

Spells for Taylyn Ordor (Morninglord of Lathander)

Major Spheres: All, Astral, Charm, Creation, Elemental, Healing, Necromantic, Plant, Sun, Thought, Wards, Weather
Minor Spheres: Combat, Divination, Guardian, Time

Spells/Level: 1st ____ 2nd ____ 3rd ____ 4th ____ 5th ____ 6th ____ 7th ____

Level 1

- ☐☐☐ ☆ Analyze Balance
- ☐☐☐ ☆ Anti-Vermin Barrier
- ☐☐☐ ● Bless *
- ☐☐☐ ● Combine
- ☐☐☐ ● Command
- ☐☐☐ ● Create Water *
- ☐☐☐ ● Cure Light Wounds *
- ☐☐☐ ● Detect Evil *
- ☐☐☐ ● Detect Magic
- ☐☐☐ ● Detect Poison
- ☐☐☐ ● Detect Snares & Pits
- ☐☐☐ ☆ Emotion Read
- ☐☐☐ ● Entangle
- ☐☐☐ ● Faerie Fire
- ☐☐☐ ● Invisibility to Undead
- ☐☐☐ ☆ Know Age
- ☐☐☐ ☆ Know Time
- ☐☐☐ ● Light *
- ☐☐☐ ● Locate Animals or Plants
- ☐☐☐ ☆ Log of Everburning
- ☐☐☐ ● Magical Stone
- ☐☐☐ ● Pass Without Trace
- ☐☐☐ ● Purify Food & Drink *
- ☐☐☐ ● Remove Fear *
- ☐☐☐ ✱ Rosemantle
- ☐☐☐ ☆ Sacred Guardian
- ☐☐☐ ● Shillelagh
- ☐☐☐ ☆ Speak With Astral Traveler
- ☐☐☐ ☆ Thought Capture
- ☐☐☐ ☆ Weighty Chest

Level 2

- ☐☐☐ ● Aid
- ☐☐☐ ● Augury
- ☐☐☐ ● Barkskin
- ☐☐☐ ● Chant
- ☐☐☐ ☆ Create Holy Symbol
- ☐☐☐ ● Detect Charm *
- ☐☐☐ ● Dust Devil
- ☐☐☐ ● Enthrall
- ☐☐☐ ● Find Traps
- ☐☐☐ ● Fire Trap
- ☐☐☐ ● Flame Blade
- ☐☐☐ ☆ Frisky Chest
- ☐☐☐ ● Goodberry *
- ☐☐☐ ● Heat Metal *
- ☐☐☐ ☆ Hesitation
- ☐☐☐ ● Hold Person
- ☐☐☐ ☆ Idea

Level 2 (continued)

- ☐☐☐ ● Know Alignment *
- ☐☐☐ ☆ Mind Read
- ☐☐☐ ☆ Music of the Spheres
- ☐☐☐ ☆ Mystic Transfer
- ☐☐☐ ☆ Nap
- ☐☐☐ ● Obscurement
- ☐☐☐ ● Produce Flame
- ☐☐☐ ✱ Rosetouch
- ☐☐☐ ☆ Sanctify *
- ☐☐☐ ● Silence, 15' Radius
- ☐☐☐ ● Slow Poison
- ☐☐☐ ● Speak With Animals
- ☐☐☐ ● Spiritual Hammer
- ☐☐☐ ● Trip
- ☐☐☐ ● Warp Wood *
- ☐☐☐ ● Wyvern Watch
- ☐☐☐ ☆ Zone of Truth

Level 3

- ☐☐☐ ☆ Accelerate Healing
- ☐☐☐ ● Animate Dead
- ☐☐☐ ☆ Astral Window
- ☐☐☐ ● Call Lightning
- ☐☐☐ ☆ Choose Future
- ☐☐☐ ● Continual Light *
- ☐☐☐ ● Create Food & Water
- ☐☐☐ ● Cure Blindness or Deafness *
- ☐☐☐ ● Cure Disease *
- ☐☐☐ ☆ Efficacious Monster Ward
- ☐☐☐ ☆ Emotion Control
- ☐☐☐ ☆ Extradimensional Detection
- ☐☐☐ ● Feign Death
- ☐☐☐ ● Flame Walk
- ☐☐☐ ● Glyph of Warding
- ☐☐☐ ☆ Invisibility Purge
- ☐☐☐ ● Locate Object *
- ☐☐☐ ● Meld Into Stone
- ☐☐☐ ☆ Memory Read
- ☐☐☐ ● Negative Plane Protection
- ☐☐☐ ● Plant Growth
- ☐☐☐ ● Prayer
- ☐☐☐ ● Protection From Fire
- ☐☐☐ ● Pyrotechnics
- ☐☐☐ ☆ Slow Rot
- ☐☐☐ ● Snare
- ☐☐☐ ● Speak With Dead
- ☐☐☐ ● Spike Growth
- ☐☐☐ ☆ Squeaking Floors
- ☐☐☐ ● Starshine

