1st LEVEL:

PLAYERS HANDBOOK:

Prayed	Mana	Spell	Sphere
❑	4	Animal Friendship	Animal
❑	5	Bless	All
❑	3	Combine	All
❑	5	Command	Charm
❑	3	Create Water	Elemental
❑	6	Cure Light Wounds	Healing
❑	4	Detect Evil	All
❑	5	Detect Magic	Divination
❑	5	Detect Posion	Divination
❑	5	Detect Snares & Pits	Divination
❑	4	Endure Heat/Cold	Protection
❑	7	Entangle	Plant
❑	5	Faerie Fire	Weather
❑	4	Invisibility to Animals	Animal
❑	4	Invisibility to Undead	Necromantic
❑	4	Light	Sun
❑	6	Locate Animals or Plants	Divination (P/A)
❑	3	Magical Stone	Combat
❑	6	Pass Without Trace	Plant
❑	6	Protection From Evil	Protection
❑	4	Purify Food & Drink	All
❑	6	Remove Fear	Charm
❑	3	Sanctuary	Protection
❑	8	Shillelagh	Combat, Plant

TOMEBOOK:

Prayed	Mana	Spell	Sphere
❑	4	Analyze Balance	Numbers, Divin.
❑	3	Anti-Vermin Barrier	Wards
❑	5	Call Upon Faith	Summoning
❑	4	Courage	War
❑	5	Emotion Read	Thought
❑	6	Know Age	Time
❑	3	Know Direction	Travelers
❑	3	Know Time	Time
❑	5	Log of Everburning	Elemental,Plant
❑	7	Mistaken Missives	Chaos
❑	4	Morale	War
❑	6	Personal Reading	Numbers
❑	5	Ring of Hands	Protection
❑	6	Sacred Guardian	Guardian
❑	6	Speak With Astral Traveler	Astral
❑	6	Thought Capture	Thought
❑	5	Weighty Chest	Wards

2nd LEVEL:

PLAYERS HANDBOOK:

Prayed	Mana	Spell	Sphere
❑	10	Aid	Necromancy
❑	14	Augury	Divination
❑	11	Barkskin	Protection, Plant
❑	6	Chant	Combat
❑	10	Charm Person	Animal
❑	8	Detect Charm	Divination
❑	10	Dust Devil	Elemental
❑	9	Enthrall	Charm
❑	10	Find Traps	Divination
❑	10	Fire Trap	Elemental
❑	12	Flame Blade	Elemental
❑	11	Goodberry	Plant
❑	11	Heat Metal	Elemental
❑	12	Hold Person	Charm
❑	10	Know Alignment	Divination
❑	9	Messenger	Animal
❑	6	Obscurement	Weather
❑	5	Produce Flame	Elemental
❑	12	Resist Fire/Cold	Protection
❑	12	Silence, 15' Radius	Guardian
❑	11	Slow Posion	Healing
❑	12	Snake Charm	Animal
❑	10	Speak With Animals	Animal, Divin.
❑	10	Spiritual Hammer	Combat
❑	8	Trip	Plant
❑	11	Warp Wood	Plant
❑	10	Withdraw	Protection
❑	13	Wyvern Watch	Guardian

TOMEBOOK:

Prayed	Mana	Spell	Sphere
❑	6	Aura of Comfort	Travelers
❑	10	Calm Chaos	Law
❑	7	Create Holy Symbol	Creation
❑	12	Dissension's Feast	Chaos
❑	14	Draw Upon Holy Might	Summoning
❑	8	Emotion Perception	War
❑	9	Frisky Chest	Wards
❑	10	Hesitation	Time
❑	12	Idea	Thought
❑	8	Lighten Load	Travelers
❑	10	Mind Read	Thought
❑	11	Moment	Numbers
❑	8	Music of the Spheres	Numbers, Charm
❑	7	Mystic Transfer	Charm
❑	23	Nap	Time
❑	8	Rally	War
❑	9	Sanctify	All
❑	9	Zone of Truth	Wards

3rd LEVEL:

PLAYERS HANDBOOK:

Prayed	Mana	Spell	Sphere
❑	20	Animate Dead	Necromancy
❑	20	Call Lightning	Weather
❑	12	Continual Light	Sun
❑	14	Create Food & Water	Creation
❑	20	Cure Blindness/Deafness	Necromantic
❑	20	Cure Disease	Necromantic
❑	18	Dispel Magic	Protection
❑	15	Feign Death	Necromantic
❑	16	Flame Walk	Elemental
❑	19	Glyph of Warding	Guardian
❑	15	Hold Animal	Animal
❑	20	Locate Object	Divination
❑	18	Magical Vestment	Protection
❑	19	Meld Into Stone	Elemental
❑	20	Negative Plane Protection	Protection, Necro
❑	10	Plant Growth	Plant
❑	15	Prayer	Combat
❑	14	Protection From Fire	Protection, Elem..
❑	11	Pyrotechnics	Elemental
❑	20	Remove Curse	Protection
❑	18	Remove Paralysis	Protection
❑	12	Snare	Plant
❑	19	Speak With Dead	Divination
❑	11	Spike Growth	Plant
❑	10	Starshine	Sun
❑	13	Stone Shape	Elemental
❑	14	Summon Insects	Animal
❑	14	Tree	Plant
❑	15	Water Breathing	Elemental
❑	19	Water Walk	Elemental

TOMEBOOK:

Prayed	Mana	Spell	Sphere
❑	13	Accelerate Healing	Time
❑	12	Adaptation	War
❑	20	Astral Window	Astral
❑	12	Caltrops	War
❑	14	Choose Future	Time
❑	12	Create Campsite	Travelers
❑	10	Efficacious Monster Ward	Wards
❑	14	Emotion Control	Thought, Charm
❑	11	Extradimentional Detection	Numbers, Divin.
❑	12	Helping Hand	Travelers
❑	13	Invisibility Purge	Wards
❑	9	Know Customs	Travelers
❑	23	Line of Protection	Protection
❑	17	Memory Read	Thought
❑	20	Miscast Magic	Chaos
❑	16	Moment Reading	Numbers
❑	22	Random Causality	Chaos
❑	17	Rigid Thinking	Law
❑	10	Slow Rot	Plant
❑	11	Squeaking Floors	Wards
❑	20	Strength of One	Law
❑	16	Telepathy	Thought
❑	16	Telehaumaturgy	Numbers
❑	18	Thief's Lament	Wards
❑	15	Unearthy Choir	Combat
❑	12	Zone of Sweet Air	Wards