

ZEALOT OF SHANG-TI

Name: _____

Spells per Level: 1____ 2____ 3____ 4____ 5____ 6____ 7____

Player: _____

			Casting							
Level 1		Book	School	Time	Range		Duration	Area of Effect	Save	Sphere
○○○○○	Bless	(PHB 253)	Conj/Sum	10 seg	60 yds	V, S, M	6 rnd	50 ft cu.	None	Dev
○○○○○	Bloom	(ZG 115)	Alter	5 seg	10 yds	V, S, M	Fairly	10 ft cu.	None	Plant
							Permanent			
○○○○○	Ceremony	(PHB 253)	Inv	1 hour	Touch	V, S, M	Permanent	Special	Special	Dev
○○○○○	Combine	(PHB 254)	Evoc	10 seg	Touch	V, S	Special	Circle of Clerics	None	Dev
○○○○○	Consecrate Holy Symbol	(ZG 104)	Inv	5 seg	0	V, M	Permanent	Caster's Holy Symbol	None	Dev
○○○○○	Contact Home Gawd	(HJM 122)	Dev/Div	1 turn	Unlimited	V, S, M	1 week	Caster	None	Dev
○○○○○	Contaminate Water°	(PHB 278)	Alter	10 seg	40 yds	V, S	Permanent	1 cu. ft/level	None	Dev
○○○○○	Create Air	(HJM 123)	Alter	2 rds	30 yds	V, S, M	Permanent	1 person/2 level	None	Air
○○○○○	Create Water	(PHB 254)	Alter	10 seg	30 yds	V, S, M	Permanent	Up to 27 cubic ft	None	Cre/Water
○○○○○	Curse°	(PHB 253)	Conj/Sum	10 seg	60 yds	V, S, M	6 rnd	50 ft cube	None	Dev
○○○○○	Darkness°	(PHB 255)	Alter	4 seg	120 yds	V, S	1 hour +	20 ft radius globe	Special	Sun
○○○○○	Destroy Air°	(HJM 123)	Alter	2 rds	30 yds	V, S, M	Permanent	1 person/2 level	None	Air
○○○○○	Destroy Water°	(PHB 254)	Alter	10 seg	30 yds	V, S, M	Permanent	Up to 27 cubic ft	None	Water
○○○○○	Detect Balance	(PHB 276)	Div	1 seg	60 ft	V, S, M	1 rnd/level	1 object or creature/rd	None	Div
○○○○○	Detect Evil	(PHB 255)	Div	10 seg	0	V, S, M	1 turn +	10 ft x 120 yds	None	Dev
							5 rnd/level			
○○○○○	Detect Good°	(PHB 255)	Div	10 seg	0	V, S, M	1 turn +	10 ft x 120 yds	None	Dev
○○○○○	Detect Magic	(PHB 255)	Div	10 seg	0	V, S, M	1 turn	10 ft x 30 yds	None	Div
○○○○○	Detect Poison	(PHB 276)	Div	4 seg	0	V, S, M	1 turn +	Special	None	Div
							1 rnd/level			
○○○○○	Detect Snares & Pits	(PHB 276)	Div	4 seg	0	V, S, M	4 rnd/level	10 ft x 40 ft	None	Div
○○○○○	Diagnose Injury	(ZG 105)	Div	3 seg	5 ft/lvl	V, S, M	1 rnd/level	1 creature/rd	None	Div/Heal
○○○○○	Entangle	(PHB 277)	Alter	4 seg	80 yds	V, S, M	1 turn	40 ft cube	None	Plant
○○○○○	Fog Vision	(PHB 277)	Div	1 seg	Touch	V, S, M	1 turn/level	1 person	None	Div
○○○○○	Indulgence	(ZG 109)	Alter	10 seg	10 ft	V, S, M	Permanent	1 person	None	Dev
○○○○○	Know Direction	(ZG 110)	Div	1 seg	Touch	V, S, M	Instantaneous	Special	None	Div/Trav
○○○○○	Light	(PHB 255)	Alter	4 seg	120 yds	V, S	1 hour +	20 ft radius globe	Special	Sun
							1 turn/level			
○○○○○	Locate Animals or Plants	(PHB 277)	Div	10 seg	100 yds + 20 yds/lvl	V, S, M	1 rnd/level	20 yds/level x 20 ft wide	None	Ani/Plant