Level 3 (continued)

- ☐☐☐ ● Stone Shape
- ☐☐☐ ✱ Sunrise
- ☐☐☐ ☆ Telepathy
- ☐☐☐ ☆ Thief's Lament
- ☐☐☐ ● Tree
- ☐☐☐ ☆ Unearthly Choir
- ☐☐☐ ● Water Breathing *
- ☐☐☐ ● Water Walk
- ☐☐☐ ☆ Zone of Sweet Air

Level 4

- ☐☐☐ ☆ Addition
- ☐☐☐ ☆ Blessed Warmth
- ☐☐☐ ✱ Boon of Lathander
- ☐☐☐ ● Cloak of Bravery *
- ☐☐☐ ● Control Temperature, 10' Radius
- ☐☐☐ ● Cure Serious Wounds *
- ☐☐☐ ☆ Fire Purge
- ☐☐☐ ☆ Focus
- ☐☐☐ ☆ Fortify
- ☐☐☐ ● Free Action
- ☐☐☐ ☆ Genius
- ☐☐☐ ● Hallucinatory Forest *
- ☐☐☐ ● Hold Plant
- ☐☐☐ ● Imbue With Spell Ability
- ☐☐☐ ☆ Join With Astral Traveler
- ☐☐☐ ● Lower Water *
- ☐☐☐ ☆ Mental Domination
- ☐☐☐ ● Neutralize Poison *
- ☐☐☐ ● Plant Door
- ☐☐☐ ● Produce Fire *
- ☐☐☐ ● Protection From Lightning
- ☐☐☐ ☆ Rapport
- ☐☐☐ ☆ Solipsism
- ☐☐☐ ● Speak With Plants
- ☐☐☐ ● Sticks to Snakes *
- ☐☐☐ ☆ Thought Broadcast
- ☐☐☐ ☆ Uplift
- ☐☐☐ ☆ Weather Stasis

Level 5

- ☐☐☐ ● Air Walk
- ☐☐☐ ● Anti-Plant Shell
- ☐☐☐ ● Atonement
- ☐☐☐ ☆ Barrier of Retention
- ☐☐☐ ☆ Blessed Abundance
- ☐☐☐ ☆ Cloud of Purification
- ☐☐☐ ● Control Winds
- ☐☐☐ ● Cure Critical Wounds *
- ☐☐☐ ☆ Elemental Forbiddance

Key: ● = Players Handbook; ☆ = Tome of Magic; ✱ = F&A/P&P/DD; ☆ = Forgotten Realms Adv.; * = Reversible

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Level 5 (continued)

- ☐☐☐ ☆ Grounding
- ☐☐☐ ☆ Meld
- ☐☐☐ ☆ Memory Wrack
- ☐☐☐ ☆ Mindshatter
- ☐☐☐ ● Moonbeam
- ☐☐☐ ● Pass Plant
- ☐☐☐ ● Plane Shift
- ☐☐☐ ● Quest
- ☐☐☐ ● Rainbow
- ☐☐☐ ● Raise Dead *
- ☐☐☐ ✱ Shield of Lathander
- ☐☐☐ ☆ Shrieking Walls
- ☐☐☐ ● Spike Stones
- ☐☐☐ ● Transmute Rock to Mud *
- ☐☐☐ ☆ Undead Ward
- ☐☐☐ ● Wall of Fire

Level 6

- ☐☐☐ ● Animate Object
- ☐☐☐ ● Blade Barrier
- ☐☐☐ ● Conjure Fire Elemental *
- ☐☐☐ ☆ Crushing Walls
- ☐☐☐ ☆ Disbelief
- ☐☐☐ ☆ Dragonbane
- ☐☐☐ ✱ False Dawn
- ☐☐☐ ● Fire Seeds
- ☐☐☐ ☆ Group Mind
- ☐☐☐ ● Heal *
- ☐☐☐ ● Heroes' Feast
- ☐☐☐ ☆ Land of Stability
- ☐☐☐ ● Liveoak
- ☐☐☐ ● Part Water
- ☐☐☐ ☆ Sol's Searing Orb
- ☐☐☐ ● Stone Tell
- ☐☐☐ ☆ The Great Circle *
- ☐☐☐ ● Transmute Water to Dust *
- ☐☐☐ ● Transport Via Plants
- ☐☐☐ ● Turn Wood
- ☐☐☐ ● Wall of Thorns
- ☐☐☐ ● Weather Summoning

