	neg.
Thoughtwave	5	Thought	TOM	0	instantaneous	special	V, S	1 seg	special
Disbelief	6	Thought	TOM	0	1 round/level	special	V, S	5 seg	special
Group Mind	6	Thought	TOM	0	1 turn + 1 round/level	3" diameter circle	V, S	1 round	none
Divine Inspiration	7	Thought	TOM	0	instantaneous	the caster	V, S, M	5 seg	none
Mind Tracker	7	Thought	TOM	special	special	one creature	V, S, M	1 turn/3	special
Mindkiller	7	Thought	TOM						
Know Age	1	Time	TOM	0	instantaneous	one object or creature	V, S, M	1 seg	none
Know Time	1	Time	TOM	0	instantaneous	the caster	V, S	1 seg	none
Hesitation	2	Time	TOM	3"	1 round/level	2" radius circle	V, S, M	2 seg	neg.
Nap	2	Time	TOM	touch	special	one creature/level	V, S, M	2 seg	none
Accelerate Healing	3	Time	TOM	touch	1d4 days	one creature	V, S	1 turn	none
Choose Future	3	Time	TOM	touch	1 round	one creature	V, S, M	3 seg	none
Age Plant	4	Time	TOM	3"	permanent	1 plant, seed, or tree/level	V, S, M	1 round	none
Body Clock	4	Time	TOM	touch	1 hour/level	one creature	V, S, M	4 seg	none
Modify Memory	4	Time	TOM	3"	permanent	one creature	V, S	special	neg.
Age Object/Youthful Object	5	Time	TOM	1"	permanent	1 cubic ft/level	V, S, M	1 round	none
Repeat Action	5	Time	TOM	3"	special	one creature	V, S	5 seg	neg.
Time Pool	5	Time	TOM	touch	1 round/level	special	V, S, M	1 round	none
Age Creature/Restore Youth	6	Time	TOM	touch	permanent	one creature	V, S, M	1 round	neg.
Reverse Time	6	Time	TOM	3"	1d4 rounds	one creature	V, S, M	6 seg	neg.
Skip Day	6	Time	TOM	0	instantaneous	1" radius	V, S	1 round	neg.
Age Dragon	7	Time	TOM	3"	1 round/level	one dragon	V, S, M	1 round	neg.
Timelessness	7	Time	TOM	touch	1 day/level	one creature	V, S, M	7 seg	neg.
Know Direction	1	Travelers	TOM	0	instantaneous	special	V, S, M	1 seg	none
Speak With Astral Traveler	1	Travelers	TOM	touch	1 round/level	one creature	V, S	1 round	none
Aura of Comfort	2	Travelers	TOM	touch	1 hour/level	creature touched	V, S	2 seg	none
Lighten Load	2	Travelers	TOM	3"	1 hour/level	1" cube	V, S, M	2 seg	none
Astral Window	3	Travelers	TOM	5 ft	2 rounds/level	1"X1" area	V, S	3 seg	none
Create Campsite/Break Campsite	3	Travelers	TOM	0	special	5" radius	V, S, M	3 seg	none
Helping Hand	3	Travelers	TOM	special	1 hour/level	special	V, S, M	1 round	none

Spell Name	Lvl	Sphere	Source	Range	Duration	Area of Effect	Comp	Time	Save
Know Customs	3	Travelers	TOM	special	special	the caster	V, S	3 seg	neg.
Circle of Privacy	4	Travelers	TOM	special	1 hour/level	5" diameter circle	V, S, M	4 seg	none
Join With Astral Traveler	4	Travelers	TOM	0	special	the caster	V, S	1 turn	none
Tree Steed	4	Travelers	TOM	1"	1 hour/level	one log or plank	V, S, M	4 seg	none
<i>Clear Path/Clutter Path</i>	5	Travelers	TOM	0	1 hour/level	special	V, S, M	5 seg	none
Easy March	5	Travelers	TOM	5"	1 day/level	one creature/level	V, S, M	1 turn	none
Plane Shift	5	Travelers	PH	touch	permanent	creature touched	V, S, M	8 seg	none
Monster Mount	6	Travelers	TOM	3"	1 hour/level	2" radius circle	V, S	6 seg	neg.
Word of Recall	6	Travelers	PH	0	special	special	V	1 seg	none
Hovering Road	7	Travelers	TOM	0	1 turn/level	special	V, S, M	1 round	none
Courage	1	War	TOM	24"	special	one unit up to 200 individuals	V, S, M	1 turn	none
Morale	1	War	TOM	special	special	one unit up to 200 individuals	V, S, M	special	none
Emotion Perception	2	War	TOM	30"	instantaneous	one unit/5 levels	V, S, M	1 turn	none
Rally	2	War	TOM	24"	instantaneous	one unit up to 300 individuals	V, S, M	1 turn	none
Adaptation	3	War	TOM	special	special	one unit up to 200 individuals	V, S, M	special	none
Caltrops	3	War	TOM	2"/level	1 turn/level	special	V, S, M	1 turn	none
Leadership/Doubt	4	War	TOM	special	special	one creature	V, S, M	special	none
<i>Tanglefoot/Selective Passage</i>	4	War	TOM	24"	2 turns/level	10" sq ft/level	V, S, M	2 turns	none
Disguise	5	War	TOM	20"	1 turn/3 levels	one unit up to 300 individuals	V, S, M	2 turns	none
Illusory Artillery	5	War	TOM	30"	instantaneous	3" X 3" square	V, S, M	1 turn	none
Insect Plague	5	War	PH	32"	1 turn/level	32" diameter, 4" high cloud	V, S, M	1 turn	none
Gravity Variation	6	War	TOM	1"/level	1 turn/3 levels	12" X 12" square	V, S, M	2 turns	none
Illusory Fortification	7	War	TOM	24"	special	special	V, S, M	10 turns	none
Shadow Engines	7	War	TOM	24"	8 turns	18" X 18" square	V, S, M	3 turns	none
Faerie Fire	1	Weather	PH	8"	4 rounds/level	12 linear ft/level, in 4" radius	V	3 seg	none
Precipitation	1	Weather	UA	1"/level	1 seg/level	3" diam. cylinder up to 12 ft high	V, S, M	3 seg	none
Predict Weather	1	Weather	PH1	0	2 hours/level	9 square miles	V, S, M	1 round	none
Obscurement	2	Weather	PH	0	4 rounds/level	special	V, S	4 seg	none
Call Lightning	3	Weather	PH	0	1 turn/level	72" diameter	V, S, M	1 turn	1/2
Cloudburst	3	Weather	UA	1"/level	1 round	3" diam. cylinder up to 6" high	V, S, M	5 seg	none
Control Temperature 10' Radius	4	Weather	PH	0	4 turns + 1 turn/level	20 ft diameter sphere	V, S, M	6 seg	none
Protection from Lightning	4	Weather	PH	touch	special	creature touched	V, S, M	6 seg	none
Weather Stasis	4	Weather	TOM	3"	1 hour/level	1" cube/level	V, S, M	1 turn	none
Control Winds	5	Weather	PH	0	1 turn/level	4"/level radius hemisphere	V, S, M	7 seg	none
Rainbow	5	Weather	UA	12"	1 round/level	special	V, S, M	7 seg	none
Weather Summoning	6	Weather	PH	0	special	special	V, S, M	1 turn	none
Control Weather	7	Weather	PH	0	8d12 hours	4d8 square miles	V, S, M	1 turn	none
Uncontrollable Weather	7	Weather	TOM	0	1 turn/level	4d4 sq miles	V, S	1 turn	none