

# Providing more flavor and variation for Magic Users

## Expanded Spell Lists

By Michael Berry

Taken from the Great School of Magic section of [The Citadel Quarter](#)

While the D&D BEMCI rules and the detailing of the Mystaran setting do not have specialist wizards as classes or true Schools of Wizardry as it does in AD&D, the spells that any magic user may learn can easily be broken into 8 schools of magic of which contain related spells that spellcasters can become experts or specialize in, thus gaining access to the most rare and arcane of spells. Here is a list of suggested additions to the basic BECMI spells largely taken from AD&D but including a fair number of fandom spells.

Spells are not just broken into their level but their relative obscurity and difficulty with Basic being the most commonly known and with the most instructors able to teach the spell to Very Rare which are spells known only to experts and only taught by a select few instructors.

<i>Spell study is affected by the rarity of spells.</i>			
<b>Basic spells :</b>	$([Int. + Lvl] \times 2)$	-3x spell level	=% success
Common spells;	$([Int. + Lvl] \times 2)$	-4x spell level	=% success
Uncommon Spells;	$([Int. + Lvl] \times 2)$	-5x spell level	=% success
Rare Spells;	$([Int. + Lvl] \times 2)$	-7x spell level	=% success
Very Rare Spells;	$([Int. + Lvl] \times 2)$	-10x spell level	=% success

There can and often is some variance among some of the spells which some are more commonly known and thus available to specific groups of spellcasters A perfect example in with Glantri where Alphantians with air related spells and Flaems with fire spells have greater access to Fire and Air related spells than spellcasters in other nations might have.

## Abjuration

Basic Spells (15) - Anti-Magic Shell, Close Gate, Contingency, Dispel Magic, Immunity, Mindmask, Mind Barrier, Prismatic Wall, Protection from Evil, Protection from Evil 10' Rad, Protection from Normal Missiles, Remove Charm, Remove Curse, Remove Geas, Survival

Common Spells (12) - Alarm, Cloak Against All Peril, Counterspell Immunity, Dispel Fog, Extinguish, Finery and Freshness, Fire Trap, Guards and Wards, Invisible Mail, Protection from Hunger and Thirst, Resist Energy Drain, Spell Turning

Uncommon Spells (9) - Dispel Illusion, Edward's Untranslatable Writings, Ethereal Alarm, Explosive Runes, Filter, Fulvina's Suppress Magic Aura, Genevieve's Defense Against Lycanthropes, Protection from Elements, Repulsion

Rare Spells (8) - Banishment, Carlijn's Fire Proofing, Carnelia's Undead Ward, Étienne's Room of Secrecy, Jaggar's Strengthened Bastion, Michel's Cage of Faraday, Vansarie's Safe Room, Volospin's Great Dispelling of Magic

Very Rare Spells (4) - Alizé's Guardian Mantle, Étienne's Wall of Dispelling Magic, Fear Ward, Johann's Dragon Scales

## Alteration

Basic Spells (40) - Continual Darkness, Continual Light, Curse, Darkness, Dimension Door, Disintegration, Dissolve, Flesh to Stone, Fly, Growth of Plants, Harden, Haste, Hold Portal, Infravision, Knock, Levitation, Light, Lower Water, Magic Door, Magic Lock, Move Earth, Passwall, Polymorph Any Object, Polymorph Other, Polymorph Self, Reverse Gravity, Shrink Plants, Slow, Shapechange, Statue, Stone to Flesh, Telekinesis, Teleport, Teleport Any Object, Timestop, Travel, Water Breathing, Weather Control, Wizard Eye, Wizard Lock

Common Spells (21) - Affect Normal Fires, Bleach, Climate, Control Winds, Displacer Field, Distance Distortion, Enlarge, Extension I, Extension II, Extension III, Fabricate, Feather Fall, Firewater, Gaseous Form, Irritation, Jump, Metamorphose Liquids, Reduce, Spider Climb, Strength, Swiftly Devour the Written Word