Level 7

- ☐☐☐ ● Animate Rock
- ☐☐☐ ● Astral Spell
- ☐☐☐ ☆ Breath of Life *
- ☐☐☐ ● Changestaff
- ☐☐☐ ● Chariot of Sustarre
- ☐☐☐ ● Confusion
- ☐☐☐ ● Conjure Earth Elemental *
- ☐☐☐ ● Control Weather

Level 7 (continued)

- ☐☐☐ ☆ Divine Inspiration
- ☐☐☐ ● Earthquake
- ☐☐☐ ● Exaction
- ☐☐☐ ● Fire Storm *
- ☐☐☐ ✱ Greater Shield of Lathander
- ☐☐☐ ☆ Mindkiller
- ☐☐☐ ● Regenerate *
- ☐☐☐ ● Reincarnate
- ☐☐☐ ● Restoration *
- ☐☐☐ ● Resurrection *
- ☐☐☐ ● Sunray
- ☐☐☐ ☆ Tentacle Walls
- ☐☐☐ ● Transmute Metal to Wood
- ☐☐☐ ● Wind Walk

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Name	S	Sphere	Cmp Range	Duration	CT	Area of Effect	Save
Level 1							
☐☐☐ Analyze Balance	★	Num,Div	VSM 80 y	5r+1r/lvl	1r	One creature, object, or 10' s	None
☐☐☐ Anti-Vermin Barrier	★	Wrđ	VSM 30 y	1h/lvl	1	10-foot cube/lvl	None
☐☐☐ Bless *	●	All	VSM 60 y	6r	1r	50' cube	None
☐☐☐ Combine	●	All	VS Touch	Special	1r	Circle of priests	None
☐☐☐ Command	●	Chrm,Law	V 30 y	1r	1	1 creature	None
☐☐☐ Create Water *	●	Ele/Water	VSM 30 y	Perm	1r	Up to 27 cu.'	None
☐☐☐ Cure Light Wounds *	●	Heal	VS Touch	Perm	5	Creature touched	None
☐☐☐ Detect Evil *	●	All	VSM 0	1t + 5r/lvl	1r	10' x 120y	None
☐☐☐ Detect Magic	●	Div	VSM 0	1t	1r	10' x 30y	None
☐☐☐ Detect Poison	●	Div	VSM 0	1t + 1r/lvl	4	Special	None
☐☐☐ Detect Snares & Pits	●	Div	VSM 0	4r/lvl	4	10 x 40'	None
☐☐☐ Emotion Read	★	Thght	VSM 5 y/lvl	Inst	3	One creature	Neg.
☐☐☐ Entangle	●	Plnt	VSM 80 y	1t	4	40' cube	Half
☐☐☐ Faerie Fire	●	Wea	VM 80 y	4r/lvl	4	10 sq.'/lvl	None
☐☐☐ Invisibility to Undead	●	Nec	VSM Touch	6r	4	1 creature	Special
☐☐☐ Know Age	★	Tme	VSM 0	Inst	1	One object or creature	None
☐☐☐ Know Time	★	Tme	VS 0	Inst	1	The caster	None
☐☐☐ Light *	●	Sun	VS 120 y	1 hr. + 1t/lvl	4	20'-radius globe	Special
☐☐☐ Locate Animals or Plants	●	Div,Anml,Plnt	VSM 100 y + 20 y/lvl	1r/lvl	1r	20y/lvl x 20'	None
☐☐☐ Log of Everburning	★	Ele/Fire,Plnt	VS Touch	1h/lvl	1	Special	None
☐☐☐ Magical Stone	●	Com	VSM Touch	Special	4	3 pebbles	None
☐☐☐ Pass Without Trace	●	Plnt	VSM Touch	1t/lvl	1r	1 creature	None
☐☐☐ Purify Food & Drink *	●	All	VS 30 y	Perm	1r	1 cu.'/lvl,	None
☐☐☐ Remove Fear *	●	Chrm	VS 10 y	Special	1	1 creature/4 lvls	Special
☐☐☐ Rosemantle	✱	Prot	VS Touch	2+1d4 r	4	1 living creature	None
☐☐☐ Sacred Guardian	★	Gard	VSM Touch	1d/lvl	1	Creature touched	None
☐☐☐ Shillelagh	●	Com,Plnt	VSM Touch	4r + 1r/lvl	2	1 oak club	None
☐☐☐ Speak With Astral Traveler	★	Ast	VS Touch	1r/lvl	1r	One creature	None
☐☐☐ Thought Capture	★	Thght	VS 0	Inst	3	10 y	None
☐☐☐ Weighty Chest	★	Wrđ	VSM Touch	1d/lvl	1	5-foot cube	None

