

Spell Name	Lvl	Sphere	Source	Range	Duration	Area of Effect	Comp	Time	Save
Analyze Balance	1	Divination	TOM	8"	5 rounds + 1 round/level	1 creature, object, or 1" sq	V, S, M	1 round	none
Animal Friendship	1	Animal	PH	1"	permanent	one animal	V, S, M	6 turns	neg
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
Cool Strength	1	Sun	AA	touch	12 hours/level	1 creature	V, S, M	1 round	none
Create Water/Destroy Water	1	Elemental Water	PH	1"	permanent	up to 27 cubic ft	V, S, M	1 round	none
Detect Balance	1	Druidic	UA	6"	round / level	one creature/object per round	V, S, M	1 seg	none
Detect Magic	1	All	PH	3"	1 Turn	1" path, 3" long	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/Plants	PH	0	4 rounds/level	1" path, 4" long	V, S, M	3 seg	none
Endure Cold	1	Elemental Water	UA	touch	9 turns/level	one creature	V, S	1 round	none
Entangle	1	Plants	PH	8"	1 turn	4" diameter	V, S, M	3 seg	1/2
Faerie Fire	1	Weather	PH	8"	4 rounds/level	12 linear ft/level, in 4" radius	V	3 seg	none
Goodberry/Badberry	1	Plants	PH3	touch	1 day + 1 day/level	1d4 berries	V, S, M	1 round	none
Invisibility To Animals	1	Animal	PH	touch	1 turn + 1 round/level	creature touched	S, M	4 seg	none
Light/Darkness	1	Sun	PH	12"	1 hour + 1 turn/level	2" radius globe	V, S	4 seg	none
Locate Animals or Plants	1	Animal/Div/Plants	PH2	10" + 2"/level	1 round/level	2" wide path, 2" long/level	V, S, M	1 round	none
Log Of Everburning	1	Fire/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
Precipitation	1	Air/Water/Weather	UA	1"/level	1 seg/level	3" diameter cyli. up to 12" high	V, S, M	3 seg	none
Predict Weather	1	Divination/Weather	PH1	0	2 hours/level	9 sq miles	V, S, M	1 round	none
Purify Water	1	Druidic	PH	3"	Permanent	1 cubic ft/level, 1" sq area	V, S	1 round	none
Resist Cold	1	Elemental Water	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
Speak With Animals	1	Animal	PH	0	2 rounds/level	1 animal within 3" radius	V, S	5 seg	none

Banish Dazzle	2	Sun	AA	touch	2 rounds + 1 round/level	1 creature	V, S, M	2 seg	none
Barkskin	2	Plants	PH	touch	4 rounds + 1 round/level	creature touched	V, S	4 seg	neg
Chant	2	All	PH	0	Time of Chanting	3" radius	V, S	1 turn	none
Charm Person Or Mammal	2	Animal	PH	8"	special	one person or mammal	V, S	4 seg	neg
Create Water	2	Druidic	PH	1"	permanent	up to 27 cubic ft	V, S, M	1 round	none
Cure Light Wounds	2	Healing	PH	touch	permanent	character touched	V, S	5 seg	none
Dust Devil	2	Elemental Air	UA	3"	1 round/level	special	V, S	3 rounds	none
Endure Heat	2	Elemental Fire	UA*	touch	9 turns/level	one creature	V, S	1 round	none
Feign Death	2	Druidic	PH	touch	1 turn + 1 round/level	one person	V, S, M	2 seg	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
Messenger	2	Animal	UA	2"/level	1 hour/level	one creature	V, S, M	1 round	neg
Mystic Transfer	2	All	TOM	0	9 rounds	The Caster	V, S	1 round	none
Obscurement	2	Weather	PH	0	4 rounds/level	special	V, S	4 seg	none
Produce Flame	2	Elemental Fire	PH	0	2 rounds/level	special	V, S, M	4 seg	none
Reflecting Pool	2	Druidic	PH2	1"	1 round/level	special	V, S, M	2 hours	none