Uncommon Spells (19) - Airy Water, Animate Gargoyle, Calm Wind, Color, Create Air, Create Atmosphere, Float in Air, Giampaolo's Perfect Petrification, Glasse, Heat Air, Quicken Pace, Retain the Protective Girth, Ride the Wind, See Through Fire, See Through the Water, Sinaria's Seething Combustion, Stone Shape, Water Tension, Wind Wall

Rare Spells (13) - [Air Walk](#), [Create Water](#), [Innocenti's Stony Tentacles](#), [Grasping the Elusive Fluid](#), [Hildegard's Wrath](#), [Lucrecia's Crystal Nails](#), [Mario's Stoneskin](#), [Maximilian's Earthen Grasp](#), [Part Water](#), [Remove Distinguishing Marks](#), [Soften Earth and Stone](#), [Tereis' Star Eye](#), [Transmute Water to Dust](#)

Very Rare Spells (7) - [Andrea's Return the Traveler](#), [Clodius's Animate Stone](#), [Duo-Dimension](#), [Embezzle](#), [Halzunthram's Ride](#), [Hämäläinen's Walk Upon the Winds](#), [Jaggar's Pierce Any Shield](#)

## Conjuration

Basic Spells (14) - [Conjure Elemental](#), [Create Any Monster](#), [Create Magical Monsters](#), [Create Normal Monsters](#), [Death Spell](#), [Invisible Stalker](#), [Gate](#), [Maze](#), [Power Word Blind](#), [Power Word Kill](#), [Power Word Stun](#), [Summon Object](#), [Symbol](#), [Wish](#)

Common Spells (8) - [Brannart's Acid Kiss](#), [Ethereal Jaunt](#), [Etherealness](#), [Everpresent Record](#), [Flame Arrow](#), [Grease](#), [Halo of Eyes](#), [Push](#)

Uncommon Spells (4) - [Conjure Animals](#), [Étienne's Circle of Teleportation](#) (level 7), [Major Elemental Conjuration](#), [Tereis' Scents and Aromas](#)

Rare Spells (3) - [Harald's Angry Wave](#), [Gateway](#), [Pieter's Pyramid of Fire](#)

Very Rare Spells (2) - [Rodolphus' Firm Swarm](#), [Sphere of Ultimate Destruction](#)

## Divination

Basic Spells (15) - [Analyze](#), [Appear](#), [Clairvoyance](#), [Comprehend Languages](#), [Contact Outer Plane](#), [Detect Evil](#), [Detect Invisible](#), [Detect Magic](#), [ESP](#), [Find Familiar](#), [Locate Object](#), [Lore](#), [Open Mind](#), [Read Languages](#), [Read Magic](#)

Common Spells (9) - [Accounting](#), [Clairaudience](#), [Clear Sight](#), [Count Coins](#), [Detect Lie](#), [Evaluate](#), [Predict Weather](#), [Sense Life](#), [Tongues](#)

Uncommon Spells (5) - [Detect Scrying](#), [Detect Undead](#), [Ignore Bad Road Conditions](#), [Know Value](#), [Magic Mirror](#)

Rare Spells (4) - [Detect Secret Passages and Portals](#), [Find Traps](#), [Inventory](#), [Seek the Traveler](#)

Very Rare Spells (3) - [Genevieve's Eye on the Wolf](#), [Symon's Caravan Check](#), [Symon's Load Check](#)

## Enchantment

Basic Spells (16) - [Calm Animal](#), Charm Monster, Charm Person, Charm Plants, Confusion, Dance, Feeblemind, Free Monster, Free Person, Geas, Hold Monster, Hold Person, Mass Charm, Permanence, [Prepare Enchantment](#), Sleep

Common Spells (10) - [Command Beast of Burden](#), [Crowd Summoning](#), [Deeppockets](#), [Forget](#), [Fumble](#), [Etienne's Rejuvenating Touch](#), [Phantom Musician](#), [Savoir Faire](#), [Silver Tongue](#), [Stage Presence](#)