○○○○○	Log of Everburning	(ZG 110)	Alter	3 seg	Touch	V, S	1 hour/level	Special	None	Fire
○○○○○	Pass Without Trace	(PHB 277)	Ench/Charm	10 seg	Touch	V, S, M	1 turn/level	1 creature	None	Plant
○○○○○	Predict Weather	(PHB 278)	Div	10 seg	0	V, S, M	2 hours/level	9 sq. miles	None	Div/Wx
○○○○○	Purify Food & Drink	(PHB 256)	Alter	10 seg	30 yds	V, S	Permanent	1 cubic ft/level in 10 square ft	None	Dev
○○○○○	Purify Water	(PHB 278)	Alter	10 seg	40 yds	V, S	Permanent	1 cu. ft/level	None	Dev
○○○○○	Putrify Food & Drink°	(PHB 256)	Alter	10 seg	30 yds	V, S	Permanent	1 cubic ft/level in 10 square ft	None	Dev
○○○○○	Shillelagh	(PHB 278)	Alter	2 seg	Touch	V, S, M	4 rnd +	1 oak club	None	Comb/Plant
							1 rnd/level			
○○○○○	Wind Column	(ZG 115)	Inv/Evoc	2 seg	0	V, S	2 rnd/level	Caster	None	Air
Level 2		Book	School	Time	Range		Duration	Area of Effect	Save	Sphere
○○○○○	Adjustable Light	(ZG 102)	Alter	5 seg	60 yds	V, S, M	1 hour +	20 ft radius	Special	Sun
							1 turn/level			
○○○○○	Augury	(PHB 257)	Div	2 rds	0	V, S, M	Special	Special	None	Div
○○○○○	Aura of Comfort	(ZG 103)	Evoc	2 seg	Touch	V, S	1 hour/level	Creature touched	None	Trav
○○○○○	Badberry°	(PHB 279)	Alter/Evoc	10 seg	Touch	V, S, M	1 day +	2d4 rotten berries	None	Plant
○○○○○	Barkskin	(PHB 279)	Alter	5 seg	Touch	V, S, M	4 rnd +	1 creature	None	Plant
							1 rnd/level			
○○○○○	Chill Metal°	(PHB 279)	Alter	5 seg	40 yds	V, S, M	7 rnd	Special	Special	Fire
○○○○○	Create Holy Symbol	(ZG 104)	Conj/Sum	2 seg	0	V	Permanent	Caster	None	Cre
○○○○○	Create Obstacle	(BTS 23)	Conj/Sum	3 seg	100 ft + 10 ft/lvl	V, S, M	1 turn +	1ft/level x 1ft/level	None	Cre
							1 rnd/level	x 1ft/level		
○○○○○	Detect Charm	(PHB 257)	Div	10 seg	0	V, S	1 turn	1 creature/rd	Negates	Div
○○○○○	Detect Gawds	(HJM 122)	Dev/Div	10 seg	240 yds	V, S, M	1 turn	1 star system	None	Div
○○○○○	Durward's Discerning Eye	(WW 40)	Alter	3 seg	50 ft	V, S, M	1 turn/level	1 creature	None	Comb/Div
○○○○○	Dust Devil	(PHB 257)	Conj/Sum	2 rds	30 yds	V, S	2 rnd/level	5 x 4 ft cone	None	Air/Sum
○○○○○	Extinguish	(ZG 107)	Alter	6 seg	5 yds + 1 yd/lvl	V, S, M	1d4 segments	10 ft cube	Special	Water
○○○○○	Find Traps	(PHB 258)	Div	5 seg	0	V, S	3 turns	10 ft x 30 yds	None	Div
○○○○○	Fire Trap	(PHB 279)	Abj/Evoc	1 turn	Touch	V, S, M	Until	Object touched	½	Fire
							discharged			
○○○○○	Flame Blade	(PHB 279)	Evoc	4 seg	0	V, S, M	4 rnd +	3 ft long blade	None	Fire
							1 rnd/2 levels			
○○○○○	Goodberry	(PHB 279)	Alter/Evoc	10 seg	Touch	V, S, M	1 day +	2d4 fresh berries	None	Plant
							1 day/level			
○○○○○	Heat Metal	(PHB 279)	Alter	5 seg	40 yds	V, S, M	7 rnd	Special	Special	Fire
○○○○○	Ignite	(ZG 109)	Alter	6 seg	5 yds + 1 yd/lvl	V, S, M	Instantaneous	Special	Special	Fire