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Name	S	Sphere	Cmp Range	Duration	CT	Area of Effect	Save
Level 2							
☐☐☐ Aid	●	Nec	VSM Touch	1r + 1r/lvl	5	1 creature	None
☐☐☐ Augury	●	Div	VSM 0	Special	2r	Special	None
☐☐☐ Barkskin	●	Prot,Plnt	VSM Touch	4r + 1r/lvl	5	1 creature	None
☐☐☐ Chant	●	Com	VS 0	Time of chanting	2r	30' radius	None
☐☐☐ Create Holy Symbol	☆	Cre	V 0	Perm	2	The caster	None
☐☐☐ Detect Charm *	●	Div	VS 30 y	1t	1r	1 creature/rd.	Neg.
☐☐☐ Dust Devil	●	Ele/Air	VS 30 y	2r/lvl	2r	5 x 4' cone	None
☐☐☐ Enthrall	●	Chrm,Law	VS 0	Special	1r	90' radius	Neg.
☐☐☐ Find Traps	●	Div	VS 0	3t	5	10' x 30y	None
☐☐☐ Fire Trap	●	Ele/Fire	VSM Touch	Perm until discharge	1t	Object touched	Half
☐☐☐ Flame Blade	●	Ele/Fire	VSM 0	4r + 1r/2 lvls	4	3' long blade	None
☐☐☐ Frisky Chest	☆	Wrđ	VSM Touch	Perm	2	10-foot cube	None
☐☐☐ Goodberry *	●	Plnt	VSM Touch	1d + 1d/lvl	1r	2d4 fresh berries	None
☐☐☐ Heat Metal *	●	Ele/Fire	VSM 40 y	7r	5	Special	Special
☐☐☐ Hesitation	☆	Tme	VSM 30 y	1r/lvl	2	20-foot-radius circle	Neg.
☐☐☐ Hold Person	●	Chrm,Law	VSM 120 y	2r/lvl	5	1d4 persons in 20' cube	Neg.
☐☐☐ Idea	☆	Thght	VSM 0	Inst	4	The caster	None
☐☐☐ Know Alignment *	●	Div	VS 10 y	1 t	1 r	1 crea. or obj.	Neg.
☐☐☐ Mind Read	☆	Thght	VS 5 y/lvl	1r/lvl	2	Special	None
☐☐☐ Music of the Spheres	☆	Num,Chrm	VSM 50 y	1t+1r/lvl	4	20-foot-diameter circle	Neg.
☐☐☐ Mystic Transfer	☆	Chrm	VS 0	9r	1r	The caster	None
☐☐☐ Nap	☆	Tme	VSM Touch	Special	2	One creature/lvl	None
☐☐☐ Obscurement	●	Wea	VS 0	4r/lvl	5	(lvl x 10)'-sq.	None
☐☐☐ Produce Flame	●	Ele/Fire	VS 0	1r/lvl	5	Special	None
☐☐☐ Rosetouch	✱	Prot	VS Touch	Perm	5	Object	None
☐☐☐ Sanctify *	☆	All	VSM 10 y	Special	1t	10 yard 0 10 yard square/pries	None
☐☐☐ Silence, 15' Radius	●	Gard	VS 120 y	2r/lvl	5	15'-radius	None
☐☐☐ Slow Poison	●	Heal	VSM Touch	1 hr./lvl	1	1 creature	None
☐☐☐ Speak With Animals	●	Anml,Div	VS 0	2r/lvl	5	1 animal within 30'	None
☐☐☐ Spiritual Hammer	●	Com	VSM 10 y/lvl	3r + 1r/lvl	5	Special	None
☐☐☐ Trip	●	Plnt	VS Touch	1t/lvl	5	1 object up to 10' long	Neg.
☐☐☐ Warp Wood *	●	Plnt	VS 10 y/lvl	Perm	5	Special	Special
☐☐☐ Wyvern Watch	●	Gard	VSM 30 y	up to 8 hrs.	5	10' radius	Neg.
☐☐☐ Zone of Truth	☆	Wrđ	VSM 30 y	1r/lvl	2	5-foot square/lvl	Neg.