Uncommon Spells (9) - [Control Bats](#), [Fire Charm](#), [Free Animal](#), [Harald's Counterflowing Currents](#), [Hold Animal](#), [Lion's Roar](#), [Michel's Improved Sleep](#), [Mind Fog](#), [Sinaria's Annoying Shriek](#)

Rare Spells (8) - [Bind the Feline](#), [Control Gargoyle](#), [Rowan's Reversal of the Flowing Years](#), [Rowan's Soothing Bath of Cures](#), [Sinaria's Charming Melody](#), [Sinaria's Disturbing Tune](#), [Sink](#), [Wallace's Unwetness](#)

Very Rare Spells (4) - [Automatic Pilot](#), [Genevieve's Emotional Landscapes](#), [Malachie's Unbreakable Lover's Promise](#), [Volospin's Crushing Stare](#)

## Evocation

Basic Spells (21) - Clothform, Cloudkill, Delayed Blast Fireball, Explosive Cloud, Fireball, Floating Disk, Force Field, Ice Storm/Wall of Ice, Ironform, Lightning Bolt, Magic Missile, Meteor Swarm, Shield, Steelform, Stoneform, Sword, Wall of Fire, Wall of Iron, Wall of Stone, Web, Woodform

Common Spells (14) - [Burning Hands](#), [Cone of Cold](#), [Copy](#), [Dig](#), [Float Move](#), [Gust of Wind](#), [Improved Magic Missile](#), [Produce Flame](#) (1<sup>st</sup> level), [Shatter](#), [Shocking Grasp](#) (2<sup>nd</sup> level), [Stinking Cloud](#), [Stone Bolt](#), [Stonewall](#), [Woodwall](#)

Uncommon Spells (13) - [Brannart's Acid Grip](#), [Chain Lightning](#), [Clothwall](#), [Diana's Defense](#), [Flame Blade](#) (3<sup>rd</sup> Level), [Ironwall](#), [Lapis Bonds](#), [Meraan's Fire Implosion](#) (level 3), [Sinaria's Deafening Rumble](#), [Sinaria's Noise of Shattering](#), [Sinaria's Stunning Boom](#), [Wall of Water](#), [Wind Breath](#)

Rare Spells (10) - [Eachainn's Sabre of Light](#), [Fire Shield](#), [Oilskin](#), [Shout](#), [Steelwall](#), [Cheiromar's Warning Trumpet](#), [Micky's Capture the Moment](#), [Vandeeker's Burning Tool](#), [Whirlwind](#), [Wilhelmine's Discs of Flame](#)

Very Rare Spells (9) - [Bartolomeo's Wall of Gemstone](#), [Bind the Fiery Winged Messenger to Your Will](#), [Duel-Shield](#), [Fire Quench](#), [Fire Storm](#), [King Fernando's Grasping Hand](#), [Sinaria's Roaring Earthquake](#), [Quentin's Crazy Upward Rain](#), [Vanserie's Flaming Exit](#)

## Illusion

Basic Spells (10) - Hallucinatory Terrain, [Hypnotism](#), Invisibility, Invisibility 10' Rad, Mass Invisibility, Massmorph, Mirror Image, Phantasmal Force, Projected Image, Ventriloquism

Common Spells (8) - [Change Self](#), [Disguise](#), [Hypnotic Pattern](#), [Impersonate](#), [Improved Phantasmal Force](#) (3<sup>rd</sup> level), [Magic Mouth](#), [Mimicry](#), [Seeming](#)

Uncommon Spells (7) - [Advanced Illusion](#), [Blur](#), [Dream](#), [Fear](#), [Detect Basic Illusions](#), [Permanent Illusion](#), [Veil](#)

Rare Spells (7) - [Corpse Visage](#), [Descent into Madness](#), [Endless Slumber](#), [Eyes Wide Open](#), [Programmed Illusion](#), [Smuggling](#), [Szasa's Blood of Life](#)

