

<b>SPELLS PER DAY</b>				
<b>BONUS SPELLS</b>				
<b>LEVEL</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>
<b>SPELL SAVE DC</b>				

<b>RANGES</b>		
<div style="border: 1px solid black; width: 60px; height: 20px; margin: 0 auto;"></div> <p><b>CLOSE</b> 25 ft + 5 ft / 2 LVLS</p>	<div style="border: 1px solid black; width: 60px; height: 20px; margin: 0 auto;"></div> <p><b>MEDIUM</b> 100 ft + 10 ft / LVL</p>	<div style="border: 1px solid black; width: 60px; height: 20px; margin: 0 auto;"></div> <p><b>LONG</b> 400 ft + 40 ft / LVL</p>

### LEVEL 1

Spell	Description	Schl	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/> Alarm	Wards an area for 2 hr/lvl	Abjur	V,S,F/DF	1 a	Close	20-ft radius	2 hr/lvl (D)	-	-	197
<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"/> 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"/> 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"/> 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 Poison	Detects poison in creature or item	Div	V,S	1 a	Close	Creat,obj or 5-ft cube	Instantaneous	-	-	219
<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"/> 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 hr/lvl	Will negs	Yes	250
<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"/> Read Magic	Read scrolls and spellbooks	Div	V,S,F	1 a	Self	250 words/min	10 min/lvl	-	-	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"/> 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"/> Barkskin	+2 (+1/3lvls above 3rd) natural armour	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"/> Cat's Grace	+4 Dex	Trans	V,S,M	1 a	Touch	One creature	1 min/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"/> 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"/> 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"/> 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"/> 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"/> 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 3

Spell	Description	Schl	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<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"/> Cure Moderate Wounds	Cures 2d8+1/lvl (+10)	Conj	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	216
<input type="checkbox"/> Darkvision	See 60-ft in total darkness	Conj	V,S,M	1 a	Touch	One creature	1 hr/lvl	Will negs	Yes	216
<input type="checkbox"/> Diminish Plants	Reduces size of plants	Trans	V,S,DF	1 a	Special	Special	Instantaneous	-	-	221
<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"/> 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"/> 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"/> Remove Disease	Cures all diseases affecting target	Conj	V,S	1 a	Touch	One creature	Instantaneous	Fort negs	Yes	271
<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"/> 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"/> Tree Shape	You look exactly like tree	Trans	V,S,DF	1 a	Self	Caster	1 hr/lvl (D)	-	-	296
<input type="checkbox"/> Water Walk	Target treads on water as if solid	Trans	V,S,DF	1 a	Touch	One creature/lvl	10 min/lvl (D)	Will negs	Yes	300

### LEVEL 4

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"/> Commune with Nature	Learn about terrain for 1 mile/level	Div	V,S	10 min	Self	Caster	Instantaneous	-	-	211
<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"/> 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"/> Nondetection	Masks target to scrying and divination	Abjur	V,S,M	1 a	Touch	Creature or item	1 hr/lvl	Will negs	Yes	257
<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
<input type="checkbox"/> Tree Stride	Step from tree to another tree	Trans	V,S,DF	1 a	Self	Caster	1 hr/lvl	-	-	296