ZEALOT OF SHANG-TI

Level 2 (cont.)		Book	School	Casting Time	Range		Duration	Area of Effect	Save	Sphere
○○○○○	Indulgence	(ZG 109)	Alter	10 seg	10 ft	V, S, M	Permanent	1 person	None	Dev
○○○○○	Know Alignment	(PHB 258)	Div	10 seg	10 yds	V, S	1 turn	1 creature/object	Negates	Div
○○○○○	Lighten Load	(ZG 110)	Alter	2 seg	30 yds	V, S, M	1 hour/level	10 ft cube	None	Trav
○○○○○	Obscurement	(PHB 280)	Alter	5 seg	0	V, S	4 rnd/level	10 ft/level x 10 ft/level	None	Wx
○○○○○	Precipitation	(PHB 278)	Alter	3 seg	10 ft/lvl	V, S, M	1 seg/level	3 ft diam cylinder 12 ft high	None	Wx
○○○○○	Premonition	(PHB 258)	Div	2 seg	Touch	V, S, M	2 rnd/level	1 creature	Negates	Div
○○○○○	Produce Flame	(PHB 280)	Alter	5 seg	0	V, S	1 rnd/level	Special	None	Fire
○○○○○	Reflecting Pool	(PHB 280)	Div	2 hours	10 yds	V, S, M	1 rnd/level	Special	None	Div
○○○○○	Straighten Wood°	(PHB 281)	Alter	5 seg	10 yds/lvl	V, S	Permanent	Special	Special	Plant
○○○○○	Trip	(PHB 280)	Ench/Charm	5 seg	Touch	V, S	1 turn/level	1 object up to 10 ft long	Negates	Plant
○○○○○	Undetectable Alignment°	(PHB 258)	Div	10 seg	10 yds	V, S	1 turn	1 creature/object	Negates	Div
○○○○○	Undetectable Charm°	(PHB 257)	Div	10 seg	0	V, S	1 turn	1 creature/rd	Negates	Div
○○○○○	Warp Wood	(PHB 281)	Alter	5 seg	10 yds/lvl	V, S	Permanent	Special	Special	Plant

Level 3		Book	School	Casting Time	Range		Duration	Area of Effect	Save	Sphere
○○○○○	Air Breathing°	(PHB 283)	Alter	6 seg	Touch	V, S	1 hour/level	1 creature	None	Air
○○○○○	Call Lightning	(PHB 281)	Alter	1 turn	360 yds	V, S	1 turn/level	10 ft radius.	½	Wx
○○○○○	Cloudburst	(PHB 260)	Alter	5 seg	1 ft/lvl	V, S, M	1 rnd	3 ft diam cylinder 6 ft high	Special	Wx
○○○○○	Continual Darkness°	(PHB 260)	Alter	6 seg	120 yds	V, S	Permanent	60 ft radius	Special	Sun
○○○○○	Continual Light	(PHB 260)	Alter	6 seg	120 yds	V, S	Permanent	60 ft radius	Special	Sun
○○○○○	Create Food & Water	(PHB 260)	Alter	1 turn	10 yds	V, S	Special	1 cubic ft/level	None	Cre
○○○○○	Create Obstacle, Greater	(BTS 23)	Conj/Sum	3 seg	100 ft + 10 ft/lvl	V, S, M	1 turn + 1 rnd/level	Special	None	Cre
○○○○○	Estrangle	(ZG 115)	Alter	7 seg	80 yds	V, S, M	1 turn + 1d4 rnd	40 ft cube	Special	Plant
○○○○○	Eternal Flame	(ZG 116)	Inv	9 seg	Touch	V, S, M	5 years/level	up to 1 sq. foot	None	Fire
○○○○○	Fertile Land	(HJ15-15)	Alter	1 hour	1 mile	V, S, M	Permanent	up to 640 acres	Special	Plant
○○○○○	Flame Walk	(PHB 261)	Abj	5 seg	Touch	V, S, M	1 rnd + 1 rnd/level	Creature touched	None	Fire

