

ADD Spell Punchlists

1ST LEVEL					
Animal Friendship					
Bless					
Combine					
Command					
Create Water					
Cure Light Wounds					
Detect Evil					
Detect Magic					
Detect Poison					
Detect Snares & Pits					
Endure Heat/Cold					
Entangle					
Faerie Fire					
Invisibility to Animals					
Invisibility to Undead					
Light					
Locate Animals or Plants					
Magical Stone					
Pass Without Trace					
Protection From Evil					
Purify Food & Drink					
Remove Fear					
Sanctuary					
Shillelagh					

2ND LEVEL					
Aid					
Augury					
Barkskin					
Chant					
Charm Person or Mammal					
Detect Charm					
Dust Devil					
Enthrall					
Find Traps					
Fire Trap					
Flame Blade					
Goodberry					
Heat Metal					
Hold Person					
Know Alignment					
Messenger					
Obscurement					
Produce Flame					
Resist Fire/Cold					
Silence, 15' Radius					
Slow Poison					
Snake Charm					
Speak With Animals					
Spiritual Hammer					
Trip					
Warp Wood					
Withdraw					
Wyvern Watch					

3RD LEVEL					
Animate Dead					
Call Lightning					
Continual Light					
Create Food & Water					
Cure Blindness/Deafness					
Cure Disease					
Dispel Magic					
Feign Death					
Flame Walk					
Glyph of Warding					
Hold Animal					
Locate Object					
Magical Vestment					
Meld Into Stone					
Negative Plane Protection					
Plant Growth					
Prayer					
Protection From Fire					
Pyrotechnics					
Remove Curse					
Remove Paralysis					
Snare					
Speak With Dead					
Spike Growth					
Starshine					
Stone Shape					
Summon Insects					
Tree					
Water Breathing					
Water Walk					

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4TH LEVEL					
Abjure					
Animal Summoning I					
Call Woodland Beings					
Cloak of Bravery					
Control Temp, 10' Rad					
Cure Serious Wounds					
Detect Lie					
Divination					
Free Action					
Giant Insect					
Hallucinatory Forest					
Hold Plant					
Imbue With Spell Ability					
Lower Water					
Neutralize Poison					
Plant Door					
Produce Fire					
Prot From Evil, 10' Rad					
Protection From Lightning					
Reflecting Pool					
Repel Insects					
Speak With Plants					
Spell Immunity					
Sticks to Snakes					
Tongues					

5TH LEVEL					
Air Walk					
Animal Growth					
Animal Summoning II					
Antiplant Shell					
Atonement					
Commune					
Commune With Nature					
Control Winds					
Cure Critical Wounds					
Dispel Evil					
Flame Strike					
Insect Plague					
Magic Font					
Moonbeam					
Pass Plant					
Plane Shift					
Quest					
Rainbow					
Raise Dead					
Spike Stones					
Transmute Rock to Mud					
True Seeing					
Wall of Fire					

6TH LEVEL					
Aerial Servant					
Animal Summoning III					
Animate Object					
Antianimal Shell					
Blade Barrier					
Conjure Animals					
Conjure Fire Elemental					
Find the Path					
Fire Seeds					
Forbiddance					
Heal					
Heroes' Feast					
Liveoak					
Part Water					
Speak With Monsters					
Stone Tell					
Transmute Water to Dust					
Transport Via Plants					
Turn Wood					
Wall of Thorns					
Weather Summoning					
Word of Recall					

7TH LEVEL					
Animate Rock					
Astral Spell					
Changestaff					
Chariot of Sustarre					
Confusion					
Conjure Earth Elemental					
Control Weather					
Creeping Doom					
Earthquake					
Exaction					
Fire Storm					
Gate					
Holy Word					
Regenerate					
Reincarnate					
Restoration					
Resurrection					
Succor					
Sunray					
Symbol					
Transmute Metal to Wood					
Wind Walk					