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Resist Fire	2	Elemental Fire	PH	touch	1 turn/level	creature touched	V, S, M	5 seg	none
Slow Poison	2	Healing	PH	touch	1 hour/level	creature touched	V, S, M	1 seg	none
Snake Charm	2	Animal	PH	3"	special	special	V, S	5 seg	none
Sundazzle	2	Sun	AA	1"/level	2d4 rounds	15ft radius area,1 target/level	V, S, M	2 seg	neg
Trip	2	Plants	PH	touch	1 turn/level	one 1" long object	V, S, M	4 seg	neg
<i>Warp Wood/Straighten Wood</i>	2	Plants	PH	1"/level	permanent	special	V, S, M	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
<i>Continual Light/Continual Darkness</i>	3	Sun	PH	12"	permanent	6" radius globe	V, S	6 seg	none
Cure Disease	3	Healing	PH	touch	permanent	creature touched	V, S	1 turn	none
Flame Walk	3	Elemental Fire	UA	touch	1 turn + 1 turn/level	special	V, S, M	5 seg	none
Hold Animal	3	Animal	PH	8"	2 rounds/level	1d4 animals	V, S, M	5 seg	neg
<i>Know Alignment/Undetectable Alignment</i>	3	Druidic	PH	1"	1 turn	one creature/round	V, S	1 round	none
Meld Into Stone	3	Elemental Earth	UA	touch	8 rounds + 1d8 rounds	special	V, S, M	7 seg	none
Neutralize Poison	3	Druidic	PH	touch	permanent	1 creature or 1 cu ft/2 levels	V, S	7 seg	none
Plant Growth	3	Plants	PH	16"	permanent	2" X 2" sq area/level	V, S, M	1 round	none
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
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
Starshine	3	Sun	UA	1"/level	1 turn/level	1" sq/level	V, S, M	5 seg	none
Stone Shape	3	Elemental Earth	PH	touch	permanent	3 cubic ft + 1 cubic ft/level	V, S, M	1 round	none
Summon Insects	3	Animal	PH	3"	1 round/level	special	V, S, M	1 round	none
Tree	3	Plants	PH	0	6 turns + 1 turn/level	personal	V, S, M	5 seg	none
<i>Water Breathing/Air Breathing</i>	3	Air/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
Zone of Sweet Air	3	Elemental Air	TOM	1"/level	1 turn/level	1" cube/level	V, S, M	3 seg	none
Animal Summoning I	4	Animal	PH	4"/level	special	special	V, S, M	6 seg	none
Blessed Warmth	4	Sun	TOM	touch	1 round/level	special	V, S	4 seg	none
Call Woodland Beings	4	Animal	PH	12" + 1"/level	special	special	V, S, M	special	neg
Control Temperature 10' Radius	4	Weather	PH	0	4 turns + 1 turn/level	20 ft diameter sphere	V, S, M	6 seg	none
Cure Serious Wounds	4	Healing	PH	touch	permanent	creature touched	V, S	7 seg	none
Dispel Magic	4	Druidic	PH	6"	permanent	3" cube	V, S	6 seg	none
<i>Giant Insect/Shrink Insect</i>	4	Animal	UA	2"	2 rounds/level	one or more insects	V, S, M	special	none
<i>Hallucinatory Forest/Revealed Wood</i>	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
<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
Plant Door	4	Plants	PH	touch	1 turn/level	special	V, S, M	6 seg	none