○○○○○	Indulgence	(ZG 109)	Alter	10 seg	10 ft	V, S, M	Permanent	1 person	None	Dev
○○○○○	Infertile Land°	(HJ15-15)	Alter	1 hour	1 mile	V, S, M	Permanent	up to 640 acres	Special	Plant
○○○○○	Locate Object	(PHB 262)	Div	1 turn	60 yds + 10 yds/lvl	V, S, M	8 hours	1 object	None	Div
○○○○○	Obscure Object°	(PHB 262)	Div	1 turn	60 yds +	V, S, M	8 hours	1 object	None	Div
○○○○○	Plant Growth	(PHB 282)	Alter	10 seg	160 yds	V, S, M	Permanent	Special	Special	Plant
○○○○○	Pyrotechnics	(PHB 282)	Alter	6 seg	160 yds	V, S, M	Special	10 or 100 times fire source	Special	Fire
○○○○○	Snare	(PHB 282)	Ench/Charm	3 rds	Touch	V, S, M	Until triggered	2 ft dia. + 2 in/level	None	Plant
○○○○○	Speak to the Dead	(PHB 263)	Necr	1 turn	0	V, S, M	Special	1 creature	Special	Div
○○○○○	Starshine	(PHB 282)	Evoc/Ill /Phant	6 seg	10 yds/lvl	V, S, M	1 turn/level	10 ft sq./level	None	Sun
○○○○○	Surrogacy	(PF 64)	Alter/Ench	1 hour	Touch	V, S	Special	Two pixie fairies	None	Dev
○○○○○	Tree	(PHB 283)	Alter	6 seg	0	V, S, M	6 turns + 1 turn/level	Caster	None	Plant
○○○○○	Water Breathing	(PHB 283)	Alter	6 seg	Touch	V, S	1 hour/level	1 creature	None	Air
○○○○○	Water Walk	(PHB 263)	Alter	6 seg	Touch	V, S, M	1 turn + 1 turn/level	Special	None	Water
○○○○○	Weather Prediction	(ZG 114)	Div	10 seg	0	V, S	Instantaneous	Caster	None	Div/ Wx
○○○○○	White Hot Metal	(PHB 283)	Alter	2 seg	10 yds	V, M	1 rnd/level	Up to 1 lb of metal	Special	Fire
○○○○○	Wood Shape	(PHB 283)	Alter	10 seg	Touch	V, S, M	Permanent	9 cu. ft+1 ft/level	None	Plant

Level 4		Book	School	Casting Time	Range		Duration	Area of Effect	Save	Sphere
○○○○○	Babble°	(PHB 267)	Alter	7 seg	0	V, S	1 turn	Caster	None	Div
○○○○○	Blessed Warmth	(ZG 103)	Conj/Sum	10 seg	Touch	V, S, M	Permanent	1 cubic ft/level	None	Sun
○○○○○	Control Temperature, 10' rad.	(PHB 284)	Alter	7 seg	0	V, S, M	4 turns + 1 turn/level	10 ft radius.	None	Wx
○○○○○	Detect Lie	(PHB 264)	Div	7 seg	30 yds	V, S, M	1 rnd/level	1 creature	Negates	Div
○○○○○	Divination	(PHB 264)	Div	1 turn	0	V, S, M	Special	Special	None	Div
○○○○○	Focus	(ZG 107)	Inv	1 day	10 ft	V, S, M	Special	Special	None	Dev
○○○○○	Gourmet Dinner	(ZG 108)	Alter	1 turn	10 yds	V, S	Special	1 cubic ft/level	None	Cre
○○○○○	Hallucinatory Forest	(PHB 285)	Ill/Phant	7 seg	80 yds	V, S	Permanent	40 ft sq./level	None	Plant
○○○○○	Hold Plant	(PHB 285)	Ench/Charm	7 seg	80 yds	V, S	1 rnd/level	1d4 plants in 40 ft sq.	Negates	Plant
○○○○○	Indulgence	(ZG 109)	Alter	10 seg	10 ft	V, S, M	Permanent	1 person	None	Dev
○○○○○	Lower Water	(PHB 266)	Alter	1 turn	120 yds	V, S, M	1 turn/level	Special	None	Water
○○○○○	Plant Door	(PHB 285)	Alter	7 seg	Touch	V, S, M	Special	Special	None	Plant
○○○○○	Protection from Elementals	(ZG 116)	Abj	10 seg	0	V, S	2 rnd/level	10 ft radius.	None	Elemental
○○○○○	Protection from Plants & Fungi	(ZG 116)	Abj	10 seg	0	V, S	1 turn/level	10 ft radius.	None	Plant
○○○○○	Protection from Water	(ZG 116)	Abj/Alter	6 seg	0	V, S, M	5 rnd/level	10 ft radius.	None	Water