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Level 3								
☐☐☐ Accelerate Healing	★	Tme	VS	Touch	1-4d	1t	One creature	None
☐☐☐ Animate Dead	●	Nec	VSM	10 y	Perm	1r	Special	None
☐☐☐ Astral Window	★	Ast	VS	5 y	2r/lvl	3	10'x10' area	None
☐☐☐ Call Lightning	●	Wea	VS	360 y	1t/lvl	1t	10' radius	Half
☐☐☐ Choose Future	★	Tme	VSM	Touch	1r	3	One creature	None
☐☐☐ Continual Light *	●	Sun	VS	120 y	Perm	6	60' radius	Special
☐☐☐ Create Food & Water	●	Cre	VS	10 y	Special	1t	1 cu./lvl	None
☐☐☐ Cure Blindness or Deafness *	●	Nec	VS	Touch	Perm	1r	1 creature	Special
☐☐☐ Cure Disease *	●	Nec	VS	Touch	Perm	1r	1 creature	None
☐☐☐ Efficacious Monster Ward	★	Wrđ	VSM	30 y	1r/lvl	3	10-foot cube/lvl	Neg.
☐☐☐ Emotion Control	★	Thght,Chrm	VSM	10 y	1r/lvl	5	One creature/5 lvls of the cas	Special
☐☐☐ Extradimensional Detection	★	Num,Div	VS	0	1r/lvl	3	One 10'-wide path, 60 feet lon	None
☐☐☐ Feign Death	●	Nec	V	Touch	1t + 1r/lvl	0.5	Person touched	None
☐☐☐ Flame Walk	●	Ele/Fire	VSM	Touch	1r + 1/lvl	5	Creature(s) touched	None
☐☐☐ Glyph of Warding	●	Gard	VSM	Touch	Until discharged	Spcl	Special	Special
☐☐☐ Invisibility Purge	★	Wrđ	VSM	30 y	1t/lvl	1t	10-foot square/priest	None
☐☐☐ Locate Object *	●	Div	VSM	60 y + 10 y/lvl	8 hrs.	1t	1 object	None
☐☐☐ Meld Into Stone	●	Ele/Earth	VSM	0	8r + 1d8r	6	The caster	None
☐☐☐ Memory Read	★	Thght	VSM	5 y	1r/lvl	1r	One creature	Neg.
☐☐☐ Negative Plane Protection	●	Prot,Nec	VS	Touch	Special	1r	1 creature	None
☐☐☐ Plant Growth	●	Plnt	VSM	160 y	Perm	1r	Special	Special
☐☐☐ Prayer	●	Com	VSM	0	1r/lvl	6	60' radius	None
☐☐☐ Protection From Fire	●	Prot,Ele/Fire	VSM	Touch	Special	6	1 creature	None
☐☐☐ Pyrotechnics	●	Ele/Fire	VSM	160 y	Special	6	10 or 100 (TS) fire	Special
☐☐☐ Slow Rot	★	Plnt	VSM	Touch	1 week/lvl	1r	Special	None
☐☐☐ Snare	●	Plnt	VSM	Touch	Until triggered	3r	2' diameter + 2 in./lvl	None
☐☐☐ Speak With Dead	●	Div	VSM	1	Special	1t	1 creature	Special
☐☐☐ Spike Growth	●	Plnt	VSM	60 y	3d4t + 1/lvl	6	10' sq./lvl	None
☐☐☐ Squeaking Floors	★	Wrđ	VSM	30 y	1h/lvl	3	10-foot square/lvl	None
☐☐☐ Starshine	●	Sun	VSM	10 y/lvl	1t/lvl	6	10' sq./lvl	None
☐☐☐ Stone Shape	●	Ele/Earth	VSM	Touch	Perm	1r	9 cu.' + 1 cu./lvl	None
☐☐☐ Sunrise	✱	Sun	VSM	Touch	1+1d4 r or Special	6	5' sphere	Special
☐☐☐ Telepathy	★	Thght	VS	30 y	1t+2r/lvl	5	One creature	Neg.
☐☐☐ Thief's Lament	★	Wrđ	VSM	10 y/lvl	1h/lvl	3	5-foot cube/lvl	Neg.
☐☐☐ Tree	●	Plnt	VSM	0	6t + 1t/lvl	6	The caster	None
☐☐☐ Unearthly Choir	★	Com	V	0	Inst	5	Special	Half
☐☐☐ Water Breathing *	●	Ele/Water,Ele/Air	VS	Touch	1 hr./lvl	6	1 creature	None
☐☐☐ Water Walk	●	Ele/Water	VSM	Touch	1t + 1t/lvl	6	Special	None
☐☐☐ Zone of Sweet Air	★	Wrđ	VSM	10 y/lvl	1t/lvl	3	10-foot cube/lvl	None

