

4th LEVEL:

PLAYERS HANDBOOK:

Prayed	Mana	Spell	Sphere
<input type="checkbox"/>	22	Abjure	Summoning
<input type="checkbox"/>	15	Animal Summoning	Animal, Summon.
<input type="checkbox"/>	23	Call Woodland Beings	Summoning
<input type="checkbox"/>	23	Cloak of Bravery	Charm
<input type="checkbox"/>	13	Control Temp, 10'	Weather
<input type="checkbox"/>	25	Cure Serious Wounds	Healing
<input type="checkbox"/>	20	Detect Lie	Divination
<input type="checkbox"/>	23	Divination	Divination
<input type="checkbox"/>	20	Free Action	Charm
<input type="checkbox"/>	23	Giant Insect	Animal
<input type="checkbox"/>	17	Hallucinatory Forest	Plant
<input type="checkbox"/>	19	Hold Plant	Plant
<input type="checkbox"/>	30	Imbue With Spell Ability	Charm
<input type="checkbox"/>	23	Lower Water	Elemental
<input type="checkbox"/>	25	Neutralize Poison	Healing
<input type="checkbox"/>	20	Plant Door	Plant
<input type="checkbox"/>	12	Produce Fire	Elemental
<input type="checkbox"/>	30	Protection for Evil, 10'	Protection
<input type="checkbox"/>	20	Protection from Lightning	Protect., Weather
<input type="checkbox"/>	20	Reflecting Pool	Divination
<input type="checkbox"/>	13	Repel Insects	Animal, Protect.
<input type="checkbox"/>	15	Speak With Plants	Plant
<input type="checkbox"/>	20	Spell Immunity	Protection
<input type="checkbox"/>	20	Sticks to Snakes	Plant
<input type="checkbox"/>	15	Tongues	Divination
<input type="checkbox"/>	45	Exorcise	Summoning, Div.

TOMEBOOK:

Prayed	Mana	Spell	Sphere
<input type="checkbox"/>	23	Addition	Number, Creation
<input type="checkbox"/>	17	Age Plant	Time
<input type="checkbox"/>	15	Blessed Warmth	Sun
<input type="checkbox"/>	13	Body Clock	Time
<input type="checkbox"/>	16	Chaotic Combat	Chaos
<input type="checkbox"/>	26	Chaotic Sleep	Chaos
<input type="checkbox"/>	15	Circle of Privacy	Travelers
<input type="checkbox"/>	16	Compulsive Order	Law
<input type="checkbox"/>	15	Defensive Harmony	Law
<input type="checkbox"/>	30	Dimensional Folding	Numbers
<input type="checkbox"/>	15	Fire Purge	Wards
<input type="checkbox"/>	15	Focus	All
<input type="checkbox"/>	10	Fortify	Healing
<input type="checkbox"/>	20	Genius	Thought
<input type="checkbox"/>	17	Inverted Ethics	Chaos
<input type="checkbox"/>	20	Join With Astral Traveler	Astral
<input type="checkbox"/>	17	Leadership	War
<input type="checkbox"/>	25	Mental Domination	Thought
<input type="checkbox"/>	25	Modify Memory	Time
<input type="checkbox"/>	18	Probability Control	Numbers
<input type="checkbox"/>	24	Rapport	Thought
<input type="checkbox"/>	17	Solipsism	Thought
<input type="checkbox"/>		Tanglefoot	War
<input type="checkbox"/>		Thought Broadcast	Thought
<input type="checkbox"/>		Tree Steed	Travelers
<input type="checkbox"/>		Uplift	All
<input type="checkbox"/>		Weather Status	Wards, Weather

5th LEVEL:

PLAYERS HANDBOOK:

Prayed	Mana	Spell	Sphere
<input type="checkbox"/>	35	Air Walk	Elemental
<input type="checkbox"/>	25	Animal Growth	Animal
<input type="checkbox"/>	20	Animal Summoning II	Animal, Summ.
<input type="checkbox"/>	22	Anti-Plant Shell	Plant, Protect.
<input type="checkbox"/>	40	Atonement	All
<input type="checkbox"/>	30	Commune	Divination
<input type="checkbox"/>	20	Commune With Nature	Divination
<input type="checkbox"/>	20	Control Winds	Weather
<input type="checkbox"/>	30	Cure Critical Wounds	Healing
<input type="checkbox"/>	45	Dispel Evil	Protect, Summon.
<input type="checkbox"/>	35	Flame Strike	Combat
<input type="checkbox"/>	30	Insect Plague	Combat
<input type="checkbox"/>	28	Magic Font	Divination
<input type="checkbox"/>	20	Moonbeam	Sun
<input type="checkbox"/>	20	Pass Plant	Plant
<input type="checkbox"/>	45	Plane Shift	Astral
<input type="checkbox"/>	30	Quest	Charm
<input type="checkbox"/>	30	Rainbow	Weather, Sun
<input type="checkbox"/>	55	Raise Dead	Necromantic
<input type="checkbox"/>	22	Spike Stones	Elemental
<input type="checkbox"/>	23	Transmute Rock to Mud	Elemental
<input type="checkbox"/>	30	True Seeing	Divination
<input type="checkbox"/>	30	Wall of Fire	Elemental