Very Rare Spells (5) - [Improved Invisibility](#) (5<sup>th</sup> level), [Programmed Amnesia](#), [Shadow Blink](#), [Shadow Cloak](#), [Shadow Walk](#)

## Necromancy

Basic Spells (4) - [Animate Dead](#), [Clone](#), [Heal](#), [Reincarnation](#)

Common Spells (10) - [Animate Dead Animals](#), [Chill Touch](#), [Contagion](#), [Locate Remains](#), [Ray of Enfeeblement](#), [Ray of Fatigue](#), [Speak with Dead](#), [Summon Shadow](#), [Winnie's Wound Conferral](#), [Winnie's Wound Transfer](#)

Uncommon Spells (7) - [Control Undead](#), [Dance Macabre](#), [Delay Death](#), [Feign Death](#), [Ghoul Touch](#), [Hold Undead](#), [Magic Jar](#)

Rare Spells (9) - [Angus's Rotting Touch](#), [Blackmantle](#), [Boris's Unholy Blessing](#), [Create Undead](#), [Death Ward](#), [Energy Drain](#), [Regenerate](#) (8<sup>th</sup> Level), [Ungrateful Dead](#), [Willen's Wall of Bone](#)

Very Rare Spells (5) - [Angus's Get off my Lawn!](#), [Death Chariot](#), [Nikolai's Vampiric Counterpart](#), [Valdemar's Rebirth](#) (9<sup>th</sup> level), [Wither](#) (8<sup>th</sup> level)

## Expanded BECMI Spell Lists

### 1<sup>st</sup> Level Spells (57)

Affect Normal Fires, Alarm, Analyze, Bleach, Burning Hands\*, Calm Animal, Charm Person, Change Self\*, Chill Touch\*, Clear Sight, Copy, Corpse Visage\*, Count Coins, Create Water, Dance Macabre\*, Darkness, Detect Secret Passages and Portals, Detect Magic, Detect Undead, Enlarge, Evaluate, Extinguish, Feather Fall, Find Familiar, Firewater\*, Float In Air, Float Move, Floating Disk\*, Grasping the Elusive Fluid, Grease, Heat Air, Hold Portal\*, Hypnotism, Ignore Bad Road Conditions, Jump, Light, Locate Remains\*, Magic Missile, Metamorphose Liquids, Oilskin, Produce Flame, Protection from Evil, Push, Ray of Fatigue\*, Read Languages, Read Magic, Reduce, See Through Fire\*, Sense Life, Shield\*, Sleep\*, Spider Climb, Swiftly Devour the Written Word, Tereis' Scents and Aromas, Vandeeker's Burning Tool\*, Ventriloquism, Wallace's Unwetness

### 2<sup>nd</sup> Level Spells (56)

Blur, Brannart's Acid Kiss\*, Color, Continual Darkness\*, Continual Light\*, Crowd Summoning\*, Deeppockets, Detect Basic Illusions, Detect Evil, Detect Invisible, Displacer Field, ESP, Ethereal Alarm, Etienne's Rejuvenating Touch, Filter, Finery and Freshness, Forget, Ghoul Touch\*, Giampaolo's Perfect Petrification, Hypnotic Pattern, Improved Magic Missile, Invisibility, Irritation, Knock\*, Levitation, Lion's Roar\*, Locate Object, Lucrecia's Crystal Nails, Magic Mouth, Maximilian's Earthen Grasp, Mimicry, Mindmask, Mirror Image, Phantasmal Force, Phantom Musician\*, Predict Weather, Protection from Hunger and Thirst, Quicken Pace, Ray of Enfeeblement\*, Ride the Wind, Savoir Faire, Shatter, Shocking Grasp\*, Silver Tongue, Sinaria's Annoying Shriek\*, Soften Earth and Stone, Stage Presence\*, Strength, Stinking Cloud, Symon's Load Check, Szasza's Blood of Life\*, Volospin's Crushing Stare, Water Tension, Wilhelmine's Discs of Flame\*, Web, Wizard Lock\*