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Spells for Taylyn Ordor (Morninglord of Lathander)

Major Spheres: All, Astral, Charm, Creation, Elemental, Healing, Necromantic, Plant, Sun, Thought, Wards, Weather
Minor Spheres: Combat, Divination, Guardian, Time

Spells/Level: 1st ____ 2nd ____ 3rd ____ 4th ____ 5th ____ 6th ____ 7th ____

Name	S	Sphere	Cmp Range	Duration	CT	Area of Effect	Save
Level 4							
☐☐☐ Addition	★	Num,Cre	VSM 30 y	Special	1r	Special	None
☐☐☐ Blessed Warmth	★	Sun	VS Touch	1r/lvl	4	Special	None
☐☐☐ Boon of Lathander	✱	Com	VS Touch	6 r	7	1 being	None
☐☐☐ Cloak of Bravery *	●	Chrm	VSM Touch	Special	6	1 creature	Neg.
☐☐☐ Control Temperature, 10' Radius	●	Wea	VSM 0	4t + 1t/lvl	7	10' radius	None
☐☐☐ Cure Serious Wounds *	●	Heal	VS Touch	Perm	7	1 creature	None
☐☐☐ Fire Purge	★	Wrd	VSM 10 y/lvl	1t/lvl	1t	10-yard square/priest	None
☐☐☐ Focus	★	All	VSM 10 feet	Special	1d	Special	None
☐☐☐ Fortify	★	Heal	VSM 0	Special	6	Creature touched	None
☐☐☐ Free Action	●	Chrm	VSM Touch	1t/lvl	7	1 creature	None
☐☐☐ Genius	★	Thght	VSM 0	Inst	5	Caster	None
☐☐☐ Hallucinatory Forest *	●	Plnt	VS 80 y	Perm	7	40' sq./lvl	None
☐☐☐ Hold Plant	●	Plnt	VS 80 y	1r/lvl	7	1d4 plants in 40' sq.	Neg.
☐☐☐ Imbue With Spell Ability	●	Chrm	VSM Touch	Until used	1t	Person touched	None
☐☐☐ Join With Astral Traveler	★	Ast	VS 0	Special	1t	The caster	None
☐☐☐ Lower Water *	●	Ele/Water	VSM 120 y	1t/lvl	1t	Special	None
☐☐☐ Mental Domination	★	Thght	VSM 50 y	3r/lvl	4	One creature	Neg.
☐☐☐ Neutralize Poison *	●	Heal	VS Touch	Perm	7	1 creature or 1 cu.' of substa	None
☐☐☐ Plant Door	●	Plnt	VSM Touch	Special	7	Special	None
☐☐☐ Produce Fire *	●	Ele/Fire	VSM 40 y	1r	7	12' sq.	None
☐☐☐ Protection From Lightning	●	Prot,Wea	VSM Touch	Special	7	1 creature	None
☐☐☐ Rapport	★	Thght	VS 30 y	1t+1r/lvl	1r	One creature	None
☐☐☐ Solipsism	★	Thght	VSM 10 y/lvl	Special	1r	100 sq.'+100 sq.'/lvl	Special
☐☐☐ Speak With Plants	●	Plnt	VSM 0	1r/lvl	1t	30' radius	None
☐☐☐ Sticks to Snakes *	●	Plnt	VSM 30 y	2r/lvl	7	1d4 sticks + 1 stick/lvl in 10	None
☐☐☐ Thought Broadcast	★	Thght	VSM 30 y	1t+3r/lvl	5	One creature	Neg.
☐☐☐ Uplift	★	All	VM 0	1t	12h	One priest	None
☐☐☐ Weather Stasis	★	Wrd,Wea	VSM 30 y	1h/lvl	1t	10-foot cube/lvl	None

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Minor Spheres: Combat, Divination, Guardian, Time