ZEALOT OF SHANG-TI

Level 4 (Cont.)		Book	School	Casting Time	Range		Duration	Area of Effect	Save	Sphere
○○○○○	Raise Water°	(PHB 266)	Alter	1 turn	120 yds	V, S, M	1 turn/level	Special	None	Water
○○○○○	Snakes to Sticks°	(PHB 266)	Alter	7 seg	30 yds	V, S, M	2 rnd/level	1d4 + 1/level in 10 ft cube	None	Plant
○○○○○	Softwood	(HJM 123)	Alter	10 seg	Touch	V, S, M	Special	1 man-sized target/3 level	Negates	Plant
○○○○○	Speak with Plants	(PHB 286)	Alter	1 turn	0	V, S, M	1 rnd/level	30 ft./radius	None	Plant
○○○○○	Sticks to Snakes	(PHB 266)	Alter	7 seg	30 yds	V, S, M	2 rnd/level	1d4 + 1/level in 10 ft cube	None	Plant
○○○○○	Tongues	(PHB 267)	Alter	7 seg	0	V, S	1 turn	Caster	None	Div
○○○○○	Undetectable Lie°	(PHB 264)	Div	7 seg	30 yds	V, S, M	1 rnd/level	1 creature	Negates	Div
○○○○○	Weather Stasis	(ZG 118)	Abj	1 turn	30 yds	V, S, M	1 hour/level	10 ft cu./level	None	Wx
○○○○○	Zone of Sweet Air	(ZG 118)	Abj	3 seg	10 yds	V, S, M	1 turn/level	10ft/level x 10ft/level	None	Air
					per lvl			x 10ft/level		
Level 5		Book	School	Casting Time	Range		Duration	Area of Effect	Save	Sphere
○○○○○	Air Walk	(PHB 267)	Alter	8 seg	Touch	V, S, M	1 hour + 1 turn/level	1 creature	None	Air
○○○○○	Anti-Plant Shell	(PHB 286)	Abj	8 seg	0	V, S	1 turn/level	15 ft. dia	None	Plant/Ward
○○○○○	Atonement	(PHB 267)	Abj	1 turn	Touch	V, S, M	Permanent	1 person	None	Dev
○○○○○	Blessed Abundance	(ZG 103)	Conj/Sum	10 seg	Touch	V, S, M	Permanent	1 cubic ft/level	None	Cre
○○○○○	Commune	(PHB 267)	Div	1 turn	0	V, S, M	Special	Special	None	Div
○○○○○	Commune with Nature	(PHB 287)	Div	1 turn	0	V, S	Special	Special	None	Div
○○○○○	Create Minor Helm	(HJM 122)	Ench/Charm	1 turn	10 yds	V, S, M	1 week/level	1 item	None	Cre
○○○○○	Detect Ulterior Motives	(PHB 268)	Div	10 seg	0	V, S, M	1 rnd/level	10 ft/level	None	Div
○○○○○	False Seeing°	(PHB 270)	Div	8 seg	Touch	V, S, M	1 rnd/level	1 creature	None	Div
○○○○○	Indulgence	(ZG 109)	Alter	10 seg	10 ft	V, S, M	Permanent	1 person	None	Dev
○○○○○	Magic Font	(PHB 269)	Div	1 hour	Touch	V, S, M	Special	Special	None	Div
○○○○○	Moonbeam	(PHB 288)	Alter/Evoc	7 seg	60 yds + 10 yds/lvl	V, S, M	1 rnd/level	5 ft radius. + special	None	Sun
○○○○○	Pass Plant	(PHB 288)	Alter	8 seg	Touch	V, S, M	Special	Special	None	Plant
○○○○○	Rainbow	(PHB 269)	Evoc/Alter	7 seg	120 yds	V, S, M	1 rnd/level	Special	None	Sun/Wx
○○○○○	Spike Growth	(PHB 270)	Alter/Ench	6 seg	60 yds	V, S, M	3d4 turns + 1 turn/level	10 square ft/level	None	Plant
○○○○○	Transmute Mud to Rock°	(PHB 288)	Alter	8 seg	160 yds	V, S, M	Special	20 ft cu./level	None	Earth/Water
○○○○○	Transmute Rock to Mud	(PHB 288)	Alter	8 seg	160 yds	V, S, M	Special	20 ft cu./level	None	Earth/Water