### 3<sup>rd</sup> Level Spells (55)

Animate Dead Animals\*, Bind the Feline\*, Brannart's Acid Grip\*, Clairaudience, Clairvoyance, Climate\*, Cloak Against All Peril\*, Command Beast of Burden, Comprehend Languages, Create Air, Delay Death\*, Detect Lie, Diana's Defense\*, Dispel Fog, Dispel Magic, Edward's Untranslatable Writings, Explosive Runes\*, Feign Death\*, Find Traps, Fireball\*, Flame Arrow\*, Flame Blade\*, Fly, Free Person, Gaseous Form, Genevieve's Eye on the Wolf, Gust of Wind (T), Harald's Counterflowing Currents, Haste, Hold Person, Hold Undead\*, Improved Phantasmal Force, Infravision\*, Inventory, Invisible Mail\*, Invisibility 10' Rad, Lightning Bolt\*, Meraan's Fire Implosion\*, Protection from Elements, Protection from Evil 10' Rad, Protection from Normal Missiles, Resist Energy Drain (T), Retain the Protective Girth, See Through the Water, Shadow Blink, Shadow Cloak, Sinaria's Seething Combustion\*, Sinaria's Stunning Boom\*, Slow, Smuggling, Speak with Dead\*, Stone Bolt, Wall of Water, Water Breathing, Wind Wall

## 4<sup>th</sup> Level Spells (55)

Accounting, Animate Gargoyle\*, Bind the Fiery Winged Messenger to Your Will\*, Charm Monster, Cheiromar's Warning Trumpet, Clothform, Clothwall, Confusion, Contagion, Control Bats, Counterspell Immunity, Create Atmosphere, Curse\*, Detect Scrying, Dig, Dimension Door, Dispel Illusion, Eachainn's Sabre of Light\*, Everpresent Record, Embezzle, Extension I, Fear, Fire Charm\*, Fire Shield\*, Fire Trap\*, Free Animal, Fulvina's Suppress Magic Aura\*, Fumble, Genevieve's Defense Against Lycanthropes, Growth of Plants, Halo of Eyes, Hold Animal, Hallucinatory Terrain, Ice Storm/Wall of Ice\*, Magic Mirror, Mario's Stoneskin, Massmorph, Michel's Improved Sleep\*, Polymorph Other, Polymorph Self, Quentin's Crazy Upward Rain, Remove Curse, Remove Distinguishing Marks, Rowan's Reversal of the Flowing Years, Rowan's Soothing Bath of Cures, Shout, Shrink Plants, Sinaria's Noise of Shattering\*, Symon's Caravan Check, Tereis' Star Eye, Tongues, Wall of Fire, Wind Breath, Winnie's Wound Transfer\*, Wizard Eye

## 5<sup>th</sup> Level Spells (47)

Advanced Illusion, Air Walk, Airy Water, Angus's Rotting Touch\*, Animate Dead\*, Automatic Pilot\*, Bartolomeo's Wall of Gemstone, Boris's Unholy Blessing\*, Cloudkill\*, Cone of Cold\*, Conjure Elemental, Contact Outer Plane, Control Gargoyle, Control Winds (T), Dissolve, Distance Distortion, Dream, Étienne's Room of Secrecy, Extension II, Fabricate, Feeblemind, Free Monster, Harden, Hold Monster, Improved Invisibility, Innocenti's Stony Tentacles, Jaggar's Strengthened Bastion, Know Value, Lapis Bonds, Magic Jar, Malachie's Unbreakable Lover's Promise\*, Micky's Capture the Moment, Mind Fog, Passwall, Pieter's Pyramid of Fire\*, Prepare Enchantment, Seeming, Sinaria's Disturbing Tune\*, Spell Turning, Stone Shape, Summon Shadow\*, Telekinesis, Teleport, Wall of Stone, Willen's Wall of Bone\*, Woodform, Woodwall