Spells/Level: 1st ____ 2nd ____ 3rd ____ 4th ____ 5th ____ 6th ____ 7th ____

Name	S	Sphere	Cmp Range	Duration	CT	Area of Effect	Save
Level 5							
☐☐☐ Air Walk	●	Ele/Air	VSM Touch	1h + 1t/lvl	8	1 creature	None
☐☐☐ Anti-Plant Shell	●	Plnt,Prot	VS 0	1t/lvl	8	15' diameter	None
☐☐☐ Atonement	●	All	VSM Touch	Perm	1t	1 person	None
☐☐☐ Barrier of Retention	☆	Wrd	VSM Special	1t/lvl	1t	10'-cube/lvl	Neg.
☐☐☐ Blessed Abundance	☆	Cre	VSM Touch	Perm	1r	1 cubic foot/lvl	None
☐☐☐ Cloud of Purification	☆	Ele/Water,Ele/Air	VS 30 y	1r/lvl	5	20-foot cube	None
☐☐☐ Control Winds	●	Wea	VS 0	1t/lvl	8	40'/lvl radius	None
☐☐☐ Cure Critical Wounds *	●	Heal	VS Touch	Perm	8	1 creature	None
☐☐☐ Elemental Forbiddance	☆	Wrd,Ele	VSM Special	1t/lvl	1t	5'-cube/lvl	None
☐☐☐ Grounding	☆	Wrd	VSM 30 y	1t/lvl	1t	10-yard square/priest	None
☐☐☐ Meld	☆	Chrm	VSM 10 y	12h	1t	One priest	Special
☐☐☐ Memory Wrack	☆	Thght	VSM 10 y	2r/lvl	1r	One creature	Neg.
☐☐☐ Mindshatter	☆	Thght	VSM 3 y/lvl	Special	1r	One creature	Neg.
☐☐☐ Moonbeam	●	Sun	VSM 60 y + 10 y/lvl	1r/lvl	7	5' radius + special	None
☐☐☐ Pass Plant	●	Plnt	VSM Touch	Special	8	Special	None
☐☐☐ Plane Shift	●	Ast	VSM Touch	Perm	8	1 creature (special)	Neg.
☐☐☐ Quest	●	Chrm	VSM 60 y	Until fulfilled	8	1 creature	Neg.
☐☐☐ Rainbow	●	Wea,Sun	VSM 120 y	1r/lvl	7	Special	None
☐☐☐ Raise Dead *	●	Nec	VS 30 y	Perm	1r	1 person	Special
☐☐☐ Shield of Lathander	✱	Gard	VS Touch	1 r	8	1 being	None
☐☐☐ Shrieking Walls	☆	Wrd	VSM Touch	1d/lvl	1t	20'-cube	None
☐☐☐ Spike Stones	●	Ele/Earth	VSM 30 y	3d4t + 1/lvl	6	10' sq./lvl,	None
☐☐☐ Transmute Rock to Mud *	●	Ele/Water,Ele/Earth	VSM 160 y	Special	8	20' cube/lvl	None
☐☐☐ Undead Ward	☆	Wrd	VSM Special	1t/lvl	2t	5-foot cube/lvl	None
☐☐☐ Wall of Fire	●	Ele/Fire	VSM 80 y	Special	8	Special	None

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Major Spheres: All, Astral, Charm, Creation, Elemental, Healing, Necromantic, Plant, Sun, Thought, Wards, Weather
Minor Spheres: Combat, Divination, Guardian, Time

