

ADD Spell Punchlists

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

Major Access: All, Animal, Elemental, Healing, Plant, (Sun), and Weather

Minor Access: Divination

2ND LEVEL				
Aid				
Augury				
Barkskin				
Charm Person or Mammal				
Detect Charm				
Dust Devil				
Find Traps				
Fire Trap				
Flame Blade				
Goodberry				
Heat Metal				
Know Alignment				
Messenger				
Obscurement				
Produce Flame				
<i>Resist Fire/Cold</i>				
Slow Poison				
Snake Charm				
Speak With Animals				
Trip				
Wyvern Watch				

3RD LEVEL				
Call Lightning				
Continual Light				
Create Food & Water				
<i>Cure Disease</i>				
<i>Dispel Magic</i>				
<i>Feign Death</i>				
Flame Walk				
Hold Animal				
Locate Object				
Meld Into Stone				
Plant Growth				
Protection From Fire				
Pyrotechnics				
<i>Remove Curse</i>				
<i>Remove Paralysis</i>				
Snare				
Speak With Dead				
Spike Growth				
Starshine				
Stone Shape				
Summon Insects				
Tree				
Water Breathing				
Water Walk				

4TH LEVEL				
Animal Summoning I				
Call Woodland Beings				
Control Temp, 10' Rad				
Cure Serious Wounds				
Control Temp, 10' Rad				
Free Action				
Giant Insect				
Hallucinatory Forest				
Hold Plant				
Lower Water				
Neutralize Poison				
Plant Door				
Produce Fire				
Protection From Lightning				
<i>Reflecting Pool</i>				
Repel Insects				
Speak With Plants				
Sticks to Snakes				

5TH LEVEL				
Air Walk				
Animal Growth				
Animal Summoning II				
Antiplant Shell				
Atonement				
Commune With Nature				
Control Winds				
Cure Critical Wounds				
Flame Strike				
Insect Plague				
<i>Magic Font</i>				
Moonbeam				
Pass Plant				
Rainbow				
Spike Stones				
Transmute Rock to Mud				
Wall of Fire				

6TH LEVEL				
<i>Aerial Servant</i>				
Animal Summoning III				
Anti-animal Shell				
Conjure Animals				
Conjure Fire Elemental				
<i>Find the Path</i>				
Fire Seeds				
Heal				
<i>Heroes' Feast</i>				
Liveoak				
Part Water				
Stone Tell				
Transmute Water to Dust				
Transport Via Plants				
Turn Wood				
Wall of Thorns				
Weather Summoning				

7TH LEVEL				
Animate Rock				
Changestaff				
Chariot of Sustarre				
<i>Confusion</i>				
Conjure Earth Elemental				

7TH LEVEL				
Control Weather				
Creeping Doom				
Earthquake				
Fire Storm				
<i>Regenerate</i>				

7TH LEVEL				
<i>Reincarnate</i>				
Sunray				
Transmute Metal to Wood				
Wind Walk				