## 6<sup>th</sup> Level Spells (41)

Anti-Magic Shell, Blackmantle\*, Calm Wind, Carlijn's Fire Proofing, Carnelia's Undead Ward, Chain Lightning (T), Conjure Animals, Create Undead\*, Death Spell\*, Disguise (T), Disintegration\*, Endless Slumber\*, Etherealness, Extension III, Eyes Wide Open, Flesh to Stone\*, Geas, Glasse, Guards and Wards, Invisible Stalker, Lower Water, Move Earth, Part Water, Permanent Illusion, Programmed Illusion, Projected Image, Reincarnation\*, Remove Geas, Repulsion, Seek the Traveler, Sinaria's Deafening Rumble\*, Stone to Flesh, Stoneform, Stonewall, Transmute Water to Dust, Vansarie's Safe Room\*, Veil, Volospin's Great Dispelling of Magic, Wall of Iron\*, Weather Control, Whirlwind

## 7<sup>th</sup> Level Spells (36)

Alizé's Guardian Mantle\*, Appear, Banishment (T), Charm Plants, Control Undead\*, Create Normal Monsters\*, Death Chariot\*, Delayed Blast Fireball\*, Descent into Madness\*, Duo-Dimension, Étienne's Circle of Teleportation, Ethereal Jaunt, Fire Quench, Fire Storm\*, Gateway, Harald's Angry Wave, Hildegard's Wrath, Ironform\*, Ironwall\*, King Fernando's Grasping Hand\*, Lore, Magic Door, Magic Lock, Major Elemental Conjunction, Mass Invisibility, Michel's Cage of Faraday, Nikolai's Vampiric Counterpart\*, Power Word Stun\*, Reverse Gravity, Shadow Walk\*, Sinaria's Charming Melody\*, Statue\*, Summon Object, Sword\*, Teleport Any Object\*, Winnie's Wound Conferral\*

## 8<sup>th</sup> Level Spells (30)

Andrea's Return the Traveler, Angus's Get off my Lawn!\*, Clodius's Animate Stone, Clone\*, Create Magical Monsters\*, Dance, Duel-Shield\*, Étienne's Wall of Dispelling Magic, Explosive Cloud\*, Fear Ward, Force Field\*, Genevieve's Emotional Landscapes, Halzunthram's Ride, Impersonate\*, Mass Charm, Mind Barrier, Open Mind, Permanence (T), Polymorph Any Object\*, Power Word Blind, Regenerate\*, Remove Charm, Sinaria's Roaring Earthquake\*, Sink, Steelform\*, Steelwall\*, Symbol, Travel, Vanserie's Flaming Exit\*, Wither\*

## 9<sup>th</sup> Level Spells (24)

Close Gate (T), Contingency, Create Any Monster\*, Death Ward\*, Energy Drain\*, Gate (T), Hämmäläinen's Walk Upon the Winds, Heal (T), Immunity, Jaggar's Pierce Any Shield, Johann's Dragon Scales, Maze, Meteor Swarm\*, Power Word Kill\*, Prismatic Wall\*, Programmed Amnesia\*, Rodolphus' Fire Swarm\*, Shapechange, Sphere of Ultimate Destruction\*, Survival, Timestop, Ungrateful Dead\*, Valdemar's Rebirth\*, Wish (T)

*\* Spells not available to sylvan elves and those who learned the magic of the Sylvan Magical System introduced in Gaz5 and covered in [Creatures from the Crucible V](#).*

*(T) Spells not available to sylvan elves unless they are Treekeepers*

While there are many BECMI spells and spells in the expanded lists that elves can not learn there are spells listed in Gaz5 that only sylvan spellcasters can cast and which can also be expanded upon as was done with the BECMI spell lists. Spells only available to elven Treekeepers are notated (T)

## Unique Sylvan Magic Spells

Basic Spells (19) - Anti-Animal Shell, [Anti-Plant Shell](#), [Ceremony](#) (T), [Clear Path](#), [Command Word](#), [Enchanted Weapon](#), Faerie Fire, [Faerie Lights](#), [Fellowship](#), Locate, [Longstride](#), [Neutralize Poison](#), Obscure, [Precipitation](#), Resist Cold, Resist Fire, Speak with Animals, [Wall of Thorns](#), [Watcher](#)