TOMEBOOK:

Prayed	Mana	Spell	Sphere
<input type="checkbox"/>	43	Age Object	Time
<input type="checkbox"/>	39	Barrier of Retention	Wards
<input type="checkbox"/>	26	Blessed Abundance	Creation
<input type="checkbox"/>	40	Champion's Strength	Law
<input type="checkbox"/>	36	Chaotic Commands	Chaos
<input type="checkbox"/>	27	Clear Path	Travelers
<input type="checkbox"/>	20	Cloud of Purification	Elemental
<input type="checkbox"/>	30	Consequence	Numbers, Divin.
<input type="checkbox"/>	35	Disguise	War
<input type="checkbox"/>	35	Easy March	Travelers
<input type="checkbox"/>	39	Elemental Forbiddance	Wards, Elemental
<input type="checkbox"/>	40	Extradimensional Manipulation	Numbers
<input type="checkbox"/>	44	Extradimensional Pocket	Numbers
<input type="checkbox"/>	30	Grounding	Wards
<input type="checkbox"/>	30	Illusory Artillery	War
<input type="checkbox"/>	34	Impeding Permission	Law
<input type="checkbox"/>	38	Meld	Charm
<input type="checkbox"/>	42	Memory Wrack	Thought
<input type="checkbox"/>	44	Mindshatter	Thought
<input type="checkbox"/>	39	Repeat Action	Time
<input type="checkbox"/>	36	Shrieking Walls	Wards
<input type="checkbox"/>	35	Thoughtwave	Divination
<input type="checkbox"/>	36	Time Pool	Time
<input type="checkbox"/>	35	Unceasing Vigilance of the Holy Sentinel	Guardian
<input type="checkbox"/>	32	Undead Word	Wards

6th LEVEL:

PLAYERS HANDBOOK:

Prayed	Mana	Spell	Sphere
<input type="checkbox"/>	35	Aerial Servant	Summoning
<input type="checkbox"/>	30	Animal Summoning III	Animal, Summon.
<input type="checkbox"/>	40	Animate Object	Creation, Summ.
<input type="checkbox"/>	30	Anti-Animal Shell	Animal, Protect.
<input type="checkbox"/>	40	Blade Barrier	Guardian, Creat.
<input type="checkbox"/>	36	Conjure Animals	Summoning
<input type="checkbox"/>	35	Conjure Fire Elemental	Elemental
<input type="checkbox"/>	32	Find the Path	Divination
<input type="checkbox"/>	35	Fire Seeds	Elemental
<input type="checkbox"/>	35	Forbiddance	Protection
<input type="checkbox"/>	50	Heal	Healing
<input type="checkbox"/>	30	Heroes' Feast	Creation
<input type="checkbox"/>	38	Liveoak	Plant
<input type="checkbox"/>	35	Part Water	Elemental
<input type="checkbox"/>	30	Speak With Monsters	Divination
<input type="checkbox"/>	30	Stone Tell	Elemental
<input type="checkbox"/>	25	Transmute Water to Dust	Elemental
<input type="checkbox"/>	30	Transport Via Plants	Plant
<input type="checkbox"/>	25	Turn Wood	Plant
<input type="checkbox"/>	28	Wall of Thorns	Plant, Creation
<input type="checkbox"/>	30	Weather Summoning	Weather
<input type="checkbox"/>	35	Word of Recall	Summoning

TOMEBOOK:

Prayed	Mana	Spell	Sphere
<input type="checkbox"/>	44	Age Creature	Time
<input type="checkbox"/>	50	Crushing Walls	Wards
<input type="checkbox"/>	37	Disbelief	Thoughts
<input type="checkbox"/>	35	Dragonbane	Wards
<input type="checkbox"/>	32	Gravity Variation	War
<input type="checkbox"/>	40	The Great Circle	Sun
<input type="checkbox"/>	36	Group Mind	Thought
<input type="checkbox"/>	32	Land of Stability	Wards
<input type="checkbox"/>	33	Legal Thoughts	Law
<input type="checkbox"/>	34	Monster Mount	Travelers
<input type="checkbox"/>	39	Physical Mirror	Numbers
<input type="checkbox"/>	50	Reverse Time	Time
<input type="checkbox"/>	48	Seclusion	Numbers
<input type="checkbox"/>	48	Skip Day	Time
<input type="checkbox"/>	38	Sol's Searing Orb	Sun
<input type="checkbox"/>	46	Spiritual Wrath	Combat