Spells/Level: 1st ____ 2nd ____ 3rd ____ 4th ____ 5th ____ 6th ____ 7th ____

Name	S	Sphere	Cmp	Range	Duration	CT	Area of Effect	Save
Level 6								
☐☐☐ Animate Object	●	Cre,Sum	VS	30 y	1r/lvl	9	1 cu./lvl	None
☐☐☐ Blade Barrier	●	Gard,Cre	VS	30 y	3r/lvl	9	5-60' sq.	Special
☐☐☐ Conjure Fire Elemental *	●	Ele/Fire	VS	80 y	1t/lvl	6r	Special	None
☐☐☐ Crushing Walls	☆	Wrd	VSM	Touch	Perm until activated	1t	Special	None
☐☐☐ Disbelief	☆	Thght	VS	0	1r/lvl	5	Special	Special
☐☐☐ Dragonbane	☆	Wrd	VSM	10 y/lvl	1d4r+1r/2 lvls	1r	5'-cube/lvl	Neg.
☐☐☐ False Dawn	✱	Sun	VSM	0	1 r/lvl	9	20' rad. sphere	None
☐☐☐ Fire Seeds	●	Ele/Fire	VSM	Touch	Special	1r/seed	Special	Half
☐☐☐ Group Mind	☆	Thght	VS	0	1t+1r/lvl	1r	30-yard-diameter circle	None
☐☐☐ Heal *	●	Heal	VS	Touch	Perm	1r	1 creature	None
☐☐☐ Heroes' Feast	●	Cre	VSM	10 y	1h	1t	1 feaster/lvl	None
☐☐☐ Land of Stability	☆	Wrd	VSM	10 y/lvl	1d/lvl	6	10-foot-cube/lvl	None
☐☐☐ Liveoak	●	Plnt	VSM	Touch	1d/lvl	1t	1 oak tree	None
☐☐☐ Part Water	●	Ele/Water	VSM	20 y/lvl	1t/lvl	1t	3'/lvl x	None
☐☐☐ Sol's Searing Orb	☆	Sun	VSM	30 y	Inst	6	One gem	Special
☐☐☐ Stone Tell	●	Ele/Earth,Div	VSM	Touch	1t	1t	1 cu. yd.	None
☐☐☐ The Great Circle *	☆	Sun	VS	0	1r	6t	Special	Special
☐☐☐ Transmute Water to Dust *	●	Ele/Water,Ele/Earth	VSM	60 y	Perm	8	1 cu. yd./lvl	Special
☐☐☐ Transport Via Plants	●	Plnt	VS	Touch	Special	4	Special	None
☐☐☐ Turn Wood	●	Plnt	VS	0	1r/lvl	9	20'/lvl x 120'	None
☐☐☐ Wall of Thorns	●	Plnt,Cre,Sum	VS	80 y	1t/lvl	9	One 10' cube/lvl	None
☐☐☐ Weather Summoning	●	Wea,Sum	VS	0	Special	1t	Special	None

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Minor Spheres: Combat, Divination, Guardian, Time

Spells/Level: 1st ____ 2nd ____ 3rd ____ 4th ____ 5th ____ 6th ____ 7th ____

Name	S	Sphere	Cmp Range	Duration	CT	Area of Effect	Save
Level 7							
☐☐☐ Animate Rock	●	Ele/Earth	VSM 40 y	1r/lvl	1r	2 cu./lvl	None
☐☐☐ Astral Spell	●	Ast	VS Touch	Special	0.5 h	Special	None
☐☐☐ Breath of Life *	☆	Nec	VSM 0	1h/lvl	1t	Special	None
☐☐☐ Changestaff	●	Plnt,Cre	VSM Touch	Special	4	The caster's staff	None
☐☐☐ Chariot of Sustarre	●	Ele/Fire,Cre	VSM 10 y	12h	1t	Special	None
☐☐☐ Confusion	●	Chrm	VSM 80 y	1r/lvl	1r	1d4 creatures in 40' sq.	Special
☐☐☐ Conjure Earth Elemental *	●	Ele/Earth,Sum	VS 40 y	1t/lvl	1t	Special	None
☐☐☐ Control Weather	●	Wea,Law	VSM 0	4d12h	1t	4d4 sq. miles	None
☐☐☐ Divine Inspiration	☆	Thght,Div	VSM 0	Inst	5	The caster	None
☐☐☐ Earthquake	●	Ele/Earth	VSM 120 y	1r	1t	5' diameter/lvl	None
☐☐☐ Exaction	●	Chrm,Sum	VSM 10 y	Special	1r	1 creature	None
☐☐☐ Fire Storm *	●	Ele/Fire	VS 160 y	1r	1r	two 10' cubes/lvl	Half
☐☐☐ Greater Shield of Lathander	✱	Gard	VS Touch	1 r	1 r	1 being	None
☐☐☐ Mindkiller	☆	Thght,Nec	VSM 240 y	Special	1 r	One creature	Neg.
☐☐☐ Regenerate *	●	Nec	VSM Touch	Perm	3r	Creature touched	None
☐☐☐ Reincarnate	●	Nec	VS Touch	Perm	1t	1 person	None
☐☐☐ Restoration *	●	Nec	VS Touch	Perm	3r	1 creature	None
☐☐☐ Resurrection *	●	Nec	VSM Touch	Perm	1t	1 creature	None
☐☐☐ Sunray	●	Sun	VSM 10 y/lvl	1+1d4r	4	5' radius (special)	Special
☐☐☐ Tentacle Walls	☆	Wrd	VSM Touch	Special	1r	50-foot cube	None
☐☐☐ Transmute Metal to Wood	●	Ele/Earth	VSM 80 y	Perm	1r	1 metal object	Special
☐☐☐ Wind Walk	●	Ele/Air	VSM Touch	1h/lvl	1r	Caster + 1 person/8 lvls	None

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