○○○○○	True Seeing	(PHB 270)	Div	8 seg	Touch	V, S, M	1 rnd/level	1 creature	None	Div
Level 6		Book	School	Casting Time	Range		Duration	Area of Effect	Save	Sphere
○○○○○	Animate Object	(PHB 270)	Alter	9 seg	30 yds	V, S	1 rnd/level	1 cubic ft/level	None	Cre/Sum
○○○○○	Blade Barrier	(PHB 271)	Evoc	9 seg	30 yds	V, S	3 rnd/level	5-60 square ft	Special	Cre/Ward
○○○○○	Control Winds	(ZG 104)	Alter	9 seg	0	V, S, M	2 turn + 1 turn/2 level	30 ft radius/level	None	Air/Wx
○○○○○	False Dawn	(ZG 107)	Evoc	9 seg	0	V, S, M	1 rnd/level	30 ft radius sphere	None	Sun
○○○○○	Indulgence	(ZG 109)	Alter	10 seg	10 ft	V, S, M	Permanent	1 person	None	Dev
○○○○○	Liveoak	(PHB 290)	Ench	1 turn	Touch	V, S, M	1 day/level	1 oak tree	None	Plant
○○○○○	Part Water	(PHB 272)	Alter	1 turn	20 yds/lvl	V, S, M	1 turn/level	3 ft/level x 20 yds/level x 30 yds	None	Water
○○○○○	Transmute Dust to Water°	(PHB 290)	Alter	8 seg	60 yds	V, S, M	Permanent	1 cu. yd/level	Special	Earth/Water
○○○○○	Transmute Water to Dust	(PHB 290)	Alter	8 seg	60 yds	V, S, M	Permanent	1 cu. yd/level	Special	Earth/Water
○○○○○	Transmute Via Plants	(PHB 290)	Alter	4 seg	Touch	V, S	Special	Special	None	Plant
○○○○○	Turn Wood	(PHB 290)	Alter	9 seg	0	V, S	1 rnd/level	120 ft x 20 ft/level	None	Plant
○○○○○	Wall of Thorns	(PHB 290)	Conj/Sum	9 seg	80 yds	V, S	1 turn/level	1-10 ft cu./level	None	Plant/Sum
○○○○○	Weather Summoning	(PHB 291)	Conj/Sum	1 turn	0	V, S	Special	Special	None	Sum/Wx
○○○○○	Whirlwind	(ZG 114)	Inv/Evoc	9 seg	50 yds + 5 yds/lvl	V, S, M	1 rnd/level	Cone 10 ft, 30 ft long	Special	Wx
Level 7		Book	School	Casting Time	Range		Duration	Area of Effect	Save	Sphere
○○○○○	Cause Inclement Weather	(PHB 291)	Alter	1 turn	0	V, S, M	2d12 hours	4d4 sq. miles	None	Wx
○○○○○	Changestaff	(PHB 291)	Ench/Evoc	4 seg	Touch	V, S, M	Special	caster's staff	None	Cre/Plant
○○○○○	Control Weather	(PHB 273)	Alter	1 turn	0	V, S, M	4d12 hours	4d4 square miles	None	Wx
○○○○○	Create Atmosphere	(HJM 123)	Alter	6 turns	10 yds/lvl	V, S	Special	1 cu. mile/level	Special	Air
○○○○○	Destroy Atmosphere°	(HJM 123)	Alter	6 turns	10 yds/lvl	V, S	Special	1 cu. mile/level	Special	Air
○○○○○	Divine Inspiration	(ZG 105)	Div	5 seg	0	V, S, M	Instantaneous	Caster	None	Dev/Div
○○○○○	Divine Miracle	(ZG 105)	Inv	1 turn	Special	V, S, M	Special	Special	None	Dev
○○○○○	Indulgence	(ZG 109)	Alter	10 seg	10 ft	V, S, M	Permanent	1 person	None	Dev
○○○○○	Repel Living Plants & Animals	(PHB 294)	Abj	10 seg	Caster	V, S, M	1 turn/level	10 ft dia.	None	Ani/Plant /Ward
○○○○○	Thicket	(PF 65)	Conj/Sum	9 seg	80 yds	V, S	1 turn/level	1-10 ft cu./level	None	Plant
○○○○○	Wind Walk	(PHB 275)	Alter	10 seg	Touch	V, S, M	1 hour/level	Caster + 1 person/8 levels	None	Air