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<i>Produce Fire/Quench Fire</i>	4	Elemental Fire	PH	4"	1 round	12 ft square	V, S, M	6 seg	none
<i>Protection from Lightning</i>	4	Weather	PH	touch	special	creature touched	V, S, M	6 seg	none
<i>Repel Insects</i>	4	Animal	PH	0	1 turn/level	1" radius of the caster	V, S, M	1 round	none
<i>Speak with Plants</i>	4	Plants	PH	0	2 rounds/level	8" diameter circle	V, S, M	1 turn	none
<i>Sticks to Snakes/Snakes to Sticks</i>	4	Plants	PH	3"	2 rounds/level	1" cube	V, S, M	7 seg	none
<i>Weather Stasis</i>	4	Weather	TOM	`3"	1 hour/level	1" cube/level	V, S, M	1 turn	none
<i>Air Walk</i>	5	Elemental Air	UA	touch	6 turns + 1 turn/level	one creature	V, S, M	1 seg	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
<i>Animal Summoning II</i>	5	Animal	PH	6"/level	special	special	V, S, M	7 seg	none
<i>Anti-Plant Shell</i>	5	Plants	PH	0	1 turn/level	16 ft diameter hemisphere	V, S, M	1 turn	none
<i>Cloud Of Purification</i>	5	Elemental Air	TOM	3"	1 round/level	2" cube	V, S	5 seg	none
<i>Commune</i>	5	All	PH	0	special	special	V, S, M	1 turn	none
<i>Commune with Nature</i>	5	Animal/Plants	PH	0	special	special	V, S, M	1 turn	none
<i>Control Winds</i>	5	Air/Weather	PH	0	1 turn/level	4"/level radius hemisphere	V, S, M	7 seg	none
<i>Elemental Forbiddance</i>	5	Elemental	TOM	special	1 turn/level	5 ft cube/level	V, S, M	1 turn	none
<i>Insect Plague</i>	5	Animal	PH	32"	1 turn/level	32" diameter, 4' high cloud	V, S, M	1 turn	none
<i>Moonbeam</i>	5	Sun	UA	1"/level	1 round/level	1" diameter sphere + special	V, S, M	7 seg	none
<i>Pass Plant</i>	5	Plants	PH	touch	special	special	V, S, M	7 seg	none
<i>Rainbow</i>	5	Sun/Weather	UA	12"	1 round/level	special	V, S, M	7 seg	none
<i>Spike Stones</i>	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	Earth/Water	PH	16"	special	2" cubic/level	V, S, M	7 seg	none
<i>Wall Of Fire</i>	5	Elemental Fire	PH	8"	special	special	V, S, M	7 seg	none
<i>Aerial Servant</i>	6	Elemental Air	PH	1"	1 day/level	special	V, S	9 seg	none
<i>Animal Summoning III</i>	6	Animal	PH	8"/level	special	special	V, S, M	8 seg	none
<i>Anti-Animal Shell</i>	6	Animal	PH	0	1 turn/level	2" diameter hemisphere	V, S, M	1 round	none
<i>Conjure/Dismiss Fire Elemental</i>	6	Elemental Fire	PH	8"	1 turn/level	special	V, S, M	6 rounds	none
<i>Cure Critical Wounds</i>	6	Druidic	PH	touch	permanent	creature touched	V, S	8 seg	none
<i>Feeblemind</i>	6	Druidic	PH	16"	permanent	one creature	V, S	8 seg	neg
<i>Fire Seeds</i>	6	Elemental Fire	PH	4"	special	special	V, S, M	1 r/seed	1/2
<i>Liveoak</i>	6	Plants	UA	touch	1 day/level	one oak tree	V, S, M	1 turn	none
<i>Part Water</i>	6	Elemental Water	PH	2"/level	1 turn/level	special	V, S, M	1 turn	none
<i>Sol's Searing Orb</i>	6	Sun	TOM	3"	instantaneous	one gem	V, S, M	6 seg	special
<i>Stone Tell</i>	6	Elemental Earth	PH	touch	1 turn	1 cubic yard of stone	V, S, M	1 turn	none
<i>The Great Circle/The Black Circle</i>	6	Sun	TOM	0	1 round	special	V, S	6 turns	special
<i>Transmute Water to Dust/Dust to Water</i>	6	Earth/Water	PH2	6"	permanent	1 cubic ft/level	V, S, M	8 seg	special
<i>Transport Via Plants</i>	6	Plants	PH	touch	special	special	V, S	3 seg	none
<i>Turn Wood</i>	6	Plants	PH	0	4 rounds/level	12" wide path. 2" long/level	V, S, M	8 seg	none
<i>Wall of Thorns</i>	6	Plants	PH	8"	1 turn/level	10" cube/level	V, S, M	8 seg	none
<i>Weather Summoning</i>	6	Weather	PH	0	special	special	V, S, M	1 turn	none

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Animate Rock	7	Elemental Earth	PH	4"	1 round/level	2 cubic ft/level	V, S, M	9 seg	none
Changestaff	7	Plants	UA	touch	special	the druid's staff	V, S, M	3 seg	none
Chariot Of Sustarre	7	Elemental Fire	PH	1"	6 turns + 1 turn/level	special	V, S, M	1 turn	none
Confusion	7	Druidic	PH	8"	round / level	up to 4" x 4"	V, S, M	9 seg	special
<i>Conjure/Dismiss Earth Elemental</i>	7	Elemental Earth	PH	4"	1 turn/level	special	V, S, M	1 turn	none
Control Weather	7	Weather	PH	0	8d12 hours	4d8 square miles	V, S, M	1 turn	none
Creeping Doom	7	Animal	PH	0	4 rounds/level	special	V, S, M	9 seg	none
Earthquake	7	Elemental Earth	PH	12"	1 round	5 ft diameter/level	V, S, M	1 turn	none
Finger of Death	7	Druidic	PH	6"	permanent	one creature	V, S, M	5 seg	neg
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
Reincarnate	7	Animal	PH	touch	permanent	person touched	V, S, M	1 turn	none
Sunray	7	Sun	UA	1"/level	1 round	1" diameter sphere + special	V, S, M	3 seg	special
Transmute Metal To Wood	7	Elemental Earth	PH	8"	permanent	one metal object	V, S, M	9 seg	special
Uncontrollable Weather	7	Weather	TOM	0	1 turn/level	4d4 sq miles	V, S	1 turn	none
Wind Walk	7	Elemental Air	PH	touch	1 hour/level	special	V, S, M	1 round	none