Common Spells (18) - [Animal Friendship](#), [Animal Messenger](#), Call Lightning, Creeping Doom (T), [Cure Disease](#), Detect Danger, [Detect Disease](#) (T), [Dispel Evil](#) (T), [Entangle](#), [Fear](#), [Locate Animals](#), [Locate Plants](#), Protection from Lightning, Protection from Poison, [Purify Food and Water](#), [Summon Animals](#) (T), Transport through Plants (T), Warp Wood

Uncommon Spells (17) - [Anti-Vermin Shell](#), [Barkskin](#), [Confuse Alignment](#) (T), Control Temperature 10' Radius (T), Create Normal Animals (T), [Cure Light Wounds](#) (T), Cure Serious Wounds (T), Cure Critical Wounds (T), [Fog Cloud](#) (T), Growth of Animals, Heat Metal, [Hold Plant](#), [Invisibility to Undead](#), [Know Alignment](#) (T), Plant Door (T), [Silence](#), Turn Wood



Rare Spells (13) - [Avoidance](#) (T), [Detect Life](#) (T), [Eleesa's Commune with Nature](#) (T), [Insect Plague](#) (T), [Laeroth's Plant Aging](#), [Liveoak](#), [Metal to Wood](#) (T), [Pass Plant](#) (T), [Produce Ice](#), [Rainbow](#) (T), [Rock](#), [Sword](#), [Truesight](#) (T)

Very Rare Spells (5) - [Charon's Call of Woodland Beings](#), [Dragonsbane](#), [Eleesa's Pool of Reflecting](#) (T), [Polymorph Natural Object](#) (T), [Restoration](#) (T)

## Expanded Unique Sylvan Spell Lists

### 1<sup>st</sup> Level Spells (13)

Animal Friendship, Ceremony (T), Command Word, Detect Disease (T), Faerie Fire, Faerie Lights, Fellowship, Invisibility to Undead, Locate, Longstride, Precipitation, Resist Cold, Watcher

### 2<sup>nd</sup> Level Spells (13)

Anti-Vermin Shell, Confuse Alignment (T), Detect Danger, Detect Life (T), Entangle, Fog Cloud (T), Know Alignment (T), Locate Animals, Locate Plants, Purify Food and Water, Resist Fire, Silence, Warp Wood

### 3<sup>rd</sup> Level Spells (9)

Animal Messenger, Barkskin, Call Lightning, Cure Disease, Cure Light Wounds (T), Heat Metal, Obscure, Protection from Poison, Speak with Animals

### 4<sup>th</sup> Level Spells (6)

Enchanted Weapon, Fear, Growth of Animals, Hold Plant, Laeroth's Plant Aging, Summon Animals (T)

### 5<sup>th</sup> Level Spells (10)

Anti-Plant Shell, Avoidance (T), Charon's Call of Woodland Being, Control Temperature 10' Radius (T), Eleesa's Pool of Reflecting (T), Insect Plague (T), Neutralize Poison, Plant Door (T), Produce Ice, Protection from Lightning

### 6<sup>th</sup> Level Spells (4)

Anti-Animal Shell, Clear Path, Cure Serious Wounds (T), Pass Plant (T)

### 7<sup>th</sup> Level Spells (8)

Create Normal Animals (T), Dispel Evil (T), Eleesa's Commune with Nature (T), Liveoak, Rock, Transport through Plants (T), Truesight (T), Turn Wood

## 8<sup>th</sup> Level Spells (6)

Creeping Doom (T), Cure Critical Wounds (T), Metal to Wood (T), Polymorph Natural Object (T),  
Rainbow (T), Wall of Thorns

## 9<sup>th</sup> Level Spells (3)

Dragonsbane, Restoration (T), Sword